

COR4-06



DUKE OF THE DUST

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

Version 1

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The fertile fields of Tenh lie devastated and lifeless. The fate of the Tenha people lies in the balance. Will they unite and survive or be scattered to oblivion like wind-blown dust? Part 1 of the Children of the Dust Trilogy. An adventure for APLs 2-10

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

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INTRODUCTION

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you

paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find

difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set along the Artonsamay River and the in the Phostwood. All characters pay two Time Units. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

ADVENTURE BACKGROUND THE FALL OF TENH

In 582 CY, the barbarian hordes of Stonefist spilled south through Rockegg Pass and onto the fertile fields of the Duchy of Tenh in an orgy of destruction. The proud Flan realm was caught utterly unprepared by the onslaught. The Fists, led by their Master, Sevvord Redbeard, routed the Tenha Host and stormed the capital, Nevond Nevnend, forcing Duke Ehyeh III to flee south to the County of Urnst and exile. The barbarian invasion ended Tenh's long centuries of freedom and began the conflict that has come to be called the Greyhawk Wars.

When, after two further years of bloodletting, the realms of the Flanaess finally declared an end to the fighting in the Pact of Greyhawk, the land of Tenh remained under the rule of Sevvord Redbeard, who was in turn in thrall to Iuz the Evil. Those Tenhas who had not been able to flee the invaders were made slaves in their own land, forced to work and die at the whim of the Stoneholders and their fiendish overseers.

In 588 CY, what ever hold the Old One's had over Sevvord Redbeard was broken. In a blind rage, Sevvord ordered the slaying of all servants of Iuz his Fists could lay hands on, before withdrawing north of the Zumkend River in the north of Tenh. Iuz sent armies from Rookroost to occupy the territory abandoned by the Fists. Meanwhile in the east, hosts from the Theocracy of the Pale crossed the Yol to seize eastern Tenh. Many Tenhas who had fled to the Pale in 582 CY and converted to the One True Path of Pholtus now returned to bring the Blinding Light to their lost homeland. Calling themselves the Faithful Flan, they

hope to re-establish Tenh as a theocracy allied (and subservient) to Wintershiven. Other Tenha refugees remained loyal to the exiled Duke Ehyeh now also returned to reclaim their birthright in the name of their liege lords and the old customs of the realm. Thus, a bitter four-way war broke out between the factions to claim the ruins of the shattered realm.

THE DEVASTATION

Worse was to come. After over 6 years of bloodshed, a disaster befell the land of Tenh that was to dwarf all previous misfortunes. In 593 CY, a horde of creatures from the Ethereal Plane broke through into the Material Plane in the northlands of Tenh. They swept south with frightening speed, consuming every piece of organic matter they touched. The Stoneholder garrisons in Calbut and Nevond Nevnd died before they knew what manner of doom had come on them. The Ethereal Horde consumed Stoneholder, Tenha and servant of Iuz with equanimity. About 150,000 Tenhas perished in a single day. The fertile fields of Tenh, renowned in song and watered with the blood of thousands for over a decade, were turned to sterile dust.

Here and there, however, islands survived within the devastation. The Horde proved reluctant to approach the fell shrines of the Old One in Tolran Hill and elsewhere. In the east, the Faithful Flan and Palish garrison of Atherstone held back the ethereal tide. Meanwhile only the intervention of Nystul and a circle of mages known as the Keepers of the Flan sufficed to save the Loyalist Tenha stronghold of Redspan on the banks of the Artonsamay. For tens of thousands who perished, there were thousands of others that managed to flee under the eaves of the Phostwood, which the Ethereal Horde would not approach.

TENH TODAY

Once renowned for the bounty of its fields, Tenh is a barren desert of rock and dust. Known to those that dwell upon its borders as the Stonelands, the lands are utterly lifeless. Here and there the gutted ruins of Tenh's once proud cities jut up from the dust. Only the shells of stone-built buildings survive—though many of those have collapsed due to the digestion of wooden supports. The ruins are haunting reminders of a more glorious past, now seemingly lost forever.

Those that survived now huddle in the havens of Redspan and Atherstone or in unnumbered camps scattered throughout the Phostwood. A few groups of refugees have even sought shelter within the Pale, founding the village of Thenhaus. Fewer than 33,000 Tenhas survive in the land of Tenh itself. Others have fled east or south to the Pale, Nyrond, the Urnsts and beyond. The Tenha people, decimated by a decade of death and disaster and strewn far and wide by the winds of fate stand now on the verge of extinction.

This terrible truth has not escaped Duke Ehyeh III, who has watched the agonies of his land and people from his court-in-exile in the County of Urnst,

seemingly powerless to prevent them. Realizing that the fate of his people now stands upon a knife's edge, the duke has made plans to return to Tenh. There he hopes to rally the tattered remnants of the once proud Tenha nation to him and prevent their seemingly inexorable slide into extinction.

The duke and his court plan to travel north from the County of Urnst by barge along the Artonsamay River to the loyalist stronghold of Redspan. The journey must be made with the utmost secrecy for the duke has many enemies who are well aware that the death of the duke would almost certainly mean the end of any hope for the resurrection of Tenh as a sovereign realm. To this end, the duke's most trusted and loyal general, Marshal Laba has dispatched his eldest son, Labahlah to the Free City of Greyhawk to secretly procure the aid of able bodyguards for the duke and his retinue on their perilous journey home.

ADVENTURE SUMMARY

INTRODUCTION

Labahlah, posing as a Tenha merchant, approaches the PCs in the Free City of Greyhawk, looking for trustworthy and able guards for a vital shipment of provisions to the beleaguered Tenha city of Redspan. Assuming the PCs accept, Labahlah insists that they leave as soon as possible. The barge then travels north up the Selintan and Northeast across the Nyr Dyv without incident.

ENCOUNTER 1: THE HOLLOW COURT

As the barge draws close to Radigast City, the barge has a midnight rendezvous with a small Urnsian sailboat. Aboard are not the smugglers that the PCs might think, but Duke Ehyeh III and the inner circle of his court-in-exile. The PCs are made aware of the real nature of the mission and have an opportunity to interact with the various Tenha courtiers.

ENCOUNTER 2: THE WASP NEST

Passing up the Artonsamay, the barge is waylaid by a number of ships from the bandit city of Stoink, one of which bears an emissary from Renfus the Mottled, the city's boss. The emissary and his bodyguard demands that the duke pay homage to Boss Renfus as the price of passing through his fief unharmed. The haughty Tenha nobles do not take this slight well and Marshal Laba order the to PCs to keep the peace between the hotheaded Tenhas and Stoinker bandits spoiling for a fight. If the PCs fail, the Stoinkers attack the barge with overwhelming numbers, bringing the mission to a disastrous conclusion. If the PCs to manage to keep the sides from shedding blood, Duke Ehyeh is forced to kneel before the emissary and make a shaming show of humility before the bandit force.

ENCOUNTER 3: DEATH ON DARK WINGS

Continuing north, the barge is attacked by fiendish servitors of Iuz while it travels along that portion of the Artonsamay that winds through the Phostwood. The fiends damage the barge so badly it's forced aground on the eastern shore. The crew and the PCs must make repairs to it before continuing.

ENCOUNTER 4: THE FORSAKEN OF THE PHOSTWOOD

The PCs have the choice of either guarding the barge or going out into the wood to forage timber to make the required repairs. If the PCs choose to forage, they encounter a camp of Tenha refugees not far from the river. The refugee leader, Saranadh, asks the PCs' help in finding a number of children that have gone missing in some ruins deeper in the forest. If the PCs choose instead to guard the barge, they are sent into the forest to find a missing foraging patrol. There they meet Saranadh who directs the PCs toward the ruins.

ENCOUNTER 5: THE PHANTOMS OF THE PHOSTWOOD

If the PCs investigate the ruins, they encounter a nest of undead. Nearby, they also find the shallow graves of a number of foragers. On investigation, the PCs find the corpses bear the telltale signs that Tenha refugees killed the foragers.

ENCOUNTER 6: THE FAITHFUL OF THE PHOSTWOOD

If the PCs return to the refugee camp or the barge, they are set upon by a group of Faithful Flan, intent on finishing the job that the undead started. If they return to the refugee camp, the PCs will find that Saranadh has gone to the barge to meet with the duke.

ENCOUNTER 7: BY THE LIGHT OF A CRESCENT MOON

Returning to the barge, the PCs must prevent Saranadh and her sister Panadh from attacking and killing Duke Ehyeh.

CONCLUSION

Assuming the PCs manage to prevent the duke's death, the barge proceeds onto to Redspan, where the duke will have an emotional homecoming to his devastated land.

THE FAITHFUL FLAN

In the LIVING GREYHAWK campaign most of the Faithful Flan are allied with, and loyal to, the Theocracy of the Pale. The Faithful Flan portrayed in this adventure are not so allied. They follow an extremely LN orthodox version of the One True Way. They view Duke Ehyeh as a man who has committed a

grievous sin by failing to defend his peoples from the threats that have beset them since the beginning of the Greyhawk Wars. The destruction of the Tenh by the ether monsters is proof of this. Thus when the duke seemingly falls into their hands they attempt to slay him.

THE PALE AND THE FAITHFUL FLAN

The Theocracy of the Pale has a significant population of people of Flan descent. Many of these people are descendants of the nomadic people who still hold a very close connection to the land. However, some Flan have chosen to integrate Pholtus' teachings into their lives. These people are known among the Pale as the "Faithful Flan". From their numbers have arisen many prominent members of many communities, especially in the northern areas of the Pale where their numbers are much greater. Those that choose to fully embrace Pholtus are unrestricted in their ability to attain position within the government and church hierarchy.

Named Kinnora, many of the Faithful Flan chose to blend the Old Faith (as their connection with nature is commonly known) with the more modern teachings of Pholtus. These people tend to be farmers, hunters, or militia. Though their ways are different then most Oeridian or mixed humans who venerate Pholtus, they are respected for their role in their respective communities.

The Prelatal Army has recently drawn a great number of individuals from the ranks of the Faithful Flan for military service in the campaign on the border of Tenh. Though the typical Faithful Flan is not usually put in charge of military units, they have proven to be brave, loyal, and hearty soldiers who are dedicated to fighting for their beliefs and, most importantly to the Prelatal Army, Pholtus. Their value has proven to be the deciding factor in many battles in Tenh and against the trolls in the Troll Fens.

INTRODUCTION

The action opens in the Free City of Greyhawk. Allow the players to rationalize why the PCs are there. When the players are ready, read or paraphrase the following:

The drinking hall of the Silver Dragon Inn is busy even for an Earthday night. The long room is packed with a mix of mercenaries, merchants, artisans, and travelers. At either end, huge fires blaze in massive stone fireplaces, lending a homely orange cast to the curtains of pipe smoke that hang thickly in the air. The inn's clientele are crammed elbow to elbow along a dozen or so huge drinking tables, each of which stretches half the length of the hall.

Allow the PCs to react to their surroundings and role-play for a few minutes. Then have them make a Spot check (DC 10). If they succeed, read or paraphrase the following:

Suddenly, you are acutely aware of being watched. Turning, you see two men at a neighboring table staring directly at you. As you look at them, they continue to stare brazenly, making no attempt to conceal their scrutiny. You notice that they are both bronze-skinned men with dark hair. One is a middle-aged, ill-favored looking fellow, with a long white scar running from his chin to an inch above his glowering black brows. His companion is a younger man, powerfully built, with large black eyes that gaze gravely at you. As you watch, the older man, not taking his eyes from you, leans over and whispers something in the ear of the younger, who merely nods slightly in response.

If the PCs choose to approach the men, the older man answers their questions, while the younger man continues to watch them intently.

The younger man is Labahlah AoLaba (pronounced La-bay-lah Ayol-aba), son of the Tenha Marshal Laba. He has been sent to Greyhawk City by his father to discretely procure a barge and trustworthy guards to escort Duke Ehyeh on his journey back to Tenh. His companion is Ehlenhe (pronounced Eh-len-hay), a trusted agent of the Tenha Court-in-Exile in the Free City. Unbeknownst to the PCs, they are also being observed by a third Tenha, Jerylah—a priestess of Rao. She is using *detect evil* and other divine powers to determine the PCs propriety.

◆ **Ehlenhe of Tenh**, agent of the Duke of Tenh

Appearance: Ehlenhe is a short, somewhat wizened Tenha man in his late forties. His bronze skin is sun-darkened, except for a white scar running from his jaw to his forehead, the legacy of a battle with a Stonefist berserker during the fall of Tenh in 583 CY. Ehlenhe seems to be an unsavory character, dressed in shabby river-man's garb

Character: Despite his outward appearance, Ehlenhe is a loyal and trusted servant of the Duke of Tenh. With several other agents, he reports on events of note in the Free City to the court-in-exile. Since Labahlah arrived in Greyhawk, Ehlenhe has been acting as his "fixer". Ehlenhe speaks in a rough, yet hard to place accent. He is a shrewd and resourceful man, with a fondness for black gallows humor.

◆ **Labahlah AoLaba**, agent of the Duke of Tenh

Appearance: Labahlah is a short but powerfully built man in his early thirties. His skin is a deep coppery bronze, while his wavy hair and deep-set eyes are black as ebony. He is dressed like a riverman.

Character: Like Ehlenhe, Labahlah is a devoted servant of Duke Ehyeh. He loves his homeland dearly. As a young soldier in the Tenha Host, he fought at Redspan during the Fall of Tenh. His experiences then and a decade of bitter exile have made him stern and grim of character. While his land suffers, he can have no joy in his life. His father is the venerable Marshal Laba, the most senior of Duke Ehyeh's generals and the only one to survive the Greyhawk Wars with his reputation intact. Labahlah loves his father dearly and seeks always to honor him with worthy deeds.

PCs making succeeding at a Knowledge (local) check (DC 5) knows that the Tenhas are renown throughout the Flanaess for their arrogance. This arrogance has not been tempered by the recent disasters that have beset their realm.

Below are a few of the likely questions that the PCs will have and the Tenhas' answers:

Q: Who are you?

A: *Traders, m'friend, traders. Ehlenhe of Tenh at yer service. How might I help ye?*

Q: Who is your friend?

A: *This is Lab, a business associate o'mine. Doesn't say much.*

Q: Why were you staring at us?

A: *No law against lookin'. They don't call it a Free City for nowt. But as you ask - we're lookin' fer some hands fer a job. I was just sayin' to Lab here that ye lot seemed the part.*

Q: What line of business are you in?

A: *Shipping - a barge on Nyr Dyv.*

Q: What sort of help do you need?

A: *These're dangerous times. A man who is not skilled in arms does well now to have men about him who are - as long they're trustworthy.*

Q: What are you proposing?

A: *I propose, as you say, that if ye be skilled in arms and are trustworthy that we might go upstairs and talk terms. I've rooms here.*

If during this exchange the PCs succeed at a Spot check (DC 20), they notice a Tenha woman off to their right. She stares intently at the PCs as she goes. This is Jerylah. If the PCs mention this to Ehlenhe, he looks impressed and says the following:

"Ye're sharp and no mistake. That's the kind o'thing we're in the market for. That there's Jer - a lady friend of Lab's here. She's just making sure that ye're all above board. Can't be too careful these days."

If the PCs do choose to go upstairs with Ehlenhe and Labahlah, they are brought to a small bedroom on the third floor of the inn, at the end of the corridor. Jerylah will follow shortly after, introducing herself as Jerylah of Rao. A copper-skinned, raven-haired Tenha woman in her late twenties checks the room for evidence of scrying or any other sort of eavesdropping.

Once she gives the all clear, Labahlah gets down to the business at hand.

Read aloud or paraphrase the following:

"Before we begin, I must insist that you swear oaths on what ever god you hold closest to your heart that you will not speak of what I am about to tell you to anyone. May whatever power you swear by hold you to those oaths and smite you if you prove faithless to them"

This is a non-negotiable condition. If the PCs will not swear, then the Tenhas refuse to deal further with them and the adventure is at an end before it has really begun. If any of the PCs are overt followers of Pholtus see Troubleshooting below.

Troubleshooting - Pholtines and Palish: Some PCs may be priests, paladins, or followers of Pholtus. The Tenhas regard such PCs with extreme suspicion and bind them to oaths upon the name Pholtus not to reveal any portion of what they are about to be told. The Tenhas are satisfied that such an oath will bind a true follower of Pholtus.

Jerylah will test such this with a *zone of truth* and/or *discern lies*. If the PCs try to resist the effects of these spells, the Tenhas will refuse to deal with them.

If any of the PCs are members of the Faithful Flan—Tenha converts to the Palish Church of Pholtus—the Tenhas refuse to deal with them and do not say anything until the offending PC(s) has/have left.

Assuming the PCs agree and swear, Labahlah continues:

"As you may have guessed, we are not natives of the Free City, but rather are Tenhas. Over a decade ago, the Fists of Stonehold drove us from our homeland. Since then, many brave and loyal Tenhas have striven to reclaim what is ours by right of birth. We have had to face many enemies: the Fists, the Old One, even our own people whose minds have been poisoned by the preaching of the Palish. We have even fought the Horde from the Planes that consumed the fields of our homeland to dust. We have striven and despite the odds we have survived.

"Our forces now cling by the narrowest of margins to the city of Redspan. Since the creation of the Stonelands, that garrison depends on provisions brought north along Artonsamay by river barge. We, being loyal subjects of Tenh, have a barge loaded with provisions for the garrison.

"What we need are guards to protect the barge's cargo between here and Redspan. The route is long and fraught with peril, for we must pass along the marches of the empire of the Old One to reach our destination.

"Will you help us?"

Labahlah is being somewhat disingenuous. Though he does indeed have a barge of supplies, the main "cargo" is Duke Ehyeh and his court, which will join the barge off the County of Urnst. Strictly though, for the purposes of truth-divining magics, everything Labahlah has said is true.

The PCs will no doubt have further questions, the most likely of which are presented below, along with Labahlah's answers:

Q: What's in it for us?

A: *"We will pay you handsomely for your efforts on our behalf. If you accept, I will pay you a tithe now and the rest if we reach Redspan."*

Q: Why all the secrecy?

A: *"As I said, we have many enemies and the way is perilous. Our foes have many ears, it takes only a few loose words to doom this enterprise to failure."*

Assuming the PCs agree, Labahlah pays them their coin there and then and tell them to be ready to cast off before first light on the morrow. The sum of gold is non-negotiable.

Treasure:

APL 2: Coin: 10 gp.

APL 4: Coin: 20 gp.

APL 6: Coin: 30 gp.

APL 8: Coin: 40 gp.

APL 10: Coin: 50 gp.

Once the PCs have accepted the mission and have made any preparations they deem necessary read aloud or paraphrase the following:

As the sun rises over the slumbering shoulders of the Cairn Hills on the following morning, you find yourself pulling away from under the frowning, shadowy walls of Greyhawk City and making north up the Selintan with a fresh southerly breeze billowing your sails. For weal or woe, you are on your way.

ENCOUNTER 1: THE HOLLOW COURT

THE UDARA CILE

The name of the barge is the Udara Cile (or Hope's Herald in the dialect of Flan spoken in Tenh) (pronounced: ooh-dara KEY-lay). For full details of its layout and armament, see Appendix 2.

Read or paraphrase the following:

You make good speed through the Gorge of the Selintan and emerge on the third day into the broad, dark waters of the Lake of Unknown Depths. Turning east, you keep the peaks of the Cairn Hills to starboard for a further eight days until they at last fall away into the rolling downs of the Duchy Urnst. You pass Leukish by night, leaving the city's glimmering lights behind in the gloom of a gray dawn.

The green shores of the County Urnst slip by in their turn. Then, 20 days out of Greyhawk, instead of waking to see Pelor rising over the towers of the Urnsian port of Bampton, you see him rise in all his glory over the restless waters of the Nyr Dyv. The Udara Cile is gently rolling in the lake swell, her sails furled and a brake anchor trailing to stern.

If the PCs ask Labahlah what is going on, he tell them there is nothing to worry about. The Udara Cile is waiting for another ship. When it arrives, she says, the barge will make sail for the mouth of the Artonsamay. She is currently about 15 leagues off Bampton, which

is just over the eastern horizon. Labahlah is most evasive about the other ship, what it is carrying, where it is from or why it is rendezvousing with the Udara Cile.

As it happens the PCs are not in suspense for long. Read or paraphrase the following:

"Ship off the starboard quarter!"

Your eyes follow the pointing finger of the watchman on the bow. Against the glare of the early morning sun, you make out the silhouette of small twin-masted sailing ship.

In short order, it draws near and, striking sail, heaves-to off the Udara Cile's starboard beam. Pennants bearing the device of a white swan on a green field flutter from the mastheads, and as the sails are struck, a second banner is unfurled—that of a red Flannae rune on a field of gold.

A successful Knowledge (history) check (DC 15) allows the PCs to identify the arms as those of the Duchy of Tenh (Tenha PCs can recognize this automatically).

You see a number of people on the deck of the sailing ship. A longboat is lowered and a dozen people clamber into it. With swift, powerful oar strokes, the longboat comes along side the Udara Cile. A rope ladder is lowered to the boat and a short, middle-aged man with graying black hair and almost coppery-bronze skin climbs aboard. As he sets foot on the deck, Labahlah and the Tenha crew fall to their knees and bow their heads. Labahlah motions for you to do the same, before saying:

"All hail His Radiance, Ehyeh, the third of that name, Duke of Tenh, Father of the Tenhearanadh [pronounced Ten-har-an-ad], Chosen of the Land."

With one voice, the crew responds:

"Hail, Ehyeh, Father and Chosen!"

The PCs should fall in with the rest of the Tenhas and show their respect to the duke. Failure to do so elicits an angry response from the crew and especially from a huge Tenha warrior in gold mail and a long red cloak, who climbs aboard the Udara Cile after the duke. This is Ceannalah, the Duke's Champion. He demands that the PCs bow before the duke. If they refuse, Ceannalah tries to fell the offending character with a powerful backhand to the face. If any PCs attempt to retaliate or resist, they find a dozen crossbows trained at them by an angry Tenha crew. If indeed the worst occurs and it seems likely that violence is imminent the adventure will likely end here for the party. While the Tenhas do not initiate any combat here they refuse all future dealing with the PCs. The PCs find themselves returned to land by the vessel that brought the duke board.

If the PCs do bow and show sufficient respect, there is no problem.

Labahlah shows the duke into the cabins in the aftcastle, while a number of richly attired Tenhas clamber aboard and cast disdainful looks at the barge and at you.

These are the key members of the duke's court-in-dxile. As soon as they are board, the Udara Cile makes sail and sets off north and east once more.

Labahlah emerges soon after and call the PCs aside.

Read or paraphrase the following:

"I apologize for the deception," says Labahlah, "but it secrecy is the duke's safety and his shield. He has many enemies and if he should fall, then it is likely that the Tenha people will die with him. We are still going to Redspan, but with a far more valuable cargo than provisions for the garrison. This ship's name was well chosen, for we bear the hope of a shattered people. It is your duty to help preserve that hope."

At this point Labahlah asks the PCs for a reaffirmation of the oath they took in the Silver Dragon. If they do not do so, they are put off the vessel when it reaches Stoink. For them, the adventure is over. If however they do reaffirm their oath the adventure continues as detailed below.

The next month passes uneventfully, as the barge passes into the mouths of the Artonsamay and up the broad river. During this time, the duke remains cloistered in his cabin in the aftcastle. However, the PCs can interact with various members of the Duke's Court (see Appendix III for full details). This is intended to be a fairly free-flowing roleplaying encounter and can be handled at the DM's discretion. The goal here is to introduce the key courtiers and emphasize the legendary haughty pride of the Tenhas.

PCs of Flan decent or origin are better treated than other humans. However, as the Tenhas consider themselves to be the most civilized of the Flannae peoples, even other Flan will be on the receiving end of a fair amount of haughty condescension. Non-Flan humans are treated with barely-concealed contempt by most of the courtiers (with the exception of Marshal Laba and Labahlah, who, though they have pride in their people, have seen enough of outsiders to realize their worth).

The courtiers are listed below, along with a suggested roleplaying encounter for each to be played at the DM's discretion. It is suggested that these be interspersed with the action in the later encounters as the DM sees fit. These NPCs are described in greater detail in Appendix 3.

◆ **Ceannalah** (pronounced Kyan-ala), Duke's Champion; The Duke's Champion is the premiere knight of the Tenh and the duke's personal bodyguard. Arrogant and overbearing, he treats all non-Tenhas with a fierce contempt. He does, however, respect skill at arms and valor.

Suggested roleplaying encounter: Ceannalah insists on inspecting the PCs and their equipment, as he would an honor guard, pulling the PCs up for being slovenly and a disgrace to what ever benighted realm spawned them. The champion berates Labahlah for dredging up the dregs of Greyhawk City. If, however, the PCs demonstrate great skill of arms, Ceannalah is

appreciative, telling them that they are "not bad for an outlander," which is as much of a complement as the PCs are going to get out of him.

☛ **Fearlanadh** (pronounced Far-lan-ad), - Breahon or Chief Justice; The Breahon (pro. Breh-on) is Keeper of the Laws of Tenh, and also of the records of the realm. He has spent his long life in the service of the duke and his father; obsessed with the minutiae of court protocol and formality. He is somewhat old and befuddled.

Suggested roleplaying encounter: Fearlanadh approach the PCs along with Deredech (see below) to ask them what their names, titles and lineages are, so that he might determine where they might fit in the orders of protocol. He asks them all manner of pointless questions, like what season they were born in, whether they are left or right handed, and what taboos they have.

☛ **Marshal Laba** (pronounced La-ba) - First Marshal of Tenh; The only Tenha general to survive the Greyhawk Wars with his reputation intact. Labahlah's father served Duke Ehyeh and his father well, though is now quite an old man. A loyal and humble servant of Tenh and its duke, his honor is beyond reproach.

Suggested roleplaying encounter: The venerable marshal approaches the PCs at some point to size them up. He asks about their homelands and past adventures. Unlike the other courtiers, he does not come across as being haughty, but will simply ask questions and observe the PCs as they answer.

If the PCs do not make total fools of themselves, he is satisfied and says he has faith in them to do the duty set them.

If the PCs are disrespectful or act the fool, then he tries to disguise his distaste, politely bid them good day, and never speak to them again, unless he has to. Moreover, the PCs have shamed Labahlah in this father's eyes, as he is the one who hired them and is thus responsible for their actions. Labahlah does not mention this to the PCs (unless asked directly what is the matter with him), but is downcast and depressed whenever he deals with them in future

☛ **Deredech** (pronounced (der-ed-ek) - Filedh (pronounced: fill-ed) or Duke's Annalist;

The Filedh is the duke's court historian, keeping the annals of his reign and composing epic lays to celebrate it. He is an utter sycophant, showering the duke with unquestioning praise. His glowing accounts of the duke's reign are creative to say the least.

Suggested role-playing encounter: Deredech accompanies Fearlanadh to ask the PCs about who they are. Deredech wants to add them to an epic composition he is writing about the Duke's glorious return to Tenh. Deredech offers to recite a few verses, which are not only dreadful, but bear only a scant relation to reality. They depict the duke returning at the head of a mighty army to reclaim his land from a weak and craven enemy. Deredech ingratiate himself to the PCs wherever possible.

☛ **Taradhann** (pronounced Tar-ad-ann)- Tanastadh (pronounced Tan-as-tad) or Steward of Tenh;

The Tanastadh is the duke's chief minister, administering the court and in happier days, many of the affairs of state—especially the exchequer. He is a very stern, proud, and overbearing man, but is extremely efficient and able at his job.

Suggested role-playing encounter: Taradhann will generally only be encountered if the PCs seek him out. For example if they ask to see the Duke, they have to come to Taradhann (who refuses to permit them have an audience with Ehyeh under any circumstances). He is seen about the boat, issuing orders to the other courtiers and Labahlah in the name of the duke. The PCs are hirelings and someone else's responsibility, and therefore beneath the Tanastadh's notice or concern. If the PCs do speak to him, he is extremely curt with them, interrupting to ask who they are and upon receiving the answer, snorting and saying he doesn't have time to deal with hirelings, before striding off.

ENCOUNTER 2: THE WASP NEST

About a month after the duke arrives aboard the barge, the vessel draws close to the city of Stoink.

Read or paraphrase the following:

Life on the barge falls into a steady routine. Watches are posted day and night, but nothing interrupts the slow monotony of the days. The barge sticks hard by the southern bank of the Artonsamay. Though there are rumors of civil war in the County Urnst, you see no sign of it. It is a sobering thought that even civil strife in Urnst is safer than the festering chaos of the Bandit Lands. It is to the north bank of the river that you find your eyes drawn to most often.

Have the PCs detail their watches at this point. This information is important for some of the later encounters.

Read or paraphrase the following:

Then one foggy morning, you spy something looming out of the river mist ahead. A small flotilla of barges is arrayed across the river before you, blocking any progress forward. At the prow of the largest of the boats, a white flag of truce flutters, while beneath it, there stands a thin, weasely man.

"Stop in the name of Boss Renfus of Stoink!" the man bellows across the water.

The man is Relnyr Dhersal, one of the chief lackeys of Boss Renfus the Mottled, the ruler of the Bandit state of Stoink. The Udara Cile has little option but to follow his orders, given the blockade of the river ahead. Raiders from Stoink have plagued the tenuous supply lines between Redspan and the County of Urnst for many years now and the Tenhas have a fierce hatred of

the "Bandit scum". However, in this situation, the proud Flannae are in no position to offend the Stoinkers and Boss Refnus knows that. Relnyr has been sent to humiliate Duke Ehyeh, the Boss never being the sort to miss the opportunity to kick someone while they're down. Relnyr and his men are spoiling for a fight, and hope that by inflaming the famous Tenha pride that they'll get one. Any fight will of course be greatly stacked in the bandits' favor.

Realizing this, Marshal Laba sends for the PCs and speak to them quietly on the aftcastle. Read or paraphrase the following:

"There is mischief afoot," Marshal Laba says in a low voice. "These bandits only make parley when there is ill to be wrought with words. They'll try to goad our men into some rash act, unless I miss my guess. You must ensure that does not happen. Come between them and our crew here. Watch Ceannalah especially—he is a steadfast man, but swift to anger. One blow struck in righteous wrath could be the death of us all. Use whatever means you see fit—I will answer for them—but do not allow bloodshed between the bandits and our men. Do not harm their envoy—the flag of parley protects him. The others you may treat more roughly, if you have to, but kill none among them or you kill us all."

A longboat ferries Relnyr and a bodyguard of six bandit soldiers across to the *Udara Cile*. They form up in a wedge with Relnyr at the head. The Tenha courtiers line up on the aftcastle, with a line of Tenha crew standing at the foot of the stairs leading up to the aftcastle. Allow the PCs to position themselves as they see fit and make what preparations they wish.

☛ **Relnyr Dthersal**, "envoy" of Boss Renfus the Mottled of Stoink

Appearance: Relnyr is a tall, weasely rake of a man with a long, equine face and a mouthful of golden teeth. He is dressed in an ill-fitting red velvet doublet and a long black cloak.

Character: Relnyr is a sly bully of a man, content to be brave when courage makes no demands on him. He speaks with a sneering tone of voice being well aware that no one on the *Udara Cile* and lay a finger on him without starting a fight.

His goal is, as Marshal Laba predicted, to goad the Tenhas into starting a fight that his men can finish. Failing that, he is content to humiliate the Tenhas and their duke. Relnyr wishes to exact the following humiliating terms from the Tenhas: to gain safe passage through that portion of the Artonsamay under the protection of Boss Renfus, Duke Ehyeh must kneel before Relnyr and pay tribute to the Boss of Stoink.

Read or paraphrase the following:

"I, Relnyr Dthersal, Most Potent Envoy to His Noble Honor, Boss Renfus of The Free City of Stoink, would have parlay with the Duke of the Tenhas," says the weasel-faced man. "I do not see him here? Perhaps we have frightened him with our mighty flotilla? Bid him come out, for there are no Fists here to threaten him."

This causes murmurs of outrage among the Tenhas. If the PCs make no answer, read or paraphrase the following:

Ceannalah marches down from the aftcastle to stand before Relnyr and says:

"You would do well to remember that weasels do not swim well. Curb your tongue, bandit, or I'll drown you myself."

In response, Relnyr's guards place their hands meaningfully on their sword hilts.

Relnyr sneers. "And you, young bucko, would do well to remember the terms of parley. I'd have thought that a Tenha would have no difficulty remembering what a white flag looks like."

Again the PCs have the option to act at this point (see below).

If the PCs do not intervene at this point, Ceannalah bellows with rage, trying to draw his blade and strike down Relnyr. Relnyr's guards draw their swords also and the PCs have to act quickly to prevent someone from dying.

If and when they intervene, the PCs may wish to roleplay their way out of the situation. If so apply DC 13 + APL Diplomacy checks where appropriate. Allow the PC to role-play first and make the check afterwards, modifying the role according to the quality of the role-playing. Ceannalah is very reluctant to back down and resents hirelings putting their oar in. For his part Relnyr is insulting to the PCs as he is to the Tenhas. However, with good roleplaying and Diplomacy checks, the situation might be defused.

If so, go to Enter The Duke below.

On the other hand the PCs may wish to use force to restrain Ceannalah and the bandit guards. Neither party will take kindly to this and struggles for all they are worth, though will not use lethal attacks, except in response to lethal damage inflicted by the PCs. If the PCs manage to somehow restrain or pin one side or other side with nonlethal attacks, then the situation will be defused somewhat.

If so go to Enter the Duke, below.

If either Ceannalah or any of the bandits are killed, go to Stirring up the Wasp Nest below.

Stats for Ceannalah and the bandits are given below.

APL 2

☛ **Ceannalah:** male human Ftr2; hp 20; see Appendix 1.

☛ **Stoink Bandits (6):** mix male and female human Rog1; hp 7 each; see Appendix 1.

APL 4

☛ **Ceannalah:** male human Ftr4; hp 32; see Appendix 1.

➤ **Stoink Bandits (6):** mix male and female human Rog2; hp 13 each; see Appendix 1.

APL 6

➤ **Ceannalah:** male human Ftr6; hp 46; see Appendix 1.

➤ **Stoink Bandits (6):** mix male and female human Rog3; hp 17 each; see Appendix 1.

APL 8

➤ **Ceannalah:** male human Ftr8; hp 60; see Appendix 1.

➤ **Stoink Bandits (6):** mix male and female human Rog4; hp 20 each; see Appendix 1.

APL 10

➤ **Ceannalah:** human male Ftr10; hp 84; see Appendix 1.

➤ **Stoink Bandits (6):** mix male and female human Rog5; hp 25 each; see Appendix 1.

Tactics: Both Ceannalah and the bandits are striking to kill if matters come to blows. Ceannalah tries to strike Relnyr first, while the bandit guards try to swarm the Tenha Champion. Relnyr takes no part in the fight, other than trying to defend himself and hiding behind his guards. Ceannalah also strikes at any PC trying to get in his way, while the bandits fend off PCs trying to restrain them with lethal force also. In order to diffuse the situation successfully by force, the PCs either have to restrain Ceannalah or all of the bandit guards without killing anyone in the process. It is acceptable to do lethal damage, provided it does not kill the NPC on the receiving end.

Enter the Duke

If the PCs manage to defuse the confrontation either by force or by persuasion, read or paraphrase the following:

The electric tension recedes for a moment. Then a commanding voice speaks from the aftcastle.

"What would the Honored Envoy of the Free City of Stoink have with the Duke of the Tenhas?"

On the aftcastle stands Duke Ehyeh, dressed in mail bearing the arms of Tenh and a long red cloak.

"Ah, so the renowned duke deigns to join us," says Relnyr. "The demands of Boss Renfus are simple. If the Duke of the Tenhas wishes to have safe passage through the sovereign waters of Stoink then he must kneel before the Bosses' Envoy and beg permission and pay the requisite fines and tolls that such passage demands."

There are cries of anger and outrage among the Tenhas. Duke Ehyeh silences his men with a raised hand.

"And if the Duke of the Tenhas will not kneel?"

"Then it will go badly for him," Relnyr says with an evil smirk.

Ehyeh is silent for a moment. "Very well," he says grimly, and walks with heavy steps down the stairs to the main deck.

"Sire, you cannot...!" cries Ceannalah, before he is cut off by a single gesture from the duke.

Duke Ehyeh kneels before the smirking Relnyr and in a voice shaking with rage says "The Duke of the Tenhas asks..."

"Humbly begs," corrects Relnyr.

"Humbly begs the permission of the Boss of Stoink to pass safely by his city."

"The Boss of Stoink graciously grants the Duke of the Tenhas this boon, and demands that his kindness be remembered in future."

Standing, Ehyeh looks Relnyr in the eye.

"Assure the Boss of Stoink that the Duke of the Tenhas will not soon forget this day," Ehyeh says with steel in his voice.

The duke then turns on his heel and marches back to his cabin.

Still smirking, Relnyr collects a large purse heavy with coin from Marshall Laba, bows and then returns to his vessel. Up ahead the flotilla parts, allowing the Udara Cile to proceed on her way.

Stirring up the Wasp Nest

If either Ceannalah or any of the bandits are killed, all hell breaks loose. The bandit ships in the flotilla attack *en masse*, sending waves of bandits to assail the Udara Cile. Relnyr gives the PCs one chance to withdraw from the fight without dishonor or die. If the PCs refuse, the forces listed below (which are equivalent to the ELs for the entire adventure) assail them. It is possible, though extremely unlikely, that the PCs might survive or escape from the barge. Unless the PCs manage to spirit the duke away themselves, he is killed in the fighting. If the PCs manage to defeat all of the bandits, they may escape with their lives, though, again, unless the PCs have moved to save the duke before this point, they find he has been slain. The adventure has ended in disaster before it has begun.

PL 2

➤ **Ceannalah:** male human Ftr2; hp 20; see Appendix 1.

➤ **Stoink Bandits (30):** mix male and female human Rog1; hp 7 each; see Appendix 1.

APL 4

➤ **Ceannalah:** male human Ftr4; hp 32; see Appendix 1.

➤ **Stoink Bandits (30):** mix male and female human Rog2; hp 13 each; see Appendix 1.

APL 6

➤ **Ceannalah:** male human Ftr6; hp 46; see Appendix 1.

➤ **Stoink Bandits (30):** mix male and female human Rog3; hp 17 each; see Appendix 1.

APL 8

☛ **Ceannalah:** male human Ftr8; hp 60; see Appendix 1.

☛ **Stoink Bandits (30):** mix male and female human Rog4, hp 20 each; see Appendix 1.

APL 10

☛ **Ceannalah:** human male Ftr10; hp 84; see Appendix 1.

☛ **Stoink Bandits (30):** mix male and female human Rog5; hp 25 each; see Appendix 1.

Development: Assuming that the PCs manage to successfully defuse the situation, the Udara Cile is allowed to pass on up the Artonsamay.

If the PCs assaulted Ceannalah, he is utterly enraged by the act and demands to know why filthy outlanders dared to lay a hand on the Duke's Champion. Marshal Laba will intervene before Ceannalah gets too worked up, saying that he authorized the PCs to act in the barge's defense. Ceannalah gives Marshal Laba a murderous look and then stalk off to his quarters.

Go to Encounter 3.

ENCOUNTER 3: DEATH ON DARK WINGS

Having passed Stoink, the voyage north is uneventful until the Udara Cile enters that stretch of the Artonsamay that passes under the eaves of the Phostwood.

Read or paraphrase the following:

Leaving the wasps' nest of Stoink far behind, the Udara Cile continues on its way, beating against the slow and steady current of the broad Artonsamay as it meanders southwards. Life returns to the steady and somewhat monotonous routine of watches, meals, and sleep. Several days north of Stoink, you spot the dark green mass of the Nutherwood spreading across the northern horizon. The open plains on either bank of the river are quickly overrun by dense ranks of trees and the river becomes a broad ribbon between two great walls of verdant green.

Despite the change in scenery, the barge's journey north remains uneventful. A few days later, you pass the confluence of the Artonsamay and the river Yol, which in happier times marked the borders of the Theocracy of the Pale and the Duchy of Tenh. The character of the woodlands fencing in the river changes; great stands of shaggy barked phost trees now dominate, their broad green leaves shading the forest floor into twilight by day. By night, a ghostly glow suffuses the woodland, as fallen phost trees slowly decay into the leaf mould, shedding the soft light that lends them and the Phostwood its name.

The Ambush: Iuz's minions (having been tipped off by Boss Renfus) have dispatched fiends to assail the barge and prevent Duke Ehyeh from returning to his homeland. They have chained together a collection of logs to form a boom and block the Udara Cile's progress upriver. Once the boat is stopped, they plan to attack the barge from both the air and from the shore. The exact nature of the attacking force varies by APL (see below).

Have the PCs taking the midnight watch attempt Spot check (DC 15) to glimpse an obstruction in the water on the barge's path. If the PCs alert the crew, they'll be unable to prevent the barge striking the obstruction, but the alerted PCs are able to act in the surprise round of the ambush below.

If no PCs are on watch, then no one spots the obstruction until the barge strikes it. None of the PCs can act in the surprise round.

Read aloud or paraphrase the following:

Suddenly, there is a terrible splintering sound and the barge comes to a sudden, shuddering halt, its timbers groaning ominously with the strain. Cries of "we're taking water!" resound from the forward hold as general pandemonium breaks out aboard.

The shouts of alarm become screams of pain as dark shapes swoop down out of the night sky onto the helpless barge.

Have any PCs standing on deck or elsewhere attempt a Reflex save (DC 15) to avoid being knocked prone by the impact. Unless the PCs have stated that they are on watch or have some specific reason to be above decks, assume that they are asleep in their bunks when the barge strikes the boom.

APL 2 (EL 4)

☛ **Half-fiend Losels (advanced) (6):** hp 13 each; see Appendix 1.

APL 4 (EL 6)

☛ **Half-fiend Losels (advanced) (2):** hp 13 each; see Appendix 1.

☛ **Lesser Varragoins:** hp 32; see Appendix 1.

APL 6 (EL 8)

☛ **Lesser Varragoins:** hp 32; see Appendix 1.

☛ **Babau:** hp 66; see *Monster Manual*.

APL 8 (EL 10)

☛ **Rager Varragoins (2):** hp 60 each; see Appendix 1.

☛ **Babau (2):** hp 66 each; see *Monster Manual*.

APL 10 (EL 14)

☛ **Arcanist Varragoins (2):** hp 60 each; see Appendix 1.

☛ **Bebilith (2):** hp 150 each; see *Monster Manual*.

Tactics: Though the attackers vary by APL, the attack is split into two components: an aerial force and a ground force (at APL2, half of the half-fiend losels hang back to form the aerial force, while the other half swoop into attack hand-to-hand, targeting archers and spell casters especially, using their flight and their halberds to full advantage).

The aerial force (usually one or more varrangoin) hangs back and attacks the barge and the PCs from range if possible. The group only swoops into rake the PCs with its melee attacks when it is out of spells, or in the case of the varrangoin with retributive strikes, when they are low on hit points and do as much damage as possible to its enemies when it dies.

The ground force attacks the barge directly, seeking to get at the duke and attacking anyone getting in its way. If pressed by the PCs, the baatezu will try to summon reinforcements (if applicable). The fiends fight to the death.

Treasure: The following treasure is available here:

Defeat the fiends

APL 2: Loot: 25 gp

APL 4: Loot: 8 gp

APL 6: None

APL 8: None

APL 10: None

Development: Assuming the PCs manage to defeat the fiends, they find that the *Udara Cile* has been holed below the waterline by the boom and is taking on water. Ehlenhe reckons that if the barge beaches on the bank, he can prevent the vessel from sinking and, using wood harvested from the forest, affect repairs good enough to get the barge the rest of the way to Redspan.

Troubleshooting: The PCs may have some means of manipulating wood, but however skilled they are, the hole in the barge is too large for them to fix without fresh supplies of wood from the forest. The PCs may elect to try and fix the hole by using *make whole* or more powerful magics. However, the Tenhas believe that it must be they who repair the vessel, as it is the means by which their leader will return to restore their homeland.

ENCOUNTER 4: THE FORSAKEN OF THE PHOSTWOOD

All going well, the barge should be river-worthy again within a week. Taradhann begins organising the crew into foraging parties.

Read aloud or paraphrase the following:

With great effort, the Udara Cile is hauled partway up the eastern bank, allowing the damage to the bow to be clearly seen. The crew quickly set to work hacking out the damaged

timbers, the noise of their labour echoing loudly though the hushed forest.

Lay of the Land: The Phostwood is an old growth deciduous forest consisting of oak, beech, elm, yarpick, bronzewood and, of course, phost trees. The wood of the shaggy-barked phost tree gives off a phosphorescent glow while it rots, sufficient to light a 5-foot radius. As a result the forest glows with eerie phosphorescence by night. The thick canopy smothers any significant undergrowth, except in occasional clearings and along the riverbank, where reeds, bulrushes, and water herbs such as hemlock and angelica grow in profusion. Small creeks and streams flow west out of the forest into the Artonsamay, forming shallow, boggy dells.

Labahlah approaches the PCs and offer them the choice of picket duty on the barge or foraging duty.

A: PICKET DUTY

Have the PCs formulate a watch rotation and deployment. Ceannalah inspects whatever the PCs come up with and berates them if there are any obvious flaws with the system. Even if the PCs have a sensible picket line, they receive only silent disdain from Ceannalah for their effort.

Have the PCs roll Spot checks. Whatever the result, on one of the daytime watches on the first day, read or paraphrase the following:

As you stand watch, work continues apace on the barge. Splintered timbers are hacked or chiselled out, leaving a gaping hole in the bow. You are extremely aware of the noise that the workmen are making. The forest around you seems hushed and you can almost imagine the trees bending to listen to the sawing and hammering.

Then suddenly, you catch sight of a face peering out of the undergrowth. Two large brown eyes set in a grubby, round bronze-skinned face stare out at you. Then you realize that there are more faces; perhaps a dozen ragged Tenha children peering curiously out at you.

The children are from a Tenha refugee encampment about a league east of the river. They have been drawn here by the sounds of the carpentry. The children are very shy if approached and flee if the PCs make any even remotely sudden or aggressive move. If approached gently and/or enticed with food or some other appealing sight (such as simple magical tricks), the children can be coaxed into conversation. This also requires a successful Diplomacy check (DC 15), which you can modify depending on the PCs' actions.

What the Children Know:

- There are about 12 of them, the biggest one, Anadh, a boy of about 10 years old does all the talking.
- They've come from the camp in the woods. Many people live there now that their houses are gone.

- They used to live in Harpender before the dust took everything. The Fists used to own Harpender. Then the White Cloaks and the Red Cloaks came and drove out the Fists, then began fighting for what was left. Then the dust came and everyone died, except those who ran into the forest.
- They live in the forest now, but there's always more people than food and never enough to eat. You get used to the hunger after a while.
- The leader of the camp is Saranadh. She's a good woman and people listen to what she says.
- There are dangerous things in the forest that sometimes kill some of the people in the forest. Live things and dead things.
- Anadh leads the PCs back to the camp if they wish. If so, then go to The Camp below. If not, then the children ask the PCs for some food, before wandering back to the camp themselves.

If the PCs do not follow the children, then the rest of the day passes uneventfully until the foraging parties begin to return in the evening.

Read or paraphrase the following:

As the sun is sinking low over the trees on the west bank, the foraging parties begin the file wearily into camp. It's then that you notice that there are fewer returning that set out this morning.

Questioning the foragers the PCs can discover the following:

- Six foragers are missing.
- None of their companions know what's become of them, except that they were last seen heading east.
- The foragers did run into refugees from the camp to the east, but none of them have actually been to the camp itself.

If and when the existence of the refugees becomes known to the Courtiers, Taradhann orders Ceannalah to lead a group to press the refugees into service foraging timber for the barge. After all they are subjects of the duke. Meanwhile, Marshal Laba asks the PCs to mount a search party for the missing foragers the following day.

SEARCHING FOR THE FORAGERS

Next morning the PCs can pick up the trail of the vanished foragers with a DC 10 Survival check. The trail leads east, wandering here and there toward certain large trees, one or two of which have been marked by axe strokes. The trail eventually leads directly to the refugee camp. Go to The Camp below.

B: FORAGING DUTY

If the PCs chose to forage, they are assigned the eastern sector. They find little or no good trees within three leagues of the river in this direction. A DC 10 Survival

check allows PCs to notice that there is very little in the way of wildlife about. Soon after, the cause becomes obvious, as they draw near the refugee camp.

A DC 5 Survival check allows the PCs to notice trails, freshly made by repeated humanoid traffic—probably human. The real give-away is the wood smoke drifting through the trees from the encampment itself.

THE CAMP (SEE MAP 1)

Read aloud or paraphrase the following:

The smell of wood smoke grows stronger. Up ahead, through the trees, you can see rays of light slanting through columns of smoke rising from a series of campfires. In the clearing up ahead, a small shanty of crude lean-to shelters huddles beside a brown, muddy creek. A large band of Tenhas, dressed in rags and animal hides move about the camp, hauling dirty water from the stream and cooking meagre meals over open fires.

The refugee camp is home to over 500 Tenhas. Living conditions are appalling. The refugees are not native woodsfolk; they were farmers and townspeople before the destruction of their homes. Thus they live in the crudest of lean-to shelters, sleeping, for all intents and purposes, in the open. Water is taken from a small muddy creek, flowing through the camp but this has already been contaminated and typhoid, filth fever and other illnesses are common.

The refugees' plight would have been far worse without their current leader, Saranadh (sar-an-add). She is of the Faithful Flan, Tenhas who fled to the Theocracy of the Pale during the Greyhawk Wars and converted to the One True Path of Pholtus. The Faithful now seek to reclaim Tenh in the name of Pholtus and before the Ethers, used to regularly clash with Tenhas loyal to Duke Ehyeh.

With her sister Panadh (pan-add), Saranadh has organized the bulk of the refugees somewhat, using her lord's gifts to ease the suffering of the people and converting as many of them as possible to Pholtus and the cause of the Faithful Flan. Thus, though the refugees are often cold and hungry, fewer of them die now than used to. As a result, Saranadh is held in high esteem by the Pholtines of the camp and she leads a small band of devoted (and armed) followers.

Many in the camp have however not yet converted to the One True Path and indeed are not of the Faithful Flan. They still cling to the worship of more traditional Flan gods. These folk have no clerics among them and so conditions they endure are markedly worse than those of the Pholtines.

✦ **Saranadh**, priestess of Pholtus and refugee leader

Appearance: Saranadh is a heavyset Tenha woman in her early 30's. She wears her black hair gathered severely in a tight bun at the back of her head and dresses in sturdy woodsfolk garb. Saranadh rarely displays her holy symbol, except when administering the gifts of her lord.

Character: Saranadh has the quiet, unquestioning fanatical faith of a convert. She is utterly devoted to Pholtus (in his uncompromising LN Palish aspect) and to the Faithful Flan. Nonetheless, she preaches discretely, being careful not to alienate those refugees who (as she sees it) cling vainly to their unworthy faiths. Instead she demonstrates the power of Pholtus with her actions.

Saranadh observes the PCs closely when she meets them first, trying to get as much information out of them as possible, without revealing much about herself, especially her faith and allegiance. Once she realises that Duke Ehyeh is nearby (which she discovers one way or another), she is determined to slay him, seeing him as a sinner and the main obstacle to the salvation of the Tenha people by Pholtus. His presence in the Phostwood must be providence and she is certain to act to fulfil the will of the Blinding Light of Pholtus.

To get at the duke, she first tries to lure his bodyguards (including the PCs) into the dangers in the surrounding forest, in particular an old ruin several leagues north east, which she knows to be haunted by powerful undead. Thus, she and her followers can strike at the duke and his depleted guards.

◆ **Panadh**, sister of Saranadh

Appearance: Panadh share the same solid peasant's build of her elder sister. She wears her hair cropped in an unflattering masculine cut, which somewhat marks her natural good looks.

Character: Panadh came of age as the Fists invaded Tenh. Since then her life has been an unending struggle to survive. After Saranadh saved her from a band of rapacious Fists with her divine powers, Panadh has devoted her life to Pholtus, becoming a Shield Maiden of the Faithful Flan and serving as Saranadh's bodyguard. A woman of few words, she has trained a small cadre of refugees in swordplay to serve as Saranadh's guards in time of trouble. She intends to use them against the Duke, his followers, and the PCs, if they get in the way of Pholtus's will.

What exactly happens at the camp depends on the circumstances of the PCs arrival:

A: If the PCs are foragers or have followed the refugee children here.

In this case, Saranadh is not expecting the PCs arrival and is not yet aware of the presence of the duke. The refugees are initially fearful of the PCs. Saranadh, Panadh and a few others come to meet them, with Panadh and her people bearing arms.

Saranadh asks the PCs who they are, where they're from and what they're doing in the Phostwood. She is cautious, plying the PCs for information, while giving little away herself—especially her faith. If/when she discovers that Duke Ehyeh is nearby, she tries to trick the PCs into heading to the ruins and into the clutches of the undead there.

To this end, Saranadh asks the PCs' aid in a matter troubling the camp. Several people, including children have gone missing in the forest to the northeast. She

has sent some of here people to investigate, but none have returned. Saranadh asks if the PCs would find out what the cause of the disappearances is and, if possible, the fate of the vanished. This tale is actually true. Saranadh is merely omitting to mention the undead she knows dwell there.

If the PCs agree to help Saranadh, go to **Encounter 5**.

The PCs are of course free to refuse. If so, then they can continue their foraging unmolested and/or return to the barge. There they find that a party of their fellow foragers has not returned. Marshal Laba directs the PCs to lead a search party the following day. Go to **Searching for the Foragers**.

B: If the PCs are searching for the missing foragers.

The PCs may have already been to the camp at this point, so adjust the encounter accordingly.

As the PCs arrive in camp, read aloud or paraphrase the following:

The smell of wood smoke grows stronger. Up ahead, through the trees, you can see rays of light slanting through columns of smoke rising from a series of campfires. In the clearing up ahead, a small shanty of crude lean-to shelters huddles beside a brown, muddy creek. A large band of Tenhas, dressing in rags and animal hides is crowded around Ceannalah, and several of the men from the barge.

"...by order of your Sovereign lord," you hear Ceannalah say, "His Radiance, Duke Ehyeh III, you are called into his service. We require your labor for the foraging, cutting and hauling of wood to repair His Radiance's barge. You will be paid honest coin for your labors."

The refugees look on sullenly, before slowly breaking up into work groups at Ceannalah's direction, and marching off in ragged columns to hew the trees of the forest.

Saranadh is now aware of the duke's presence and her followers have already killed one group of his men. The missing foragers were attacked by the undead, but Panadh and her warriors finished those that escaped off. She does not hinder Ceannalah in his work, as she hopes to infiltrate herself into a work gang in order to get close to the duke and slay him.

When the PCs arrive, she tries to get rid of them by sending them to the ruins, recognizing that they are a serious threat to her plans. If the PCs ask about the missing foragers, Saranadh tells them (truthfully) that a band of foragers came into the camp the previous day and offered to look for some refugees who'd vanished to the north-east, near some ruins. The foragers set off straight away, but have not returned.

The PCs may now either chose to head to the ruins, in which case, go to **Encounter 5**, or if they suspect something is amiss, they may challenge Saranadh. If they do threaten the priestess, the PCs find themselves facing a mass of angry Tenhas. Saranadh has helped many of them, and they do not take kindly to seeing their leader treated badly. If matters come to blows, Panadh's warriors defend Saranadh, covering the priestess while she escapes

with her sister into the forest, heading in the direction of the barge. Use the stats for the Faithful Flan for Encounter 6 in Appendix 1 for this combat.

Troubleshooting: It is possible that the PCs will kill or capture Saranadh at this stage. If so adjust the later encounters accordingly. Even with Saranadh dealt with, the undead at the ruins pose a continuing threat to the foragers, and the PCs will be sent to deal with them.

ENCOUNTER 5: THE PHANTOMS OF THE PHOSTWOOD

The trail toward the ruins follows an old game path for the first mile before petering out. A DC 10 Survival check or a DC 15 Spot check reveals to observant PCs that there are no game trails or even wildlife in the forest up ahead.

If the PCs are tracking the missing foragers, a successful Survival check (DC 10) allows the PCs to pick up their trail, which leads directly northeast.

After about an hour's march, the PCs come within sight of the ruins. Read or paraphrase the following:

Through the sun-dappled gloom of the forest, you spy three round stone towers—or rather stumps of towers, for none is more than 10 feet in height—riding up between the densely-packed phost trees. The stumps stand atop a mossy stone shelf, over which a small energetic stream spills in a small waterfall. Low tumbled stone walls jut out of the leaf litter about the feet of the towers, perhaps the remains of some outworks. The forest here is silent except for the gushing of the stream, which seems almost oppressively loud.

THE RUINS (SEE MAP 2 & 3)

The ruins lie in a shallow valley about 2 leagues north east of the refugee camp. They consist of three ruined round towers surrounded by low tumbled, moss covered stone walls, set atop a small stone shelf. Phost trees grow thickly in and about the ruins, casting them into deep shade.

If the PCs are tracking the missing foragers, they find that their trail leads to the towers, where they become confused. A DC 20 Survival check shows that they spent some time exploring the outside of the towers before descending and entering through the cleft in the base of the rock shelf (area 1, below). The forager's tracks lead from there through area 5, 6 before disappearing in the water in area 7.

A DC 25 Survival check on the surface reveals a small trail heading northeast made by two humanoids heading away from the ruins at speed. Efforts have been made to obscure the trail. The trail ends in a small clearing, where a Search (DC 15) check reveals spots of blood and a broken arrow suggestive that a fight took place. A further DC 25 Survival check reveals the tracks of about a half-dozen humanoids, who appeared

to have been lying in wait around the clearing. They dragged two heavy burdens to a thicket nearby, where a Search check (DC 10) turns up a shallow grave containing the bodies of two of the missing Tenha foragers. A DC 10 Heal check reveals they died from arrow and sword wounds. The trail of the six apparent ambushers leads back toward the south before angling west toward the refugee camp.

1. Cave entrance: Any PCs looking at or examining the waterfall and rock shelf that makes a DC 10 Search check can notice the concealed cave entrance there.

Read aloud or paraphrase the following:

You notice a small cleft in the foot of the rock shelf. Long tendrils of moss, dewed with spray from the waterfall hang over the opening.

The cave entrance itself is only about 2 feet wide, but opens up to a 5-foot wide, 6-foot high passage beyond. The interior is of natural, water-worn stone, slicked with moisture and slimy green algae (this is not green slime, but let the PCs discover that for themselves). The cave extends about 40 feet back into the shelf, before coming to an apparent dead end. However, a secret stone door (DC 20 Search check; DC 15 Disable Device check to open) on the left hand wall leads into area 5.

2: North and South Towers: These towers are practically identical, consisting of a 6- to 10-foot high ring of stonework, about 20 ft. in internal diameter. The interiors are overgrown, and an aged phost tree is bursting directly out of the stonework of the northern tower. A successful Craft (stonemason) or Profession (architect/engineer) check (DC 15) reveals that the stones used in the walls here were very finely worked and laid. Given the quality of the stonework and the advanced state of ruin of the site, the towers must be at least 1,000 years old.

3: The Middle Tower: This tower appears similar to the two flanking it. However, a successful Search check (DC 20) reveal a set of stone steps leading down beneath a pile of rubble inside the north side of the tower. The rubble takes 2 to 4 hours to clear; depending on the strength of the party, though clever spell use may be able to shorten this time. Descending the stairs brings the PCs down into area 8.

4: Ruined Outworks: These low, tumbled walls are the remains of the outbuildings and perimeter wall of the towers. The green mossy stones are mostly buried in the leaf mold, and there is nothing of interest here except for a small, carved stone, which a successful Search check (DC 20) turns up. The stone is carved with runes that those who are literate in Flannae recognize as a very archaic dialect of the language. If the inscription can be deciphered (either by a Flannae speaker or by magic), it reads:

“...the King's beloved son set me here – 1529...”.

5: Secret Passage and South Storeroom: The secret door in the cave leads to a small dressed stone passage, 5 feet wide, 6 feet tall and about 40 feet long. The stone here is slick with moisture and the air feels cold and clammy. Small pools of water gather in hollows in the stone paving flags and there is a strong odor of mold. The end of the passage is barred by another secret door (DC 20 Search check; DC 15 Disable Device check to open).

This door opens out into a barrel, vaulted cellar (15 feet wide, 20 feet long and 10 feet high). The cellar is dank and cold. The muddy floor is littered with small piles of bones laid out in strange pentagonal patterns. A closer inspection reveals that the bones range from those of shrews and other small woodland creatures, right up to those of a bear and several human skulls. Several of the human skulls look pitifully undersized, as though those of children. There is no obvious cause of death or signs of gnawing on the bones.

A set of stone steps in the east wall lead upwards to area 6.

6: South Tower Cellar: This was a circular room about 20 ft. in diameter, until a portion of the east wall collapsed, destroying the stairs leading upwards to the surface. There is nothing of note or interest here except damp stone and mud. Steps lead down into the flood passage in area 7.

7: Flooded Passage: The passage between the south and middle towers is flooded by water seeping down through the rock from the stream above. The water here is about 3 feet deep and icy cold.

8: Middle Tower Cellar: Identical in dimensions to the southern tower cellar, this room is under 5 feet of water (2 steps lead down from area 7). The stairs in area 3 leads down into this room also, while a set of gradual steps leads upwards toward area 9.

If the PCs are tracking the missing foragers, they find the bodies of four of them floating in the water here. At APL 2, a DC 5 Heal check reveals that the bodies are covered in bites and claw marks and have been partially eaten by something. At higher APLs a DC 10 Heal check reveals no obvious cause of death.

At all APLs the undead may attack the PCs in this area. See below for tactics.

9: North Tower Cellar: Similar in dimensions to area 6, this cellar is drier than the south tower. The dress stone is merely damp, rather than slick and covered with a layer of black soot—obviously made by some long-ago inferno. A short passage leads to area 10

10: North Storeroom: This room is similar in dimensions to the cellar area 5, except that a portion of the north wall has collapsed. A DC 15 Search check

reveals a small platinum and sapphire broach of ancient Flan design.

☛ **Sapphire Broach of the Phostwood:** This broach is of ancient Flannae design – consisting of three platinum spirals wrapping around three small sapphires set in a triangular pattern. If probed for magic, it has a faint Abjuration aura, but does not appear to have any obvious functions or effects on the wearer.

Treasure:

APL 2: Coin: 100gp.

APL 4: Coin: 100gp.

APL 6: Coin: 100gp.

APL 8: Coin: 100gp.

APL 10: Coin: 100gp.

The Undead: The type of undead that appears in the ruins and their tactics varies by APL:

APL 2 (EL 2)

☛ **Ghouls (2)** hp 13 each; see *Monster Manual*.

APL 4 (EL 4)

☛ **Allip:** hp 26; see *Monster Manual*.

APL 6 (EL 6)

☛ **Allip (3):** hp 26 each; see *Monster Manual*.

APL 8 (EL 8)

☛ **Wraiths (3):** hp 32 each; see *Monster Manual*.

APL 10 (EL 10)

☛ **Dread wraith:** hp 104; see *Monster Manual*, wraith entry.

Tactics: At APL 2, the ghouls lie in wait under the water in area 8, striking at the PCs if they are spotted (opposed PC Spot checks against the ghoul's Hide), or if they have not been spotted, when the PCs are climbing out of the chamber. In this case they strike at the last PC remaining in the cellar. The ghouls attempt to paralyze as many PCs as possible, leaving them to drown in the water, while they deal with those characters still on their feet.

At higher APLs, the incorporeal undead make maximum use of the water, walls and floors to make hit and run strikes at the PCs—darting out to strike and then withdrawing to safety.

All of the undead fight until destroyed or driven off.

Development: Assuming the PCs manage to survive, or at least escape, they are free to head back to either the refugee camp or the barge. In either case, Panadh's warriors try to waylay them. Go to Encounter 6.

ENCOUNTER 6: THE FAITHFUL OF THE PHOSTWOOD

Panadh has sent some of her best followers among the Pholtine converts to intercept and ambush the PCs when they emerge from the ruins (hopefully weakened). Whatever route the PCs take, they encounter the Faithful lying in wait for them.

Have the PCs roll an opposed Spot check against the ambusher's Hide check. Any PC that succeeds detects the ambushers before they strike, and may act in the surprise round. All PCs failing the Spot check are surprised and can act on their initiative in the first regular round of combat.

APL 2 (EL 2)

✦ **Faithful Flan Warriors (3):** male human War1; hp 9 each; see Appendix 1.

✦ **Faithful Flan Adept:** male human Adp1; hp 7; see Appendix 1.

APL 4 (EL 4)

✦ **Faithful Flan Archers (2):** male human Rng1; hp 10 each; see Appendix 1.

✦ **Faithful Flan Warriors (3):** male human Ftr1; hp 11 each; see Appendix 1.

✦ **Faithful Flan priest:** male human Clr1 (Pholtus); hp 10; see Appendix 1.

APL 6 (EL 6)

✦ **Faithful Flan Archers (2):** male human Rng2; hp 17 each; see Appendix 1.

✦ **Faithful Flan Warriors (3):** male human Ftr2; hp 20 each; see Appendix 1.

✦ **Faithful Flan priest:** male human Clr2 (Pholtus); hp 17; see Appendix 1.

APL 8 (EL 8)

✦ **Faithful Flan Archers (2):** male human Rng3; hp 24 each; see Appendix 1.

✦ **Faithful Flan Warriors (3):** male human Ftr3; hp 28; see Appendix 1.

✦ **Faithful Flan priest:** male human Clr3 (Pholtus); hp 24; see Appendix 1.

APL 10 (EL 10)

✦ **Faithful Flan Archers (2):** male human Rng5; hp 38 each; see Appendix 1.

✦ **Faithful Flan Warriors (3):** male human Ftr5; hp 44 each; see Appendix 1.

✦ **Faithful Flan priest:** male human Clr5 (Pholtus); hp 38; see Appendix 1.

Tactics: Having been blessed as far as possible by their adept or priest before the ambush, the archers try to

eliminate the strongest and most dangerous looking warrior type among the PCs, concentrating their fire if needs be. The swordsmen, also empowered by what gifts of Pholtus their priest can give them, close to try to finish off the PCs warriors, as well as getting in among any archers or spell casters. The adept or priest hangs back and disrupts spell casters and provide general magical support and healing to his men.

If more than three of the Faithful are disabled or killed, the remainder flees in the direction of the refugee camp, hoping to mingle among the refugees there and lose any pursuit. They do not allow themselves to be taken alive if possible.

Treasure:

APL 2: Loot: 30 gp.

APL 4: Loot: 52 gp; Magic: *potion of cure light wounds* (5) (5 x 4 gp)

APL 6: Loot: 52 gp; Magic: *potion of cure moderate wounds* (5) (5 x 25 gp)

APL 8: Loot: 177 gp; Magic: *potion of cure serious wounds* (5) (5 x 62 gp)

APL 10: Loot: 177 gp; Magic: *potion of cure serious wounds* (5) (5 x 4 gp); *elixir of hiding* (6) (6 x 12 gp)

Development: If any of the Faithful Flan are taken prisoner, they refuse on pain of death to reveal anything to the PCs, even if there are priests of Pholtus among them. Magical coercion may loosen their tongues and get them to reveal that Saranadh ordered the attack, because they were minions of the "foul apostate Ehyeh". They know nothing of Saranadh's plan to strike at the duke.

Assuming the PCs prevail, they have two options: return to the barge or return to the refugee camp. If they return to the barge go directly to Encounter 7.

If they return to the refugee camp they find that a large portion of the camp's populace is missing. The refugees are reluctant to speak to the PCs and it requires some persuasion (DC 15 Diplomacy check) to learn that the missing people have been drawn off to forage by Ceannalah—including Saranadh and Panadh.

If and when the PCs return to the barge, go to Encounter 7.

Troubleshooting: Some PCs may be followers of Pholtus and or natives of the Pale. It is possible that they will have similar or sympathetic views to the Faithful Flan. Nonetheless, the Faithful Flan has always followed the strictest interpretation of the One True Path, and so, more moderate Pholtines may still find themselves at odds with them. Moreover, if they have signed onto protect the duke; the One True Path directs that the breaking of oaths is a heinous sin.

ENCOUNTER 7: BY THE LIGHT OF A CRESCENT MOON

As the PCs return to the barge, read or paraphrase the following:

The sounds of sawing and hammering can be heard well before the riverbank and the barge comes into sight. Nearly a hundred Tenhas are hauling felled trees to the barge, driving wedges to split the timbers and shaping the logs with adzes. Duke Ehyeh walks among them, surveying the work, stopping occasionally to offer a word of encouragement.

If the PCs scan the workers for Saranadh and Panadh, a DC 15 Spot check finds Saranadh. Panadh is under the influence of a *potion of invisibility* and the PCs have to beat her augmented Hide check to ascertain her presence. Both are angling through the crowd to get close to the duke. Saranadh is trying to use her most lethal magical attack to strike down the duke quickly, before she is overwhelmed. If the PCs get within 100 feet of her or make any other offensive action, she strikes as best she can. Roll initiative to see who acts first and resolve the combat accordingly. Statistics for Duke Ehyeh are provided in Appendix 1. The duke defends himself only, but does not engage in combat unless he is being directly attacked. He tries to back away to the safety of his guards, who form a ring around him, but do not otherwise wade into the combat. The PCs have after all agreed to protect Ehyeh, and now they must earn their keep.

APL 2 (EL 4)

➤ **Panadh:** female human Ftr2; hp 31; see Appendix 1.

➤ **Saranadh:** female human Clr4 (Pholtus); hp 20; see Appendix 1.

APL 4 (EL 6)

➤ **Panadh:** female human Ftr4; hp 36; see Appendix 1.

➤ **Saranadh:** female human Clr6 (Pholtus); hp 45; see Appendix 1.

APL 6 (EL 8)

➤ **Panadh:** female human Ftr6; hp 52; see Appendix 1.

➤ **Saranadh:** female human Clr8 (Pholtus); hp 59; see Appendix 1.

APL 8 (EL 10)

➤ **Panadh:** female human Ftr8; hp 68; see Appendix 1.

➤ **Saranadh:** female human Clr10 (Pholtus); hp 73; see Appendix 1.

APL 10 (EL 12)

➤ **Panadh:** female human Ftr10; hp 84; see Appendix 1.

➤ **Saranadh:** female human Clr12 (Pholtus); hp 87; see Appendix 1.

Tactics: Saranadh tries to concentrate on the duke, unless the PCs manage to get in the way. Saranadh tries to wield her lord's power to most devastating effect against the unfaithful. Meanwhile Panadh guards her sister's back, attempting to hold off the PCs. The sisters fight back to back with a cold, fanatical fury that neither gives, nor accepts quarter.

Treasure:

APL 2: Loot: 45 gp; Magic: *potion of cure light wounds* (4 gp);

APL 4: Loot: 16 gp; Magic: *potion of cure moderate wounds* (25 gp); +1 *quarterstaff* (216 gp); +1 *bastard sword* (194 gp)

APL 6: Loot: 4 gp; Magic: *potion of cure serious wounds* (62 gp); +1 *quarterstaff* (216 gp); +1 *bastard sword* (194 gp); +1 *chainmail* (108 gp);

APL 8: Loot: 4 gp; Magic: *potion of cure serious wounds* (2) (2 x 62 gp) +2 *quarterstaff* (716 gp); +1 *bastard sword* (194 gp); +1 *chainmail* (108 gp);

APL 10: Loot: 4 gp; Magic: *potion of cure serious wounds* (2) (2 x 62 gp) +2 *shock quarterstaff* (1550 gp); +2 *bastard sword* (694 gp); +1 *chainmail* (108 gp);

Development: If the sisters are slain, the refugees bear the bodies away to be cremated on a pyre in the forest according to the custom of many Pholtines in the Pale and elsewhere. If either or both survive, Ceannalah has them clapped in irons to await trial for treason in Redspan.

The duke, if he survives, wearily thanks the PCs.

Read or paraphrase the following:

The duke looks each of you in the eye and says wearily: "You have earned the gratitude of the House of Ehyeh this day and the thanks of all true sons and daughters of Tenh. We are a proud people, and sometimes we are slow to accept the good in outlanders, but I say this to you, our memory is long— be it of wrongs done or kindness received."

Passing a hand over blood-shot eyes, the duke glances toward the north. "I think there will soon come a time when Tenh will need the aid of outlanders such as you, if it is to be saved from the straits into which it has fallen. I hope I may see you again in that fight."

The duke speaks with the PCs briefly, before Fearlanadh totters up to remind the duke that he must make a fast for the memory of his forefathers. The duke graciously takes his leave and stride back to his quarters.

For their services to the duke, Ehyeh bestows the honor of Saighden (sigh-den) of the Tenhas on the PCs.

➤ **Saighden of the Tenhas:** For his services in the cause of Duke Ehyeh, the bearer has earned the title of Saighden (honored warrior) of the Tenhas. This entitles the bearer to free standard upkeep in those

parts of the Duchy of Tenh loyal to Duke Ehyeh. The bearer also gets the choice to purchase a special ceremonial weapon engraved with the arms of Tenh (one from the list below):

- Masterwork kukri (308 gp)
- Masterwork spear (301 gp)
- Masterwork quarterstaff (600 gp)

After Saranadh and Panadh have been dealt with, the rest of the repairs proceed without incident—unless the undead of the ruins have not been dealt with, in which case, they will continue to prey on foragers and refugees. Marshal Laba asks the PCs if they feel able to deal with the undead, and dispatches some of his own men, if the PCs do not go. Needless to say this party will not return alive.

Optional role-play encounter: If there is time, then this role-playing encounter will flesh out some more of the relationships between the courtiers.

The only other incident of note is on the last day of the repairs. Marshal Laba calls the PCs aside.

Read or paraphrase the following:

The general bids you follow him down into the cargo hold of the barge. There, in hushed tones, he says:

“Here — break out some of the provisions I want you to carry as much as you can across to the encampment yonder. That fool Taradhann is paying them in coin. These people are starving and coin fills no man’s belly. I’ll take full responsibility if you’re questioned.”

The PCs are able to get the provisions to the camp with little difficulty, where the refugees receive them with joy. Some of them weep, because they have no means to pay the PCs for their kindness—a sad state of affairs for a proud Tenha to find him or herself in.

However, when the PCs return to the barge, read or paraphrase the following:

A squad of the barge crew is waiting for you, crossbows trained on you. At their head Ceannalah stands sneering:

“So the thieves have returned! I place you under arrest in the duke’s name for the pilferage of his provisions. Surrender your arms. Resistance will not be tolerated.”

The PCs are very likely to protest their innocence and the situation probably gets very tense. Before it comes to blows, read or paraphrase the following:

“Stop this madness!”

Glancing upwards you see Marshal Laba on the barge deck, his white hair gleaming in the sun.

“If anyone is to be placed in irons, let it be me, Ceannalah. I ordered the distribution of the provisions. We have more than enough here to make it to Redspan and those people who broke their backs to get us there deserve better than coin for their efforts.”

“You have overstepped the bounds of your authority, marshal,” Ceannalah says with disgust. “You will have to answer before the duke for your impudence.”

“If there is something to answer for then I will answer for it. Until then you know where I am, champion,” says Laba, turning on his heel and walking away.

The following day, Ehlenhe declares the Udara Cile river-worthy again. Read or paraphrase the following:

With considerable effort, the beached barge is pushed back into the river. Expectantly, Ehlenhe goes below to inspect the repairs and the caulking. A wave of relief sweeps through the ship’s company when he emerges grinning from the hold.

“Ready t’cast off at yer command, Your Radiance,” the barge captain says, bowing to Duke Ehyeh, who stands on the aftcastle.

“Cast off in your own time, sir,” the duke says with a smile.

In short order, the Udara Cile is ploughing its way northwards again toward Tenh, Redspan and journey’s end.

Troubleshooting: If the duke is slain, and there is none among the PCs is able to raise him, then the conclusion to the adventure is far more somber than is written. Ceannalah and the other courtiers bear up the duke’s body and return it to the duke’s cabin, where it lies in state until the barge reaches Redspan. There, the duke’s death is greeted with utter despair. He is buried in the temple of Pelor in the city, in a ceremony attended by nigh the entire populace. The PCs still get the price promised them by Labalah, but any bonuses from the duke are obviously void.

CONCLUSION

The rest of the journey passes without incident. Read or paraphrase the following:

Several days after you resume your voyage, the colonnade of trees marching beside the riverbank begins to thin. To the south and west, the land rises in rolling, featureless grasslands away to the horizon.

It is to the north and east, however, that all eyes are turned. Here the woodlands end abruptly. Beyond, there stretches a vista of total desolation; a sea of dust, sand and bare stone unfolds before you. There is a deathly silence for not a living thing moves in the Stonelands. Your eyes search in vain for some green thing, however small amid the devastation, but to no avail.

Of the fertile fields of Tenh, only the memory remains. You can see it in the anguish etched upon the faces of the Tenhas, who can only stand and stare at the terrible fate that has befallen their land. Ceannalah stands looking on, grim, angry, and silent, gripping the railing with white knuckles. Duke Ehyeh comes above decks for a short time to survey the view. When he goes below again, you can see that his cheeks are wet with tears.

A few days later, the walls and towers of Redspan come into view, the banners of the Duchy of Tenh streaming proudly from its spires. Yet even this once beautiful city has not escaped unscathed. As you draw near to the quays beneath the walls, you see the river ahead is strewn with

huge red blocks of stone—all that remains of the famous Red Span that gave this city its name. Looking to the city itself, you see many fine buildings and villas blackened and gutted by fire.

A large crowd of soldiers and common folk are gathered on the quays to greet the Udara Cile. You notice that many are pinch-faced and weary looking, yet their joy is genuine. A huge cheer goes up as Duke Eyheh steps onto the deck:

"Hail, Ehyeh, Father and Chosen!"

Then as one the crowd takes up a stirring traditional Tenha song. With cheers ringing in his ears the duke strides down the gangplank and after a moment's hesitation, sets foot on the soil of his homeland for the first time in over a decade. Then falling to his knees, he bends down to kiss the stone. When he rises, it is to the cheers of his people, which echo through the gutted city and out onto the desolation beyond.

Labahlah pays the PCs what he owes them.

Treasure:

APL 2: Coin: 90 gp

APL 4: Coin: 180 gp.

APL 6: Coin: 270 gp.

APL 8: Coin: 360 gp.

APL 10: Coin: 450 gp.

The End

CRITICAL EVENT SUMMARY

Please e-mail the answers to the following questions to woesinger@hotmail.com

- 1: How many character (if any) died during the running of this event?
- 2: Did the Duke survive?
- 3: Did Saranadh survive?
- 4: Did Panadh survive?
- 5: Were any of the Courtiers killed?

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: The Wasp Nest

Prevent bloodshed between the Tenhas and the Bandits

| | |
|--------|--------|
| APL 2 | 60 XP |
| APL 4 | 120 XP |
| APL 6 | 180 XP |
| APL 8 | 240 XP |
| APL 10 | 270 XP |

Encounter 3: Death on Dark Wings

Defeat the fiends

| | |
|--------|--------|
| APL 2 | 120 XP |
| APL 4 | 180 XP |
| APL 6 | 240 XP |
| APL 8 | 300 XP |
| APL 10 | 360 XP |

Encounter 5: The Phantoms of the Phostwood

Defeat the undead

| | |
|--------|--------|
| APL 2 | 60 XP |
| APL 4 | 120 XP |
| APL 6 | 180 XP |
| APL 8 | 240 XP |
| APL 10 | 300 XP |

Encounter 6: The Faithful of the Phostwood

Defeat the Faithful Flan

| | |
|--------|--------|
| APL 2 | 60 XP |
| APL 4 | 120 XP |
| APL 6 | 180 XP |
| APL 8 | 240 XP |
| APL 10 | 300 XP |

Encounter 7: By the Light of a Crescent Moon

Defeat Saranadh and Panadh

| | |
|--------|--------|
| APL 2 | 120 XP |
| APL 4 | 180 XP |
| APL 6 | 240 XP |
| APL 8 | 300 XP |
| APL 10 | 360 XP |

Conclusion

The Duke reaches Redspan alive

| | |
|--------|--------|
| APL 2 | 120 XP |
| APL 4 | 180 XP |
| APL 6 | 240 XP |
| APL 8 | 300 XP |
| APL 10 | 360 XP |

Discretionary roleplaying award

| | |
|--------|-------|
| APL 2 | 18 XP |
| APL 4 | 27 XP |
| APL 6 | 36 XP |
| APL 8 | 45 XP |
| APL 10 | 54 XP |

Total possible experience:

| | |
|--------|----------|
| APL 2 | 450 XP |
| APL 4 | 675 XP |
| APL 6 | 900 XP |
| APL 8 | 1,125 XP |
| APL 10 | 1,350 XP |

TREASURE SUMMARY

During an adventure, characters 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 (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.

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* 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, and so on) 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 Core adventure, taking place in a region not administered by a Regional Triad, characters cannot spend extra Time Units to practise professions or create items immediately after the adventure, so this total is not modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewellery, and other valuables

M: Magic Items (sell value)

Introduction

Accept the job from Ehlenhe and Labahlah

Treasure:

APL 2: Coin: 10 gp.
APL 4: Coin: 20 gp.
APL 6: Coin: 30 gp.
APL 8: Coin: 40 gp.
APL 10: Coin: 50 gp.

ENCOUNTER 3: DEATH ON DARK WINGS

Defeat the fiends

APL 2: Loot: 25 gp
APL 4: Loot: 8 gp
APL 6: None
APL 8: None
APL 10: None

Encounter 5: Phantoms of the Phostwood

Find the Sapphire Broach

☛ **Sapphire Broach of the Phostwood:** This broach is of ancient Flannae design, consisting of three platinum spirals wrapping around three small sapphires set in a triangular pattern. If probed for magic, it has a faint Abjuration aura, but does not appear to have any obvious functions or effects on the wearer.

Treasure:

APL 2: Coin: 100gp.
APL 4: Coin: 100gp.
APL 6: Coin: 100gp.
APL 8: Coin: 100gp.
APL 10: Coin: 100gp.

Encounter 6: The Faithful of the Phostwood

Defeat the Faithful Flan

APL 2: Loot: 30 gp.
APL 4: Loot: 52 gp; Magic: *potion of cure light wounds* (5) (5 x 4 gp)
APL 6: Loot: 52 gp; Magic: *potion of cure moderate wounds* (5) (5 x 25 gp)
APL 8: Loot: 177 gp; Magic: *potion of cure serious wounds* (5) (5 x 62 gp)
APL 10: Loot: 177 gp; Magic: *potion of cure serious wounds* (5) (5 x 62 gp); *elixir of hiding* (6) (6 x 12 gp)

Encounter 7: By the Light of a Crescent Moon:

Defeat Saranadh and Panadh

APL 2: Loot: 45 gp; Magic: *potion of cure light wounds* (4 gp);
APL 4: Loot: 16 gp; Magic: *potion of cure moderate wounds* (25 gp); +1 *quarterstaff* (216 gp); +1 *bastard sword* (194 gp)
APL 6: Loot: 4 gp; Magic: *potion of cure serious wounds* (62 gp); +1 *quarterstaff* (216 gp); +1 *bastard sword* (194 gp); +1 *chainmail* (108 gp);
APL 8: Loot: 4 gp; Magic: *potion of cure serious wounds* (2) (2 x 62 gp) +1 *quarterstaff* (216 gp); +1 *bastard sword* (194 gp); +1 *chainmail* (108 gp);

APL 10: Loot: 4 gp; Magic: *potion of cure serious wounds* (2) (2 x 62 gp) +2 *shock quarterstaff* (1550 gp); +2 *bastard sword* (694 gp); +1 *chainmail* (108 gp);

☛ **Saighden of the Tenhas:** For his services in the cause of Duke Ehyeh, the bearer has earned the title of Saighden (honored warrior) of the Tenhas. This entitles the bearer to free standard upkeep in those parts of the Duchy of Tenh loyal to Duke Ehyeh. The bearer also gets the choice to purchase a special ceremonial weapon engraved with the arms of Tenh (one from the list below):

Masterwork kukri (308 gp)
Masterwork spear (301 gp)
Masterwork quarterstaff (600 gp)

Conclusion

If the *Udara Cile* reaches Redspan

Treasure:

APL 2: Coin: 90 gp
APL 4: Coin: 180 gp.
APL 6: Coin: 270 gp.
APL 8: Coin: 360 gp.
APL 10: Coin: 450 gp.

Total Possible Treasure

APL 2: L: 100 gp; C: 200 gp; M: 4 gp - Total: 304 gp
APL 4: L: 78 gp; C: 300 gp; M: 257 gp - Total: 633 gp
APL 6: L: 108 gp; C: 400 gp; M: 302 gp - Total: 900 gp
APL 8: L: 181 gp; C: 500 gp; M: 619 gp - Total: 1,300 gp
APL 10: L: 181 gp; C: 600 gp; M: 1,519 gp - Total: 2,300 gp

SPECIAL

☛ **Sapphire Broach of the Phostwood:** This broach is of ancient Flannae design, consisting of three platinum spirals wrapping around three small sapphires set in a triangular pattern. If probed for magic, it has a faint Abjuration aura, but does not appear to have any obvious functions or effects on the wearer.

☛ **Saighden of the Tenhas:** For his services in the cause of Duke Ehyeh, the bearer has earned the title of Saighden (honored warrior) of the Tenhas. This entitles the bearer to free standard upkeep in those parts of the Duchy of Tenh loyal to Duke Ehyeh. The bearer also gets the choice to purchase a special ceremonial weapon engraved with the arms of Tenh (one from the list below):

Masterwork kukri (308 gp)
Masterwork spear (301 gp)
Masterwork quarterstaff (600 gp)

ITEM ACCESS

APL 10:

+2 *shock quarterstaff*;

+2 *bastard sword*

Items for the Adventure Record

◆ **Sapphire Broach of the Phostwood:** This broach is of ancient Flannae design, consisting of three platinum spirals wrapping around three small sapphires set in a triangular pattern. If probed for magic, it has a faint Abjuration aura, but does not appear to have any obvious functions or effects on the wearer.

● **Saighden of the Tenhas:** For his services in the cause of Duke Ehyeh, the bearer has earned the title of Saighden (honored warrior) of the Tenhas. This entitles the bearer to free standard upkeep in those parts of the Duchy of Tenh loyal to Duke Ehyeh. The bearer also gets the choice to purchase a special ceremonial weapon engraved with the arms of Tenh (one from the list below):

Masterwork kukri (308 gp)

Masterwork spear (301 gp)

Masterwork quarterstaff (600 gp)

APPENDIX 1: NPC STATISTICS

APL 2

ENCOUNTER 2: THE WASP NEST

➤ **Ceannalah:** male human Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 20; Init +6; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +5; Atk +6 melee (2d6+4/19-20, greatsword) or +4 ranged (1d8/x3, longbow) or +5 melee (1d4+3/19-20, dagger); Full Atk +6 melee (2d6+4/19-20, greatsword) or +4 ranged (1d8/x3, longbow) or +5 melee (1d4+3/19-20, dagger); AL NG; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +2, Jump +0, Spot +3; Diehard, Endurance, Improved Initiative, Weapon Focus (greatsword).

Possessions: greatsword, dagger, longbow, arrows (20), chainmail

➤ **Stoink Bandits:** male human Rog1; CR 1; Medium humanoid (human); HD 1d6+1; hp 7; Init +7; Spd 30 ft.; AC 16, flat-footed 13; touch 13; Base Atk +1; Grp +3; Atk +4 melee (1d6+2/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6+2/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); SA Sneak attack +1d6+2; AL NE; SV Fort +1; Ref +5; Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +4; Disguise +4; Escape Artist +7, Hide +7, Listen +4, Move Silently +7, Tumble +7, Search +4, Slight of Hand +7, Spot +4; Improved Initiative, Weapon Focus (short sword).

Possessions: Short sword, light crossbow, crossbow bolts (20), studded leather armor.

ENCOUNTER 3: DEATH ON DARK WINGS

➤ **Advanced Half-Fiend Losel:** CR 1; Medium Outsider; HD 2d8+4; hp 13; Init +3; Spd 30 ft.; climb 20 ft.; fly, average 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +2; Grp +6; Atk +6 melee (1d6+4, bite) or +1 melee (1d4+2, claw) or +6 melee (1d10+6/x3, halberd) or +5 ranged (1d6, alchemist's fire); Full Atk +6 melee (1d6+4, bite) and +1 melee (1d4+2, 2 claws) or +6 melee (1d10+6/x3, halberd) or +5 ranged (1d6, alchemist's fire); Space/Reach 5 ft./5 ft.; SA: Smite good; SQ: Spell-like abilities, darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, damage reduction 5/magic, SR 11; AL NE; SV Fort +5, Ref +6, Will +3; Str 19, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +2, Disguise +5, Hide +3, Listen +5, Move Silently +5, Spot +4; Blind-Fight.

Smite Good (Su): Once per day the half-fiend losel can make a normal melee attack to deal 2 points of extra damage against a good foe.

Spell-Like Abilities: 3/day - darkness; Caster level 2nd.

Possessions: Halberd, 2 flasks of alchemist's fire.

ENCOUNTER 6: THE FAITHFUL OF THE PHOSTWOOD

➤ **Faithful Flan:** male human, Warr1; CR 1/2; Medium humanoid (human); HD 1d8+1; hp 9; Init +6; Spd 30 ft.; AC 15, flat-footed 13, touch 12; Base Atk +1; Grp +3; Atk +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d8/x3, longbow); Full Atk +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d8/x3, longbow); AL LE; SV Fort +3, Ref +2, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +5, Intimidate +4; Spot +3; Improved Initiative, Weapon Focus (longsword).

Possessions: Studded leather armor, longsword, longbow, 20 arrows, symbol of Pholtus.

➤ **Faithful Flan:** male human Adp1; CR 1/2; Medium humanoid (human); HD 1d6+1; hp 7; Init +6; Spd 30 ft.; AC 12, flat-footed 10, touch 12; Base Atk +0; Grp +0; Atk +2 ranged (1d8/19-20, light crossbow) or +0 melee (1d4/19-20, dagger); Full Atk +2 ranged (1d8/19-20, light crossbow) or +0 melee (1d4/19-20, dagger); AL LE; SV Fort +1, Ref +2, Will +5; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 14.

Skills and Feats: Concentration +5, Heal +7, Move Silently +6, Spellcraft +5; Combat Casting, Improved Initiative.

Spells Prepared (3/2; base DC = 13 + spell level) o—guidance, light, touch of fatigue; 1st—burning hands, sleep.

Possessions: dagger; light crossbow, 20 quarrels.

ENCOUNTER 7: BY THE LIGHT OF A CRESCENT MOON

➤ **Panadh:** female human Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 20; Init +6; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +2; Grp +5; Atk +7 melee (1d10+3/19-20, masterwork bastard sword) or +5 melee (1d4+3/19-20, dagger); Full Atk +7 melee (1d10+3/19-20, masterwork bastard sword) or +5 melee (1d4+3/19-20, dagger); AL LN; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +0, Jump +0, Swim -7; Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Weapon Focus (bastard sword).

Possessions: Masterwork bastard sword, dagger, chainmail, heavy steel shield, *potion of cure light wounds*.

➤ **Saranadh:** female human Clr4; CR 4; Medium Humanoid (human); HD 4d8+8; hp 31; Init +5; Spd 30 ft.; AC 14, flatfooted 13, touch 11; Base Atk +3; Grp +5; Atk +6 melee (1d6+2, quarterstaff); Full Atk +6 melee (1d6+2, quarterstaff); SA Spontaneous casting, turn undead; AL: LN; SV: Fort +6, Ref +2, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8

Skills and Feats: Concentration +9, Heal +10; Combat Casting, Improved Initiative Weapon Focus (quarterstaff)

Spells prepared: (5/4+1/3+1; base DC = 13 + spell level) 0- guidance x2, resistance, virtue x2; 1: cause fear, command, protection from chaos*, shield of faith; 2: bull's strength, heat metal*, hold person, silence

Domains: Law: cast law spells at +1 caster level. Sun: greater turning against undead 1/day; undead that would be turned are destroyed

Possessions: Quarterstaff, studded leather armor.

Spells known: (1; Base save DC = 10 + spell level): 1st- detect poison.

Possessions: +2 longsword, +1 frost kukri.

♣ **Duke Ehyeh III, male human, Rng12;** CR 12; Medium humanoid (human); HD 12d8+12; hp 75; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +12/+7/+2; Grp +13; Atk +17 melee (1d8+3/19-20, +2 longsword) or +16 melee (1d4+2 + 1d6 cold/15-20, +1 frost kukri); Full Atk +17/+12/+7 melee (1d8+3/19-20, +2 longsword) or +16/+11/+6 melee (1d4+2 + 1d6 cold/15-20, +1 frost kukri); or 15/+10/+5 melee (1d8+3/19-20, +2 longsword) and +14/+9/+4 melee (1d4+2 + 1d6 cold/15-20, +1 frost kukri); Space/Reach 5 ft./ 5 ft.; SQ Favored enemy (human, giant, orc), wild empathy, woodland stride, swift tracker, evasion; AL LN; SV Fort +9, Ref +10, Will +4; Str 12, Dex 14, Con 12, Int 14, Wis 11, Cha 15.

Skills and Feats: Diplomacy +9, Knowledge (geography) +17, Knowledge (nobility and royalty) +9, Listen +15, Ride +17, Search +15, Spot +15, Survival +15; Endurance, Greater Two-Weapon Fighting, Improved Critical (kukri), Improved Two-Weapon Fighting, Mounted Combat, Track, Two Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (longsword, kukri).

Combat Style (Ex): Duke Ehyeh is treated as having the Two-Weapon Fighting feat only when he wears light or no armor.

Endurance: Duke Ehyeh gains Endurance as a bonus feat at 3rd level.

Improved Combat Style (Ex): Duke Ehyeh is treated as having the Improved Two-Weapon Fighting feat only when he wears light or no armor.

Woodland Stride (Ex): Duke Ehyeh may move through any sort of non-magical or no enchanted undergrowth at his normal speed and without taking damage or suffering any other impairment.

Swift Tracker (Ex): Duke Ehyeh can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Evasion (Ex): If Duke Ehyeh makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

Combat Style Mastery (Ex): Duke Ehyeh is treated as having the Greater Two-Weapon Fighting feat only when he wears light or no armor.

APL 4

ENCOUNTER 2: THE WASP NEST

➤ **Ceannalah:** male human Ftr4; Medium humanoid (human); HD 4d10+4; hp 32; Init +6; Spd 30 ft.; AC 18, flat-footed 16, touch 12; Base Atk +4; Grp +7; Atk +8 melee (2d6+6/x3, greatsword) or +7 melee (1d4+2, dagger) or +6 ranged (1d8/x3 longbow); Full Atk +8 melee (2d6+6/x3, greatsword) or +7 melee (1d4+2, dagger) or +6 ranged (1d8/x3 longbow); Space/Reach 5 ft./5 ft.; AL NG; SV Fort +5, Ref +3, Will +2; Str 16, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and feats: Climb +5, Handle Animal +9, Ride +9, Combat Reflexes, Cleave, Improved Initiative, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Greatsword, dagger; longbow, arrows (20), chain mail +1.

➤ **Stoink Bandits:** male human Rog2; CR 2; Medium humanoid (human); HD 2d6+2; hp 13; Init +7; Spd 30 ft.; AC 16, flat-footed 13; touch 13; Base Atk +1; Grp +3; Atk +4 melee (1d6+2/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6+2/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6+2; SQ Evasion; AL NE; SV Fort +1; Ref +5; Will +0; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Bluff +5; Disguise +5; Escape Artist +7, Hide +7, Listen +5, Move Silently +7, Tumble +7, Search +5, Slight of Hand +7, Spot +5; Improved Initiative, Weapon Focus (short sword).

Evasion (Ex): If a rogue makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Possessions: Short sword, light crossbow, crossbow bolts (20), studded-leather armor.

ENCOUNTER 3: DEATH ON DARK WINGS

➤ **Advanced Half-Fiend Losel:** CR 1; Medium outsider (extraplanar); HD 2d8+4; hp 13; Init +3; Spd 30 ft.; climb 20 ft.; fly, average 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +2; Grp +6; Atk +6 melee (1d6+4, bite) or +1 melee (1d4+2, claw) or +6 melee (1d10+6, halberd) or +5 ranged (1d6, alchemist's fire); Full Atk +6 melee (1d6+4, bite) and +1 melee (1d4+2, 2 claws) or +6 melee (1d10+6, halberd) or +5 ranged (1d6, alchemist's fire); Space/Reach 5 ft./5 ft.; SA: Smite good; SQ: Spell-like abilities, darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, damage reduction 5/magic, SR 11; AL NE; SV Fort +5, Ref +6, Will +3; Str 19, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and feats: Climb +2, Disguise +5, Hide +3, Listen +5, Move Silently +5, Spot +4; Blind-Fight.

Smite Good (Su): Once per day the half-fiend losel can make a normal melee attack to deal 2 points of extra damage against a good foe.

Spell-Like Abilities: 3/day - darkness; Caster level 2nd.

Possessions: Halberd, 2 flasks of alchemist's fire.

➤ **Lesser Varrangoin:** CR 6; Medium magical beast (extraplanar); HD 5d10+5; hp 32; Init +3; Spd 20 ft., fly 40 ft. (average); AC 19, touch 13, flat-footed 16; Base Atk +5; Grp +7; Atk +7 melee (1d6+2, claw); Full Atk +5 melee (1d4+1, 2 claws) and +7 melee (1d6+2, bite) and +5 melee (1d4+1 plus poison, tail sting); Space/Reach 5 ft./5 ft.; SA Breath weapon, death throes, poison; SQ Darkvision 60 ft., DR 10/iron, immunities, low-light vision, SR 12, varrangoin traits; AL CE; SV Fort +5, Ref +7, Will +1; Str 14, Dex 16, Con 13, Int 11, Wis 11, Cha 5.

Skills and Feats: Hide +11, Listen +2, Move Silently +11, Spot +2; Alertness (B), Flyby Attack, Multiattack.

Breath Weapon (Ex): Each lesser varrangoin has one of four breath weapon types: a 30-foot cone of fire, a 30-foot cone of cold, a 50-foot line of acid, or a 50-foot line of electricity. A lesser varrangoin's breath weapon deals 3d6 points of damage (Reflex DC 13 half) of the appropriate energy type.

Death Throes (Ex): When slain (reduced to -10 hit points), a lesser varrangoin explodes in a 20-foot burst of energy. This explosion deals 3d6 points of damage (Reflex DC 13 half) of the same energy type as the varrangoin's breath weapon.

Poison (Ex): A lesser varrangoin delivers its poison (Fort DC 13 negates) with each successful tail sting attack. Initial and secondary damage are the same (1d6 Dex).

Immunities (Ex): A lesser varrangoin is immune to damage of the same energy type as its breath weapon.

ENCOUNTER 6: THE FAITHFUL OF THE PHOSTWOOD

➤ **Faithful Flan Archers:** male human, Rng1; CR 1; Medium humanoid (human); HD 1d8+2; hp 10; Init +3; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/19-20, longsword) or +3 melee (1d4+2/19-20, dagger) or +4 ranged (1d8/x3, longbow); Full Atk +3 melee (1d8+2/19-20, longsword) or +3 melee (1d4+2/19-20, dagger) or +4 ranged (1d8/x3, longbow); Space/Reach 5 ft./5 ft.; SQ Favored enemy (humans), wild empathy; AL LN; SV Fort +4, Ref +5, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +7, Listen +5, Move Silently +7, Search +5, Spot +5, Survival +5; Point-Blank Shot, Precise Shot, Track.

Possessions: Longsword, dagger, longbow, 20 arrows, studded leather armor, *potion of cure light wounds*, symbol of Pholtus.

☛ **Faithful Flan Warriors:** male human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +4; Atk +5 melee (1d8+3/19-20, longsword) or +4 melee (1d4+3/19-20, dagger) or +3 ranged (1d8/x3, longbow); Full Atk +5 melee (1d8+3/19-20, longsword) or +4 melee (1d4+3/19-20, dagger) or +3 ranged (1d8/x3, longbow); Space/Reach 5 ft./ 5 ft.; AL LN; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +2, Jump +6; Improved Initiative, Point-Blank Shot, Weapon Focus (longsword).

Possessions: Longsword, dagger, longbow, arrows, studded leather armor, *potion of cure light wounds*.

☛ **Faithful Flan Priest:** male human Clr1; CR 1; Medium humanoid (human); HD 1d8+2; hp 10; Init +5; Spd 30 ft.; AC 14, flatfooted 13, touch 11; Base Atk +0; Grp +2; Atk +2 melee (1d6+2, quarterstaff); Full Atk +2 melee (1d6+2, quarterstaff); SA Spontaneous casting, turn undead; AL: LN; SV: Fort +4, Ref +1, Will +5; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 8

Skills and Feats: Concentration +6, Heal +7; Combat Casting, Improved Initiative

Spells prepared: (4/2+1; base DC = 13 + spell level) o- guidance x2, resistance, virtue; 1: cause fear, protection from chaos*; shield of faith

* Domain Spell; Deity: Pholtus; Domains: Law: cast law spells at +1 caster level. Sun: greater turning against undead 1/day; undead that would be turned are destroyed

Possessions: Quarterstaff, studded leather armor, holy symbol of Pholtus

ENCOUNTER 7: BY THE LIGHT OF A CRESCENT MOON

☛ **Panadh:** female human Ftr4; CR 4; Medium humanoid (human); HD 4d10+8; hp 36; Init +6; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +4; Grp +7; Atk +9 melee (1d10+6/19-20, +1 bastard sword) or +7 melee (1d4+3/19-20, dagger); Full Atk +9 melee (1d10+6/19-20, +1 bastard sword) or +7 melee (1d4+3/19-20, dagger); Space/Reach 5 ft./ 5 ft.; AL LN; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +4, Jump +4, Swim -3; Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Mobility, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 bastard sword, dagger, chainmail, heavy steel shield, *potion of cure moderate wounds*.

☛ **Saranadh:** female human Clr6; CR 6; Medium humanoid (human); HD 6d8+12; hp 45; Init +5; Spd 30 ft.; AC 14, flatfooted 13, touch 11; Base Atk +4; Grp +6; Atk +8 melee (1d6+3, +1 quarterstaff); Full Atk +8 melee (1d6+3, +1 quarterstaff); SA Spontaneous casting, turn

undead; AL: LN; SV: Fort +7, Ref +3, Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8

Skills and Feats: Concentration +10, Heal +11; Combat Casting, Endurance, Improved Initiative, Weapon Focus (quarterstaff)

Spells prepared: (5/4+1/4+1/3+1; base DC = 13 + spell level) o- guidance x2, resistance, virtue x2; 1st- cause fear, command, protection from chaos*, shield of faith; 2nd- aid, bull's strength, heat metal*, hold person, silence; 3rd- bestow curse, dispel magic, inflict serious wounds, searing light*

*Domain Spell; Deity: Pholtus; Domains: Law: cast law spells at +1 caster level. Sun: greater turning against undead 1/day; undead that would be turned are destroyed

Possessions: +1 quarterstaff, studded leather armor.

☛ **Duke Ehyeh III:** male human, Rng12; CR 12; Medium humanoid (human); HD 12d8+12; hp 75; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +12/+7/+2; Grp +13; Atk +17 melee (1d8+3/19-20, +2 longsword) or +16 melee (1d4+2 + 1d6 cold/15-20, +1 frost kukri); Full Atk +17/+12/+7 melee (1d8+3/19-20, +2 longsword) or +16/+11/+6 melee (1d4+2 + 1d6 cold/15-20, +1 frost kukri); or 15/+10/+5 melee (1d8+3/19-20, +2 longsword) and +14/+9/+4 melee (1d4+2 + 1d6 cold/15-20, +1 frost kukri); Space/Reach 5 ft./ 5 ft.; SQ Favored enemy (human, giant, orc), wild empathy, woodland stride, swift tracker, evasion; AL LN; SV Fort +9, Ref +10, Will +4; Str 12, Dex 14, Con 12, Int 14, Wis 11, Cha 15.

Skills and Feats: Diplomacy +9, Knowledge (geography) +17, Knowledge (nobility and royalty) +9, Listen +15, Ride +17, Search +15, Spot +15, Survival +15; Endurance, Greater Two-Weapon Fighting, Improved Critical (kukri), Improved Two-Weapon Fighting, Mounted Combat, Track, Two Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (longsword, kukri).

Combat Style (Ex): Duke Ehyeh is treated as having the Two-Weapon Fighting feat only when he wears light or no armor.

Endurance: Duke Ehyeh gains Endurance as a bonus feat at 3rd level.

Improved Combat Style (Ex): Duke Ehyeh is treated as having the Improved Two-Weapon Fighting feat only when he wears light or no armor.

Woodland Stride (Ex): Duke Ehyeh may move through any sort of non-magical or no enchanted undergrowth at his normal speed and without taking damage or suffering any other impairment.

Swift Tracker (Ex): Duke Ehyeh can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Evasion (Ex): If Duke Ehyeh makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is

wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

Combat Style Mastery (Ex): Duke Ehyeh is treated as having the Greater Two-Weapon Fighting feat only when he wears light or no armor.

Spells known: (1; Base save DC = 10 + spell level):
1st- *detect poison*.

Possessions: +2 longsword, +1 frost kukri.

APL6

ENCOUNTER 2: THE WASP NEST

➤ **Ceannalah:** male human Ftr6; Medium humanoid (human); HD 6d10+6; hp 46; Init +6; Spd 30 ft.; AC 19, flat-footed 17, touch 12; Base Atk +6/+1; Grp +9; Atk +11 melee (2d6+7/19-20, +1 *greatsword*) or +9 melee (1d4+3/19-20, dagger) or +8 ranged (1d8/x3, longbow); Full Atk +11/+6 melee (2d6+7/19-20, +1 *greatsword*) or +9/+4 melee (1d4+3/19-20, dagger) or +8/+3 ranged (1d8/x3, longbow); AL NG; SV Fort +6, Ref +4, Will +3; Str 16, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +6, Handle Animal +10, Ride +9; Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Leadership, Power Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*).

Possessions: +1 *greatsword*, dagger; longbow, arrows (20), *banded mail* +1.

➤ **Stoink Bandits:** male human Rog3; CR 3; Medium humanoid (human); HD 3d6+3; hp 17; Init +6; Spd 30 ft.; AC 16, flat-footed 13; touch 13; Base Atk +2; Grp +3; Atks +6 melee (1d6+1/19-20, short sword) or +5 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d6+1/19-20, short sword) or +5 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./ 5 ft.; SA Sneak attack + 2d6; SQ Evasion; uncanny dodge; AL LE; SV Fort +2; Ref +6; Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 16.

Skills and Feats: Hide +8, Move Silently +8, Tumble +8, Open Locks +10, Search +8, Appraise +8, Disable Device +10, Listen +8, Spot +8, Use Magic Device +5; Improved Initiative, Weapon Finesse (short sword), Weapon Focus (short sword).

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): A rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Possessions: Short sword, light crossbow, crossbow bolts (20), studded leather armor.

ENCOUNTER 3: DEATH ON DARK WINGS

➤ **Lesser Varrangoin:** CR 6; Medium magical beast (extraplanar); HD 5d10+5; hp 32; Init +3; Spd 20 ft., fly 40 ft. (average); AC 19, touch 13, flat-footed 16; Base Atk +5; Grp +7; Atk +7 melee (1d6+2, claw); Full Atk +5 melee (1d4+1, 2 claws) and +7 melee (1d6+2, bite) and +5 melee (1d4+1 plus poison, tail sting); Space/Reach 5 ft./ 5 ft.; SA Breath weapon, death throes, poison; SQ Darkvision 60 ft., DR 10/iron, immunities, low-light vision, SR 12, varrangoin traits; AL CE; SV Fort +5, Ref

+7, Will +1; Str 14, Dex 16, Con 13, Int 11, Wis 11, Cha 5.

Skills and Feats: Hide +11, Listen +2, Move Silently +11, Spot +2; Alertness (B), Flyby Attack, Multiattack.

Breath Weapon (Ex): Each lesser varrangoin has one of four breath weapon types: a 30-foot cone of fire, a 30-foot cone of cold, a 50-foot line of acid, or a 50-foot line of electricity. A lesser varrangoin's breath weapon deals 3d6 points of damage (Reflex DC 13 half) of the appropriate energy type.

Death Throes (Ex): When slain (reduced to -10 hit points), a lesser varrangoin explodes in a 20-foot burst of energy. This explosion deals 3d6 points of damage (Reflex DC 13 half) of the same energy type as the varrangoin's breath weapon.

Poison (Ex): A lesser varrangoin delivers its poison (Fort DC 13 negates) with each successful tail sting attack. Initial and secondary damage are the same (1d6 Dex).

Immunities (Ex): A lesser varrangoin is immune to damage of the same energy type as its breath weapon.

ENCOUNTER 6: THE FAITHFUL OF THE PHOSTWOOD

➤ **Faithful Flan Archers:** male human Rng2; CR 2; Medium humanoid (human); HD 2d8+4; hp 17; Init +3; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d8+2/19-20, longsword) or +4 melee (1d4+2/19-20, dagger) or +5 ranged (1d8/x3, longbow); Full Atk +4 melee (1d8+2/19-20, longsword) or +4 melee (1d4+2/19-20, dagger) or +5 ranged (1d8/x3, longbow); Space/Reach 5 ft./ 5 ft.; SQ Favored enemy (humans), wild empathy; AL LN; SV Fort +5, Ref +6, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +8, Listen +6, Move Silently +8, Search +6, Spot +6, Survival +6; Point-Blank Shot, Precise Shot, Rapid Shot, Track.

Combat Style (Ex): Rangers is treated as having the Two-Weapon Fighting feat only when he wears light or no armor.

Possessions: Longsword, dagger, longbow, 20 arrows, studded leather armor, *potion of cure moderate wounds*, symbol of Pholtus.

➤ **Faithful Flan Warriors:** male human Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 20; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +5; Atk +6 melee (1d8+3/19-20, longsword) or +5 melee (1d4+3/19-20, dagger) or +4 ranged (1d8/x3, longbow); Full Atk +6 melee (1d8+3/19-20, longsword) or +5 melee (1d4+3/19-20, dagger) or +4 ranged (1d8/x3, longbow); Space/Reach 5 ft./ 5 ft.; AL LN; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +5, Jump +6, Move Silently +4; Improved Initiative, Point-Blank Shot, Stealthy, Weapon Focus (longsword).

Possessions: Longsword, dagger, longbow, crossbow bolts, studded leather armor, *potion of cure moderate wounds*.

✦ **Faithful Flan Priest:** male human Clr2; CR 2; Medium humanoid (human); HD 2d8+4; hp 17; Init +5; Spd 30 ft.; AC 14, flatfooted 13, touch 11; Base Atk +1; Grp +3; Atk +3 melee (1d6+2, quarterstaff); Full Atk +3 melee (1d6+2, quarterstaff); SA Spontaneous casting, turn undead; AL: LN; SV: Fort +5, Ref +1, Will +6; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 8

Skills and Feats: Concentration +7, Heal +8; Combat Casting, Improved Initiative

Spells prepared: (4/3+1; base DC = 13 + spell level) o-guidance x2, resistance, virtue; 1st- bless, command, protection from chaos*; shield of faith

*Domain spell; Deity: Pholtus; Domains: Law: cast law spells at +1 caster level. Sun: greater turning against undead 1/day; undead that would be turned are destroyed

Possessions: Quarterstaff, studded leather armor.

ENCOUNTER 7: BY THE LIGHT OF A CRESCENT MOON

✦ **Panadh:** female human Ftr6; CR 6; Medium humanoid (human); HD 6d10+12; hp 52; Init +6; Spd 20 ft.; AC 20, touch 12, flat-footed 18; Base Atk +6/+1; Grp +9; Atk +11 melee (1d10+6/19-20, +1 bastard sword) or +9 melee (1d4+3/19-20, dagger); Full Atk +11/+6 melee (1d10+6/19-20, +1 bastard sword) or +9/+4 melee (1d4+3/19-20, dagger) Space/Reach 5 ft./ 5 ft.; AL LN; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +8, Jump +8, Swim +1; Dodge, Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Initiative, Mobility, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 bastard sword, dagger, +1 chainmail, heavy steel shield, *potion of cure serious wounds*.

✦ **Saranadh:** female human Clr8; CR 8; Medium humanoid (human); HD 8d8+16; hp 59; Init +5; Spd 30 ft.; AC 14, flatfooted 13, touch 11; Base Atk +6/+1; Grp +8; Atk +10 melee (1d6+3, +1 quarterstaff); Full Atk +10/+5 melee (1d6+3, +1 quarterstaff); SA Spontaneous casting, turn undead; AL: LN; SV: Fort +8, Ref +3, Will +10; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 8

Skills and Feats: Concentration +12, Heal +13; Combat Casting, Improved Initiative, Silent Spell, Weapon Focus (quarterstaff)

Spells prepared: (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level) o-guidance x2, resistance x2, virtue x2; 1st- cause fear, command, divine favor, protection from chaos*, shield of faith; 2nd- aid, bull's strength, heat metal*, hold person, silence; 3rd- bestow curse, dispel magic, inflict serious wounds, magic vestment, searing light*; 4th-divine power, silent dispel magic, fire shield*, poison

*Domain spells; Deity: Pholtus; Domains: Law: cast law spells at +1 caster level. Sun: greater turning against undead 1/day; undead that would be turned are destroyed

Possessions: +1 quarterstaff, studded leather armor.

✦ **Duke Ehyeh III:** male human, Rng12; CR 12; Medium humanoid (human); HD 12d8+12; hp 75; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +12/+7/+2; Grp +13; Atk +17 melee (1d8+3/19-20, +2 longsword) or +16 melee (1d4+2 + 1d6 cold/15-20, +1 frost kukri); Full Atk +17/+12/+7 melee (1d8+3/19-20, +2 longsword) or +16/+11/+6 melee (1d4+2 + 1d6 cold/15-20, +1 frost kukri); or 15/+10/+5 melee (1d8+3/19-20, +2 longsword) and +14/+9/+4 melee (1d4+2 + 1d6 cold/15-20, +1 frost kukri); Space/Reach 5 ft./ 5 ft.; SQ Favored enemy (human, giant, orc), wild empathy, woodland stride, swift tracker, evasion; AL LN; SV Fort +9, Ref +10, Will +4; Str 12, Dex 14, Con 12, Int 14, Wis 11, Cha 15.

Skills and Feats: Diplomacy +9, Knowledge (geography) +17, Knowledge (nobility and royalty) +9, Listen +15, Ride +17, Search +15, Spot +15, Survival +15; Endurance, Greater Two-Weapon Fighting, Improved Critical (kukri), Improved Two-Weapon Fighting, Mounted Combat, Track, Two Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (longsword, kukri).

Combat Style (Ex): Duke Ehyeh is treated as having the Two-Weapon Fighting feat only when he wears light or no armor.

Endurance: Duke Ehyeh gains Endurance as a bonus feat at 3rd level.

Improved Combat Style (Ex): Duke Ehyeh is treated as having the Improved Two-Weapon Fighting feat only when he wears light or no armor.

Woodland Stride (Ex): Duke Ehyeh may move through any sort of non-magical or no enchanted undergrowth at his normal speed and without taking damage or suffering any other impairment.

Swift Tracker (Ex): Duke Ehyeh can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Evasion (Ex): If Duke Ehyeh makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

Combat Style Mastery (Ex): Duke Ehyeh is treated as having the Greater Two-Weapon Fighting feat only when he wears light or no armor.

Spells known: (1; Base save DC = 10 + spell level): 1st- detect poison;

Possessions: +2 longsword, +1 frost kukri.

APL 8

ENCOUNTER 2: THE WASP NEST

➤ **Ceannalah:** male human Ftr8; Medium humanoid (human); HD 8d10+8; hp 60; Init +2; Spd 30 ft; AC 20, flat-footed 18, touch 12; Base Atk +8/+3; Grp +12; Atk +14 melee (2d6+9/17-20, +1 greatsword) or +12 melee (1d4+4/19-20, dagger) or +10 ranged (1d8/x3, longbow); Full Atk +14/+9 melee (2d6+9/17-20, +1 greatsword) or +12/+7 melee (1d4+4/19-20, dagger) or +10/+5 ranged (1d8/x3, longbow); AL NG; SV Fort +7, Ref +4, Will +3; Str 18, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and feats: Climb +8, Handle Animal +12, Ride +7; Cleave, Great Cleave, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Improved Critical (greatsword), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 greatsword, dagger, longbow, 20 arrows, half-plate + 1,

➤ **Stoink Bandits:** male human Rog4; CR 4; Medium humanoid (human); HD 4d6+4; hp 20; Init +6; Spd 30 ft; AC 16, flat-footed 13, touch 13; Base Atk +3; Grp +4; Atk +7 melee (1d6+1/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d6+1/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./ 5 ft.; SA Sneak attack + 2d6; SQ Evasion, uncanny dodge; AL LE; SV Fort +3; Ref +7; Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skill and Feats: Hide +10, Move Silently +10, Tumble +10, Open Locks +12, Search +9, Appraise +9, Disable Device +11, Listen +7, Spot +7, Use Magic Device +6; Improved Initiative, Weapon Finesse (short sword), Weapon Focus (short sword).

Evasion (Ex): If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Trap Sense (Ex): +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): retains Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Possessions: Short sword, light crossbow, crossbow bolts (20), studded leather armor

ENCOUNTER 3: DEATH ON DARK WINGS

➤ **Rager Varrangoin (2):** CR 10; Medium magical beast (extraplanar); HD 8d10+16; hp 60; Init +2; Spd 20 ft., fly 50 ft. (good); AC 20, touch 12, flat-footed 18; Base Atk +8; Grp +12; Atk +13 melee (1d6+4, claw); Full Atk +13 melee (1d6+4, 2 claws) and +10 melee (1d6+2, bite) and +10 melee (1d4+2 plus poison, tail sting); Space/Reach 5 ft./ 5 ft.; SA Rage, poison, rend 2d4+6, spell-like abilities; SQ Darkvision 60 ft., DR 10/iron, extra action,

immunity to mind-affecting effects, low-light vision, SR 22, uncanny dodge, varrangoin traits; AL CE; SV Fort +8, Ref +8, Will +2; Str 18, Dex 15, Con 14, Int 13, Wis 11, Cha 10.

Skills and Feats: Hide +13, Listen +6, Move silently +13, Spot +5; Multiattack, Power Attack, Snatch (B), Weapon Focus (claw)

Rage (Ex): Three times per day a rager varrangoin can fly into a frenzy, raging like a barbarian. For 7 rounds, the rager varrangoin gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves. but takes a -2 penalty to Armor Class. The following changes are in effect as long as the rage lasts: HD 8d10+32 (76 hp) AC 18, touch 10, flat-footed 18; Base Attack/Grapple+ 10/+14; Full Attack 2 claws +15 melee and bite +12 and tail sting +12 melee; Damage claw 1d6+6, bite 1d6+1, tail sting 1d4+3; SV Fort +10, Will +4; Str 22, Con 18. After its rage ends, a rager varrangoin is fatigued (-2 Str, -2 Dex, can't charge or run) until the end of the encounter. A rager varrangoin can choose to end its rage prematurely.

Poison (Ex): A rager varrangoin delivers its poison (Fort DC 16 negates) with each successful tail sting attack. Initial and secondary damage are the same (1d6 Dex).

Rend (Ex): If a rager varrangoin hits a single target, with both claws, it latches onto the opponent's body and tears the flesh. This attack automatically deals 2d4+6 points of damage.

Spell-Like Abilities: 2/day-dispel magic, fear. Caster level 8th; save DC 10 + spell level.

Extra Action (Su): A rager varrangoin can take an extra move or single attack action each round.

ENCOUNTER 6: THE FAITHFUL OF THE PHOSTWOOD

➤ **Faithful Flan Archers:** male human, Rng3; CR 3; Medium humanoid (human); HD 3d8+6; hp 24; Init +7; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +5; Atk +5 melee (1d8+2/19-20, longsword) or +5 melee (1d4+2/19-20, dagger) or +8 ranged (1d8/x3, masterwork longbow); Full Atk +5 melee (1d8+2/19-20, longsword) or +5 melee (1d4+2/19-20, dagger) or +8 ranged (1d8/x3, masterwork longbow); Space/Reach 5 ft./ 5 ft.; SQ Favored enemy (humans), wild empathy; AL LN; SV Fort +5, Ref +6, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +9, Listen +7, Move Silently +9, Search +7, Spot +7, Survival +7; Endurance, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow).

Combat Style (Ex): Rangers is treated as having the Two-Weapon Fighting feat only when he wears light or no armor.

Endurance: Rangers gains Endurance as a bonus feat.

Possessions: Longsword, dagger, masterwork longbow, 20 arrows, studded leather armor, *potion of cure serious wounds*, symbol of Pholtus.

✦**Faithful Flan Warriors:** male human Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 28; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +6; Atk +8 melee (1d8+3/19-20, masterwork longsword) or +6 melee (1d4+3/19-20, dagger) or +5 ranged (1d8/x3, longbow); Full Atk +8 melee (1d8+3/19-20, masterwork longsword) or +6 melee (1d4+3/19-20, dagger) or +5 ranged (1d8/x3, longbow); Space/Reach 5 ft./ 5 ft.; AL LN; SV Fort +5, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +4, Jump +6; Diehard, Endurance, Improved Initiative, Point-Blank Shot, Weapon Focus (longsword).

Possessions: Masterwork longsword, dagger, longbow, crossbow bolts, studded leather armor, *potion of cure serious wounds*.

✦**Faithful Flan Priest:** male human Clr3; CR 3; Medium humanoid (human); HD 3d8+6; hp 24; Init +5; Spd 30 ft.; AC 14, flatfooted 13, touch 11; Base Atk +2; Grp +4; Atk +5 melee (1d6+2, quarterstaff); Full Atk +5 melee (1d6+2, quarterstaff); SA Spontaneous casting, turn undead; AL: LN; SV: Fort +5, Ref +2, Will +6; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 8

Skills and Feats: Concentration +8, Heal +9; Combat Casting, Improved Initiative Weapon Focus (quarterstaff)

Spells prepared: (4/3+1/2+1; base DC = 13 + spell level) 0- guidance x2, resistance, virtue; 1st- bless, command, protection from chaos*, shield of faith; 2nd- bull's strength, heat metal*, silence

*Domain Spells; Deity: Pholtus; Domains: Law: cast law spells at +1 caster level. Sun: greater turning against undead 1/day; undead that would be turned are destroyed

Possessions: Quarterstaff, studded leather armor.

ENCOUNTER 7: BY THE LIGHT OF A CRESCENT MOON

✦**Panadh:** female human Ftr8; CR 8; Medium humanoid (human); HD 8d10+16; hp 68; Init +6; Spd 20 ft.; AC 20, touch 12, flat-footed 18; Base Atk +8/+3; Grp +12; Atk +15 melee (1d10+7/19-20, +1 bastard sword) or +12 melee (1d4+4/19-20, dagger); Full Atk +15/+10 melee (1d10+7/19-20, +1 bastard sword) or +11/+6 melee (1d4+4/19-20, dagger); Space/Reach 5 ft./ 5 ft.; AL LN; SV Fort +8, Ref +4, Will +2; Str 18, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +13, Jump +13, Swim +6; Combat Expertise, Dodge, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Improved Initiative, Mobility, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 bastard sword, dagger, +1 chainmail, heavy steel shield, two *potions of cure serious wounds*.

✦**Saranadh:** female human Clr10; CR 10; Medium humanoid (human); HD 10d8+20; hp 73; Init +5; Spd 30 ft.; AC 14, flatfooted 13, touch 11; Base Atk +7/+2; Grp +9; Atk +12 melee (1d6+3, +1 quarterstaff); Full Atk +12/+7 melee (1d6+3, +1 quarterstaff); SA Spontaneous casting, turn undead; AL: LN; SV: Fort +9, Ref +4, Will +11; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 8

Skills and Feats: Concentration +14, Heal +15; Combat Casting, Endurance, Improved Initiative, Silent Spell, Weapon Focus (quarterstaff)

Spells prepared: (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level) 0- guidance x2, resistance x2, virtue x2; 1st- command x2, divine favor, protection from chaos*, shield of faith; 2nd- aid, bull's strength, heat metal*, hold person, silence; 3rd- bestow curse, dispel magic, inflict serious wounds, magic vestment, searing light*; 4th-divine power, silent dispel magic, fire shield*, poison

*Domain Spells; Deity: Pholtus; Domains: Law: cast law spells at +1 caster level. Sun: greater turning against undead 1/day; undead that would be turned are destroyed

Possessions: +1 quarterstaff, studded leather armor.

✦**Duke Ehyeh III, male human, Rng12;** CR 12; Medium humanoid; HD 12d8+12; hp 75; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +12/+7/+2; Grp +13; Atk +17 melee (1d8+3/19-20, +2 longsword) or +16 melee (1d4+2 + 1d6 cold/15-20, +1 frost kukri); Full Atk +17/+12/+7 melee (1d8+3/19-20, +2 longsword) or +16/+11/+6 melee (1d4+2 + 1d6 cold/15-20, +1 frost kukri); or 15/+10/+5 melee (1d8+3/19-20, +2 longsword) and +14/+9/+4 melee (1d4+2 + 1d6 cold/15-20, +1 frost kukri); Space/Reach 5 ft./ 5 ft.; SQ Favored enemy (human, giant, orc), wild empathy, woodland stride, swift tracker, evasion; AL LN; SV Fort +9, Ref +10, Will +4; Str 12, Dex 14, Con 12, Int 14, Wis 11, Cha 15.

Skills and Feats: Diplomacy +9, Knowledge (geography) +17, Knowledge (nobility and royalty) +9, Listen +15, Ride +17, Search +15, Spot +15, Survival +15; Endurance, Greater Two-Weapon Fighting, Improved Critical (kukri), Improved Two-Weapon Fighting, Mounted Combat, Track, Two Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (longsword, kukri), Weapon Focus (kukri).

Combat Style (Ex): Duke Ehyeh is treated as having the Two-Weapon Fighting feat only when he wears light or no armor.

Endurance: Duke Ehyeh gains Endurance as a bonus feat at 3rd level.

Improved Combat Style (Ex): Duke Ehyeh is treated as having the Improved Two-Weapon Fighting feat only when he wears light or no armor.

Woodland Stride (Ex): Duke Ehyeh may move through any sort of non-magical or no enchanted undergrowth at his normal speed and without taking damage or suffering any other impairment.

Swift Tracker (Ex): Duke Ehyeh can move at his normal speed while following tracks without taking

the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Evasion (Ex): If Duke Ehyeh makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

Combat Style Mastery (Ex): Duke Ehyeh is treated as having the Greater Two-Weapon Fighting feat only when he wears light or no armor.

Spells known: (1; Base save DC = 10 + spell level):
1st - *detect poison*;

Possessions: +2 longsword, +1 frost kukri.

APL 10

ENCOUNTER 2: THE WASP NEST

☛ **Ceannalah:** male human Ftr10; CR 10; Medium humanoid (human); HD 10d10+20; hp 84; Init +6; Spd 20 ft.; AC 20, touch 12, flat-footed 18; Base Atk +10/+5; Grp +14; Atk +17 melee (2d6+9/17-20, +1 greatsword) or +14 melee (1d4+4/19-20, dagger) or +10 ranged (1d8/x3, longbow); Full Atk +17/+12 (2d6+9/17-20, +1 greatsword) or +14/+9 melee (1d4+4/19-20, dagger) or +10 ranged (1d8/x3, longbow); Space/Reach 5 ft./ 5 ft.; AL NG; SV Fort +9, Ref +5, Will +3; Str 18, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +15, Jump +15, Ride +8; Cleave, Great Cleave, Greater Weapon Focus (greatsword), Improved Critical (bastard sword), Improved Initiative, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 greatsword, dagger, longbow, arrows (20), +1 half plate.

☛ **Stoink Bandits:** male human Rog5; CR 5; Medium humanoid (human); HD 5d6+5; hp 25; Init +6; Spd 30 ft.; AC 16, flat-footed 13, touch 13; Base Atk +3; Grp +4; Atk +7 melee (1d6+1/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d6+1/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./ 5 ft.; SA Sneak attack + 3d6; SQ Evasion, uncanny dodge; AL LE; SV Fort +3; Ref +7; Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skill and Feats: Hide +11, Move Silently +11, Tumble +11, Open Locks +13, Search +10, Appraise +10, Disable Device +12, Listen +8, Spot +8, Use Magic Device +7; Improved Initiative, Weapon Finesse (short sword), Weapon Focus (short sword).

Evasion (Ex): If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Trap Sense (Ex): +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): retains Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Possessions: Short sword, light crossbow, crossbow bolts (20), studded leather armor

ENCOUNTER 3: DEATH ON DARK WINGS

☛ **Arcanist Varrangoin (2):** CR 11; Medium magical beast (extraplanar); HD 8d10+16; hp 60; Init +3; Spd 20 ft., fly 50 ft. (good); AC 20 (+3 Dex, +7 natural), touch 13, flat-footed 17; Base Atk +8; Grp +9; Atk +9 melee (1d4+1, claw); Full Atk +9 melee (1d4+1, 2 claws) and +7 melee (1d6, bite) and +7 melee (1d4 plus poison, tail sting); Space/Reach 5 ft./ 5 ft.; SA Poison, spell-like

abilities, spells; SQ Darkvision (60 ft.), DR 10/iron, immunity to spells, low-light vision, SR 22, varrangoin traits; AL CE; SV Fort +8, Ref +9, Will +3; Str 12, Dex 16, Con 15, Int 17, Wis 13, Cha 12

Skills and Feats: Concentration +13, Hide +8, Knowledge (arcana) +14, Knowledge (the planes) +14, Move Silently +9, Spellcraft +16; Combat Casting, Craft Wand^B, Multiattack^B, Scribe Scroll^B, Spell Focus (Evocation), Spell Focus (Illusion).

Poison (Ex): An arcanist varrangoin delivers its poison (Fort DC 16 negates) with each successful tail sting attack. Initial and secondary damage are the same (1d6 Dex).

Spell-like Abilities: 2/day—dispel magic; 1/day—arcane eye, flesh to stone, mirror image, polymorph other, polymorph self. Caster level 8th; save DC 11 + spell level.

Immunity to Spells (Su): Arcanist varrangoins ignore the effects of spells and spell-like abilities of 3rd level or lower, just as if the spellcaster had failed to overcome spell resistance. Arcanist varrangoins can deactivate or activate this ability as a free action.

Varrangoin Traits (Ex): Exposure to bright light (such as sunlight or a daylight spell) blinds varrangoins for 1 round. Even after recovering from being blinded, they take a –1 circumstance penalty on all attack rolls, saves, and skill checks while operating in bright light. Varrangoins have acid, cold, electricity, and fire resistance 10.

Spells: An arcanist varrangoin can cast arcane spells as a 9th-level wizard (4/5/5/4/2/1; save DC 13 + spell level or 15 + spell level for Evocation and Illusion spells). A typical spell list: 0-detect magic (2), flare, ghost sound; 1st - color spray, magic missile (2), shield, shocking grasp; 2nd-blur, darkness, flaming sphere (2), minor image; 3rd-fireball (2), major image, vampiric touch; 4th-dimension door, ice storm; 5th-cone of cold.

ENCOUNTER 6: THE FAITHFUL OF THE PHOSTWOOD

☛ **Faithful Flan Archers:** male human Rng5; CR 5; Medium humanoid (human); HD 5d8+10; hp 38; Init +7; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +5; Grp +7; Atk +7 melee (1d8+2/19-20, longsword) or +7 melee (1d4+2/19-20, dagger) or +10 ranged (1d8/x3, masterwork longbow); Full Atk +7 melee (1d8+2/19-20, longsword) or +7 melee (1d4+2/19-20, dagger) or +10 ranged (1d8/x3, masterwork longbow); Space/Reach 5 ft./ 5 ft.; SQ Favored enemy (humans, orcs), wild empathy; AL LN; SV Fort +6, Ref +7, Will +3; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +11, Listen +9, Move Silently +11, Search +9, Spot +9, Survival +9; Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow).

Combat Style (Ex): Rangers is treated as having the Two-Weapon Fighting feat only when he wears light or no armor.

Endurance: Rangers gains Endurance as a bonus feat at 3rd level.

Spells known: (1; Base save DC = 11 + spell level):
1st- entangle

Possessions: Longsword, dagger, masterwork longbow, 20 arrows, studded leather armor, *potion of cure serious wounds*, *elixir of hiding*, symbol of Pholtus.

✦**Faithful Flan Warriors:** male human Ftr5; CR 5; Medium humanoid (human); HD 5d10+10; hp 44; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +5; Grp +8; Atk +10 melee (1d8+5/19-20, masterwork longsword) or +8 melee (1d4+3/19-20, dagger) or +7 ranged (1d8/x3, longbow); Full Atk +10 melee (1d8+5/19-20, masterwork longsword) or +8 melee (1d4+3/19-20, dagger) or +7 ranged (1d8/x3, longbow); Space/Reach 5 ft./ 5 ft.; AL LN; SV Fort +6, Ref +3, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +5, Jump +6; Diehard, Endurance, Improved Initiative, Point-Blank Shot, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Masterwork longsword, dagger, longbow, crossbow bolts, studded leather armor, *potion of cure serious wounds*, *elixir of hiding*, symbol of Pholtus

✦**Faithful Flan Priest:** male human Clr5; CR 5; Medium humanoid (human); HD 5d8+10; hp 38; Init +5; Spd 30 ft.; AC 14, flatfooted 13, touch 11; Base Atk +3; Grp +5; Atk +5 melee (1d6+2, quarterstaff); Full Atk +5 melee (1d6+2, quarterstaff); SA Spontaneous casting, turn undead; AL: LN; SV: Fort +6, Ref +2, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8

Skills and Feats: Concentration +10, Heal +11; Combat Casting, Improved Initiative Weapon Focus (quarterstaff)

Spells prepared: (5/4+1/3+1/2+1; base DC = 13 + spell level) 0- guidance x2, resistance x2, virtue x2; 1st- bless, command, inflict light wounds, protection from chaos*; shield of faith; 2nd- bull's strength, heat metal*, spiritual weapon, silence; 3rd- blindness/deafness, dispel magic, searing light*,

*Domain spells; Deity: Pholtus; Domains: Law: cast law spells at +1 caster level. Sun: greater turning against undead 1/day; undead that would be turned are destroyed

Possessions: Quarterstaff, studded leather armor, *elixir of hiding*.

ENCOUNTER 7: BY THE LIGHT OF A CRESCENT MOON

✦**Panadh:** female human Ftr10; CR 10; Medium humanoid (human); HD 10d10+20; hp 84; Init +6; Spd 20 ft.; AC 20, touch 12, flat-footed 18; Base Atk +10/+5; Grp +14; Atk +18 melee (1d10+8/17-20, +2 bastard sword) or +14 melee (1d4+4/19-20, dagger); Full Atk +18/+13 melee (1d10+8/17-20, +2 bastard sword) or +14/+9 melee (1d4+4/19-20, dagger); Space/Reach 5 ft./ 5 ft.; AL LN; SV Fort +9, Ref +5, Will +3; Str 18, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +15, Jump +15, Swim +8; Combat Expertise, Dodge, Exotic Weapon Proficiency

(bastard sword), Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Improved Initiative, Mobility, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Whirlwind Attack.

Possessions: +2 bastard sword, dagger, +1 chainmail, heavy steel shield, two *potions of cure serious wounds*.

✦**Saranadh:** female human Clr12; CR 12; Medium humanoid (human); HD 12d8+24; hp 87; Init +5; Spd 30 ft.; AC 14, flatfooted 13, touch 11; Base Atk +9/+4; Grp +11; Atk +14 melee (1d6+4 + 1d6 lightning, +2 shock quarterstaff); Full Atk +14/+9 melee (1d6+4, +2 shock quarterstaff); SA Spontaneous casting, turn undead; AL: LN; SV: Fort +10, Ref +5, Will +12; Str 14, Dex 12, Con 14, Int 10, Wis 19, Cha 8

Skills and Feats: Concentration +14, Heal +15; Combat Casting, Diehard, Endurance, Improved Initiative, Silent Spell, Weapon Focus (quarterstaff)

Spells prepared: (6/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 14 + spell level) 0- guidance x2, resistance x2, virtue x2; 1st- bane, command x2, doom, divine favor, protection from chaos*, shield of faith; 2nd- aid, bear's endurance, bull's strength, heat metal*, hold person, silence; 3rd- bestow curse, dispel magic, inflict serious wounds, magic vestment, protection from energy, searing light*; 4th-divine power, silent dispel magic, fire shield*, inflict critical wounds, poison; 5th- flame strike, mass inflict light wounds, righteous might, slay living; 6-blade barrier, harm, fire seeds*

Domains: Law: cast law spells at +1 caster level. Sun: greater turning against undead 1/day; undead that would be turned are destroyed

Possessions: +2 shock quarterstaff, studded leather armor.

✦**Duke Ehyeh III, male human, Rng12;** CR 12; Medium humanoid (human); HD 12d8+12; hp 75; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +12/+7/+2; Grp +13; Atk +17 melee (1d8+3/19-20, +2 longsword) or +16 melee (1d4+2 + 1d6 cold/15-20, +1 frost kukri); Full Atk +17/+12/+7 melee (1d8+3/19-20, +2 longsword) or +16/+11/+6 melee (1d4+2 + 1d6 cold/15-20, +1 frost kukri); or 15/+10/+5 melee (1d8+3/19-20, +2 longsword) and +14/+9/+4 melee (1d4+2 + 1d6 cold/15-20, +1 frost kukri); Space/Reach 5 ft./ 5 ft.; SQ Favored enemy (human, giant, orc), wild empathy, woodland stride, swift tracker, evasion; AL LN; SV Fort +9, Ref +10, Will +4; Str 12, Dex 14, Con 12, Int 14, Wis 11, Cha 15.

Skills and Feats: Diplomacy +9, Knowledge (geography) +17, Knowledge (nobility and royalty) +9, Listen +15, Ride +17, Search +15, Spot +15, Survival +15; Endurance, Greater Two-Weapon Fighting, Improved Critical (kukri), Improved Two-Weapon Fighting, Mounted Combat, Track, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (longsword, kukri).

Combat Style (Ex): Duke Ehyeh is treated as having the Two-Weapon Fighting feat only when he wears light or no armor.

Endurance: Duke Ehyeh gains Endurance as a bonus feat at 3rd level.

Improved Combat Style (Ex): Duke Ehyeh is treated as having the Improved Two-Weapon Fighting feat only when he wears light or no armor.

Woodland Stride (Ex): Duke Ehyeh may move through any sort of non-magical or no enchanted undergrowth at his normal speed and without taking damage or suffering any other impairment.

Swift Tracker (Ex): Duke Ehyeh can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Evasion (Ex): If Duke Ehyeh makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

Combat Style Mastery (Ex): Duke Ehyeh is treated as having the Greater Two-Weapon Fighting feat only when he wears light or no armor.

Spells known: (1; Base save DC = 10 + spell level):
1st- *detect poison*;

Possessions: +2 longsword, +1 frost kukri.

APPENDIX 2: THE *UDARA CILE*

The *Udara Cile* is typical of many of the barges that ply the waters of the Nyr Dyv and the surrounding rivers.

Built from oak, it is 75 feet long and 15 ft across the beam (wide). It has a shallow draft of less than a fathom.

Aftcastle – The quarters in the aftcastle are occupied by Ehlenhe and the rest of the crew. Many of them have been forced to give up their usual berths in the forecastle, so this area is packed to capacity, with hammocks slung from every possible point and crew members living, eating and sleeping in close proximity. Accordingly there is a strong smell of unwashed bodies here and, more importantly, there is no room for the PCs.

Forecastle – The quarters at the front of the barge – normally occupied by the crew – have been set aside for the duke and his court. Before the duke boards the ship, Ehlenhe keeps these quarters locked and off limits to the PCs. If the PCs secretly sneak in here, circumventing the locks (DC 25 Open Lock check), they find that the fore cabins have been furnished in a quite comfortable style. If the PCs speak to Ehlenhe or Labahlah about this, the men are very evasive, and don't disclose for whom the cabins are intended until after the duke comes aboard.

Cargo Hold – this shallow space takes up the middle portion of the vessel, being 35 feet long, 15 feet wide and 5 feet high. It is currently backed with provisions (flour, cured and smoked meats, vegetables etc) for the voyage and for the garrison at Redspan. The PCs are forced by lack of space elsewhere to bunk up either on or between the provisions—in cramped but reasonable comfortable conditions. They are given hammocks to sling by Ehlenhe.

Decks and armaments – The *Udara Cile* has two masts, a main mast amidships, and a small lateen sail aft beside the tiller and rudder. The barge's three anchors are stowed on the forecastle.

Given the crowding below, most of the cooking and eating is done on the main deck, with warm food and boiled river water for drinking being prepared on a small metal stove.

The barge is armed with four ballistae, on 45 degree arc mounts facing fore, aft, and off both beams. For the stats for these see the *Dungeon Masters Guide*.

In addition to these, there are a score of Arbelasts (heavy crossbows) for use by the crew, stowed in a locker by the door leading to the aftcastle quarters.

APPENDIX 3: NEW RULES ITEMS

LOSEL

Medium Humanoid (Orc)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1 (Dex)

Speed: 30 ft, climb 20 ft.

AC: 12 (+1 Dex, +1 natural)

Attacks: Light mace +2 melee; or bite +2 melee, claws –4 melee; or light crossbow +3 ranged

Damage: Light mace 1d6+3, bite 1d4+2, claw 1d4+1; or light crossbow 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +1, Ref +3, Will +0

Abilities: Str 15, Dex 12, Con 12, Int 6, Wis 10, Cha 6

Skills: Disguise –2*, Listen +6, Move Silently +4, Spot +4

Feats: Alertness

Climate/Terrain: Temperate and warm land and underground

Organization: Gang (3-8) or band (5-30 plus 1 3rd-level leader)

Challenge Rating: 1/2

Treasure: 1/2 standard

Alignment: Usually neutral evil

Advancement: By character class, 2-3 HD (Medium-Sized)

Losels are primitive orc-baboon crossbreeds. Some tribes of losels were created at the direction of Iuz or the Scarlet Brotherhood, while others occurred without any outside intervention in regions where orcs and baboons are common. Most live simply in the same sort of terrain as baboons, but others have been given some training in weapons by a more civilized group (such as an orc tribe, or the Scarlet Brotherhood, or the minions of Iuz).

Losels look like baboons with orcish features and fully humanoid hands. They are generally more stooped than a typical orc, but can hold a semi-erect posture when necessary. They typically don't wear armor as they can't make their own and their benefactors rarely consider them worth the expense. Their equipment is dirty and unkempt, similar to orc equipment.

Losels defer to stronger creatures and have a patriarchal organization. Rogue males cast out of a losel band sometimes take over a band of normal baboons, pretending to be simple animals when confronted by intelligent foes. When not fighting among themselves or other creatures, the females scavenge for food while the males hunt small animals. Losels communicate with a rudimentary form of Orc which anyone familiar with that language can understand, and can communicate with baboons.

Even the typical trained losel is not a member of a character class. Exceptional individuals can advance as

warriors, and quickly become leaders of their groups. Untrained losels can only gain hit dice.

COMBAT

Trained losels are proficient in all small weapons although they prefer smaller weapons that are easy to carry. Standard tactics for losels are to shoot and run away, although they will stay and melee if they outnumber their prey by a factor of two or more.

Skills: Losels receive a +2 racial bonus to Listen and Spot checks. * A losel has a +8 racial bonus to Disguise checks when pretending to be a baboon or an orc.

LOSEL SOCIETY

Losels have a very animalistic view. If something doesn't provide food, shelter, or a means to secure territory, it is irrelevant. They fiercely defend their lands against creatures they believe they can defeat, but quickly relocate if their foes appear much stronger. They have an irrationally hatred for beastfolk (another primitive race native to tropical forests), and fear elves because wood elves often hunt losels that share the elven forests.

Losels are patriarchal, but not to the extent that orcs are. A lair includes females (as many as there are males) and young (half as many as there are females). A losel lair may be a cave or a copse of trees. They spend most of their time on the ground but use the trees to sleep and as concealment. A tribe of losels may be serving orcs either mix among their more civilized cousins or range outside the orc lair. Losels serving a large military force often have their own barracks, usually a large wooden hut. Those that work for orcs take great pride in emulating orcish appearance and behavior.

LOSEL CHARACTERS

A losel's favored class is barbarian. They are largely ignorant of religion, although a rare few exposed to orc clerics can become adepts.

Varrangoin

As Presented in the *Fiend Folio* [Including 3.5 Updates as detailed in the *D&D v3.5 Accessory Update* pamphlet].

Varrangoins are foul denizens of the Abyss. Crafty, malevolent, and fiercely territorial, these bat-like creatures form communities in dark caves away from any source of light.

Varrangoins resemble human-size bats with emaciated bodies and skull-like, demonic faces. They have ragged wings and long tails; each tail sports a wicked barb on its end. Their skin tone is universally dark gray or black, and their bodies are hairless.

Their communities often serve as mercenaries for other denizens of the Abyss or even other planes. Varrangoin flocks can grow unchecked or unopposed by another predator. If left alone, they often number

more than a hundred strong and claim up to several square miles of territory.

Varrangoins have their own language and are capable of knowing other languages as well.

Combat

All varrangoins choose their battles carefully and prefer to attack creatures weaker than themselves. In a battle, arcanist varrangoins try to assume command of the anarchic flocks, but usually have little success. Lesser varrangoins are herded forward in battle, little more than chaff the superior varrangoins use to prolong their own survival. Ragers love the thrill of ripping into an opponent with their claws though, and follow their lesser kin quickly into combat with spell support from arcanists. Usually no individual leads a flock or community for long due to the innate chaos of varrangoin society.

One tactic preferred by the arcanists is to use their proficiency with illusion magic to make a flock appear twice or three times as big as it actually is, plunging the ranks of their opponents into chaos as they try to discern which varrangoin is real and which is not.

Varrangoin Traits (Ex): Exposure to bright light (such as sunlight or a daylight spell) blinds varrangoins for 1 round. Even after recovering from being blinded, they take a -1 circumstance penalty on all attack rolls, saves and skill checks while operating in bright light. Varrangoins have acid, cold, electricity and fire resistance 10.

ARCANIST VARRANGOIN

Medium Magical Beast (Extraplanar)

Hit Dice: 8d10+16 (60 hp)

Initiative: +3

Speed: 20 ft., fly 50 ft. (good)

AC: 20 (+3 Dex, +7 natural), touch 13, flat-footed 17

Base Attack/Grapple: +8/+9

Attack: Claw +9 melee

Full Attack: 2 claws +9 melee and bite +7 melee and tail sting +7 melee

Damage: Claw 1d4+1, bite 1d6, tail sting 1d4 plus poison

Face/Reach: 5 ft./5 ft.

Special Attacks: Poison, spell-like abilities, spells

Special Qualities: Darkvision 60 ft., DR 10/iron, immunity to spells, low-light vision, SR 22, varrangoin traits

Saves: Fort +8, Ref +9, Will +3

Abilities: Str 12, Dex 16, Con 15, Int 17, Wis 13, Cha 12

Skills: Concentration +13, Hide +8, Knowledge (arcana) +14, Knowledge (the planes) +14, Move Silently +9, Spellcraft +16

Feats: Combat Casting, Craft Wand (B), Multiattack (B), Scribe \scroll (B), Spell Focus (Evocation), Spell Focus (Illusion).

Climate/Terrain: Any land or underground (Abyss)

Organisation: Solitary or flock (2-6)

Challenge Rating: 11

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 9-10 HD (Medium); 11-16 HD (Large); or by character class

If the chaotic varrangoin flocks have leaders, they are typically members of the arcanist subrace. Arcanist varrangoins are just as cruel as their fellows; they simply reply more on magic than brute force.

Arcanist varrangoins have thick, dark skins, narrow, glowing white eyes, and long, lanky limbs. They stand roughly 6 feet tall and have a wingspan of nearly 12 feet. Their long, pointed ears have a close similarity to those of a large bat, and their claws and sharp teeth are minute in comparison to their more physical cousins.

Arcanist varrangoins study powerful arcane mysteries much as wizards do. They guard their lore jealously, and arcanist varrangoin spellbooks are passed only to a few select members of the species who show promise in the arcane arts-as well as the appropriate level of groveling subservience toward their elders.

Arcanist varrangoins speak their own language, Abyssal, Common, and Undercommon.

Combat

Arcanist varrangoins are rarely encountered alone. When they venture out of their caves, they are nearly always accompanied by several lesser varrangoins and a few rager varrangoins. In a fight, they send their minions forward to engage opponents in melee while unleashing their spells from a safe distance. Arcanist varrangoins favor evocation and illusion spells over other sorts, since they tend to have a direct impact on a battle. They rarely prepare spells that increase the fighting effectiveness of others. Arcanists also typically keep an escape spell prepared, such as *expeditious retreat* or *dimension door*.

Poison (Ex): An arcanist varrangoin delivers its poison (Fort DC 16 negates) with each successful tail sting attack. Initial and secondary damage are the same (1d6 Dex).

Spell-Like Abilities: 2/day-dispel magic; 1/day-arcane eye, flesh to stone, mirror image, polymorph other, polymorph self. Caster level 8th; save DC 11 + spell level.

Spells: An arcanist varrangoin can cast arcane spells as a 9th-level wizard (4/5/5/4/2/1; save DC 13 + spell level or 15 + spell level for Evocation and Illusion spells). A typical spell list: 0-detect magic (2), flare, ghost sound; 1st- color spray, magic missile (2), shield, shocking grasp; 2nd-blur, darkness, flaming sphere (2), minor image; 3rd-fireball (2), major image, vampiric touch; 4th-dimension door, ice storm; 5th-cone of cold.

Immunity to Spells (Su): Arcanist varrangoins ignore the effects of spells and spell-like abilities of 3rd level or lower, just as if the spellcaster had failed to overcome spell resistance. Arcanist varrangoins can deactivate or activate his ability as a free action.

Arcanist Varrangoin Characters

An arcanist varrangoin's favored class is wizard. If

given wizard levels, assume the arcanist varrangoin already has the abilities of a 9th-level wizard. So, an arcanist varrangoin who takes one wizard level would gain the abilities of a 10th-level wizard. Its saves, spells per day, and spells in its spellbook would increase according to the difference in bonuses between a 9th-level and a 10th-level wizard, as would its base attack bonus.

LESSER VARRANGOIN

Medium Magical Beast (Extraplanar)

Hit Dice: 5d10+5 (32 hp)

Initiative: +3

Speed: 20 ft., fly 40 ft. (average)

AC: 19 (+3 Dex, +6 natural), touch 13, flat-footed 16

Base Attack/Grapple: +5/+7

Attack: Bite +7 melee

Full Attack: Bite +7 melee and 2 claws +5 melee and tail sting +5 melee

Damage: Bite 1d6+2, claw 1d4+1, tail sting 1d4+1 plus poison

Face/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, death throes, poison

Special Qualities: Darkvision 60 ft., DR 10/iron, immunities, low-light vision, SR 12, varrangoin traits

Saves: Fort +5, Ref +7, will +1

Abilities: Str 14, Dex 16, Con 13, Int 11, Wis 11, Cha 5

Skills: Hide +11, Listen +2, Move Silently +11, Spot +2

Feats: Alertness (B), Flyby Attack, Multiattack

Climate/Terrain: Any land and underground (Abyss)

Organization: Solitary or flock (2-12)

Challenge Rating: 6

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 6-10 HD (Medium); 11-15 HD (Large); or by character class

Lesser varrangoins are the most common variety of varrangoin. While not stupid, they are the lowest members of varrangoin society. They live in a nearly constant state of fear, despite their numbers, due to the constant barrage of heckling they receive from the rager and arcanist varrangoins. Treated as little better than slaves by their stronger kin, lesser varrangoins have little sense of their own selfworth. They love battle, though, and attack any creature they think is weaker than themselves, even if unprovoked or if doing so proves detrimental to the flock or the varrangoin community.

Lesser varrangoins have long, pointed, batlike ears on the sides of their heads, and their eyes glow red, white, blue, or green depending on the individual's breath weapon (cone of fire, cone of cold, line of lightning, or line of acid, respectively). This breath weapon is part of their makeup at birth and never changes. When they use their breath weapons, their skulls seem to glow from within as their bodies struggle to control the fierce energy. Lesser varrangoins are typically about 5 feet tall with a wingspan near 10 feet.

Lesser varrangoins speak their own language and Abyssal

Combat

A lesser varrangoin nearly always begins a fight by attempting to use its tail sting in a flyby attack. It knows that if its poison takes hold, an opponent can't easily avoid its breath weapon, which it uses at the next available opportunity. Lesser varrangoins always attack an opponent from the air. Lesser varrangoin flocks rarely engage in complex tactics since they prefer to mob opponents at random and then break off singly to attack individual creatures.

Breath Weapon (Ex): Each lesser varrangoin has one of four breath weapon types: a 30-foot cone of fire, a 30-foot cone of cold, a 50-foot line of acid, or a 50-foot line of electricity. A lesser varrangoin's breath weapon deals 3d6 points of damage (Reflex DC 13 half) of the appropriate energy type.

Death Throes (Ex): When slain (reduced to -10 hit points), a lesser varrangoin explodes in a 20-foot burst of energy. This explosion deals 3d6 points of damage (Reflex DC 13 half) of the same energy type as the varrangoin's breath weapon.

Poison (Ex): A lesser varrangoin delivers its poison (Fort DC 13 negates) with each successful tail sting attack. Initial and secondary damage are the same (1d6 Dex).

Immunities (Ex): A lesser varrangoin is immune to damage of the same energy type as its breath weapon.

Lesser Varrangoin Characters

A lesser varrangoin's favored class is fighter. If given fighter levels, assume the lesser varrangoin already has the abilities of a 9th-level fighter. So, a lesser varrangoin who takes one fighter level gains the abilities of a 10th-level fighter. Its base save bonuses would increase according to the difference between a 9th-level and a 10th-level fighter, as would its base attack bonus.

Rager Varrangoin

Medium Magical Beast (Extraplanar)

Hit Dice: 8d10+16 (60 hp)

Initiative: +2

Speed: 20 ft., fly 50 ft. (good)

AC: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18

Base Attack/Grapple: +8/+12

Attack: Claw +13 melee

Full Attack: 2 claws +13 melee and bite +10 melee and tail sting +10 melee

Damage: Claw 1d6+4, bite 1d6+2, tail sting 1d4+2 plus poison

Face/Reach: 5 ft./5 ft.

Special Attacks: Rage, poison, rend 2d4+6, spell-like abilities

Special Qualities: Darkvision 60 ft., DR 10/iron, extra action, immunity to mind-affecting effects, low-light vision, SR 22, uncanny dodge, varrangoin traits

Saves: Fort +8, Ref +8, will +2

Abilities: Str 18, Dex 15, Con 14, Int 13, Wis 11, Cha 10

Skills: Hide +13, Listen +6, Move silently +13, Spot +5
Feats: Multiattack, Power Attack, Snatch (B), Weapon Focus (claw)

Climate/Terrain: Any land or underground (the Abyss)

Organization: Solitary or flock (2-6)

Challenge Rating: 10

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 9-10 HD (Medium); 11-16 HD (Large);
or by character class

Rager varrangoin is the equivalent of shock troops. Volatile in personality and in combat, rager varrangoin is arrogant and cruel. The joy they get out of tormenting their lesser brethren is surpassed only by the thrill of combat.

Slightly larger than lesser varrangoin, ragers are also significantly more muscular. Their rough, black skin covers thick layers of ropy muscle. Ragers measure 6 to 7 feet in length with a wingspan of 12 to 14 feet. Their ears are pointed, but smaller and set more on top of their gaunt heads than those of other varrangoin. In addition their claws are much larger than those of either of the varieties of varrangoin.

Rager varrangoin thoroughly enjoy sinking their heavy claws into an opponent's body and ripping it limb from limb before dropping it to splatter on the ground from a great height. Their cruelty knows no limits, and they revel in the fear inspired by their presence.

Rager varrangoin speak their own language and Abyssal. Some have been known to speak Undercommon or even Common.

Combat

A rager varrangoin typically begins a battle with its *dispel magic* spell-like ability. Ragers then begin to rage and charge from the air with their tail stings in the hopes of catching an enemy flat-footed. In the following rounds they trigger their *fear* ability, then attack opponents with their claws and teeth.

Rage (Ex): Three times per day a rager varrangoin can fly into a frenzy, raging like a barbarian. For 7 rounds, the rager varrangoin gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to Armor Class. The following changes are in effect as long as the rage lasts: HD 8d10+32 (76 hp) AC 18, touch 10, flat-footed 18; Base Attack/Grapple +10/+14; Full Attack 2 claws +15 melee and bite +12 and tail sting +12 melee; Damage claw 1d6+6, bite 1d6+1, tail sting 1d4+3; SV Fort +10, Will +4; Str 22, Con 18. After its rage ends, a rager varrangoin is fatigued (-2 Str, -2 Dex, can't charge or run) until the end of the encounter. A rager varrangoin can choose to end its rage prematurely.

Poison (Ex): A rager varrangoin delivers its poison (Fort DC 16 negates) with each successful tail sting

attack. Initial and secondary damage are the same (1d6 Dex).

Rend (Ex): If a rager varrangoin hits a single target, with both claws, it latches onto the opponent's body and tears the flesh. This attack automatically deals 2d4+6 points of damage.

Spell-Like Abilities: 2/day—*dispel magic*, *fear*. Caster level 8th; save DC 10 + spell level.

Extra Action (Su): A rager varrangoin can take an extra move or single attack action each round.

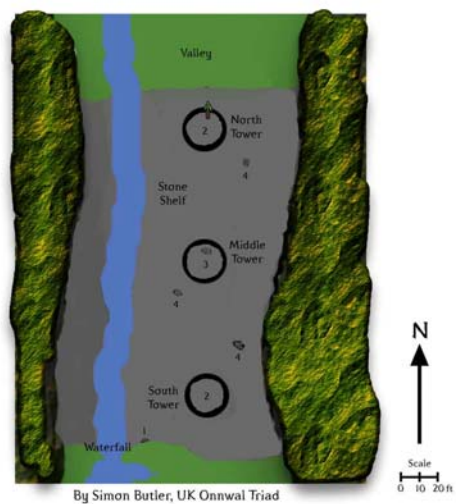
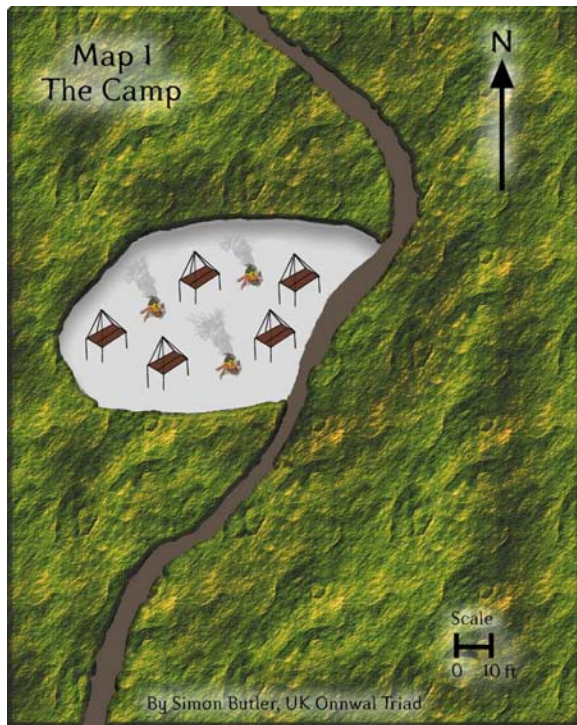
Immunity to Mind-Affecting Effects (Ex): A rager varrangoin is immune to mind-affecting spells and effects.

Uncanny Dodge (Ex): A rager varrangoin retains its Dexterity bonus to AC even when flat-footed or struck by an invisible attacker, and it cannot be flanked except by a rogue of at least 12th level.

Rager Varrangoin Characters

A rager varrangoin's favored class is barbarian. If given barbarian levels, assume the rager varrangoin already has the abilities of a 9th-level barbarian. So, a rager varrangoin who takes one barbarian level gains the abilities of a 10th-level barbarian. Its base save bonuses would increase according to the difference between a 9th-level and a 10th-level barbarian, as would its base attack bonus.

APPENDIX 4: MAPS



Map 3
Underground

