

BIS8-03

Battle of the Bands

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

Version 1.2

by Jay and Crystal Babcock

Reviewers: Bissel Triad Circle Reviewer: Steven Conforti

Playtesters: Dashiell Anderson, Phil Bonder, Lee Burton, Jon Sedich

In a world where the success of a nation depends on the courage of a few, strength and valor must... no, that's not right. Imagine, the greatest heroes of the March together for one last adventure! Hmm... no. I'll start again. An epic quest, 598 years in the making... You'll laugh. You'll cry... Curse it all, this just isn't working out... Looks like I'm going to need a little help. A Bissel regional adventure for APLs 2-16, and Part 1 of *That's Rhomstaff!* II, the Bissel finale.

Note: This series should be played in order, but each scenario can be played with different characters.

Resources: *Complete Arcane* [Richard Baker], *Complete Scoundrel* [Mike McArtor, F. Wesley Schneider], *Monster Manual* II [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Players Handbook* II [David Noonan], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], BIS3-03 *Oakstaff* [Cameron Logan], BIS5-01 *That's Rhomstaff!* [Jay Babcock].

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

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

This is an official RPGA[®] play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at www.rpga.com.

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

RPGA[®] SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Bissel. Characters native to Bissel pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

Sirian never wanted to be a bard. For one, he was as dumb as a stump, and half as talented. However, his wealthy parents insisted, and enrolled him in the Bardic College in Calpius' Craft.

The boy neglected his studies, preferring to get into any mischief he could find. It was on one such mischief-making expedition that he found the *book of history not yet written*.

This dusty tome, lost and forgotten in a college basement, had the unique ability to see the future, and express it in verse. Sirian first used the book to complete his assignments. One of his instructors, so enamored with the boy's unlikely talent, got him in touch with a local bardic troupe.

For the past year, the troupe has been receiving scripts and prose from the boy, concerning events that have not yet taken place. They quickly rehearse, and hit the stage with impossibly-fresh material... making them the undisputed kings of theater.

However, others are starting to take notice...

ADVENTURE SUMMARY

The PCs begin the adventure answering a call for help. Estander, the brilliant playwright behind That's Rhomstaff! (BIS5-01 *That's Rhomstaff!*), is watching all of his recent works – while good – flop in comparison to those of his rivals.

Investigating one of his rivals, the PCs learn that they are getting all of their materials from Sirian, a brilliant new bard. Then they meet the boy, and learn that he is as dumb as dirt. They soon learn about the *book of history not yet written*.

Estander believes that the only way he can survive is to draft the boy into his acting troupe. However, winning him in the draft means taking control of all of the other bardic troupes.

The PCs approach each troupe, winning their allegiance through a series of bizarre and inexplicable tasks. But just when it seems like victory is theirs, the other gangs find out about Sirian. Calpius' Craft is thrown into chaos.

The PCs fight and win the day... only to find Sirian murdered, and the book taken from him. Foreshadowing creeps across the stage, as we fade to black.

Introduction: Abrasive Words

Estimated Time: 10 minutes

The PCs hear about Estander's woes, and are asked to investigate.

Encounter 1: Finding the Root

Estimated Time: 15 minutes

The PCs meet with a rival acting troupe in Calpius' Craft, and learn about Sirian.

Encounter 2: No Freaking Way

Estimated Time: 15 minutes

The PCs meet Sirian, and realize that he is an utter moron. They also learn about his book.

Encounter 3: I Have a Plan

Estimated Time: 5 minutes

The PCs return to Estander, and learn that they must best all of the other acting troupes, if they are to help Estander draft Sirian and his magical book.

Encounter 4: The Machine

Estimated Time: 15 minutes

The PCs attempt to take over a rival gang, and are challenged to defeat 'the Machine'.

Encounter 5: Mushroom, Mushroom

Estimated Time: 40 minutes

The PCs attempt to take over a rival gang, and are requested to defeat a horde of animate mushroom men.

Encounter 6: Who Keeps Writing These?

Estimated Time: 20 minutes

The PCs attempt to take over a rival gang, and are presented with a puzzle to unravel.

Encounter 7: Theater Hero

Estimated Time: 30 minutes

The PCs attempt to take over a rival gang, and are challenged to a match of 'Theater Hero', with a famous opponent.

Encounter 8: When You're a Bard...

Estimated Time: 10 minutes

Word gets out about Sirian and the book, and relations between the bardic troupes break down. The PCs are begged to help.

Encounter 9: ...You're a Bard All the Way

Estimated Time: 45 minutes

Calpius' Craft has spiraled down into gang fighting in the streets, as bards take each other on. The PCs fight their way to supremacy.

Conclusion: Sins, Not Tragedies

Estimated Time: 5 minutes

The PCs make it to Sirian's room, only to find him murdered, and the book gone.

Epilogue: In the Wrong Hands

Estimated Time: 5 minutes

The book has fallen into the hands of the Hextorites, who plan to use it to find... something.

PREPARATION FOR PLAY

The expected running time of this adventure is 3 hours, 30 minutes. If this is running during a standard 4-hour convention slot, this allows 25 minutes for marshalling, and 5 minutes for paperwork distribution.

INTRODUCTION: ABRASIVE WORDS

Estimated Time: 10 minutes

Bissel has had its share of troubles.

The war with Ket – through the perseverance of Bissel's soldiers and the cunning of her leaders – was won in CY 597 at the Battle of Lopolla. Ket's capital was razed, and Field Marshall Valiscerat took control of the homelands of Bissel's perpetual adversary.

All was not well, however. Many of Bissel's allies showed their true colors, refusing to support her in the war. As well, the internal strife that plagued the March in recent times came to a head, culminating in a dramatic schism – the great nation of Bissel split in two, with the creation of the March of

Swordfields, led by the now-declared traitor, Steich Valiscerat.

The PCs may wish to gather some information and rumors before beginning the adventure. The following are rumors they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 10

- In a startling move, Field Marshall Valiscerat seceded from the March, carving the new nation of Swordfields out of conquered Ket.
- A substantial portion of the Great Army remained with Valiscerat and his new nation.

DC 15

- Immediately before Field Marshall Valiscerat seceded, there were assassination attempts on both him and Margrave Malto.
- A cure for the plague has been found! Adventurers returned from other planes of existence with herbs that proved useful in fighting the disease. Soon, it will be wiped out.

DC 20

- Security around the Guild of the Arcane Path has been enhanced dramatically in the past few months.

DC 25

- Margrave Malto and Field Marshall Valiscerat blamed each other for the assassination attempts against each other. Without someone else to blame, relations between the political rivals fell apart.

DC 30

- The first assassination attempt against Margrave Malto was executed by a young acolyte of Heironeous that had been a page in service of the Baron's Council for years.
- The second assassination attempt on Margrave Malto and the attempt on Valiscerat were committed by Hextorites. They had posed as Heironeans, and infiltrated the respective noble courts.

Once the PCs are done with rumors, continue with the following:

The pool of light slowly narrows, and a single figure steps forward, into view. As he sings, the orchestra plays soft, mournful notes.

"What would come of the mighty March?

***What did fate have yet in store?
With both sides believing themselves the right
They stood together ne'er more...***

***The Field Marshall had strength and resolve,
But the Margrave, Bissel, our home...
So stand apart, did legend'ry men,
While the people were forced to roam!***

***No fiend of darkness had pulled us apart,
Nor beast of forest and glen,
But still we fall, despite it all
And our hist'ry begets again!***

We..."

"Stop! Stop!!" A young man stands up, bellowing and emphatically waving the sheaf of papers in his hand. "It's 'begins again'. 'Begets' doesn't even make sense!"

The man turns to you. "See what I mean?"

Estander the playwright is a young man of Flan descent. Heavy lines crease his brow – signs of stress and premature aging... which, given the sub-par performance you've just seen, isn't too surprising.

If the PCs can succeed at a Knowledge [local – Sheldomar Valley Metaregion] check (DC 12) they can identify Estander as a famous playwright, the author of *That's Rhomstaff!* (Appearing in BIS5-01 *That's Rhomstaff!*, oddly enough) If they've played that adventure, then they worked for him, and had a hand in making the musical a success. They may have even gone On Tour with the company for a bit, becoming a celebrity of the local stage.

Estander sits down heavily into one of the theater seats with a great sigh. "If this keeps up, I'll be ruined. That's why I put out that call for help."

"None of my recent works have done well. That means that the talented actors pass me by, and I get stuck with..." He gestures towards the stage. "It's a vicious cycle."

"I'd write it off as a failure across the board... but some of the other troupes are doing just fine. Remarkably well, in fact!"

"If you are willing, I'd like to put your most expert services in my employ. Find out what is going on," He rises to his feet. "...and help restore my good name to its former glory!"

Estander can provide the following information, if questioned:

- He is willing to pay 50 gold coins apiece, up front, for the PCs' services. If they succeed, the rewards may be more lucrative.
- He is the author of the musical 'That's Rhomstaff!', a tale of the March's struggles against Evard. It did particularly well.
- His most recent works – 'Army of Elk', 'Diary of a Teenage Necromancer', and 'Weekend at Saralind's' – have not done well, at all. Much of what he made on 'That's Rhomstaff!' was lost on those two productions.
- One of the more successful troupes, right now, is 'Looking for Treble', a musical / thespian ensemble based out of Calpius' Craft. That'd be a good place to start investigating.
- Calpius' Craft is the baronial seat of Besselar, one of the baronies near Pellak. A few hours travel away, it is the home of the Bardic Circle and the Bardic College.

Once the PCs agree to the task, continue with the following:

Estander looks relieved. "Oh, thank you! Without your help... I don't know what would happen!"

He turns back to the actor on the stage. "Well," he mutters under his breath. "Maybe I do have SOME idea." He clears his throat, and calls out to the actor. "William, come here!"

The young man hops down from the stage, and approaches.

"William, these individuals are helping me out. I'd like you to go with them... it should help you, uh, deepen your character. Insight, and all that."

He turns back to you. "William knows Calpius' Craft rather well... Yes... 'Looking for Treble' would be a good place to start. They've enjoyed tremendous success, as of late... and I've always been on good terms with them. You can find them in Calpius' Craft, around the Bardic College. In fact... I'm supposed to head out that way myself... I could just move up my plans, a little... Yes, yes... you kind folks go ahead, and I'll meet you there in a few days, once I have things in order, here. That should give you ample time to find out what you can."

If the PCs played BIS5-01 *That's Rhomstaff!* then they know William – the naïve would-be actor led them around during that adventure, as well.

The PCs have time to make any special preparations. If they wish to purchase equipment or services, they are in luck – Pellak is an important trade hub for the March. They can purchase anything from the following PHB tables: Table 7-3 Trade Goods, Table 7-5: Weapons (small & medium sized), Table 7-6: Armor and Shields, Table 7-8: Goods and Services (except they can't have spells cast by NPCs). They may purchase any potion, oil, or scroll from the DMG Tables 7-17, 7-23, or 7-24 with a market price of 750 gp or less, and any standard spell components up to 2,000 gp in value.

Once the PCs are ready to depart, continue with Encounter 1.

All APLs

🦄 **Estander Thomason:** Male human Brd 12 (Bluff +21, Diplomacy +10, Perform (act) +15, Sense Motive +17); AL NG.

🦄 **William Robann:** Male human Com 4 (Perform (act) +8); AL NG.

ENCOUNTER 1: FINDING THE ROOT

Estimated Time: 15 minutes

A few hours later, you pass through the town walls of Calpius' Craft. The streets are old and worn, weaving in and out of each other in great serpentine arcs. Despite Estander's assurances, it's obvious that William doesn't have much of a sense of direction. It's not long before you are completely lost. After having to ask directions more than a few times, you finally encounter two young women, dressed in long red robes with a single black line across the sleeves. They are more than happy to lead you to the Bardic Circle, as they are going there themselves.

You can hear the Bardic Circle long before you arrive. The sounds of musical instruments and people's voices carry through for several minutes before you can see any visible sign of the famed Bardic College.

The buildings around you suddenly become a little more ornate just before you emerge from the narrow streets onto a large circular field of green. Elaborate decorations of musical instruments and bright colors adorn each side of the large wood and stone buildings that surround this field. The building on the opposite side of you is the largest of all, with immaculate stained glass windows depicting a spray of colors emanating from an open hand. At the center of the field is a large fountain,

with the statue of an older woman from which an obviously magical multi-colored light originates.

All around the field are young people dressed in red robes. Many of them are engaged in some type of music-making or spoken performance, and the wash of sounds as you enter the grounds of the Bardic Circle is staggering.

The building with the stained glass windows is the Temple of Lydia, goddess of music, knowledge, and daylight. The temple is a central structure to the Bardic College. The statue at the center of the fountain also depicts the goddess Lydia.

The PCs will likely want to know where to find 'Looking for Treble'. If they succeed at a Gather Information check beating the listed DCs, they get the following information:

- (DC 5) Looking for Treble has a musical in town at the moment – 'Little Ado About Nothing', a comedy based on the friction between the Margrave of Bissel and the former Field Marshall Valiscerat, the Margrave of the new nation of Swordfields.
- (DC 10) 'Little Ado About Nothing' is being performed at the Borachio (pronounced bô-rach'-i-ô), the most posh theater in town.
- (DC 20) Looking for Treble has rented out the Hag's Eye, an inn across the street from the Borachio. The core members of the troupe will likely be staying there.

If the PCs head to the Borachio, read the following:

Heading to the eastern end of town, the architecture becomes newer, and much more upscale. Standing near the town wall is a large, elaborately-decorated marble building. The plaza in front of the theater is adorned by a large pool of water. Jets of water periodically emerge from the pool, dancing about in a complex choreography before fading back below the surface.

Further describe the Borachio as an extremely luxurious theater. It should be obvious that their productions have been immensely popular.

Stage hands can be found bustling about the theater at all hours. If the PCs succeed at a Gather Information check (DC 15) they can find someone that knows that the senior members of the troupe are staying across the street at the Hag's Eye.

Once the PCs head for the Hag's Eye continue with the following:

Across from the Borachio is a small, wooden building. The shingle out front depicts a large, bloodshot eye over a bed.

Pushing the door open, the air is filled with the sound of raucous laughter. About a dozen men and women lounge about in the inn's common room.

All eyes look in your direction as you enter, and the laughter dies down to silence.

"Oi! What d'ye lot want?" It takes you a moment to identify the source of the voice. Then you notice a halfling sitting amidst the taller folk.

This is Benedick Bustlebrand, the leader of the Looking for Treble troupe.

Present the troupe members as suspicious and arrogant. If the PCs ask any sort of question that reflects their mission, continue with the following:

"Aha! I knew it! More bloods smellin' the action, and wantin' to carry a piece of it!" The halfling looks smug. "And who sencha?"

If the PCs mention Estander, continue with the following. If the PCs don't mention his name, William will blurt it out.

"That old has-been? Hah! I'm sure he'd like to get a hook into our source, ain't that right lads?"

The halfling glances around, looking for validation. His fellows only stare at him blankly. He hops down from his stool, and takes a step in your direction. He raises a finger towards you - if he was taller, he might actually be menacing.

"Now, see here... Estander is a legend. He created the genre, know wh' I mean? We owe him everything. But that dun mean that we sh' just roll o'er, jus' like that. Why should we tell you th' secret of our success?"

This encounter provides a challenging situation for the PCs, and a framework that allows them to adapt their own unique skills towards overcoming it.

In this case, the PCs need to convince the senior members of Looking for Treble to give up the source of their great material. However, their recent success has made them cocky – they are less susceptible to intimidation than most. To achieve this, the PCs must score six points. Points are scored by declaring a specific skill use, and then succeeding at a check with that skill. However, how difficult a check will be is up to you. Use the following guidelines:

- **Easy Difficulty:** A check of easy difficulty is one that should obviously work. For example, if the PCs decide to use a Bluff check to convince the troupe members that they are tax collectors - and that either their source pays or they do, that would be a check of this difficulty. A check of easy difficulty has a DC of 15, and grants one point on a success, and takes away two points on a failure.
- **Moderate Difficulty:** A check of moderate difficulty is one that may or may not work, but does not really favor either outcome. For example, if the PCs decide to use a Diplomacy check to convince them that they just want to pay homage to their source, that would be a check of this difficulty. A check of moderate difficulty has a DC of 20, and grants one point on a success, and takes away one point on a failure.
- **Hard Difficulty:** A check of hard difficulty is one that has little chance of working, but is still not impossible. For example, if the PCs decide to use an Intimidate check to threaten the troupe members, that would be a check of this difficulty. A check of hard difficulty has a DC of 25, and grants two points on a success, and takes away one point on a failure.

Successes grant points, and failures take them away. It is possible for the PCs' point score to be negative, if they are particularly unlucky.

You should make sure that as many of the PCs as possible are involved in this challenge. This can be achieved by asking them how they are contributing to the outcome.

As well, it is not enough for a player to say 'I'm using a Perform check'. Require that specific intentions be declared, such as 'I'm using a Perform check. I am trying to convince them that I am a bard in need of help and that maybe their source can privately tutor me'.

Once the PCs have acquired six points, they have succeeded at winning over the Looking for Treble bardic troupe. They now receive the *I've Got the World on a String* item on the Adventure Record.

☛ **I've Got The World On A String:** You have garnered the favor of the Looking for Treble bardic troupe, who know how to handle fame and fortune. Spend this favor at the end of an adventure to double the amount of wealth you obtain. You may not keep any over-cap gold, but may spend it in any manner normally allowed. Mark this favor as USED once it has been expended.

Once the PCs have acquired six points, continue with Encounter 2.

All APLs

♣ **Benedick Busstlebrand:** Male halfling Brd 6 (Bluff +9, Sense Motive +9); AL CG.

♣ **'Looking for Treble' bards (13):** Brd 4 (Bluff +7, Sense Motive +7); AL CG.

ENCOUNTER 2: NO FREAKING WAY

Estimated Time: 15 minutes

The halfling exchanges looks with the other actors, and with you. He sighs.

"Alright, look... I'll tell ya... but keep it under yer hat."

He glances around conspiratorially. "There is this kid, right? Over at the college? He's... he's... brilliant! You wouldn't know it from talkin' to him, but he's... the most insightful person! He writes stories about the war, or politics, or whatnot. Just guesses as to what will happen, eh? And he's always right."

Benedick starts scribbling down an address. "We've been buying his stories, and puttin' them on th' stage. That's how we've been getting' rich - it's like havin' all the latest gossip, before it hits the air."

He shrugs. "I guess it doesn't really matter. The kid graduates next week. He'll get drafted by some troupe. With our success, we won't get first pick."

Once the PCs decide to go find the kid, continue with the following:

Benedick's directions take you across town, back towards the Bardic College, to a two-story dormitory - an unremarkable stone building. A flight of stairs ascends to a hallway, where you quickly locate room 211.

Sirian is not currently home, so there is no response if they knock. If they want to break in, describe the place as a typical messy bachelor pad. They can find some of his graded homework in the trash - he gets exemplary marks. If they think to ask, there are no books in the room, at all - odd for a student's room.

After a short while, Sirian returns home. Read the following:

Suddenly, there is an immense crash at the end of the hall. A moment later, the door to the stairs flies

open, and a huge man lumbers through, rubbing his head. He stops mid-stride, and looks you over. Then he heads towards the door to room 211.

This is Sirian, the boy that Benedick described. He is actually a half-orc, but his lineage is not immediately obvious, beyond his excessive size and strength.

If the PCs stop him to talk, he has nothing to say. He knows enough to keep the book a secret, so he won't mention it under any circumstances. However, in your portrayal of him, make it clear that he is a moron... and that he is nervously hiding something.

After they part company with Sirian, read the following:

As you depart, you see a scrawny arm sticking out around the open door. Someone is beckoning you to follow.

If the PCs follow, continue with the following:

In the stairwell is a slight boy, in the red robes of the Bardic Circle.

"I heard you talking... are you trying to get to Sirian? I can help..."

If the PCs express interest, read the following:

"The name's Gurney. Follow me..."

The young bard leads you downstairs.

"I used to be good friends with Siri. It was a nice arrangement – he kept the bullies off of me, and I made sure his grades stayed up. Then BAM! Just like that he doesn't need me anymore."

Gurney pushes open the front door of the building, and heads across the street.

"I tried telling the deans that he was cheating. I tried saying something. You know what they said?" He balls his fists up in frustration. "They said that I was just jealous... jealous of their most-gifted student. GAH! Almost there... right up here."

He starts climbing up a ladder that leads to the roof of the building across the street, waiting for you to follow.

"I'm twice the bard he is... no, wait... THREE times the bard he is. And no one will believe me."

He reaches the edge of the rooftop, towards the street.

"Well, at last I can prove it to someone! Look! There is your genius!"

He points across the street, towards the dormitory building you just left. A window clearly looks in upon Sirian's room.

As you watch, the ogre-sized bard sits down at a table near the window. He withdraws a small book from the folds of his tunic, and places it open on the table. He writes a few words in the book, and puts down his quill. Moments later, the entire page is full of text. He quickly begins copying it onto another sheet of parchment.

William's eyes go wide. "Uh... yeah. I think we need to tell Estander about this."

Gurney can relate the following information, if questioned:

- Gurney and Sirian found the book while exploring an old basement at the College. It hadn't been touched for decades.
- The book can predict the answers to tests, and can finish homework assignments. You just have to write your question in the book, and it fills in the answer.
- Sirian has been using the book to write his stories about events that haven't happened yet, which he's been selling to some bardic troupe.
- Gurney tried taking the book from Sirian... but with all the money he'd made lately, Sirian had a spell cast on the book, so that it can't be separated from his person. He's dumb, but not that dumb.
- Gurney wants to see the worst possible outcome for Sirian... he wants to see him expelled!
- Both boys graduate in another week.

If the PCs try to be bold, it turns out that Gurney is correct. The book cannot be separated from Sirian without first killing him... a wholly-evil act that William (if no one else) would object to.

The PCs now need only report back to Estander to complete their current mission. When they are ready to do so, proceed with Encounter 3.

All APLs

🔮 **Sirian the foreshadowed:** Male half-orc Com 2 (Bluff +6, Sense Motive +0); AL CN.

🔮 **Gurney:** Male human Brd 2 (Bluff +4, Sense Motive +4); AL CN.

ENCOUNTER 3: I HAVE A PLAN

Estimated Time: 5 minutes

“A magical book that tells the future, eh? Sounds like something that they’d dream up around here.”

Estander folds his hands behind him as he gazes out the inn-room window at the Bardic Circle grounds.

“Well, I feel better. At least it’s not me losing my touch!” He pauses, lost in thought. “Still... with that book out there, I’ll never be able to compete. There is only one answer – the boy must join my troupe!”

William slowly raises his hand, and clears his throat. Estander doesn’t make eye contact.

“... the only legal answer...”

William puts his hand down and sighs.

“No, it’s clear to me. When Sirian graduates this week, he must be drafted into my troupe. But... that’ll never happen. We won’t get first choice... we’ve been too successful in the past.”

William raises his hand, again. “What if the other troupes gave up their picks?”

Estander rolls his eyes. “Right. I’m sure they’d be willing to do that. While we’re wishing, I’d also like a pony.”

Suddenly, there is a glimmer in the playwright’s eyes. “Wait... you may be on to something! A troupe can forfeit its pick to help another... if we had the loyalty of even a few... do you think you could get that?”

Allow the PCs a chance to agree to this new task, before continuing.

“This might just work...”

Estander pulls out a sheet of parchment and a quill.

“Let’s see... groups that might be willing to help us... there is ‘Looking for Treble’, of course.” He starts scribbling notes on the sheet, but then crosses out what he just wrote. “Ah, but I suppose that you’ve already taken care of them.”

“There are those fellows over at the temple. They have always seemed appreciative of our work.”

“There’s those new-wave guys... let them get drinking, and they’ll agree to anything.”

He cringes for a second. “There are those creeps that always wear black. Just tell them that you are trying to buck the system, and they’ll be championing our cause.”

“Oh, and CCP... I was a member there, before I struck out on my own! They might be willing to support us!”

Estander quickly double-checks his notes, and nods in satisfaction before handing it to you.

“Well, that should get you started.”

Give the PCs Player Handout #1 – Bardic Troupes of Calpius’ Craft.

From here, the PCs should go to each of the troupes, to try to gain their favor.

If they want to approach ‘The Self-Righteous Brothers’, continue with Encounter 4.

If they want to approach ‘Full Power Attack’, continue with Encounter 5.

If they want to approach ‘Evard’s Zombie Ensemble’, continue with Encounter 6.

If they want to approach ‘The Calpius’ Craft Project’, continue with Encounter 7.

Once they have approached all four groups, continue with Encounter 8.

ENCOUNTER 4: THE MACHINE

Estimated Time: 15 minutes

William leads you across the Bardic College campus to the largest structure – the Temple of Lydia.

A quick inquiry to passersby leads you to a large chapel. A tall, statuesque man stands near the stage at the front of the chamber, addressing another up on a balcony. The men are nearly identical in appearance.

“A little higher, now...” The man on the stage looks pleased as a backdrop is lifted into place behind him. “Good. Now, let’s try the lighting on that.”

The man on the balcony fumbles with a few hidden controls. “Is this a stage light I see before me?” With a flourish, he flips a switch. A number of sandbags plummet to the stage, barely missing his brother. “Ah. Apparently not.”

“Watch it, you egg-bellied sapsucker!”

The man on the balcony looks appalled. "Language, dear brother!"

These are Rosen and Guilden, better known as the 'Self-Righteous Brothers'. In playing these bards, play Rosen as a pretentious braggart, and Guilden as an overly-analytical aristocrat.

They can relate the following information, if questioned:

- They are Guilden and Rosen – the Self-Righteous Brothers. Have you been living under a rock?
- They and their vast suite of accompanying artists produce works of dramatic fiction – particularly action-packed extravaganzas like their recent hits "Blazing Thunder" and "Sudden Strike".
- They have seen Sirian around campus, and have heard that he is a brilliant writer. He doesn't look the part, though.
- Sure, they know Estander. He is legendary for seeing that the heroes of Bissel are recognized in poem and prose.
- They are preparing, now, for a dress rehearsal.

If the PCs bring up Estander and the draft, continue with the following:

"Ah. Sorry, no." Rosen shakes his head.

Guilden places a hand on his brother's shoulder. "What my dear Rosen means, is that we'd be happy to help. But what makes Estander more important than us? Why should he get the pick of the litter?"

"That's not at all what I meant!"

Guilden continues, paying his brother no heed. "But... we believe in fair chances. Tell you what... if you can best us in a challenge that we've been unable to finish - then you'll have earned our support."

Rosen glares at his brother, fear in his eyes. "You don't mean... you can't mean... you want them to face... the Machine?"

If the PCs are interested, continue with the following:

The brothers lead you down to a storage area beneath the temple.

"We set up the Machine as a way to test our mettle." Rosen prattles on, as you descend the stairs. "But we were too diligent – it's downright deadly. No man has ever made it all the way through!"

"Technically," adds Guilden, "we're the only ones that have ever attempted it."

"Yes, yes. Technically. But it sounds better my way."

Filling the room is a huge construction of walls, ramps, and tunnels. At points you can see the glimmer of blades. A sign next to the closest tunnel reads 'Entrance'.

The Machine is a series of trap-filled chambers. To succeed at this challenge, a single PC (the party may select its representative, themselves) must traverse each of the rooms. Refer to DM Aid – Map #1 – The Machine.

They must actually face the dangers involved – *wind walking* or *dimension dooring* through the trap, for instance, is obvious cheating. Using a Melf's acid arrow to damage a trap mechanism is not. Use your discretion as to what abilities are 'cheating' and which are reasonable. Remember, the idea is to impress the brothers with their efforts. If the PC tries to 'Take 20' on searching for a trap, the brothers will get bored, and the PC loses.

Many of the rooms of the Machine have doors. They all have the following attributes, even though not all are locked:

❖ **Heavy Door:** 2 in. thick; hardness 10; AC 5; hp 60; Open Lock DC 23, Break DC 28.

Continue with the next subsection when the chosen PC is ready to proceed.

CHAMBER 1 - ENTRANCE

The entrance tunnel ends abruptly at a plain iron door. The section of floor immediately in front of the door is slightly discolored.

The discoloration is a red herring. The doorknob is coated in a paralyzing poison. If the PC is paralyzed at this point, the brothers will mock him mercilessly, and he has failed.

This trap is present at all APLs.

APL 2 and Higher (EL 1)

↗ **Doorknob Smeared with Contact Poison:** CR 1; mechanical; touch trigger (attached); manual reset; poison (carrion crawler brain juice, DC 13 Fortitude save resists, paralysis/o); Search DC 19; Disable Device DC 19.

Developments: Once the PC gets the door opened, he may proceed to the next chamber. The door is not locked.

CHAMBER 2 – WHIRLING BLADES

The door opens to a short stone tunnel. The floor is decorated in a checkerboard pattern of black and white. The tunnel ends at another door.

If the PC succeeds at a Spot check (DC 10) he notices small holes in the floor, one every few inches or so. This is another red herring, made to make him think that spikes will jab out at him.

In reality, whirling saw blades will emerge from the wall when the PC passes the halfway mark.

This trap is only present at APL 14 and higher. At lower APLs, roll a few dice, and claim that the blades missed the PC.

APL 14 and Higher (EL 13)

↗ **Whirling Saw Blades:** CR 13; mechanical; location trigger; automatic reset; Atk +22 melee (3d8+10/x4 plus poison, saw blades); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 29.

Developments: Once the PC bypasses the tunnel and its trap, he may proceed to the next chamber.

CHAMBER 3 – FALLING BRICKS

The door opens to a small, unornamented room. In the middle of the far wall is a small tunnel – only large enough for a man to crawl through - leading to what looks like a mirror image of this chamber.

If the PC succeeds at a Spot check (DC 10) he notices a small hole in the far wall, past the tunnel. This is another red herring, made to make him think that an arrow will shoot out at him.

In reality, part of the tunnel will collapse as the PC is crawling through it.

This trap is only present at APL 4 and higher. At lower APLs, roll a few dice, and claim that the falling blocks missed the PC.

APL 4 and Higher (EL 3)

↗ **Stone Blocks from Ceiling:** CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.

Developments: Once the PC bypasses the tunnel and its trap, he may proceed to the next chamber.

CHAMBER 4 - ARROW

The next chamber is bare, except for a thin white line painted across the middle line of the floor.

Small holes have been bored into the stone blocks at various points.

Another door exits this chamber, on the far side of the room.

This time, the obvious bits are not red herrings. As the PC crosses the center line, an arrow trap is set off.

This trap is present at all APLs.

APL 2 and Higher (EL 1)

↗ **Basic Arrow Trap:** CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20.

Developments: Once the PC crosses the chamber, he may proceed to the next chamber. The door is not locked.

CHAMBER 5 - DARTS

At the center of this next chamber is a small pedestal. On top lies a small golden idol. Its carved features grin eerily at you.

There is another door to your left.

This door is locked. Picking up the idol will unlock it. However, it will also set off the dart trap set into the ceiling.

This trap is only present at APL 8 and higher. At lower APLs, roll a few dice, and claim that the darts all missed the PC.

APL 8 and Higher (EL 7)

↗ **Fusillade of Darts:** CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); multiple targets (1d8 darts per target in room); Search DC 25; Disable Device DC 25.

Developments: Once the PC opens the door, he may proceed to the next chamber.

CHAMBER 6 – ROLLING BOULDER

This next chamber is a long stone hallway. At the far end is another door.

The far door is locked.

One round after the PC enters this room, a huge rolling boulder falls into the hallway, and crushes anything in its path. There isn't room around it to avoid it.

This trap is only present at APL 12 and higher. At lower APLs, roll a few dice, and claim that the PC managed to jump out of the way before it could hit him.

APL 12 and Higher (EL 11)

↗ **Giant Boulder Trap:** CR 11; mechanical; location trigger; manual reset; boulder crushes targets (20d6, crush); never miss; onset delay (1 round); Search DC 22; Disable Device DC 20.

Developments: Once the PC defeats this trap, he may proceed to the next chamber.

CHAMBER 7 – PIT TRAP

Spikes adorn the ceiling of the next chamber. A trickle of water has broken through the left wall, forming a large puddle on the floor.

The spikes and water trickle are both red herrings (although the leak is from the water supply for the drowning room trap, coming up).

The center of the room contains a camouflaged pit trap. There is a two-foot border around the pit edges that can be navigated safely.

There is an unlocked door at the far side of the room.

This trap is present at all APLs.

APL 2 and Higher (EL 1)

↗ **Camouflaged Pit Trap:** CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

Developments: Once the PC defeats this trap, he may proceed to the next chamber.

CHAMBER 8 – DROPPING CEILING

The stone floor of this room is damp and slippery. Unlike the previous chambers, the door leading out of this room is open.

Once the PC steps into the room, both doors slam shut and lock. One round later, the ceiling starts to drop, crushing the PC if he doesn't escape in time.

This trap is only present at APL 10 and higher. At lower APLs, roll a few dice, and claim that the ceiling advances much slower, giving the PC time to automatically escape.

APL 10 and Higher (EL 9)

↗ **Dropping Ceiling:** CR 9; mechanical; location trigger; repair reset; ceiling moves down (12d6,

crush); multiple targets (all targets in room); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16.

Developments: Once the PC escapes from certain doom, he may proceed to the next chamber.

CHAMBER 9 – MIST CHAMBER

The walls of this room are painted white, and there is a door straight ahead. Small holes fill every wall.

Once the PC steps into the room, the door slams shut and locks. One round later, the room fills with poisonous gas.

The exit door is also locked.

This trap is only present at APL 16. At lower APLs, roll a few dice, and claim that the PC manages to find a hidden latch that opens the exit door and stops the flow of gas.

APL 16 (EL 15)

↗ **Poison Gas Trap:** CR 15; mechanical; location trigger; repair reset; gas; never miss; onset delay (1 round); poison (Black lotus vapor, DC 20 Fortitude save resists, 3d6 Con/3d6 Con) multiple targets (all targets in the chamber); Search DC 30; Disable Device DC 30.

Developments: Once the PC defeats this trap, he may proceed to the next chamber.

CHAMBER 10 – FLOODING ROOM

The walls of this room are painted blue, and there is a door in the right wall. Otherwise, it is bare.

Once the PC steps into the room, the door slams shut and locks. One round later, the room begins to fill with water, drowning the PC if he doesn't escape in time. You may wish to refer to the rules for underwater adventuring (DMG, page 92).

The exit door is also locked.

This trap is only present at APL 6 and higher. At lower APLs, roll a few dice, and claim that the PC manages to find a hidden latch that opens the exit door and drains the water away.

APL 6 and Higher (EL 5)

↗ **Flooding Room Trap:** CR 5; mechanical; proximity trigger; automatic reset; no attack roll necessary (see note below); Search DC 20; Disable Device DC 25. Note: Room floods in 4 rounds (see Drowning, DMG page 304).

Developments: Once the PC defeats this trap, he has succeeded. Continue with the next subsection.

SUCCESS

You emerge from the Machine, and the Self-Righteous Brothers run up to you.

“Masterfully done!” Rosen claps a hand on your shoulder. “Well, a deal is a deal. We’ll support your buddy, Estander.”

The PCs have now gained the allegiance of the Self-Righteous Brothers troupe. They now receive the My Kind of Town item on the Adventure Record.

☛ **My Kind of Town:** You have garnered the favor of the Self-Righteous Brothers bardic troupe. Through their contacts in the churches of Bissel, they are extremely well-connected. You may expend this favor during an adventure set in the Sheldomar Valley to be able to purchase any single item you have access to at even the smallest town or village, regardless of whether it could normally be found there. Mark this favor as USED once it has been expended.

If the PCs still have troupes to approach, proceed as listed at the end of Encounter 3.

If the PCs have approached all four troupes, continue with Encounter 8.

All APLs

☛ **Rosen Smithson:** Male human Brd 6 (Bluff +9, Sense Motive +9); AL NG.

☛ **Guilden Smithson:** Male human Brd 6 (Bluff +9, Sense Motive +9); AL NG.

☛ **The Self-Righteous Brothers’ bards (10):** Brd 4 (Bluff +7, Sense Motive +7); AL NG.

ENCOUNTER 5: MUSHROOM, MUSHROOM

Estimated Time: 40 minutes

William leads you through the labyrinthine streets of Calpius’ Craft. You are unsure how this fellow – who got lost trying to find the Bardic College – could possibly be this certain about where he is going. However, even with the curtain of night about you, he still moves with great surety.

William stops, and gestures. At the end of a long alleyway stands a two-story, stone and wood building. It is unmarked, but the sound of laughter,

conversation, and music can be heard as far away as where you stand.

Wait for the PCs to indicate they wish to enter, before continuing with the next subsection:

Getting Inside

Opening the heavy wooden door, you step into small anteroom. The entrance to the tavern is on the other side of the tiny chamber. Between you and entry stands a large half-orc wearing studded leather. His face has been painted white with dainty red spirals on his cheeks. He greets you as you open the door: “TARTHAK WELCOMES YOU TO CRYSTAL WEB! COME IN OUT OF NIGHT... BUT BEFORE YOU ENTER YOU MUST BE DRESSED PROPERLY AND LEAVE YOUR WEAPONS! ENTER OR NOT, BUT IF YOU NO WANT IN CRYSTAL WEB, YOU MUST LEAVE!”

The Crystal Web is a tavern that is only open at night, and likewise only open to those who are “dressed properly.” In this case, this means the wearing of “glamour,” or minor illusions and transformations. This is facilitated either by one’s own illusory magics, or the house provides masks which provide the necessary glamour to enter.

There is a reason that the Crystal Web sponsors a nightly Masque in which no one can be recognized: so that bards can safely drink wine within Calpius’ Craft. A law within the city exists that prohibits the drinking of wine by bards during their stay. However, most bards are able to find ways to circumvent this law. The Crystal Web is only one such method. The city watch does little to enforce the law; it is in a sense unenforceable.

The end result is that every patron of the Crystal Web is, to some degree or another, in disguise.

Tarthak is actually a half-elf illusionist, subject to an *disguise self* spell, who “guards” the door. He also happens to be the owner of the Crystal Web. He likes to take a turn manning the door to get out from behind the bar and to get a break from the noise within. A successful Sense Motive check (DC 15) allows them to notice exaggerations in his speech and mannerisms, suggesting that he is not really a half-orc, but rather someone trying too hard to seem like one.

He is not selective about whom he enters into the Crystal Web – it’s all money in his pocket, after all – the PCs just have to don the proper glamour and check their weapons.

Tarthak will instruct the PCs (in his best impression of a half-orc) to first disarm and place their items in a weapons closet and then to “get dressed.”

Those who do not have access to their own magics will have to wear the glamour on hand. These come in the form of special masks. The masks operate as a strange combination of *disguise self* and *dancing lights*, and they have three concurrent effects. When the masks are placed on the face they shimmer and disappear, leaving the appearance that the face has been painted random colors. Second, the wearer will appear to be of a different race: elves become dwarf-looking and vice versa, halflings become gnome-like and vice versa, and humans appear as a subrace other than their own. Lastly, the mask causing the appearance of floating, colored lights to appear around the wearer's head. The masks only operate within the Crystal Web, and nowhere else.

At this point, there is no way that Tarthak will willingly let the PCs be armed, or not properly glamourous. The door into the actual tavern area is magically warded so that only those who are “properly dressed” may enter. Any PC foolish enough to try to force his way into the tavern are “undressed” or armed will be the subject of defensive spells cast by the sixty or so bards present. It would be a Will save nightmare as he is pummeled by multiple volleys of *charm person*, *hold person*, *suggestion*, *hypnotic pattern*, and many others – and that would be only the beginning of the disgraces heaped upon the offending PC. Judges are encouraged to use their imagination in this eventuality.

Once the PCs agree to the terms of admission, continue with the following:

Tarthak opens the door and motions you inside the common room of the Crystal Web. As you enter, you are struck by the absolute bedlam. This is easily one of the most chaotic scenes you have ever witnessed.

Dozens of swirling colored spheres float near the ceiling, alternately casting you in shadow and then bathing you with bright light. The faces of the other patrons fade and then come into view in an eerie fashion. People are dressed in outlandish costumes with gaudy masks.

Minor magical effects cause smoke to dance about their bodies, strange phosphorescence to glow from their eyes, or a dozen other supernatural effects. All around there is laughter and music, while patrons drink wine freely. A few patrons dance in discordant styles – some waltz, other jig, still others just spin with no regard to the music or anyone on the floor. The Crystal Web has been open

barely an hour and already it is packed shoulder to shoulder with people.

Finding the Band

If the PCs actively ask around about Full Power Attack and succeed at a Gather Information check (DC 15), they will be pointed towards one such member – an elf, paying for her wine at the bar. She quickly heads towards one of two back rooms. If they choose to follow her, continue with the following:

Shouldering through the crowd is hard enough, but with the girl you're following having continuously-changing hair colors it's nigh near impossible to keep track of which head is hers.

There is a small break in the throng, and you catch a glimpse of her slipping into one of the two back rooms on the far side of the tavern.

When the PCs decide to follow her into the back room, continue:

Entering the room, there are about ten people lounging about on sofas and chairs pulled together into a semi-circle. Each person's eyebrows are dyed blue, and are styled in the shape of lightning bolts.

A man is standing at the front of the group, vigorously flapping his arms about and jumping up and down. Members of the group are shouting at him.

“You're a bird!”

“A swan... uh... a swan with a broken wing!”

“A holiday goose, being struck down by a hunter's shot!”

The girl you've been following rolls her eyes. “You guys... he's the struggle of the laboring classes against an oppressive, uncaring patriarchy.”

After the last guess, the man yells, “Yes!” and falls to the ground in apparent exhaustion. Rolling onto his side, he looks to the girl you were following.

“Emilia, what playthings did you bring back with you?”

The entire circle turns to look at you and your group.

There are the core members of Full Power Attack. Play them as haughty, in-your-face braggarts. Every one of them is at least mildly intoxicated. They can provide the following information, if questioned:

- They are members of Full Power Attack, the best bardic troupe in Calpius' Craft!
- They are all about 'getting in your face' and 'sticking it to the man'.
- Sure, they'd love to back Estander... after all; he is an icon amongst the rebellious youth category for presenting history in his works that 'the man doesn't want you to know.'
- Unfortunately, they can't make a decision like that. Only their leader, Egeon, can.
- They can, however, offer the PCs this wonderful invisible fish.
- Egeon isn't here, right now. Last they knew, he was saying something about wanting to get more 'in touch' with his wine, so he could better appreciate it.
- Egeon is always doing that. Last year they wrote a song about dogs (the canines were a metaphor for the common man). He insisted on living for a week in a gutter with a couple feral dogs, so he could 'understand their roots' and connect with them.
- Yes, Egeon is a pretentious jackass. Why do you ask?
- If they want to find Egeon, the PCs should just go wherever the wine around here comes from.

Once the PCs start looking for Egeon, continue with the next subsection.

The Wine Cellar

If the PCs start asking around, they can easily learn that the Crystal Web has an extensive wine cellar. Any staff member (bartender, barmaid) will also direct them back to Tarthak.

If they ask Tarthak about the wine cellar, read the following:

Having never seen a half-orc pause thoughtfully, it's hard to tell if that's what Tarthak really did. He reaches up to his face. A delicate mask materializes in his hand, and before you now stands a tall and lithe half-elf. He gestures for you to follow him, as he steps off into a side room.

"Pardon my change in appearance and allow me to introduce myself - again," he says with a slight

smile and a bow before you. "My name is Tarthak and I am the proprietor of the Crystal Web. Usually I'm inside, but it's nice to take a break once in awhile.

"You want to see the wine cellars, eh?" His voice drops to a whisper. "I think we might be able to arrange something here. I scratch your back, you scratch mine, see?"

Tarthak will provide the following information:

- He's had some problem in the wine cellar with vermin knocking bottles over, getting plugs out of casks, causing general disarray down there. He'd like the PCs to go look into it.
- He's not really sure what's causing the commotion down there as he's never seen anything himself, just the results.
- The drinks will be on the house if the PCs take care of the problem.
- If Egeon stumbled into the cellar, then he's likely run afoul of whatever is down there.

If the PCs agree, Tarthak will return their weapons to them, and lead them through the bar and kitchen to the wine cellar entrance. Once they decide to descend, read the following:

You make your way down into the cellar. Rows of wine shelves fill most of this expansive space. Immediately, you hear something out of place – someone nearby is snoring.

If the PCs follow the noise, continue:

A corner of the cellar has collapsed, revealing the entrance to a cavern. A number of large mushrooms grow from the walls and floor.

A dwarf lies sleeping in the cavern entrance.

Pause for dramatic effect, before continuing:

Suddenly, you realize that one of the mushrooms is looking at you.

Allow the PCs to react, as they see fit. If they do nothing yet, continue:

The mushroom man turns to face you. In your peripheral vision, you see that the others are doing the same – all of the large fungi are more of these strange creatures.

The mushroom man shudders, and a sudden jet of spores billow forth from its body, blanketing the room.

Again, allow the PCs to act, if they wish. The myconid is using Rapport spores to initiate conversation.

Abruptly, there is a voice in your head. "Hiya!" The voice is squeaky, and cheerful sounding. "What are you?"

The speaker is the leader of a group of myconids. It can impart the following information:

- They are dwellers of the dark and damp.
- When this cellar wall collapsed, they found and staked a claim to the wine cellar.
- They recently found the passed-out dwarf. They staked a claim to him, too.
- They are prepared to defend their turf.
- Why yes, they would taste wonderful soaked in butter. Why do you ask?

The only way to recover Egeon and stop the vandalism of the wine cellar is to fight and drive off the myconids.

Creatures: The cavern is full of myconids – mushroom men. Refer to DM Aid – Map #2 – Wine Cellar and Cavern.

APL 2 (EL 4)

🔥 **Myconid Junior Workers** (4): hp 6 each; see Appendix 1.

🔥 **Myconid Elder Worker:** hp 21; see Appendix 1.

APL 4 (EL 6)

🔥 **Myconid Junior Workers** (4): hp 6 each; see Appendix 1.

🔥 **Myconid Average Workers** (2): hp 14 each; see Appendix 1.

🔥 **Myconid Guard:** hp 32; see Appendix 1.

APL 6 (EL 8)

🔥 **Myconid Junior Workers** (4): hp 6 each; see Appendix 1.

🔥 **Myconid Average Workers** (2): hp 14 each; see Appendix 1.

🔥 **Myconid Elder Workers** (2): hp 21 each; see Appendix 1.

🔥 **Myconid Circle Leader:** hp 45; see Appendix 1.

APL 8 (EL 10)

🔥 **Myconid Junior Workers** (4): hp 6 each; see Appendix 1.

🔥 **Myconid Average Workers** (2): hp 14 each; see Appendix 1.

🔥 **Myconid Elder Workers** (2): hp 21 each; see Appendix 1.

🔥 **Myconid Guards** (3): hp 32 each; see Appendix 1.

🔥 **Myconid Sovereign:** hp 57; see Appendix 1.

🔥 **Animated Ogre:** hp 75; see Appendix 1.

APL 10 (EL 12)

🔥 **Myconid Junior Workers** (4): hp 6 each; see Appendix 1.

🔥 **Myconid Average Workers** (2): hp 14 each; see Appendix 1.

🔥 **Myconid Elder Workers** (2): hp 21 each; see Appendix 1.

🔥 **Myconid Guards** (4): hp 32 each; see Appendix 1.

🔥 **Myconid Circle Leaders** (2): hp 45 each; see Appendix 1.

🔥 **Myconid Sovereign:** hp 57; see Appendix 1.

🔥 **Animated Grey Renders** (2): hp 183 each; see Appendix 1.

APL 12 (EL 14)

🔥 **Myconid Junior Workers** (4): hp 6 each; see Appendix 1.

🔥 **Myconid Average Workers** (2): hp 14 each; see Appendix 1.

🔥 **Myconid Elder Workers** (2): hp 21 each; see Appendix 1.

🔥 **Myconid Guards** (12): hp 32 each; see Appendix 1.

🔥 **Myconid Circle Leaders** (4): hp 45 each; see Appendix 1.

🔥 **Myconid Sovereign:** hp 57; see Appendix 1.

🔥 **Animated Grey Renders** (4): hp 183 each; see Appendix 1.

APL 14 (EL 16)

🔥 **Myconid Junior Workers** (4): hp 6 each; see Appendix 1.

➤ **Myconid Average Workers (2):** hp 14 each; see *Appendix 1*.

➤ **Myconid Elder Workers (2):** hp 21 each; see *Appendix 1*.

➤ **Myconid Guards (12):** hp 32 each; see *Appendix 1*.

➤ **Myconid Circle Leaders (4):** hp 45 each; see *Appendix 1*.

➤ **Myconid Sovereign:** hp 57; see *Appendix 1*.

➤ **Advanced Animated Grey Renders (3):** hp 231 each; see *Appendix 1*.

APL 16 (EL 18)

➤ **Myconid Junior Workers (4):** hp 6 each; see *Appendix 1*.

➤ **Myconid Average Workers (2):** hp 14 each; see *Appendix 1*.

➤ **Myconid Elder Workers (2):** hp 21 each; see *Appendix 1*.

➤ **Myconid Guards (12):** hp 32 each; see *Appendix 1*.

➤ **Myconid Circle Leaders (4):** hp 45 each; see *Appendix 1*.

➤ **Myconid Sovereign:** hp 57; see *Appendix 1*.

➤ **Advanced Animated Grey Renders (6):** hp 231 each; see *Appendix 1*.

Tactics: The myconids are not looking for a fight – unless the PCs decide that they want to complete their mission. They will generally use their spores to incapacitate as many PCs as possible, before resorting to actual combat.

APL 2: The elder worker will straightforwardly attack a frontline PC, while the junior workers try to reach and swarm a softer target, such as an arcane caster.

APL 4: The guard will attempt to use its pacification spores to neutralize PC arcane casters, first. Then it will attempt the same on more hearty targets, until it has to resort to melee.

APL 6: The circle leader will use its hallucination spores to take PCs out of the combat entirely. Once a PC is affected by this *confusion* effect, the myconids will try to make sure that the closest creature to the PC is another PC.

APL 8: The sovereign will use its hallucination spores just as the circle leaders do. As well, at this APL, the sovereign has an animated ogre. The ogre will attack in a straightforward manner.

APL 10 & 12: At these APLs, the PCs will be hit by a large number of spore attacks, each one potentially taking a PC out of the entire combat. Realize that the DC is rather low, and so only bad luck is to blame.

Treasure: Several of the myconids carry potions, made by their sovereign:

APL 4: L: 0 gp, C: 0 gp, M: *potion of bull's strength* (25 gp), *potion of cure serious wounds* (62 gp).

APL 6: L: 0 gp, C: 0 gp, M: *potion of bull's strength* (25 gp), *potion of cure serious wounds* (x2) (62 gp each).

APL 8: L: 0 gp, C: 0 gp, M: *potion of bull's strength* (x4) (25 gp each), *potion of cure serious wounds* (x7) (62 gp each), *potion of bear's endurance* (25 gp).

APL 10: L: 0 gp, C: 0 gp, M: *potion of bull's strength* (x7) (25 gp each), *potion of cure serious wounds* (x12) (62 gp each), *potion of bear's endurance* (25 gp).

APL 12-14: L: 0 gp, C: 0 gp, M: *potion of bull's strength* (x17) (25 gp each), *potion of cure serious wounds* (x24) (62 gp each), *potion of bear's endurance* (25 gp).

Developments: Once the PCs defeat the myconids, and get the dwarf to safety, he wakes up. Read the following:

The dwarf groggily opens his eyes as you carry him back out into the tavern towards his friends.

"Wha...? What the devil?"

"These folks saved you, Eg." One of the troupe members pats him on the shoulders. "They're friends of Estander. He wants our help..."

"Okay, whatever." Egeon interrupts his friend, nods vigorously, and then passes back out.

The PCs have now gained the allegiance of the Full Power Attack troupe. They now receive *The Best Is Yet to Come* item on the Adventure Record.

☛ **The Best Is Yet To Come:** You have garnered the favor of the Full Power Attack bardic troupe. You've particularly gotten to know their pyrotechnics mage, and have had several close calls. You may expend this favor to tap into that confidence, adding a +5 insight bonus to a single Reflex save. You may declare the use of this favor after the roll is made, but must do so before success or failure is announced. Mark this favor as USED once it has been expended.

If the PCs still have troupes to approach, proceed as listed at the end of Encounter 3.

If the PCs have approached all four troupes, continue with Encounter 8.

All APLs

🔥 **Egeon Longbeard:** Male dwarf Brd 6 (Bluff +9, Sense Motive +9); AL CG.

🔥 **'Full Power Attack' bards (10):** Brd 4 (Bluff +7, Sense Motive +7); AL CG.

ENCOUNTER 6: WHO KEEPS WRITING THESE?

Estimated Time: 20 minutes

William leads you through Calpius' Craft to the graveyard on the edge of town. Large, gaudy mausoleums and fancy – almost garish - headstones line the rows of the cemetery. You can make out the last names of some of the more famous bards you've heard about from time to time, but most of the markers have names of little meaning to you.

Weaving through the plots, you again get the feeling William has no sense of direction. However, through luck or skill, he lands you right where you need to be: Rounding the corner of a particularly large crypt, you happen upon a small group of people, all with their backs turned. They are huddled together and speaking in hushed tones. Each person is dressed in drab, black garb, with their hair either dyed black or bleached white.

One of the people – an attractive half-elf - seems to be leading some sort of ritual.

"Spirits of the forsaken dead," she speaks to no one in particular. "We invoke thee. Bring us thy wisdom and grace. Lead us from the horrors and sorrows of this life, to the perfect bliss of your oblivion."

If the PCs succeed at a Knowledge [religion] check (DC 10) they can tell that they are witnessing some sort of ritual, likely necromantic in origin. If the check is higher (DC 20) they can tell that the ritual is fake – it's fairly convincing, but bears no resemblance to the real thing.

Once the PCs do something to make themselves noticed, continue with the following:

All at once, the black-clad group turns to look at you, startled. Or, at least, you'd think they were startled - you're not sure. The black makeup circles around

their eyes set against the white makeup on their skin makes it a bit hard to read their expressions.

The half-elf speaks first.

"How DARE you interrupt these sacred proceedings? Do you not fear the wrath of the dead?"

This is Miranda, leader of Evard's Zombie Ensemble. In playing these bards, think of the worst goth stereotypes you can come up with, and overdramatize those. Make it clear that they are posers of the worst sort.

She can relate the following information, if questioned:

- She is Miranda, and this is Evard's Zombie Ensemble.
- They are a serious, morbid group – dedicated to shocking the complacent masses, and exploring forbidden subjects.
- You might know them from their recent dramatic works – "Dying Flower Beneath My Boot" and "Blood on the Walls of the Corridors of my Mind". No? Well, neither was particularly big or popular, but that doesn't matter – after all, they are *true* artists, and real art doesn't sell.
- They know nothing of Sirian and the book.
- Sure, they know Estander. He wrote a brilliant work about the necromancer. A shame that the powers that be made him brighten it up, into a musical.
- They are here in the graveyard getting in tune with the spirits that linger after death.

If the PCs bring up Estander and the draft, continue with the following:

"The voice of the dead needs a favor?" Miranda nods slowly. "Very well... we will accede to your wishes. But first, we wish something... in exchange."

*"Since you've obviously nothing better to do than hang around a graveyard, maybe you can help us out. Someone..." She glares at a scrawny male member of the troupe. "... was showing us this new scene for our next play – 'Death Rides Black Wings Through the Tempest' - and got a little carried away. He got clumsy and tripped over his own feet, tumbling headlong into one of the gravestones. Of course, it just **happened** to be the stone of one of our founding members, Drake Dracus Drathonum. Perhaps you can help us piece it back together?"*

Give them Player Handout #2 – The Broken Tombstone. The PCs need to piece the stone back together to solve this

puzzle. The correct solution is shown on DM Aid – Tombstone Puzzle Solution.

Once the PCs have pieced together the stone, continue with the following:

You place the last piece. Miranda steps forward to look at it.

"Good. You have an eye for detail. This is the least I can do, for our disturbing the dead." She casts a spell, and the fragments fuse together. "There... that should hold."

The pieces barely look like they were ever apart.

If the PCs succeed at a Spellcraft check (DC 16), they can identify it as a *mending* spell.

"You've helped us save something very close to our black hearts - we would be glad to assist you in your endeavor for Estander."

The PCs have now gained the allegiance of the Evard's Zombie Ensemble troupe. They now receive the *That Old Black Magic* item on the Adventure Record.

☛ *That Old Black Magic:* You have garnered the favor of the Evard's Zombie Ensemble bardic troupe... and you're not sure that's a good thing. All they ever do is talk about... dark magic. You may expend this favor to recall something esoteric they mentioned, automatically succeeding at a single Knowledge or Spellcraft check concerning necromancy. Mark this favor as USED once it has been expended.

If the PCs still have troupes to approach, proceed as listed at the end of Encounter 3.

If the PCs have approached all four troupes, continue with Encounter 8.

All APLs

☛ **Miranda:** Female half-elf Brd 6 (Bluff +9, Sense Motive +9); AL CN.

☛ **'Evard's Zombie Ensemble' bards (11):** Brd 4 (Bluff +7, Sense Motive +7); AL CN.

ENCOUNTER 7: THEATER HERO

Estimated Time: 30 minutes

William leads you through the campus of the Bardic College to a large, ornate building. Pushing open the massive front doors, you enter a sizable hall. Semicircles of seats surround a central, raised

platform. A number of bards bustle about the platform, preparing it for some sort of performance.

If the PCs interrupt the bards, they are directed to the leader, standing near the platform. Continue with the following:

You are directed to a lanky human near the platform. He turns at your approach, and quickly sizes you up.

"Well, 'ello there!" He quickly wipes his hands off on his tunic, and extends one in greeting. "Balthasar, at your service. What can I do for ye?"

This is Balthasar, the leader of The Calpius Craft Project. He can provide the following information, if questioned:

- They are the Calpius Craft Project, one of the longest-running troupes in Calpius' Craft.
- They produce powerful works of drama – theater in its purest form, focusing on refinement of the artist's skill. Their recent works include 'The Darkest Corners of the Recesses of My Troubled Mind' and 'A Day in the Life of a Morose Half-Orc'.
- They have seen Sirian around campus, and have heard that he is fairly talented. They are not interested in the style of work he produces. However, they would be interested in recruiting him, and molding him into a truly great artist.
- Sure, they know Estander. He is an artist of the older school of thought. They respect that.
- They are preparing, now, for tonight's performance.

If the PCs bring up Estander and the draft, continue with the following:

Balthasar laughs. "So, Estander has designs on a particular fellow, eh? He must be getting desperate to resort to political maneuvering."

"You're just gonna let them have him?" One of the other bard meekly asks. "But..."

"Not on your life. If Estander wants him so badly, there must be value to be seen. Perhaps we should look into it, ourselves. Unless... unless you can prove yourselves worthy..."

A hush falls over the room, as the bards all look for your response.

If the PCs express interest in proving themselves, continue with the following:

The crowd begins to murmur excitedly. Balthasar smiles.

"We challenge you to a test of your wit and skill. Win, and our support is yours. We challenge you to a match of..."

"THEATER HERO!" All of the bards shout in unison, excitement sweeping over them.

Once the PCs stop slapping their foreheads, the bards will explain the rules:

- The PCs must choose a single member to compete in the competition.
- During each round of the game, their opponent will come up with a line of dialog. The PC must come up with the reply.
- The line of dialog will present a problem, and the PC's reply must solve the problem. For instance, the dialog might be "My clothes are on fire". A reply that solves the problem would be "I'll put you out with this bucket of water".
- However, the PC's reply must rhyme with the line of dialog. So, the above reply would not be valid. A good reply would be "Then I will douse you with water, dear sire!"
- The crowd (the judge) is the sole arbiter of what is a good and valid reply.
- The game continues until either the PC fails to give a good reply, or the opponent runs out of ideas.

Once the PCs are ready to play, continue with the following:

"Now, whom to put forth as our champion?" Balthasar taps a finger on his forehead. "I've got it... the new guy!"

Several of the bards chuckle.

Balthasar raises his voice, letting it fill the entire hall. "Introducing, the champion of the Calpius Craft Project. You've seen him crush the competition in the Saraden combat arenas. He's won your hearts... now he'll win your minds... I give you... Brar the Crusader!"

He gestures towards the back of the hall. The crowd parts, revealing an immense, bare-chested human. As he steps up towards the platform, he flexes muscles – some of which you weren't previously aware of. He turns to face you.

"Ha ha ha... dis is vat I have to deal vith? Dis vill be over qvickly!"

Once the chosen PC is ready to play, continue with the following:

Brar cracks his knuckles as he steps up next to you on the platform. He turns to face you, raising his voice as he begins the game.

"Fighting in a glorious battle, I tripped and stubbed my toe."

The PC now needs to reply, as per the rules. Assuming that he replies appropriately, continue:

"I fell to the ground, I hit the dirt - then saw a vicious rabbit."

The PC now replies. Brar continues:

"I crawled away from his pointy teeth. I was backed into a corner."

The PC now replies. Brar continues:

"I grabbed a stick to ward it off, but got a nasty splinter."

The PC now replies. Brar continues:

"The fearsome rabbit stole my stick, and struck a mighty pose."

The PC now replies and Brar continues. Sense a pattern?

"He lunged and parried, slashed and sliced - and cut my belt in twain."

If the PC successfully replies, he has won. Continue with the following:

Brar shakes his fist and gives a roar because he knows that he's been beat. He hangs his head and stares down at the ground around his feet.

"Fine. You vin. But hear dis, now - you von't beat me again. Next time I vill crush you puny vons – 'cuz I'm the best that's ever been."

With that, Brar loses his composure. As he goes flush, he hefts a lectern, and tosses it over the heads of the crowd in frustration. It smashes against the far wall.

Cheers go up from the crowd as the bards congratulate you on your triumph.

The PCs have now gained the allegiance of the Calpius' Craft Project troupe. The PCs now receive the I Get a Kick Out of You Favor on the Adventure Record.

☛ **I Get A Kick Out Of You:** You have garnered the favor of the Calpius' Craft Project bardic troupe, the new home of Brar the Crusader. In fact, you've gotten the chance to train with the legendary pit fighter. You may expend this favor to recall a tip he gave you, adding a +20

circumstance bonus to a single Grapple check. Mark this favor as USED once it has been expended.

If the PCs still have troupes to approach, proceed as listed at the end of Encounter 3.

If the PCs have approached all four troupes, continue with Encounter 8.

All APLs

☛ **Balthasar:** Male human Brd 6 (Bluff +9, Sense Motive +9); AL NG.

☛ **'The Calpius' Craft Project' bards (15):** Brd 4 (Bluff +7, Sense Motive +7); AL NG.

☛ **Brar the Crusader:** Male human Brb 15 (Bluff +0, Sense Motive +0); AL N.

ENCOUNTER 8: WHEN YOU'RE A BARD...

Estimated Time: 10 minutes

Several days pass, uneventfully.

Estander paces the floor of his room, nervously wringing his hands.

"You've done well. I think we may have a fighting chance, because of you." The playwright looks you over, and smiles.

William's meek voice interjects. "Uhh, boss?"

"For a bit there, I thought that my troupe was done for. But, as I suspected... you came through. I'll have to do something to immortalize your names. I could put them in an epic poem!"

"Boss?"

"Or a musical number! Yes, that's the ticket. Heroes and soft-shoe." He laughs, his voice frail and unsettled, and wrings his hands nervously again. "The boy graduates today, and will be drafted into one of the bardic troupes. That magical book will go with him."

"Sir?"

Estander still pays no attention to William.

"With the work you did, and my natural allies, we should get first choice. Now, all we need to do is make sure the draft goes along without a hitch."

William shakes his head, as he peers out the window. "Oh, I don't think we have to worry about that..."

For the first time, Estander stops pacing. He turns to chastise the young actor, but stops and approaches the same window.

Several dark plumes of smoke rise over the skyline of Calpius' Craft, and large crowds of people can be seen in the streets below.

"Uh oh... this can't be good..."

Once the PCs decide to investigate, continue with the following:

Heading down to the street, it seems like the entire population of the town is turned out. Many seem confused – caught up in the shuffle.

Estander recognizes a face in the crowd, and grabs the arm of a passerby. "Bremly! What's going on?"

"War, brother! We're going to war!"

A look of shock crosses the playwright's face. "Who...? Ket? The giants? Evard?"

"No, worse!" The man seems completely flustered. He takes a deep breath to steady himself. "Word's out, some kid at the college has a magic book that can tell the future. All of the troupes are up in arms! They're all determined to make it theirs, one way or another."

Estander lets go of the man's sleeve, and quickly turns to you. "Oh, no... what have we done! You have to get to Sirian before they do! I'll try to rally some support against this mob!"

It is possible that the PCs don't allow Estander to run off to gather help. This is a bad move on their part – make note of it for the upcoming fight.

Once the PCs decide to head for Sirian's dormitory, continue with the following:

The scene in the streets is one more fitting to the stage.

Down one street on your left is a circle of bards cheering on two in the middle. The two combatants are lashed together at the wrist, blades flashing in the daylight. Each stab brings fresh cheers from the onlookers as they perform their odd dance.

A bit further on, two women stand but inches apart, singing at the top of their lungs. If looks could kill, there would be two more dead bards in the street. The escalation of their voices pushes the fights in their vicinity into a frenzy; neither side seeming to gain a clear edge.

Weaving through more streets, you hear the sound of – is that – dueling banjos? Two troupes lob spells at each other. Bursts of light flare on the right, and one of the bards collapses into manic laughter, rendering him useless. On the other side, a wave of despair falls over the end of the group. Many of the minstrels are so grief-stricken, that they drop their instruments, and slink away.

Suddenly, a voice stops you in your tracks.

“You! Stop right there... I’ve got a bone to pick with you!”

Blocking the path are the bards of Looking for Treble. Many are outfitted with armor and weapons. Benedick, their halfling leader, looks particularly enraged.

“We told you about the boy, and now look at this!” He gestures at the bedlam around you. “What were you thinking? What’s going to happen to him, now?”

The PCs will likely try to assert their innocence, but these bards just aren’t buying it. However, if the PCs just want to push by them, and keep going, they will not put up any significant resistance.

The PCs may, however, suggest that Looking for Treble should come with them, and help. Note if they do this, for the next encounter.

Once the PCs decide to continue to the dormitory, continue with Encounter 9.

ENCOUNTER 9: ...YOU’RE A BARD ALL THE WAY

Estimated Time: 45 minutes

Your group manages to skirt most of the street fighting, and soon you arrive back at Sirian’s dormitory. The streets around the building are remarkably clear.

Suddenly, another group comes around the opposite corner. Each member wears a matching black tunic, with the sleeves cut to resemble the mouths of snakes. As they walk, they snap their fingers in unison.

They stop as they see you. The lead man speaks first.

“Oh, no you don’t! This is our turf, see? We’ve won the day, and the boy belongs to the Stripecy Vipers! Not some ragtag little group of... well... look at you! You don’t walk in step. Does your

motley crew even have a name?! Hah! Didn’t think so!”

The other troupes will now voice their allegiance. You may have to modify this section to make sense, depending on who is absent.

If the bards of ‘Looking for Treble’ are present, read the following:

Benedick steps forward. “If you mess with them, you mess with us.”

If they gained the allegiance of ‘the Self-Righteous Brothers’, read the following:

Two more familiar voices come from the far side of the Vipers.

“You’re outnumbered, you sour-faced rapscallion!”

“I concur with my brother. The advantage is ours.”

If they gained the allegiance of ‘Full Power Attack’, read the following:

Another troupe appears on a nearby rooftop, each member armed with a bow. Egeon points in your direction.

“We’re siding with them, and it looks like we’ve got the upper hand!”

If they gained the allegiance of ‘Evard’s Zombie Ensemble’, read the following:

Another group emerges from a side-alley, the pale-skinned members of ‘Evard’s Zombie Ensemble’. Miranda glances at you without enthusiasm.

“Yeah, whatever.”

If they gained the allegiance of ‘the Calpius Craft Project’, read the following:

The ground shakes as you are joined by another group, the Calpius Craft Project, with the huge form of Brar the Crusader in the lead.

“Ja, ve vill fight vith dem. De Vipers are going down.”

If Estander had the chance to go for help, read the following:

“And don’t forget about us!” Estander comes up behind you, with his own troupe in tow. “Legends of Lore is with you, ‘til the end!”

Regardless of who joins up, continue with the following:

The leader of the Stripey Vipers glares at you all for a moment. Then he waves his hand, and a number of heavily armed thugs leap to the front of the crowd.

“So... that’s how it’s going to be. Very well. It’s on!”

The only way to win the day is to defeat the Stripey Vipers in combat. Refer to DM Aid – Map #3 – Street Fighting.

Creatures: The Stripey Vipers consist of a number of humans with various class levels. Of note are the 7 thugs. They make this a really difficult combat.

However, for each of the allied troupes that shows up to the fight, subtract one of the thugs from the PCs’ ‘share’. For example, if the PCs only have help from Looking for Treble and Estander’s group, then they have 5 thugs to fight. If all six groups show up, they only have one to fight.

The allied troupes and the thugs they ‘handle’ should not appear on the battle grid.

APL 2 (EL 5-7)

- **Stripey Viper Leader, Male Human Brd2:** hp 11; see Appendix 2.
- **Stripey Viper Archer, Female Human Ftr1:** hp 9; see Appendix 2.
- **Stripey Viper Sorcerer, Male Human Sor1:** hp 5; see Appendix 2.
- **Killer, Weasel Familiar:** hp 2; see Appendix 2.
- **Stripey Viper Cleric, Female Human Clr1:** hp 8; see Appendix 2.
- **Stripey Viper Thugs (7), Male Human Ftr1:** hp 9; see Appendix 2.

APL 4 (EL 7-9)

- **Stripey Viper Leader, Male Human Brd4:** hp 18; see Appendix 3.
- **Stripey Viper Archer, Female Human Ftr2:** hp 19; see Appendix 3.
- **Stripey Viper Sorcerer, Male Human Sor2:** hp 10; see Appendix 3.
- **Killer, Weasel Familiar:** hp 5; see Appendix 3.
- **Stripey Viper Cleric, Female Human Clr2:** hp 16; see Appendix 3.
- **Stripey Viper Thugs (1-7), Male Human Ftr2:** hp 19; see Appendix 3.

APL 6 (EL 9-11)

- **Stripey Viper Leader, Male Human Brd6:** hp 33; see Appendix 4.
- **Stripey Viper Archer, Female Human Ftr4:** hp 38; see Appendix 4.
- **Stripey Viper Sorcerer, Male Human Sor4:** hp 20; see Appendix 4.
- **Killer, Weasel Familiar:** hp 10; see Appendix 4.
- **Stripey Viper Cleric, Female Human Clr4:** hp 32; see Appendix 4.
- **Stripey Viper Thugs (1-7), Male Human Ftr4:** hp 38; see Appendix 4.

APL 8 (EL 11-13)

- **Stripey Viper Leader, Male Human Brd7/Cloaked Dancer 1:** hp 44; see Appendix 5.
- **Stripey Viper Archer, Female Human Ftr6:** hp 57; see Appendix 5.
- **Stripey Viper Sorcerer, Male Human Sor6:** hp 30; see Appendix 5.
- **Killer, Weasel Familiar:** hp 15; see Appendix 5.
- **Stripey Viper Cleric, Female Human Clr6:** hp 48; see Appendix 5.
- **Stripey Viper Thugs (1-7), Male Human Ftr6:** hp 57; see Appendix 5.

APL 10 (EL 13-15)

- **Stripey Viper Leader, Male Human Brd7/Cloaked Dancer 3:** hp 55; see Appendix 6.
- **Stripey Viper Archer, Female Human Ftr8:** hp 76; see Appendix 6.
- **Stripey Viper Sorcerer, Male Human Sor6/Elemental Savant 2:** hp 40; see Appendix 6.
- **Killer, Weasel Familiar:** hp 20; see Appendix 6.
- **Stripey Viper Cleric, Female Human Clr8:** hp 64; see Appendix 6.
- **Stripey Viper Thugs (1-7), Male Human Ftr8:** hp 76; see Appendix 6.

APL 12 (EL 15-17)

- **Stripey Viper Leader, Male Human Brd7/Cloaked Dancer 5:** hp 66; see Appendix 7.
- **Stripey Viper Archer, Female Human Ftr10:** hp 95; see Appendix 7.

➤ **Stripey Viper Sorcerer, Male Human Sor6/Elemental Savant 4:** hp 50; see *Appendix 7*.

➤ **Killer, Weasel Familiar:** hp 25; see *Appendix 7*.

➤ **Stripey Viper Cleric, Female Human Clr10:** hp 80; see *Appendix 7*.

➤ **Stripey Viper Thugs (1-7), Male Human Ftr10:** hp 95; see *Appendix 7*.

APL 14 (EL 17-19)

➤ **Stripey Viper Leader, Male Human Brd9/Cloaked Dancer 5:** hp 77; see *Appendix 8*.

➤ **Stripey Viper Archer, Female Human Ftr12:** hp 114; see *Appendix 8*.

➤ **Stripey Viper Sorcerer, Male Human Sor6/Elemental Savant 6:** hp 60; see *Appendix 8*.

➤ **Killer, Weasel Familiar:** hp 30; see *Appendix 8*.

➤ **Stripey Viper Cleric, Female Human Clr12:** hp 96; see *Appendix 8*.

➤ **Stripey Viper Thugs (1-7), Male Human Ftr12:** hp 114; see *Appendix 8*.

APL 16 (EL 19-21)

➤ **Stripey Viper Leader, Male Human Brd11/Cloaked Dancer 5:** hp 88; see *Appendix 9*.

➤ **Stripey Viper Archer, Female Human Ftr14:** hp 133; see *Appendix 9*.

➤ **Stripey Viper Sorcerer, Male Human Sor6/Elemental Savant 8:** hp 70; see *Appendix 9*.

➤ **Killer, Weasel Familiar:** hp 35; see *Appendix 9*.

➤ **Stripey Viper Cleric, Female Human Clr14:** hp 112; see *Appendix 9*.

➤ **Stripey Viper Thugs (1-7), Male Human Ftr14:** hp 133; see *Appendix 9*.

Tactics: The Stripey Vipers will use their abilities to take dangerous PCs out of the combat as quickly as possible:

APL 2: The leader will boost his companions with Inspire Courage and *inspirational boost*, and will try to take out a melee fighter with Tasha's hideous laughter.

APL 4: The leader will use entice gift to deprive a dangerous fighter of his primary weapon, and glitterdust to blind beefy front-liners. The thugs will use their potions of enlarge person to block PCs from getting to the softer Vipers.

APL 6: The leader will start off with shock and awe, giving them an edge in initiative. The cleric will use *hold person* to delay a melee fighter, and *spiritual weapon* to harass poorly-armored spellcasters.

APL 8: The leader will cast *haste* early on, and will use *summon swarm* to harass and nauseate opponents with poor Fortitude saves. He will use his Enchanting Dance to daze as many remaining PCs as possible. The sorcerer will pummel the PCs with strings of *fireballs*. The cleric will cast *fly* on the archer or sorcerer, removing them from melee range.

APL 10: The sorcerer or the cleric will use *dimension door* to take softer Vipers with them up to a rooftop, where they can pummel the PCs from cover.

APL 12: The sorcerer will use *greater invisibility* on the softer Vipers after using *dimension door* to flee to safety, allowing them to strike with impunity. He will also use *reciprocal gyre* on well-buffed PCs, to do the most damage.

APL 14: Either the sorcerer or the bard can use *dimension door*, meaning the bad guys can get to safety very quickly. The sorcerer will use *wall of force* to separate party members.

APL 16: The bard will envelope the PCs in *mind fog*, so that spells requiring Will saves will hit harder. The sorcerer will *disintegrate* softer targets from the field.

Treasure: The Stripey Vipers carry a good deal of equipment:

APL 2: L: 619 gp, C: 8 gp, M: *dust of tracelessness* (20 gp), *oil of magic weapon* x8 (4 gp each), *potion of cure light wounds* x10 (4 gp each), *potion of cure moderate wounds* (25 gp), *potion of mage armor* (4 gp), *potion of resist energy (fire)* 20 (58 gp), *potion of shield of faith* +3 (25 gp), *silversheen* (20 gp), *unguent of timelessness* (12 gp).

APL 4: L: 688 gp, C: 8 gp, M: +1 *chain shirt* (104 gp), +1 *rapier* (193 gp), *dust of dryness* (70 gp), *dust of tracelessness* (20 gp), *oil of magic weapon* x8 (4 gp each), *pipes of the sewers* (95 gp), *potion of cure light wounds* x3 (4 gp each), *potion of cure moderate wounds* x15 (25 gp each), *potion of enlarge person* x7 (20 gp each), *potion of mage armor* (4 gp), *potion of resist energy (fire)* 20 (58 gp), *potion of shield of faith* +2 x7 (4 gp each), *potion of shield of faith* +3 (25 gp), Quaal's feather token (bird) (25 gp), *silversheen* (20 gp), *unguent of timelessness* (12 gp).

APL 6: L: 434 gp, C: 8 gp, M: +1 *breastplate* x7 (112 gp each), +1 *chain shirt* (104 gp), +1 *full plate* (220 gp), +1 *rapier* (193 gp), *dust of dryness* (70 gp), *dust of tracelessness* (20 gp), *dusty rose prism ioun stone* (416 gp),

oil of bless weapon (8 gp), oil of flame arrow (62 gp), oil of magic weapon x8 (4 gp each), pipes of the sewers (95 gp), potion of bull's strength x7 (25 gp each), potion of cat's grace (25 gp), potion of cure light wounds (4 gp), potion of cure moderate wounds x17 (25 gp each), potion of enlarge person x7 (20 gp each), potion of lesser restoration (25 gp), potion of mage armor (4 gp), potion of protection from arrows 15/magic (125 gp), potion of resist energy (fire) 20 (58 gp), potion of shield of faith +2 x8 (4 gp each), Quaal's feather token (bird) (25 gp), ring of protection +1 (166 gp), silversheen (20 gp), unguent of timelessness (12 gp).

APL 8: L: 128 gp, C: 8 gp, M: +1 breastplate x7 (112 gp each), +1 chain shirt (104 gp), +1 composite longbow (+2 Str) (216 gp), +1 full plate (220 gp), +1 heavy steel shield x8 (97 gp each), +1 longsword x7 (192 gp each), amulet of natural armor +1 (166 gp), bracers of armor +1 (83 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), dust of dryness (70 gp), dust of tracelessness (20 gp), dusty rose prism ioun stone (416 gp), oil of flame arrow (62 gp), oil of greater magic weapon +4 (200 gp), pipes of the sewers (95 gp), potion of bull's strength x7 (25 gp each), potion of cure light wounds (4 gp), potion of cure moderate wounds x15 (25 gp each), potion of cure serious wounds x2 (62 gp each), potion of enlarge person x7 (20 gp each), potion of lesser restoration (25 gp), potion of mage armor (4 gp), potion of shield of faith +2 (4 gp), Quaal's feather token (bird) (25 gp), rapier of puncturing (4,193 gp), ring of protection +1 (166 gp), silversheen (20 gp), unguent of timelessness (12 gp).

APL 10: L: 158 gp, C: 8 gp, M: +1 breastplate x7 (112 gp each), +1 chain shirt (104 gp), +1 composite longbow (+2 Str) (216 gp), +1 full plate (220 gp), +1 heavy steel shield x8 (97 gp each), +1 longsword x7 (192 gp each), amulet of natural armor +1 (166 gp), bracers of armor +1 (83 gp), cloak of charisma +4 (1,333 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), dust of dryness (70 gp), dust of tracelessness (20 gp), dusty rose prism ioun stone (416 gp), elixir of fire breath (91 gp), gauntlets of ogre power x7 (333 gp each), harp of charming (625 gp), oil of flame arrow (62 gp), oil of greater magic weapon +4 (200 gp), periapt of wisdom +2 (333 gp), pipes of the sewers (95 gp), potion of cat's grace (25 gp), potion of cure moderate wounds x15 (25 gp each), potion of cure serious wounds x2 (62 gp each), potion of enlarge person x8 (20 gp each), potion of mage armor (4 gp), potion of pass without trace (4 gp), potion of remove fear (4 gp), potion of shield of faith +2 x8 (4 gp each), Quaal's feather token (bird) (25 gp), rapier of puncturing (4,193 gp), ring of protection +1 x2 (166 gp each), silversheen (20 gp), unguent of timelessness (12 gp).

APL 12: L: 252 gp, C: 13 gp, M: +1 breastplate x7 (112 gp each), +1 chain shirt (104 gp), +1 composite longbow (+2 Str) (216 gp), +1 full plate (220 gp), +1 heavy steel shield x8 (97 gp each), +1 spell-storing longsword x7 (692 gp each), amulet of natural armor +1 (166 gp), arcane scroll of true seeing (158 gp), bracers of armor +1 (83 gp), cloak of charisma +2 (333 gp), cloak of charisma +6 (3,000 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), dust of dryness (70 gp), dust of tracelessness (20 gp), dusty rose prism ioun stone (416 gp), elixir of fire breath (91 gp), gauntlets of ogre power x7 (333 gp each), gloves of dexterity +2 (333 gp), harp of charming (625 gp), horn of goodness/evil (541 gp), oil of flame arrow (62 gp), oil of greater magic weapon +5 (250 gp), periapt of wisdom +2 (333 gp), pipes of the sewers (95 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds x9 (62 gp each), potion of endure elements x2 (4 gp each), potion of enlarge person x8 (20 gp each), potion of mage armor (4 gp), potion of pass without trace (4 gp), potion of protection from arrows 10/magic x7 (25 gp each), potion of remove fear (4 gp), potion of resist energy [fire] 30 (91 gp), potion of shield of faith +2 x8 (4 gp each), Quaal's feather token (bird) (25 gp), rapier of puncturing (4,193 gp), ring of evasion (2,083 gp), ring of protection +1 x2 (166 gp each), silversheen (20 gp), unguent of timelessness (12 gp).

APL 14: L: 252 gp, C: 13 gp, M: +1 breastplate x7 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield x8 (97 gp each), +1 icy burst composite longbow (+2 Str) (216 gp), +1 spell-storing longsword x7 (692 gp each), +1 studded leather (98 gp), amulet of natural armor +1 (166 gp), arcane scroll of true seeing (158 gp), boots of speed x7 (1,000 each), bracers of armor +1 (83 gp), cloak of charisma +2 (333 gp), cloak of charisma +6 (3,000 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), dust of dryness (70 gp), dust of tracelessness (20 gp), dusty rose prism ioun stone (416 gp), elixir of fire breath (91 gp), gauntlets of ogre power x7 (333 gp each), gloves of dexterity +2 (333 gp), harp of charming (625 gp), horn of goodness/evil (541 gp), oil of flame arrow (62 gp), oil of greater magic weapon +5 (250 gp), periapt of wisdom +2 (333 gp), pipes of the sewers (95 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds x9 (62 gp each), potion of endure elements x2 (4 gp each), potion of enlarge person x8 (20 gp each), potion of mage armor (4 gp), potion of pass without trace (4 gp), potion of protection from arrows 10/magic x7 (25 gp each), potion of remove fear (4 gp), potion of resist energy [fire] 30 (91 gp), potion of shield of faith +2 x8 (4 gp each), Quaal's feather token (bird) (25 gp), rapier of puncturing (4,193 gp), ring of evasion (2,083 gp), ring of protection +2 x7

(666 gp each), ring of protection +3 x2 (1,500 gp each), ring of protection +4 (2,666 gp), silversheen (20 gp), unguent of timelessness (12 gp).

APL 16: L: 252 gp, C: 13 gp, M: +1 breastplate x7 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield x8 (97 gp each), +1 icy burst composite longbow (+2 Str) (216 gp), +1 padded armor (97 gp), +1 spell-storing longsword x7 (692 gp each), +5 chain armor (2,104 gp), amulet of natural armor +1 (166 gp), amulet of natural armor +4 (2,666 gp), arcane scroll of true seeing (158 gp), belt of giant strength x7 (3,000 gp each), boots of speed x7 (1,000 each), bracers of armor +1 (83 gp), cloak of charisma +6 x2 (3,000 gp each), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), dust of dryness (70 gp), dust of tracelessness (20 gp), dusty rose prism ioun stone (416 gp), elixir of fire breath (91 gp), gloves of dexterity +6 (3,000 gp), harp of charming (625 gp), horn of goodness/evil (541 gp), oil of flame arrow (62 gp), oil of greater magic weapon +5 (250 gp), periapt of wisdom +6 (3,000 gp), pipes of the sewers (95 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds x9 (62 gp each), potion of endure elements x2 (4 gp each), potion of enlarge person x8 (20 gp each), potion of mage armor (4 gp), potion of pass without trace (4 gp), potion of protection from arrows 10/magic x7 (25 gp each), potion of remove fear (4 gp), potion of resist energy [fire] 30 (91 gp), potion of shield of faith +2 x8 (4 gp each), Quaal's feather token (bird) (25 gp), rapier of puncturing (4,193 gp), ring of evasion (2,083 gp), ring of protection +2 x7 (666 gp each), ring of protection +3 x2 (1,500 gp each), ring of protection +4 (2,666 gp), silversheen (20 gp), unguent of timelessness (12 gp).

Developments: Once the PCs defeat the Strikey Vipers, continue with the Conclusion.

CONCLUSION: SINS, NOT TRAGEDIES

Estimated Time: 5 minutes

The last of the bards either falls before you or flees the battle. The day is yours, as is the prize.

You cross the common room of the dormitory and ascend the stairs leading to the second floor. Approaching room 211, you see that the door is slightly ajar.

If the PCs stop to examine the door, it is obvious that the door was forced open as the area around the lock is in splinters.

Once the PCs decide to enter the room, continue with the following:

Pushing the door open, a morbid scene unfolds before you. Curtains that once kept out the morning sun lay torn in pieces on the floor, ripped from the walls. Broken furniture scattered across the floor partially obscures the unmoving body near the center of the room. Blood spray patterns nearly every surface.

Breathless, Estander pitches into the room. The scene stops him quickly in his tracks - bewilderment crosses his face as he looks at the chaos that was once Sirian's dormitory room.

After a long moment, his eyes find yours and he finally finds the words he needs.

"It's... gone. Isn't it?"

Continue with the Epilogue.

EPILOGUE: IN THE WRONG HANDS

Estimated Time: 5 minutes

The dark rider spurs his mount on, never looking back. He crests the next hill, and sees the hooded figure waiting for him. He reins in the horse, and hurriedly dismounts.

As quickly as he can, he drops to a knee before the hooded figure. In his outstretched hand is a small, leather-bound book.

"Master..." The rider speaks softly, his head bowed. "I have succeeded."

The waiting figure turns his gaze from the skyline of Calpius' Craft on the horizon.

"Excellent. You have done well." He places a hand on the rider's head as he takes the book. "Everything is going as planned. Hextor's will be done."

"Your orders, master?"

"Ride to Pellak and activate the cell there. Have them spread the word - it is time to seize control."

The rider wordlessly gets to his feet, and departs.

The hooded cleric opens the book, and begins to write in its pages. A vile grin creeps across his face.

The PCs now qualify for the You're Sensational item on the Adventure Record.

☛ *You're Sensational:* You have garnered the favor of Estander and the Legends of Lore bardic troupe. Your name is permanently written into the fabric of local culture, and you are recognized instantly wherever you go... as long as it's Bissel. You receive a permanent +2 fame bonus on all Bluff, Diplomacy, and Intimidate checks used on citizens of Bissel.

This portion of the adventure is now over. The story will be continued in BIS8-04 *Flailing in the Dark*.

To Be Continued...

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 4: The Machine

Survive the Machine.

APL 2: 90 xp.
APL 4: 150 xp.
APL 6: 210 xp.
APL 8: 270 xp.
APL 10: 330 xp.
APL 12: 390 xp.
APL 14: 450 xp.
APL 16: 510 xp.

Encounter 5: Mushroom, Mushroom

Defeat the Myconids.

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.
APL 16: 540 xp.

Encounter 9: ...You're a Bard All the Way

Defeat the rival bardic gangs.

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.
APL 14: 510 xp.
APL 16: 570 xp.

Story Awards

Gain the allegiance of the first rival troupe in Encounter 4.

All APLs: 10 xp.

Gain the allegiance of the second rival troupe in Encounter 5.

All APLs: 10 xp.

Solve the puzzle, and gain the allegiance of the third rival troupe in Encounter 4.

All APLs: 20 xp.

Defeat the opponent in Theater Hero, and gain the allegiance of the fourth rival troupe in Encounter 4.

APL 2: 30 xp.
APL 4: 50 xp.
APL 6: 70 xp.
APL 8: 90 xp.
APL 10: 110 xp.
APL 12: 130 xp.
APL 14: 150 xp.
APL 16: 170 xp.

Discretionary Roleplaying Award

APL 2: 20 xp.
APL 4: 45 xp.
APL 6: 70 xp.
APL 8: 95 xp.
APL 10: 120 xp.
APL 12: 145 xp.

APL 14: 170 xp.

APL 16: 195 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 xp.

APL 16: 2,025 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Introduction: Abrasive Words

All APLs: L: 0 gp, C: 50 gp, M: 0 gp.

Encounter 5: Mushroom, Mushroom

APL 4: L: 0 gp, C: 0 gp, M: *potion of bull's strength* (25 gp), *potion of cure serious wounds* (62 gp).

APL 6: L: 0 gp, C: 0 gp, M: *potion of bull's strength* (25 gp), *potion of cure serious wounds* (x2) (62 gp each).

APL 8: L: 0 gp, C: 0 gp, M: *potion of bull's strength* (x4) (25 gp each), *potion of cure serious wounds* (x7) (62 gp each), *potion of bear's endurance* (25 gp).

APL 10: L: 0 gp, C: 0 gp, M: *potion of bull's strength* (x7) (25 gp each), *potion of cure serious wounds* (x12) (62 gp each), *potion of bear's endurance* (25 gp).

APL 12: L: 0 gp, C: 0 gp, M: *potion of bull's strength* (x17) (25 gp each), *potion of cure serious wounds* (x24) (62 gp each), *potion of bear's endurance* (25 gp).

APL 14: L: 0 gp, C: 0 gp, M: *potion of bull's strength* (x17) (25 gp each), *potion of cure serious wounds* (x24) (62 gp each), *potion of bear's endurance* (25 gp).

APL 16: L: 0 gp, C: 0 gp, M: *potion of bull's strength* (x17) (25 gp each), *potion of cure serious wounds* (x24) (62 gp each), *potion of bear's endurance* (25 gp).

Encounter 9: ...You're a Bard All the Way

APL 2: L: 619 gp, C: 8 gp, M: *dust of tracelessness* (20 gp), *oil of magic weapon* x8 (4 gp each), *potion of cure light wounds* x10 (4 gp each), *potion of cure moderate wounds* (25 gp), *potion of mage armor* (4 gp), *potion of resist energy (fire)* 20 (58 gp), *potion of shield of faith* +3 (25 gp), *silversheen* (20 gp), *unguent of timelessness* (12 gp).

APL 4: L: 688 gp, C: 8 gp, M: +1 *chain shirt* (104 gp), +1 *rapier* (193 gp), *dust of dryness* (70 gp), *dust of tracelessness* (20 gp), *oil of magic weapon* x8 (4 gp each), *pipes of the sewers* (95 gp), *potion of cure light wounds* x3 (4 gp each), *potion of cure moderate wounds* x15 (25 gp).

each), potion of enlarge person x7 (20 gp each), potion of mage armor (4 gp), potion of resist energy (fire) 20 (58 gp), potion of shield of faith +2 x7 (4 gp each), potion of shield of faith +3 (25 gp), Quaal's feather token (bird) (25 gp), silversheen (20 gp), unguent of timelessness (12 gp).

APL 6: L: 434 gp, C: 8 gp, M: +1 breastplate x7 (112 gp each), +1 chain shirt (104 gp), +1 full plate (220 gp), +1 rapier (193 gp), dust of dryness (70 gp), dust of tracelessness (20 gp), dusty rose prism ioun stone (416 gp), oil of bless weapon (8 gp), oil of flame arrow (62 gp), oil of magic weapon x8 (4 gp each), pipes of the sewers (95 gp), potion of bull's strength x7 (25 gp each), potion of cat's grace (25 gp), potion of cure light wounds (4 gp), potion of cure moderate wounds x17 (25 gp each), potion of enlarge person x7 (20 gp each), potion of lesser restoration (25 gp), potion of mage armor (4 gp), potion of protection from arrows 15/magic (125 gp), potion of resist energy (fire) 20 (58 gp), potion of shield of faith +2 x8 (4 gp each), Quaal's feather token (bird) (25 gp), ring of protection +1 (166 gp), silversheen (20 gp), unguent of timelessness (12 gp).

APL 8: L: 128 gp, C: 8 gp, M: +1 breastplate x7 (112 gp each), +1 chain shirt (104 gp), +1 composite longbow (+2 Str) (216 gp), +1 full plate (220 gp), +1 heavy steel shield x8 (97 gp each), +1 longsword x7 (192 gp each), amulet of natural armor +1 (166 gp), bracers of armor +1 (83 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), dust of dryness (70 gp), dust of tracelessness (20 gp), dusty rose prism ioun stone (416 gp), oil of flame arrow (62 gp), oil of greater magic weapon +4 (200 gp), pipes of the sewers (95 gp), potion of bull's strength x7 (25 gp each), potion of cure light wounds (4 gp), potion of cure moderate wounds x15 (25 gp each), potion of cure serious wounds x2 (62 gp each), potion of enlarge person x7 (20 gp each), potion of lesser restoration (25 gp), potion of mage armor (4 gp), potion of shield of faith +2 (4 gp), Quaal's feather token (bird) (25 gp), rapier of puncturing (4,193 gp), ring of protection +1 (166 gp), silversheen (20 gp), unguent of timelessness (12 gp).

APL 10: L: 158 gp, C: 8 gp, M: +1 breastplate x7 (112 gp each), +1 chain shirt (104 gp), +1 composite longbow (+2 Str) (216 gp), +1 full plate (220 gp), +1 heavy steel shield x8 (97 gp each), +1 longsword x7 (192 gp each), amulet of natural armor +1 (166 gp), bracers of armor +1 (83 gp), cloak of charisma +4 (1,333 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), dust of dryness (70 gp), dust of tracelessness (20 gp), dusty rose prism ioun stone (416 gp), elixir of fire breath (91 gp), gauntlets of ogre power x7 (333 gp each), harp of charming (625 gp), oil of flame arrow (62 gp), oil of greater magic weapon +4 (200 gp), periapt of wisdom +2 (333 gp), pipes of the sewers (95 gp), potion of cat's grace

(25 gp), potion of cure moderate wounds x15 (25 gp each), potion of cure serious wounds x2 (62 gp each), potion of enlarge person x8 (20 gp each), potion of mage armor (4 gp), potion of pass without trace (4 gp), potion of remove fear (4 gp), potion of shield of faith +2 x8 (4 gp each), Quaal's feather token (bird) (25 gp), rapier of puncturing (4,193 gp), ring of protection +1 x2 (166 gp each), silversheen (20 gp), unguent of timelessness (12 gp).

APL 12: L: 252 gp, C: 13 gp, M: +1 breastplate x7 (112 gp each), +1 chain shirt (104 gp), +1 composite longbow (+2 Str) (216 gp), +1 full plate (220 gp), +1 heavy steel shield x8 (97 gp each), +1 spell-storing longsword x7 (692 gp each), amulet of natural armor +1 (166 gp), arcane scroll of true seeing (158 gp), bracers of armor +1 (83 gp), cloak of charisma +2 (333 gp), cloak of charisma +6 (3,000 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), dust of dryness (70 gp), dust of tracelessness (20 gp), dusty rose prism ioun stone (416 gp), elixir of fire breath (91 gp), gauntlets of ogre power x7 (333 gp each), gloves of dexterity +2 (333 gp), harp of charming (625 gp), horn of goodness/evil (541 gp), oil of flame arrow (62 gp), oil of greater magic weapon +5 (250 gp), periapt of wisdom +2 (333 gp), pipes of the sewers (95 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp), potion of cure serious wounds x9 (62 gp each), potion of endure elements x2 (4 gp each), potion of enlarge person x8 (20 gp each), potion of mage armor (4 gp), potion of pass without trace (4 gp), potion of protection from arrows 10/magic x7 (25 gp each), potion of remove fear (4 gp), potion of resist energy [fire] 30 (91 gp), potion of shield of faith +2 x8 (4 gp each), Quaal's feather token (bird) (25 gp), rapier of puncturing (4,193 gp), ring of evasion (2,083 gp), ring of protection +1 x2 (166 gp each), silversheen (20 gp), unguent of timelessness (12 gp).

APL 14: L: 252 gp, C: 13 gp, M: +1 breastplate x7 (112 gp each), +1 full plate (220 gp), +1 heavy steel shield x8 (97 gp each), +1 icy burst composite longbow (+2 Str) (216 gp), +1 spell-storing longsword x7 (692 gp each), +1 studded leather (98 gp), amulet of natural armor +1 (166 gp), arcane scroll of true seeing (158 gp), boots of speed x7 (1,000 each), bracers of armor +1 (83 gp), cloak of charisma +2 (333 gp), cloak of charisma +6 (3,000 gp), cloak of resistance +1 (83 gp), divine scroll of lesser restoration (12 gp), dust of dryness (70 gp), dust of tracelessness (20 gp), dusty rose prism ioun stone (416 gp), elixir of fire breath (91 gp), gauntlets of ogre power x7 (333 gp each), gloves of dexterity +2 (333 gp), harp of charming (625 gp), horn of goodness/evil (541 gp), oil of flame arrow (62 gp), oil of greater magic weapon +5 (250 gp), periapt of wisdom +2 (333 gp), pipes of the sewers (95

gp), *potion of cat's grace* (25 gp), *potion of cure moderate wounds* (25 gp), *potion of cure serious wounds* x9 (62 gp each), *potion of endure elements* x2 (4 gp each), *potion of enlarge person* x8 (20 gp each), *potion of mage armor* (4 gp), *potion of pass without trace* (4 gp), *potion of protection from arrows* 10/magic x7 (25 gp each), *potion of remove fear* (4 gp), *potion of resist energy [fire]* 30 (91 gp), *potion of shield of faith* +2 x8 (4 gp each), *Quaal's feather token* (bird) (25 gp), *rapier of puncturing* (4,193 gp), *ring of evasion* (2,083 gp), *ring of protection* +2 x7 (666 gp each), *ring of protection* +3 x2 (1,500 gp each), *ring of protection* +4 (2,666 gp), *silversheen* (20 gp), *unguent of timelessness* (12 gp).

APL 16: L: 252 gp, C: 13 gp, M: +1 *breastplate* x7 (112 gp each), +1 *full plate* (220 gp), +1 *heavy steel shield* x8 (97 gp each), +1 *icy burst composite longbow* (+2 Str) (216 gp), +1 *padded armor* (97 gp), +1 *spell-storing longsword* x7 (692 gp each), +5 *chain armor* (2,104 gp), *amulet of natural armor* +1 (166 gp), *amulet of natural armor* +4 (2,666 gp), *arcane scroll of true seeing* (158 gp), *belt of giant strength* x7 (3,000 gp each), *boots of speed* x7 (1,000 each), *bracers of armor* +1 (83 gp), *cloak of charisma* +6 x2 (3,000 gp each), *cloak of resistance* +1 (83 gp), *divine scroll of lesser restoration* (12 gp), *dust of dryness* (70 gp), *dust of tracelessness* (20 gp), *dusty rose prism ioun stone* (416 gp), *elixir of fire breath* (91 gp), *gloves of dexterity* +6 (3,000 gp), *harp of charming* (625 gp), *horn of goodness/evil* (541 gp), *oil of flame arrow* (62 gp), *oil of greater magic weapon* +5 (250 gp), *periapt of wisdom* +6 (3,000 gp), *pipes of the sewers* (95 gp), *potion of cat's grace* (25 gp), *potion of cure moderate wounds* (25 gp), *potion of cure serious wounds* x9 (62 gp each), *potion of endure elements* x2 (4 gp each), *potion of enlarge person* x8 (20 gp each), *potion of mage armor* (4 gp), *potion of pass without trace* (4 gp), *potion of protection from arrows* 10/magic x7 (25 gp each), *potion of remove fear* (4 gp), *potion of resist energy [fire]* 30 (91 gp), *potion of shield of faith* +2 x8 (4 gp each), *Quaal's feather token* (bird) (25 gp), *rapier of puncturing* (4,193 gp), *ring of evasion* (2,083 gp), *ring of protection* +2 x7 (666 gp each), *ring of protection* +3 x2 (1,500 gp each), *ring of protection* +4 (2,666 gp), *silversheen* (20 gp), *unguent of timelessness* (12 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 619 gp, C: 58 gp, M: 238 gp – Total: 915 gp (450 gp).

APL 4: L: 688 gp, C: 58 gp, M: 1,303 gp – Total: 2,049 gp (650 gp).

APL 6: L: 434 gp, C: 58 gp, M: 3,392 gp – Total: 3,884 gp (900 gp).

APL 8: L: 128 gp, C: 58 gp, M: 10,480 gp – Total: 10,666 gp (1,300 gp).

APL 10: L: 158 gp, C: 58 gp, M: 15,621 gp – Total: 15,837 gp (2,300 gp).

APL 12: L: 252 gp, C: 63 gp, M: 25,638 gp – Total: 25,953 gp (3,300 gp).

APL 14: L: 252 gp, C: 63 gp, M: 43,961 gp – Total: 44,276 gp (6,600 gp).

APL 16: L: 252 gp, C: 63 gp, M: 75,296 gp – Total: 75,611 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **You're Sensational:** You have garnered the favor of Estander and the Legends of Lore bardic troupe. Your name is permanently written into the fabric of local culture, and you are recognized instantly wherever you go... as long as it's Bissel. You receive a permanent +2 fame bonus on all Bluff, Diplomacy, and Intimidate checks used on citizens of Bissel.

☛ **I've Got The World On A String:** You have garnered the favor of the Looking for Treble bardic troupe, who know how to handle fame and fortune. Spend this favor at the end of an adventure to double the amount of wealth you obtain. You may not keep any over-cap gold, but may spend it in any manner normally allowed. Mark this favor as USED once it has been expended.

☛ **My Kind of Town:** You have garnered the favor of the Self-Righteous Brothers bardic troupe. Through their contacts in the churches of Bissel, they are extremely well-connected. You may expend this favor during an adventure set in the Sheldomar Valley to be able to purchase any single item you have access to at even the smallest town or village, regardless of whether it could normally be found there. Mark this favor as USED once it has been expended.

☛ **The Best Is Yet To Come:** You have garnered the favor of the Full Power Attack bardic troupe. You've particularly gotten to know their pyrotechnics mage, and have had several close calls. You may expend this favor to tap into that confidence, adding a +5 insight bonus to a single Reflex save. You may declare the use of this favor after the roll is made, but must do so before success or failure is announced. Mark this favor as USED once it has been expended.

☛ *That Old Black Magic*: You have garnered the favor of the Evard's Zombie Ensemble bardic troupe... and you're not sure that's a good thing. All they ever do is talk about... dark magic. You may expend this favor to recall something esoteric they mentioned, automatically succeeding at a single Knowledge or Spellcraft check concerning necromancy. Mark this favor as USED once it has been expended.

☛ *I Get A Kick Out Of You*: You have garnered the favor of the Calpius' Craft Project bardic troupe, the new home of Brar the Crusader. In fact, you've gotten the chance to train with the legendary pit fighter. You may expend this favor to recall a tip he gave you, adding a +20 circumstance bonus to a single Grapple check. Mark this favor as USED once it has been expended.

Item Access

APL 2:

- ❖ *silversheen* (Adventure; DMG)
- ❖ *unguent of timelessness* (Adventure; DMG)

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

- ❖ *dust of dryness* (Adventure; DMG)
- ❖ *pipes of the sewers* (Adventure; DMG)

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

- ❖ *dusty rose prism ioun stone* (Adventure; DMG)
- ❖ *potion of protection from arrows 15/magic* (Adventure; DMG)

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

- ❖ *oil of greater magic weapon +4* (Adventure; DMG)
- ❖ *rapier of puncturing* (Adventure; DMG)

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

- ❖ *elixir of fire breath* (Adventure; DMG)
- ❖ *harp of charming* (Adventure; DMG)

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

- ❖ *+1 spell-storing longsword* (Adventure; DMG)
- ❖ *arcane scroll of true seeing* (Adventure; DMG)

APL 14 (all of APLs 2, 4, 6, 8, 10, 12 plus the following):

- ❖ *horn of goodness/evil* (Adventure; DMG)
- ❖ *oil of greater magic weapon +5* (Adventure; DMG)

APL 16 (all of APLs 2, 4, 6, 8, 10, 12, 14 plus the following):

- ❖ *potion of resist energy [fire] 30* (Adventure; DMG)
- ❖ *ring of evasion* (Adventure; DMG)

APPENDIX 1 – ENCOUNTER 5, ALL APLS

ENCOUNTER 5

MYCONID JUNIOR WORKER CR 1/2

LN Tiny Plant

Init +2; **Senses** Low-light vision, Listen +6, Spot +6

AC 14, touch 14, flat-footed 12 (+2 size, +2 Dex)

hp 6 (1d8 HD)

Fort +2, **Ref** +2, **Will** +1

Speed 20 ft. (4 squares)

Melee 2 slams +1 (1d3-1)

Space 2 ½ ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -9

Abilities Str 8, Dex 15, Con 11, Int 9, Wis 12, Cha 12

SQ Plant traits, spores

Feats Alertness

Skills Craft (winemaking) +2, Hide +13, Knowledge (nature) +2, Listen +6, Move Silently +5, Profession (farmer) +4, Sense Motive +4, Spot +6, Wilderness Lore +4

Spores (Ex) As a standard action, a myconid can release a cloud of spores. Each type of spore can be used a number of times per day equal to the myconid's Hid Dice. Spores can be released either in a 120-foot spread or as a 40-foot ray against a single target, as noted in the individual spore descriptions.

Distress: These spores alert all other myconids within the area that danger is near. They are released in a 120-foot spread.

Sources *Monster Manual II* (Page 154)

MYCONID AVERAGE WORKER CR 1

LN Small Plant

Init +2; **Senses** Low-light vision, Listen +6, Spot +6

AC 13, touch 13, flat-footed 11 (+1 size, +2 Dex)

hp 14 (2d8+2 HD)

Fort +4, **Ref** +2, **Will** +1

Speed 20 ft. (4 squares)

Melee 2 slams +2 (1d4)

Base Atk +1; **Grp** +3

Abilities Str 11, Dex 14, Con 12, Int 10, Wis 13, Cha 13

SQ Plant traits, spores

Feats Alertness

Skills Craft (winemaking) +4, Hide +10, Knowledge (nature) +4, Listen +6, Move Silently +5, Profession (farmer) +5, Sense Motive +4, Spot +6, Wilderness Lore +5

Spores (Ex) As a standard action, a myconid can release a cloud of spores. Each type of spore can be used a number of times per day equal to the myconid's Hid Dice. Spores can be released either in a 120-foot spread or as a 40-foot ray against a single target, as noted in the individual spore descriptions.

Distress: These spores alert all other myconids within the area that danger is near. They are released in a 120-foot spread.

Reproduction: These spores eventually germinate into new infant myconids. They are released as a 120-foot spread and have no detrimental effects on nonmyconids.

Sources *Monster Manual II* (Page 154)

MYCONID ELDER WORKER**CR 2**

LN Medium Plant

Init +1; **Senses** Low-Light Vision, Listen +8, Spot +8**AC** 12, touch 11, flat-footed 11, (+1 Dex, +1 natural)**hp** 21 (3d8+3 HD)**Fort** +4, **Ref** +2, **Will** +3**Speed** 20 ft. (4 squares)**Melee** 2 slams +3 (1d6+1) or**Ranged** spores +3 (touch)**Base Atk** +2; **Grp** +3**Atk Options** Spores**Abilities** Str 12, Dex 13, Con 13, Int 10, Wis 15, Cha 14**SQ** Plant traits, spores**Feats** Alertness**Skills** Craft (winemaking) +4, Hide +5, Knowledge (nature) +4, Listen +8, Move Silently +4, Profession (farmer) +6, Sense Motive +5, Spot +8, Wilderness Lore +6

Spores (Ex) As a standard action, a myconid can release a cloud of spores. Each type of spore can be used a number of times per day equal to the myconid's Hit Dice. Spores can be released either in a 120-foot spread or as a 40-foot ray against a single target, as noted in the individual spore descriptions.

Distress: These spores alert all other myconids within the area that danger is near. They are released in a 120-foot spread.

Reproduction: These spores eventually germinate into new infant myconids. They are released as a 120-foot spread and have no detrimental effects on nonmyconids.

Rapport: Myconids do not speak, but these spores enable them to establish telepathic communication with each other and with outsiders. A successful Fortitude saving throw (DC 12) negates the effect, but it is harmless. Rapport lasts for 30 to 60 minutes with outsiders, but for 8 hours with other myconids. Rapport spores can be released as either a 120-foot spread or a 40-foot ray. Regardless of the release area, the communication range is 120 feet once rapport is established.

Sources *Monster Manual II* (Page 154)**MYCONID GUARD****CR 4**

LN Medium Plant

Init +1; **Senses** Low-Light Vision, Listen +8, Spot +8**AC** 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)**hp** 32 (4d8+8 HD)**Fort** +6, **Ref** +2, **Will** +3**Speed** 20 ft. (4 squares)**Melee** 2 slams +5 (1d6+2) or**Ranged** spores +5 (touch)**Base Atk** +3; **Grp** +5**Atk Options** Spores**Abilities** Str 14, Dex 12, Con 15, Int 11, Wis 15, Cha 14**SQ** Plant traits, spores**Feats** Alertness**Skills** Craft (winemaking) +4, Hide +5, Intimidate +6, Knowledge (nature) +4, Listen +8, Move Silently +4, Profession (farmer) +6, Sense Motive +6, Spot +8, Wilderness Lore +6**Possessions** *potion of bull strength, potion of cure serious wounds*

Spores (Ex) As a standard action, a myconid can release a cloud of spores. Each type of spore can be used a number of times per day equal to the myconid's Hit Dice. Spores can be released either in a 120-foot spread or as a 40-foot ray against a single target, as noted in the individual spore descriptions.

Distress: These spores alert all other myconids within the area that danger is near. They are released in a 120-foot spread.

Reproduction: These spores eventually germinate into new infant myconids. They are released as a 120-foot spread and have no detrimental effects on nonmyconids.

Rapport: Myconids do not speak, but these spores enable them to establish telepathic communication with each other and with outsiders. A successful Fortitude saving throw (DC 14) negates the effect, but it is harmless. Rapport lasts for 30 to 60 minutes with outsiders, but for 8 hours with other myconids. Rapport spores can be released as either a 120-foot spread or a 40-foot ray. Regardless of the release area, the communication range is 120 feet once rapport is established.

Pacification: These spores are released as a 40-foot ray. The target must make a Fortitude saving throw (DC 14) or become passive for 1 minute. Being passive is similar to being dazed, except that the target can take partial actions that don't involve attacking. This is a mind-affecting compulsion effect.

Sources *Monster Manual II* (Page 154)

MYCONID CIRCLE LEADER**CR 6**

LN Large Plant

Init +1; **Senses** Low-Light Vision, Listen +9, Spot +9**AC** 12, touch 10, flat-footed 11 (-1 size, +1 Dex, +2 natural)**hp** 45 (5d8+15 HD)**Fort** +7, **Ref** +2, **Will** +4**Speed** 20 ft. (4 squares)**Melee** 2 slams +5 (1d8+3) or**Ranged** spores +6 (touch)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +3; **Grp** +10**Atk Options** Spores**Abilities** Str 16, Dex 12, Con 17, Int 11, Wis 16, Cha 15**SQ** Plant traits, spores**Feats** Alertness, Weapon Focus (spores)**Skills** Craft (winemaking) +4, Diplomacy +4, Hide +1, Intimidate +6, Knowledge (nature) +4, Listen +9, Move Silently +4, Profession (farmer) +8, Sense Motive +8, Spot +9, Wilderness Lore +7**Possessions** *potion of bull strength*, *potion of cure serious wounds* (x2)

Spores (Ex) As a standard action, a myconid can release a cloud of spores. Each type of spore can be used a number of times per day equal to the myconid's Hid Dice. Spores can be released either in a 120-foot spread or as a 40-foot ray against a single target, as noted in the individual spore descriptions.

Distress: These spores alert all other myconids within the area that danger is near. They are released in a 120-foot spread.

Reproduction: These spores eventually germinate into new infant myconids. They are released as a 120-foot spread and have no detrimental effects on nonmyconids.

Rapport: Myconids do not speak, but these spores enable them to establish telepathic communication with each other and with outsiders. A successful Fortitude saving throw (DC 15) negates the effect, but it is harmless. Rapport lasts for 30 to 60 minutes with outsiders, but for 8 hours with other myconids. Rapport spores can be released as either a 120-foot spread or a 40-foot ray. Regardless of the release area, the communication range is 120 feet once rapport is established.

Pacification: These spores are released as a 40-foot ray. The target must make a Fortitude saving throw (DC 15) or become passive for 1 minute. Being passive is similar to being dazed, except that the target can take partial actions that don't involve attacking. This is a mind-affecting compulsion effect.

Hallucination: These spores are released as a 40-foot ray. The target must make a Fortitude saving throw (DC 15) or suffer powerful hallucinations that duplicate the effects of a *confusion* spell for 1 hour.

Sources *Monster Manual II* (Page 154)**MYCONID SOVEREIGN****CR 7**

LN Large Plant

Init +1; **Senses** Low-Light Vision, Listen +9, Spot +9**AC** 12, touch 10, flat-footed 11 (-1 size, +1 Dex, +2 natural)**hp** 57 (6d8+21 HD)**Fort** +8, **Ref** +3, **Will** +5**Speed** 20 ft. (4 squares)**Melee** 2 slams +7 (1d8+4) or**Ranged** spores +8 (touch)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +4; **Grp** +12**Atk Options** Spores**Abilities** Str 18, Dex 12, Con 17, Int 12, Wis 17, Cha 17**SQ** Plant trait, potion making, spores**Feats** Alertness, Brew Potion, Toughness, Weapon Focus (spores)**Skills** Craft (winemaking) +5, Diplomacy +5, Hide +1, Intimidate +8, Knowledge (nature) +5, Move Silently +4, Profession (farmer) +8, Profession (herbalist) +7, Sense Motive +8, Wilderness Lore +7**Possessions** *potion of bull strength*, *potion of cure serious wounds* (x4), *potion of bear's endurance*

Spores (Ex) As a standard action, a myconid can release a cloud of spores. Each type of spore can be used a number of times per day equal to the myconid's Hid Dice. Spores can be released either in a 120-foot spread or as a 40-foot ray against a single target, as noted in the individual spore descriptions.

Distress: These spores alert all other myconids within the area that danger is near. They are released in a 120-foot spread.

Reproduction: These spores eventually germinate into new infant myconids. They are released as a 120-foot spread and have no detrimental effects on nonmyconids.

Rapport: Myconids do not speak, but these spores enable them to establish telepathic communication with each other and with outsiders. A successful Fortitude saving throw (DC 15) negates the effect, but it is harmless. Rapport lasts for 30 to 60 minutes with outsiders, but for 8 hours with other myconids. Rapport spores can be released as either a 120-foot spread or a 40-foot ray. Regardless of the release area, the communication range is 120 feet once rapport is established.

Pacification: These spores are released as a 40-foot ray. The target must make a Fortitude saving throw (DC 15) or become passive for 1 minute. Being passive is similar to being dazed, except that the target can take partial actions that don't involve attacking. This is a mind-affecting compulsion effect.

Hallucination: These spores are released as a 40-foot ray. The target must make a Fortitude saving throw (DC 15) or suffer powerful hallucinations that duplicate the effects of a *confusion* spell for 1 hour.

Animation: Only the myconid sovereign has access to these spores. When released over a dead body, animation spores begin a process that covers the corpse with purple fungus. After 1d4 days, the corpse reanimates as a servant. A servant has all the characteristics of a zombie of the same size, except that it retains its previous creature type and it cannot be turned or otherwise affected as undead. Over the

course of 1d6 weeks, a myconid-animated corpse slowly decays. At the end of that period it simply disintegrates into dust.

Potion Making (Su): Though it is not a spellcaster, a myconid sovereign can create various potions that mimic cleric and druid spells. It can duplicate the following effects, each once per day (but only for purpose of brewing potions): *bull's strength*, *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, *delay poison*, *bear's endurance*, *endure elements*, *greater magic fang*, *invisibility to animals*, *lesser restoration*, *magic fang*, *negative energy protection*, *neutralize poison*, *protection from elements*, *remove blindness/deafness*, *remove disease*, *remove paralysis*, *resist elements*. Caster level 6th; save DC 12 + spell level.

Sources *Monster Manual II* (Page 154)

ANIMATED OGRE

CR 3

NE Large Giant

Init -2; **Senses** Darkvision 60', Listen +0, Spot +0

AC 15, touch 7, flat-footed 15, (-1 size, -2 Dex, +8 natural)

hp 55 (8d12+3 HD); DR 5/slashing

Fort +2, **Ref** +0, **Will** +6

Speed 40 ft. (8 squares; can't run)

Melee greatclub +9 (2d8+9) or

Melee slam +6 (1d8+9) or

Ranged javelin +1 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +4; **Grp** +14

Combat Gear greatclub, javelin

Abilities Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1

SQ Single actions only

Feats Toughness

Sources *Monster Manual* (Page 265)

ANIMATED GRAY RENDER

CR 6

NE Large Magical Beast

Init -1; **Senses** Darkvision 60', Listen +0, Spot +0

AC 16, touch 8, flat-footed 16, (-1 size, -1 Dex, +8 natural)

hp 133 (20d8+3 HD); DR 5/slashing

Fort +6, **Ref** +5, **Will** +12

Speed 30 ft. (6 squares; can't run)

Melee bite +16 (2d6+7) or

Melee slam +16 (1d8+10)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +21

Abilities Str 25, Dex 8, Con -, Int -, Wis 10, Cha 1

SQ Single actions only

Feats Toughness

Sources *Monster Manual* (Page 265)

ADVANCED ANIMATED GRAY RENDER

CR 12

NE Large Magical Beast

Init -1; **Senses** Darkvision 60', Listen +0, Spot +0

AC 26, touch 8, flat-footed 26, (-1 size, -1 Dex, +18 natural)

hp 231 (38d8+3 HD); DR 10/slashing

Fort +10, **Ref** +7, **Will** +16

Speed 30 ft. (6 squares; can't run)

Melee bite +30 (3d6+9) or

Melee slam +30 (2d6+12)

Space 10 ft.; **Reach** 10 ft.

Base Atk +22; **Grp** +23

Abilities Str 29, Dex 8, Con -, Int -, Wis 10, Cha 1

SQ Single actions only

Feats Awesome Blow, Cleave, Great Cleave, Improved Natural Armor, Improved Natural Attack, Power Attack, Toughness

Sources *Monster Manual* (Page 265)

APPENDIX 2 – APL 2

ENCOUNTER 9

STRIPEY VIPER LEADER **CR 2**
Male Human Bard 2
CE Medium humanoid (human)
Init +6; **Senses** Listen +0, Spot +0
Languages Common

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 armor)
hp 11 (2d6+2 HD)
Fort +1, **Ref** +5, **Will** +3

Speed 30 ft. (6 squares)
Melee masterwork rapier +4 (1d6/18-20)
Base Atk +1; **Grp** +1
Special Actions Bardic music 2/day, countersong, *fascinate*, inspire courage +1
Combat Gear masterwork rapier, masterwork chain shirt
Bard Spells Known (CL 2nd):
1st (1/day)— *inspirational boost*^{SPC}, *Tasha's hideous laughter*
0 (3/day)— *daze*, *detect magic*, *light*, *mage hand*, *read magic*
SpC: Spell Compendium

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 16
SQ Bardic knowledge
Feats Improved Initiative, Weapon Finesse [rapier]
Skills Balance +6, Concentration +6, Escape Artist +6, Hide +6, Perform [dance] +8, Sleight of Hand +6, Spellcraft +6, Tumble +6
Possessions combat gear plus *dust of tracelessness*, *silversheen*, *unguent of timelessness*.

STRIPEY VIPER ARCHER **CR 1**
Female Human Fighter 1
NG Medium humanoid (human)
Init +3; **Senses** Listen +2, Spot +2
Languages Common

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor)
hp 9 (1d10+2 HD)
Fort +4, **Ref** +3, **Will** +0

Speed 30 ft. (6 squares)
Melee longsword +3 (1d8+3/19-20) or
Ranged masterwork composite longbow (+2 Str) +3/+3
(1d8+2/x3) with Rapid Shot
Base Atk +1; **Grp** +3
Combat Gear chain shirt, longsword, masterwork composite longbow (+2 Str)

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10
Feats Point Blank Shot, Precise Shot, Rapid Shot
Skills Listen +2, Search +2, Spot +2
Possessions combat gear plus *oil of magic weapon*, *potion of cure light wounds* x2, *sunrod*, *thunderstone*, 3 gp.

STRIPEY VIPER SORCERER **CR 1**
Male Human Sorcerer 1
NG Medium humanoid (human)
Init +2; **Senses** Listen +2, Spot +2
Languages Common

AC 12, touch 12, flat-footed 10, (+2 Dex)
hp 5 (1d4+2 HD)
Fort +2, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares)
Melee spear +0 (1d8/x3) or
Ranged heavy crossbow +2 (1d10/19-20)
Base Atk +0; **Grp** +0
Special Qualities Summon familiar
Combat Gear 20 bolts, alchemist's fire, heavy crossbow, spear
Sorcerer Spells Known (CL 1st):
1st (4/day)— *magic missile*, *ray of flame*^{SPC}
0 (5/day)— *caltrop*^{SPC}, *detect magic*, *flare*, *light*
SpC: Spell Compendium

Abilities Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 16
Feats Alertness, Combat Casting, Spell Focus [evocation]
Skills Concentration +6, Knowledge [arcana] +4, Knowledge [the planes] +2, Listen +2, Spot +2
Possessions combat gear plus *potion of cure light wounds*, *potion of mage armor*, *potion of resist energy* (fire) 20, *smokestick*, spell component pouch, 6 gp.

KILLER, WEASEL FAMILIAR **CR 1/4**
 AL Tiny magical beast
Init +2; **Senses** Low-Light Vision, Scent, Listen +1, Spot +3
AC 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural)
hp 2 (1d4 HD)
Fort +2, **Ref** +4, **Will** +3
Speed 20 ft. (4 squares), climb 20 ft.
Melee bite +4 (1d3-4)
Space 2 1/2 ft.; **Reach** 0 ft.
Base Atk +0; **Grp** -12
Atk Options Attach
Abilities Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5
SQ Improved evasion, share spells, empathic link
Feats Weapon Finesse
Skills Balance +10, Climb +10, Hide +11, Listen +1, Move Silently +8, Spot +3
Attach (Ex) If Killer hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deal bite damage each round it remains attached. An attached Killer loses its Dexterity bonus to AC and thus has an AC of 13. An attached Killer can be struck with a weapon or grappled itself. To remove an attached Killer through grappling, the opponent must achieve a pin against the creature.
Skills Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

STRIPEY VIPER THUG **CR 1**
 Male Human Fighter 1
 NG Medium humanoid (human)
Init +6; **Senses** Listen +0, Spot +0
Languages Common
AC 19, touch 12, flat-footed 17 (+2 Dex, +5 armor, +2 shield)
hp 9 (1d10+2 HD)
Fort +4, **Ref** +2, **Will** +0
Speed 20 ft. (4 squares)
Melee masterwork longsword +6 (1d8+3 /19-20) or
Ranged longbow +3 (1d8/x3)
Base Atk +1; **Grp** +4
Combat Gear longbow, heavy steel shield, masterwork breastplate, masterwork longsword
Abilities Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10
Feats Improved Initiative, Power Attack, Weapon focus (longsword)
Skills Climb +2, Intimidate +4, Ride +1
Possessions combat gear plus *potion of cure light wounds*, oil of magic weapon, crowbar, silk rope (50 ft.), thunderstone, 3 gp.

STRIPEY VIPER CLERIC **CR 1**
 Female Human Cleric 1
 N Medium humanoid (human)
Init +5; **Senses** Listen +3, Spot +3
Languages Common
AC 19, touch 11, flat-footed 18 (+1 Dex, +6 armor, +2 shield)
hp 8 (1d8+2 HD)
Fort +4, **Ref** +1, **Will** +5
Speed 20 ft. (4 squares)
Melee heavy mace +0 (1d8)
Base Atk +0; **Grp** +0
Special Actions Turn Undead 4/day, Spontaneous healing
Combat Gear banded mail, heavy mace, heavy steel shield
Cleric Spells Prepared (CL 1st):
 1st—*bless*, *longstrider*^D, *magic weapon*
 0—*detect magic*, *light*, *resistance*
D: Domain spell. Deity: Lydia. Domains: Sun, Travel
Abilities Str 10, Dex 12, Con 14, Int 10, Wis 16, Cha 12
Feats Improved Initiative, Track
Skills Concentration +6, Heal +7, Listen +3, Spot +3, Survival +7
Possessions combat gear plus *potion of cure moderate wounds*, *potion of shield of faith* +3, holy symbol, spell component pouch, 18 gp.

APPENDIX 3 – APL 4

ENCOUNTER 9

STRIPEY VIPER LEADER

CR 4

Male Human Bard 4

CE Medium humanoid (human)

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

Languages Common

AC 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

hp 18 (4d6+4 HD)

Fort +2, **Ref** +6, **Will** +4

Speed 30 ft. (6 squares)

Melee +1 rapier +6 (1d6+1 /18-20)

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

Special Actions Bardic music 4/day, countersong, fascinate, inspire courage +1, inspire competence

Combat Gear +1 rapier, +1 chain shirt

Bard Spells Known (CL 4th):

2nd (1/day)— entice gift^{SPC}, glitterdust

1st (3/day)— cure light wounds, inspirational boost^{SPC}, Tasha's hideous laughter

0 (3/day)— daze, detect magic, light, mage hand, read magic, resistance

SpC: Spell Compendium

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 17

SQ Bardic knowledge

Feats Battle Dancer, Improved Initiative, Weapon Finesse [rapier]

Skills Balance +8, Concentration +8, Escape Artist +8, Hide +8, Perform [dance] +10, Sleight of Hand +8, Spellcraft +8, Tumble +8

Possessions combat gear plus dust of dryness, dust of tracelessness, pipes of the sewers, Quaal's feather token (bird), silversheen, unguent of timelessness.

STRIPEY VIPER ARCHER

CR 2

Female Human Fighter 2

NG Medium humanoid (human)

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

Languages Common

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor)

hp 19 (2d10+4 HD)

Fort +5, **Ref** +3, **Will** +0

Speed 30 ft. (6 squares)

Melee longsword +4 (1d8+3/19-20) or

Ranged masterwork composite longbow (+2 Str) +5/+5 (1d8+2/x3) with Rapid Shot

Base Atk +2; **Grp** +4

Combat Gear chain shirt, longsword, masterwork composite longbow (+2 Str)

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10

Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus [composite longbow]

Skills Listen +2, Search +3, Spot +3

Possessions combat gear plus oil of magic weapon, potion of cure light wounds x2, sunrod, thunderstone, 3 gp.

STRIPEY VIPER SORCERER

CR 2

Male Human Sorcerer 2

NG Medium humanoid (human)

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

Languages Common

AC 12, touch 12, flat-footed 10, (+2 Dex)

hp 10 (2d4+4 HD)

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

Speed 30 ft. (6 squares)

Melee spear +1 (1d8/x3) or

Ranged heavy crossbow +3 (1d10/19-20)

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

Special Qualities Summon familiar

Combat Gear 20 bolts, alchemist's fire, heavy crossbow, spear

Sorcerer Spells Known (CL 2nd):

1st (5/day)— magic missile, ray of flame^{SPC}

0 (6/day)— caltrops^{SPC}, detect magic, flare, light, ray of frost

SpC: Spell Compendium

Abilities Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 16

Feats Alertness, Combat Casting, Spell Focus [evocation]

Skills Concentration +7, Knowledge [arcana] +5, Knowledge [the planes] +2, Listen +2, Spot +2

Possessions combat gear plus potion of cure light wounds, potion of mage armor, potion of resist energy (fire) 20, smokestick, spell component pouch, 6 gp.

KILLER, WEASEL FAMILIAR **CR 1/4**
 AL Tiny magical beast
Init +2; **Senses** Low-Light Vision, Scent, Listen +1, Spot +3
AC 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural)
hp 5 (2d4 HD)
Fort +2, **Ref** +4, **Will** +4
Speed 20 ft. (4 squares), climb 20 ft.
Melee bite +3 (1d3-4)
Space 2 1/2 ft.; **Reach** 0 ft.
Base Atk +1; **Grp** -11
Atk Options Attach
Abilities Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5
SQ Improved evasion, share spells, empathic link
Feats Weapon Finesse
Skills Balance +10, Climb +10, Hide +11, Listen +1, Move Silently +8, Spot +3
Attach (Ex) If Killer hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deal bite damage each round it remains attached. An attached Killer loses its Dexterity bonus to AC and thus has an AC of 13. An attached Killer can be struck with a weapon or grappled itself. To remove an attached Killer through grappling, the opponent must achieve a pin against the creature.
Skills Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

STRIPEY VIPER CLERIC **CR 2**
 Female Human Cleric 2
 N Medium humanoid (human)
Init +5; **Senses** Listen +3, Spot +3
Languages Common
AC 19, touch 11, flat-footed 18 (+1 Dex, +6 armor, +2 shield)
hp 16 (2d8+4 HD)
Fort +5, **Ref** +1, **Will** +6
Speed 20 ft. (4 squares)
Melee heavy mace +1 (1d8)
Base Atk +1; **Grp** +1
Special Actions Turn Undead 4/day, Spontaneous healing
Combat Gear banded mail, heavy mace, heavy steel shield
Cleric Spells Prepared (CL 2nd):
 1st—*bless*, *longstrider*^D, *magic weapon*, *shield of faith*
 0—*detect magic*, *guidance*, *light*, *resistance*
D: Domain spell. Deity: Lydia. Domains: Sun, Travel
Abilities Str 10, Dex 12, Con 14, Int 10, Wis 16, Cha 12
Feats Improved Initiative, Track
Skills Concentration +7, Heal +8, Listen +3, Spot +3, Survival +7
Possessions combat gear plus *potion of cure moderate wounds*, *potion of shield of faith* +3, holy symbol, spell component pouch, 18 gp.

STRIPEY VIPER THUG **CR 2**
 Male Human Fighter 2
 NG Medium humanoid (human)
Init +6; **Senses** Listen +0, Spot +0
Languages Common
AC 19, touch 12, flat-footed 17, (+2 Dex, +5 armor, +2 shield)
hp 19 (1d10+4 HD)
Fort +5, **Ref** +2, **Will** +0
Speed 20 ft. (4 squares)
Melee masterwork longsword +7 (1d8+3/19-20) or
Ranged longbow +4 (1d8/x3)
Base Atk +2; **Grp** +5
Combat Gear longbow, masterwork heavy steel shield, masterwork breastplate, masterwork longsword, tanglefoot bag
Abilities Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10
Feats Cleave, Improved Initiative, Power Attack, Weapon focus [longsword]
Skills Climb +4, Intimidate +5, Listen +0, Ride +3, Spot +0
Possessions combat gear plus *potion of cure moderate wounds* x2, *potion of enlarge person*, *potion of shield of faith* +2, *oil of magic weapon*, crowbar, silk rope (50 ft.), thunderstone, 3 gp.

APPENDIX 4 – APL 6

ENCOUNTER 9

STRIPEY VIPER LEADER **CR 6**
 Male Human Bard 6
 CE Medium humanoid (human)
Init +6; **Senses** Listen +0, Spot +0
Languages Common

AC 19, touch 14, flat-footed 17
 (+2 Dex, +5 armor, +1 insight, +1 deflection)
hp 33 (6d6+6 HD)
Fort +3, **Ref** +7, **Will** +5

Speed 30 ft. (6 squares)
Melee +1 rapier +7 (1d6+1 /18-20)
Base Atk +4; **Grp** +4
Special Actions Bardic music 6/day, countersong, *fascinate*, inspire courage +1, inspire competence, *suggestion*
Combat Gear +1 rapier, +1 chain shirt, dusty rose prism ioun stone, ring of protection +1
Bard Spells Known (CL 6th):
 2nd (3/day)— *entice gift*^{SPC}, *glitterdust*, *mirror image*
 1st (4/day)— *cure light wounds*, *inspirational boost*^{SPC}, *shock and awe*^{SPC}, *Tasha's hideous laughter*
 0 (3/day)— *daze*, *detect magic*, *light*, *mage hand*, *read magic*, *resistance*

SpC: Spell Compendium

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 17
SQ Bardic knowledge
Feats Battle Dancer, Improved Initiative, Lyric Spell, Weapon Finesse [rapier]
Skills Balance +10, Concentration +10, Escape Artist +10, Hide +10, Perform [dance] +12, Sleight of Hand +10, Spellcraft +10, Tumble +10
Possessions combat gear plus *dust of dryness*, *dust of tracelessness*, *pipes of the sewers*, *Quaal's feather token* (bird), *silversheen*, *unguent of timelessness*.

STRIPEY VIPER ARCHER **CR 4**
 Female Human Fighter 4
 NG Medium humanoid (human)
Init +7; **Senses** Listen +4, Spot +4
Languages Common

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor)
hp 38 (4d10+8 HD)
Fort +6, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares)
Melee longsword +6 (1d8+3/19-20) or
Ranged masterwork composite longbow (+2 Str) +7/+7 (1d8+4/x3) with Rapid Shot
Base Atk +4; **Grp** +6
Combat Gear chain shirt, longsword, masterwork composite longbow (+2 Str)

Abilities Str 14, Dex 17, Con 14, Int 10, Wis 10, Cha 10
Feats Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon focus [composite longbow], Weapon Specialization [composite longbow]
Skills Listen +4, Search +3, Spot +4
Possessions combat gear plus *oil of flame arrow*, *oil of magic weapon*, *potion of cat's grace*, *potion of cure moderate wounds* x2, *potion of shield of faith* +2, *sunrod*, *thunderstone*, 3 gp.

STRIPEY VIPER SORCERER **CR 4**
Male Human Sorcerer 4
NG Medium humanoid (human)
Init +2; **Senses** Listen +2, Spot +2
Languages Common

AC 12, touch 12, flat-footed 10, (+2 Dex)
hp 20 (4d4+8 HD)
Fort +3, **Ref** +5, **Will** +4

Speed 30 ft. (6 squares)
Melee spear +2 (1d8/x3) or
Ranged heavy crossbow +4 (1d10/19-20)
Base Atk +2; **Grp** +2
Special Qualities Summon familiar
Combat Gear 20 bolts, alchemist's fire, heavy crossbow, spear
Sorcerer Spells Known (CL 4th):
2nd (4/day) — *scorching ray*
1st (7/day) — *magic missile*, *ray of flame*^{SPC}, *true strike*
0 (6/day) — *acid splash*, *caltrops*^{SPC}, *detect magic*, *flare*, *light*, *ray of frost*
SpC: Spell Compendium

Abilities Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 17
Feats Alertness, Combat Casting, Ranged Spell Specialization, Spell Focus [evocation]
Skills Concentration +9, Knowledge [arcana] +7, Knowledge [the planes] +3, Listen +2, Spot +2
Possessions combat gear plus oil of bless weapon, potion of cure light wounds, potion of mage armor, potion of protection from arrows 15/magic, potion of resist energy (fire) 20, smokestick, spell component pouch, 6 gp.

KILLER, WEASEL FAMILIAR **CR 1/4**
NG Tiny magical beast
Init +2; **Senses** Low-Light Vision, Scent, Listen +1, Spot +3

AC 16, touch 14, flat-footed 14 (+2 size, +2 Dex, +2 natural)
hp 10 (4d4 HD)
Fort +2, **Ref** +4, **Will** +5

Speed 20 ft. (4 squares), climb 20 ft.
Melee bite +4 (1d3-4)
Space 2 1/2 ft.; **Reach** 0 ft.
Base Atk +2; **Grp** -10
Atk Options Attach

Abilities Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5
SQ Improved evasion, share spells, empathic link, deliver touch spells
Feats Weapon Finesse
Skills Balance +10, Climb +10, Hide +11, Listen +1, Move Silently +8, Spot +3

Attach (Ex) If Killer hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deal bite damage each round it remains attached. An attached Killer loses its Dexterity bonus to AC and thus has an AC of 14. An attached Killer can be struck with a weapon or grappled itself. To remove an attached Killer through grappling, the opponent must achieve a pin against the creature.
Skills Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

STRIPEY VIPER CLERIC **CR 4**
 Female Human Cleric 4
 N Medium humanoid (human)
Init +5; **Senses** Listen +3, Spot +3
Languages Common

AC 22, touch 11, flat-footed 21 (+1 Dex, +9 armor, +2 shield)
hp 32 (4d8+8 HD)
Fort +6, **Ref** +2, **Will** +7

Speed 20 ft. (4 squares)
Melee heavy mace +3 (1d8)
Base Atk +3; **Grp** +3
Special Actions Turn Undead 4/day, Spontaneous healing
Combat Gear +1 full plate, heavy mace, heavy steel shield
Cleric Spells Prepared (CL 2nd):
 2nd—*hold person*, *locate object*^D, *spiritual weapon*, *resist energy*
 1st—*bles*, *longstrider*^D, *magic weapon*, *sanctuary*, *shield of faith*
 0—*detect magic*, *guidance*, *light*, *mending*, *resistance*
D: Domain spell. Deity: Lydia. Domains: Sun, Travel

Abilities Str 10, Dex 12, Con 14, Int 10, Wis 17, Cha 12
Feats Divine Ward^{CM}, Improved Initiative, Track
CM: Complete Mage
Skills Concentration +9, Heal +10, Listen +3, Spot +3, Survival +10
Possessions combat gear plus *potion of cure moderate wounds*, *potion of lesser restoration*, holy symbol, spell component pouch, 18 gp.

STRIPEY VIPER THUG **CR 4**
 Male Human Fighter 4
 NG Medium humanoid (human)
Init +6; **Senses** Listen +0, Spot +0
Languages Common

AC 20, touch 12, flat-footed 18 (+2 Dex, +6 armor, +2 shield)
hp 38 (4d10+8 HD)
Fort +6, **Ref** +3, **Will** +1

Speed 20 ft. (4 squares)
Melee masterwork longsword +9 (1d8+5 /19-20) or
Ranged longbow +6 (1d8/x3)
Base Atk +4; **Grp** +7
Combat Gear +1 breastplate, longbow, masterwork heavy steel shield, masterwork longsword

Abilities Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10
Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon focus (longsword), Weapon specialization (longsword)
Skills Climb +6, Intimidate +7, Listen +0, Ride +5, Spot +0
Possessions combat gear plus *potion of bull's strength*, *potion of cure moderate wounds* x2, *potion of enlarge person*, *potion of shield of faith* +2, *oil of magic weapon*, crowbar, silk rope (50 ft.), thunderstone, 3 gp.

APPENDIX 5 – APL 8

ENCOUNTER 9

STRIPEY VIPER LEADER

CR 8

Male Human Bard 7 / Cloaked Dancer 1

CE Medium humanoid (human)

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

Languages Common

AC 19, touch 14, flat-footed 17

(+2 Dex, +5 armor, +1 insight, +1 deflection)

hp 44 (8d6+8 HD)

Fort +3, **Ref** +9, **Will** +5

Speed 30 ft. (6 squares)

Melee rapier of puncturing +9 (1d6+2 /18-20)

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

Special Actions Bardic music 7/day, countersong, fascinate, inspire courage +1, inspire competence, suggestion, enchanting dance (beguiling dance)

Combat Gear +1 chain shirt, dusty rose prism ioun stone, rapier of puncturing, ring of protection +1

Bard Spells Known (CL 7th):

3rd (1/day)—dolorous blow^{SPC}, haste

2nd (3/day)—entice gift^{SPC}, glitterdust, mirror image, summon swarm

1st (4/day)—cure light wounds, inspirational boost^{SPC}, shock and awe^{SPC}, Tasha's hideous laughter

0 (3/day)—daze, detect magic, light, mage hand, read magic, resistance

SpC: Spell Compendium

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

SQ Bardic knowledge

Feats Battle Dancer, Improved Initiative, Lyric Spell, Weapon Finesse [rapier]

Skills Balance +12, Concentration +12, Escape Artist +12, Hide +12, Perform [dance] +15, Sleight of Hand +12, Spellcraft +12, Tumble +12

Possessions combat gear plus dust of dryness, dust of tracelessness, pipes of the sewers, Quaal's feather token (bird), silversheen, unguent of timelessness.

Enchanting Dance (Su) Once per day per cloaked dancer level, you can use your dance to produce supernatural effects on those who observe you. Each ability requires both a minimum cloaked dancer level and a minimum number of ranks in the Perform (dance) skill to qualify; if you do not have the required number of ranks, you do not gain the enchanting dance ability until you acquire them. This ability can be used only if you are wearing light armor or no armor and carrying no more than a light load. Enchanting dance is an enchantment (compulsion), mind-affecting ability. Starting an enchanting dance effect is a standard action. You must concentrate each round to maintain the dance; no dance can be maintained for more rounds than your cloaked dancer level + your Con modifier (minimum 1 round).

The save DC for your enchanting dance effects is 10 + your cloaked dancer level + your Cha modifier. A creature can't be

affected again by your enchanting dance effect for 24 hours whether or not it succeeds on the saving throw.

Beguiling Dance: A cloaked dancer with 10 or more ranks in Perform (dance) can use her enchanting dance to distract her enemies. Whenever you start or maintain a beguiling dance, all enemies within 30 feet who can see you must succeed on a Will save (DC 15) or be dazed for 1 round. Creatures that fail this save also have their attitude improved by one step for as long as you maintain the dance (see Influencing NPC Attitudes, PH 74). This attitude adjustment does not prevent any subsequent attitude changes. For example, an enemy that becomes indifferent toward you as a result of this effect still turns hostile if you then attack it.

Sources Complete Scoundrel (Page 31)

STRIPEY VIPER ARCHER

CR 6

Female Human Fighter 6

NG Medium humanoid (human)

Init +7; **Senses** Listen +5, Spot +5

Languages Common

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor)

hp 57 (6d10+12 HD)

Fort +7, **Ref** +5, **Will** +2

Speed 30 ft. (6 squares)

Melee longsword +8/+3 (1d8+3/19-20) or

Ranged +1 composite longbow (+2 Str) +11/+11/+6 (1d8+5/x3) with Rapid Shot

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

Combat Gear +1 composite longbow (+2 Str), chain shirt, longsword

Abilities Str 14, Dex 17, Con 14, Int 10, Wis 10, Cha 10

Feats Improved Initiative, Improved Rapid Shot^{CW}, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon focus [composite longbow], Weapon Specialization [composite longbow]

CW Complete Warrior

Skills Listen +5, Search +4, Spot +5

Possessions combat gear plus oil of flame arrow, potion of cure serious wounds x2, potion of shield of faith +2, sunrod, thunderstone, 3 gp.

STRIPEY VIPER SORCERER**CR 6**

Male Human Sorcerer 6

NG Medium humanoid (human)

Init +2; **Senses** Listen +2, Spot +2**Languages** Common**AC** 14, touch 12, flat-footed 10, (+2 Dex, +1 armor, +1 natural)**hp** 30 (6d4+12 HD)**Fort** +4, **Ref** +6, **Will** +5**Speed** 30 ft. (6 squares)**Melee** spear +3 (1d8/x3) or**Ranged** heavy crossbow +5 (1d10/19-20)**Base Atk** +3; **Grp** +3**Special Qualities** Summon familiar**Combat Gear** 20 bolts, alchemist's fire, heavy crossbow, spear**Sorcerer Spells Known** (CL 6th):3rd (4/day) — *fireball*2nd (6/day) — *Melf's acid arrow*, *scorching ray*1st (7/day) — *enlarge person*, *magic missile*, *ray of flame*^{SC}, *true strike*0 (6/day) — *acid splash*, *caltrops*^{SC}, *detect magic*, *flare*, *light*, *ray of frost*, *read magic***SpC:** Spell Compendium**Abilities** Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 17**Feats** Alertness, Combat Casting, Energy Substitution [fire], Ranged Spell Specialization, Spell Focus [evocation]**Skills** Concentration +10, Knowledge [arcana] +8, Knowledge [the planes] +4, Listen +2, Spot +2**Possessions** combat gear plus *amulet of natural armor* +1, *bracers of armor* +1, *oil of greater magic weapon* +4, *potion of cure light wounds*, *potion of mage armor*, *smokestick*, spell component pouch, 6 gp.**KILLER, WEASEL FAMILIAR****CR 1/4**

NG Tiny magical beast

Init +2; **Senses** Low-Light Vision, Scent, Listen +1, Spot +3**AC** 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural)**hp** 15 (6d4 HD)**Fort** +2, **Ref** +4, **Will** +6**Speed** 20 ft. (4 squares), climb 20 ft.**Melee** bite +7 (1d3-4)**Space** 2 1/2 ft.; **Reach** 0 ft.**Base Atk** +3; **Grp** -9**Atk Options** Attach**Abilities** Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5**SQ** Improved evasion, share spells, empathic link, deliver touch spells, speak with master**Feats** Weapon Finesse**Skills** Balance +10, Climb +10, Hide +11, Listen +1, Move Silently +8, Spot +3**Attach (Ex)** If Killer hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deal bite damage each round it remains attached. An attached Killer loses its Dexterity bonus to AC and thus has an AC of 15. An attached Killer can be struck with a weapon or grappled itself. To remove an attached Killer through grappling, the opponent must achieve a pin against the creature.**Skills** Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

STRIPEY VIPER CLERIC **CR 6**
 Female Human Cleric 6
 N Medium humanoid (human)
Init +5; **Senses** Listen +3, Spot +3
Languages Common

AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield)
hp 48 (6d8+12 HD)
Fort +8, **Ref** +4, **Will** +9

Speed 20 ft. (4 squares)
Melee heavy mace +4 (1d8)
Base Atk +4; **Grp** +4
Special Actions Turn Undead 4/day (3 remaining),
 Spontaneous healing
Combat Gear +1 full plate, +1 heavy steel shield, cloak of resistance
 +1, heavy mace
Cleric Spells Prepared (CL 6th):
 3rd—*dispel magic*, *fly*^D, *invisibility purge*, *prayer*.
 2nd—*hold person*, *locate object*^D, *spiritual weapon*, *resist energy*
 1st—*bless*, *longstrider*^D, *magic weapon*, *sanctuary*, *shield of faith*
 0—*detect magic*, *guidance*, *light*, *mending*, *resistance*
D: Domain spell. Deity: Lydia. Domains: Sun, Travel

Abilities Str 10, Dex 12, Con 14, Int 10, Wis 17, Cha 12
Feats Combat Casting, Divine Ward^{CM}, Improved Initiative,
 Track
CM: Complete Mage
Skills Concentration +11, Heal +12, Listen +3, Spot +3, Survival
 +12
Possessions combat gear plus *divine scroll of lesser restoration*,
potion of cure moderate wounds, *potion of lesser restoration*, holy
 symbol, spell component pouch, 18 gp.

STRIPEY VIPER THUG **CR 6**
 Male Human Fighter 6
 NG Medium humanoid (human)
Init +6; **Senses** Listen +0, Spot +3
Languages Common

AC 21, touch 12, flat-footed 19 (+2 Dex, +6 armor, +3 shield)
hp 57(6d10+12 HD)
Fort +7, **Ref** +4, **Will** +2

Speed 20 ft. (4 squares)
Melee +1 *longsword* +11/+6 (1d8+6 /19-20) or
Ranged longbow +8/+3 (1d8/x3)
Base Atk +6; **Grp** +9
Combat Gear +1 breastplate, +1 heavy steel shield, +1 longsword,
 longbow

Abilities Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10
Feats Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes,
 Improved Initiative, Power Attack, Power Critical^{CW},
 Weapon focus (longsword), Weapon specialization
 (longsword)
CW Complete Warrior
Skills Climb +6, Intimidate +7, Listen +0, Ride +5, Spot +3
Possessions combat gear plus *potion of bull's strength*, *potion of*
cure moderate wounds x2, *potion of enlarge person*, crowbar, silk
 rope (50 ft.), tanglefoot bag, thunderstone, 3 gp.

APPENDIX 6 – APL 10

ENCOUNTER 9

STRIPEY VIPER LEADER

CR 10

Male Human Bard 7 / Cloaked Dancer 3

CE Medium humanoid (human)

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

Languages Common

AC 19, touch 14, flat-footed 17

(+2 Dex, +5 armor, +1 insight, +1 deflection)

hp 55 (10d6+10 HD)

Fort +4, Ref +9, Will +6

Speed 30 ft. (6 squares)

Melee rapier of puncturing +11/+6 (1d6+2 /18-20)

Base Atk +7; Grp +7

Atk Options Surprise strike +1d6

Special Actions Bardic music 7/day, countersong, fascinate, inspire courage +1, inspire competence, suggestion, enchanting dance (beguiling dance, wearying dance)

Combat Gear +1 chain shirt, dusty rose prism ioun stone, rapier of puncturing, ring of protection +1, cloak of charisma +4, harp of charming

Bard Spells Known (CL 8th):

3rd (2/day)— crushing despair, dolorous blow^{SpC}, haste

2nd (5/day)— entice gift^{SpC}, glitterdust, mirror image, summon swarm

1st (5/day)— cure light wounds, inspirational boost^{SpC}, shock and awe^{SpC}, Tasha's hideous laughter

0 (3/day)— daze, detect magic, light, mage hand, read magic, resistance

SpC: Spell Compendium

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 22

SQ Bardic knowledge

Feats Battle Dancer, Improved Initiative, Ironskin Chant, Lyric Spell, Weapon Finesse [rapier]

Skills Balance +14, Concentration +14, Escape Artist +14, Hide +14, Perform [dance] +19, Sleight of Hand +14, Spellcraft +14, Tumble +14

Possessions combat gear plus dust of dryness, dust of tracelessness, pipes of the sewers, Quaal's feather token (bird), silversheen, unguent of timelessness.

Enchanting Dance (Su) Once per day per cloaked dancer level, you can use your dance to produce supernatural effects on those who observe you. Each ability requires both a minimum cloaked dancer level and a minimum number of ranks in the Perform (dance) skill to qualify; if you do not have the required number of ranks, you do not gain the enchanting dance ability until you acquire them. This ability can be used only if you are wearing light armor or no armor and carrying no more than a light load. Enchanting dance is an enchantment (compulsion), mind-affecting ability. Starting an enchanting dance effect is a standard action. You must concentrate each round to maintain the dance; no dance can be maintained for more rounds than your cloaked dancer level + your Con modifier (minimum 1 round).

The save DC for your enchanting dance effects is 10 + your cloaked dancer level + your Cha modifier. A creature can't be affected again by your enchanting dance effect for 24 hours whether or not it succeeds on the saving throw.

Beguiling Dance: A cloaked dancer with 10 or more ranks in Perform (dance) can use her enchanting dance to distract her enemies. Whenever you start or maintain a beguiling dance, all enemies within 30 feet who can see you must succeed on a Will save (DC 19) or be dazed for 1 round. Creatures that fail this save also have their attitude improved by one step for as long as you maintain the dance (see Influencing NPC Attitudes, PH 74). This attitude adjustment does not prevent any subsequent attitude changes. For example, an enemy that becomes indifferent toward you as a result of this effect still turns hostile if you then attack it.

Wearying Dance: A 3rd-level cloaked dancer with 12 or more ranks in Perform (dance) can use her enchanting dance to tire her enemies. Whenever you start or maintain a wearying dance, all enemies within 30 feet who can see you must succeed on a Will save (DC 19) or be fatigued for as long as you maintain the dance. Creatures failing this save that are already fatigued become exhausted.

Surprise Strike (Ex): Beginning at 2nd level, you can make a particularly effective attack against creatures distracted by your dance. As a full-round action, you can maintain your enchanting dance and make a melee attack with a light weapon, dealing an extra 1d6 points of damage. At 4th level, the extra damage you deal increases to 2d6. The extra damage from the surprise strike ability stacks with the extra damage from sneak attack whenever both would apply to the same target. A target under the effect of your enchanting dance is considered flat-footed against the attack. Any creature that is not vulnerable to extra damage from sneak attacks is immune to this effect.

This ability counts as sudden strike for the purpose of meeting prerequisites or using ambush feats.

Sources Complete Scoundrel (Page 31)

STRIPEY VIPER ARCHER**CR 8**

Female Human Fighter 8

NG Medium humanoid (human)

Init +7; **Senses** Listen +6, Spot +6**Languages** Common**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 armor)**hp** 76 (8d10+16 HD)**Fort** +8, **Ref** +6, **Will** +2**Speed** 30 ft. (6 squares)**Melee** longsword +10/+5 (1d8+3/19-20) or**Ranged** +1 *composite longbow* (+2 Str) +15/+15/+10 (1d8+5/x3) with Rapid Shot**Base Atk** +8; **Grp** +10**Combat Gear** +1 *composite longbow* (+2 Str), chain shirt, longsword**Abilities** Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 10**Feats** Greater Weapon Focus [composite longbow], Improved Initiative, Improved Rapid Shot^{cw}, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon focus [composite longbow], Weapon Specialization [composite longbow]**CW** Complete Warrior**Skills** Listen +6, Search +5, Spot +6**Possessions** combat gear plus oil of flame arrow, potion of cat's grace, potion of cure serious wounds, potion of enlarge person, potion of shield of faith +2, sunrod, thunderstone, 6 gp.**STRIPEY VIPER SORCERER****CR 8**

Male Human Sorcerer 6/Elemental Savant 2

NG Medium humanoid (human)

Init +2; **Senses** Listen +2, Spot +2**Languages** Common**AC** 15, touch 13, flat-footed 13, (+2 Dex, +1 armor, +1 natural, +1 deflection)**hp** 40 (8d4+16 HD)**Fort** +4, **Ref** +6, **Will** +8**Speed** 30 ft. (6 squares)**Melee** spear +4 (1d8/x3) or**Ranged** heavy crossbow +6 (1d10/19-20)**Base Atk** +4; **Grp** +4**Special Qualities** Summon familiar, elemental specialty, resistance to energy, immunity to sleep**Combat Gear** amulet of natural armor +1, bracers of armor +1, ring of protection +1, 20 bolts, alchemist's fire, heavy crossbow, spear**Sorcerer Spells Known** (CL 8th):4th (4/day) — *dimension door*3rd (6/day) — *dispel magic*, *fireball*2nd (7/day) — *Melf's acid arrow*, *scorching ray*, *Tascha's hideous laughter*1st (7/day) — *enlarge person*, *magic missile*, *persistent blade*^{spc}, *ray of flame*^{spc}, *true strike*0 (6/day) — *acid splash*, *caltrops*^{spc}, *detect magic*, *electric jolt*^{spc}, *flare*, *light*, *ray of frost*, *read magic***SpC:** Spell Compendium**Abilities** Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 18**Feats** Alertness, Combat Casting, Energy Substitution [fire], Ranged Spell Specialization, Spell Focus [evocation]**Skills** Concentration +12, Knowledge [arcana] +10, Knowledge [the planes] +4, Listen +2, Spellcraft +2, Spot +2**Possessions** combat gear plus *elixir of fire breath*, oil of greater magic weapon +4, potion of cure serious wounds, potion of mage armor, smokestick, spell component pouch, 6 gp.**Elemental Specialty (Ex)** When a fire elemental savant casts a spell that normally deals energy damage, its energy descriptor changes to fire, and it deals damage of that energy type instead of its normal energy type.**Resistance to Energy (Ex)** As an elemental savant gains levels in this prestige class, she becomes more resistance to the type of energy allied with her chosen element. For this savant, this is fire resistance 5.**Immunity to Sleep (Ex)** At 2nd level, as an elemental savant continues to transcend her mortal form, she gains immunity to sleep effects.**Sources** Complete Arcane (Page 32)

KILLER, WEASEL FAMILIAR **CR 1/4**
 NG Tiny magical beast
Init +2; **Senses** Low-Light Vision, Scent, Listen +1, Spot +3

AC 18, touch 14, flat-footed 16 (+2 size, +2 Dex, +4 natural)
hp 20 (8d4 HD)
Fort +2, **Ref** +4, **Will** +9

Speed 20 ft. (4 squares), climb 20 ft.
Melee bite +8 (1d3-4)
Space 2 1/2 ft.; **Reach** 0 ft.
Base Atk +4; **Grp** -8
Atk Options Attach

Abilities Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5
SQ Improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind
Feats Weapon Finesse
Skills Balance +10, Climb +10, Hide +11, Listen +1, Move Silently +8, Spot +3

Attach (Ex) If Killer hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deal bite damage each round it remains attached. An attached Killer loses its Dexterity bonus to AC and thus has an AC of 16. An attached Killer can be struck with a weapon or grappled itself. To remove an attached Killer through grappling, the opponent must achieve a pin against the creature.
Skills Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

STRIPEY VIPER CLERIC **CR 8**
 Female Human Cleric 8
 N Medium humanoid (human)
Init +5; **Senses** Listen +5, Spot +5
Languages Common

AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield)
hp 64 (8d8+16 HD)
Fort +9, **Ref** +4, **Will** +12

Speed 20 ft. (4 squares)
Melee heavy mace +6/+1 (1d8)
Base Atk +6; **Grp** +6
Special Actions Turn Undead 4/day (3 remaining), Spontaneous healing
Combat Gear +1 full plate, +1 heavy steel shield, cloak of resistance +1, heavy mace
Cleric Spells Prepared (CL 8th):
 4th—*dimension door*^D, *divine power*, *freedom of movement*, *greater magic weapon*.
 3rd—*dispel magic*, *fly*^D, *invisibility purge*, *magic vestment*, *prayer*.
 2nd—*bull's strength*, *hold person*, *locate object*^D, *silence*, *spiritual weapon*, *resist energy*
 1st—*bless*, *longstrider*^D, *magic weapon*, *obscuring mist*, *sanctuary*, *shield of faith*x2
 0—*detect magic*, *guidance*, *light*, *mending*, *resistance*, *virtue*
D: Domain spell. Deity: Lydia. Domains: Sun, Travel

Abilities Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 12
Feats Combat Casting, Divine Ward^{CM}, Improved Initiative, Track
CM: Complete Mage
Skills Concentration +13, Heal +16, Listen +5, Spot +5, Survival +16
Possessions combat gear plus *divine scroll of lesser restoration*, *periapt of wisdom* +2, *potion of cure moderate wounds*, *potion of pass without trace*, *potion of remove fear*, holy symbol, spell component pouch, 18 gp.

STRIPEY VIPER THUG **CR 8**
 Male Human Fighter 8
 NG Medium humanoid (human)
Init +6; **Senses** Listen +3, Spot +5
Languages Common

AC 21, touch 12, flat-footed 19 (+2 Dex, +6 armor, +3 shield)
hp 76 (8d10+16 HD)
Fort +8, **Ref** +4, **Will** +2

Speed 20 ft. (4 squares)
Melee +1 longsword +15/+10 (1d8+8 / 17-20) or
Ranged longbow +10/+5 (1d8/x3)
Base Atk +8; **Grp** +13
Combat Gear +1 breastplate, +1 heavy steel shield, +1 longsword, *gauntlets of ogre power*, longbow

Abilities Str 20, Dex 14, Con 14, Int 10, Wis 10, Cha 10
Feats Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Improved Critical [longsword], Improved Initiative, Power Attack, Power Critical^{CW}, Weapon focus [longsword], Weapon specialization [longsword]
CW Complete Warrior
Skills Climb +8, Intimidate +7, Listen +3, Ride +5, Spot +5
Possessions combat gear plus *potion of cure moderate wounds* x2, *potion of enlarge person*, *potion of shield of faith* +2, crowbar, silk rope (50 ft.), tanglefoot bag x2, thunderstone, 3 gp.

APPENDIX 7 – APL 12

ENCOUNTER 9

STRIPEY VIPER LEADER

CR 12

Male Human Bard 7 / Cloaked Dancer 5

CE Medium humanoid (human)

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

Languages Common

AC 19, touch 14, flat-footed 17

(+2 Dex, +5 armor, +1 insight, +1 deflection)

hp 66 (12d6+12 HD)

Fort +4, **Ref** +10, **Will** +6

Speed 30 ft. (6 squares)

Melee rapier of puncturing +12/+7 (1d6+2 / 15-20)

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

Atk Options Surprise strike +2d6

Special Actions Bardic music 7/day, countersong, *fascinate*, inspire courage +1, inspire competence, *suggestion*, enchanting dance (beguiling dance, wearying dance, frightening dance)

Combat Gear +1 chain shirt, dusty rose prism ioun stone, rapier of puncturing, ring of protection +1, cloak of charisma +6, ring of evasion, harp of charming

Bard Spells Known (CL 9th):

3rd (4/day)— *crushing despair*, *dolorous blow*^{SpC}, *haste*

2nd (5/day)— *entice gift*^{SpC}, *glitterdust*, *mirror image*, *summon swarm*

1st (5/day)— *cure light wounds*, *inspirational boost*^{SpC}, *shock and awe*^{SpC}, *Tasha's hideous laughter*

0 (3/day)— *daze*, *detect magic*, *light*, *mage hand*, *read magic*, *resistance*

SpC: Spell Compendium

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 25

SQ Bardic knowledge

Feats Battle Dancer, Improved Critical [rapier], Improved Initiative, Ironskin Chant, Lyric Spell, Weapon Finesse [rapier]

Skills Balance +16, Concentration +16, Escape Artist +16, Hide +16, Perform [dance] +21, Sleight of Hand +16, Spellcraft +16, Tumble +16

Possessions combat gear plus *dust of dryness*, *dust of tracelessness*, *pipes of the sewers*, *Quaal's feather token* (bird), *silversheen*, *unguent of timelessness*.

Enchanting Dance (Su) Once per day per cloaked dancer level, you can use your dance to produce supernatural effects on those who observe you. Each ability requires both a minimum cloaked dancer level and a minimum number of ranks in the Perform (dance) skill to qualify; if you do not have the required number of ranks, you do not gain the enchanting dance ability until you acquire them. This ability can be used only if you are wearing light armor or no armor and carrying no more than a light load. Enchanting dance is an enchantment (compulsion), mind-affecting ability. Starting an enchanting dance effect is a standard action. You must concentrate each round to maintain the dance; no

dance can be maintained for more rounds than your cloaked dancer level + your Con modifier (minimum 1 round).

The save DC for your enchanting dance effects is 10 + your cloaked dancer level + your Cha modifier. A creature can't be affected again by your enchanting dance effect for 24 hours whether or not it succeeds on the saving throw.

Beguiling Dance: A cloaked dancer with 10 or more ranks in Perform (dance) can use her enchanting dance to distract her enemies. Whenever you start or maintain a beguiling dance, all enemies within 30 feet who can see you must succeed on a Will save (DC 22) or be dazed for 1 round. Creatures that fail this save also have their attitude improved by one step for as long as you maintain the dance (see Influencing NPC Attitudes, PH 74). This attitude adjustment does not prevent any subsequent attitude changes. For example, an enemy that becomes indifferent toward you as a result of this effect still turns hostile if you then attack it.

Wearying Dance: A 3rd-level cloaked dancer with 12 or more ranks in Perform (dance) can use her enchanting dance to tire her enemies. Whenever you start or maintain a wearying dance, all enemies within 30 feet who can see you must succeed on a Will save (DC 22) or be fatigued for as long as you maintain the dance. Creatures failing this save that are already fatigued become exhausted.

Frightful Dance: A 5th-level cloaked dancer with 14 or more ranks in Perform (dance) can use her enchanting dance to scare her enemies. Whenever you start or maintain a frightful dance, all enemies within 30 feet who can see you must succeed on a Will save (DC 22) or be shaken for as long as you maintain the dance. Creatures failing this save that are already shaken become frightened, and those that are already frightened become panicked.

Surprise Strike (Ex): Beginning at 2nd level, you can make a particularly effective attack against creatures distracted by your dance. As a full-round action, you can maintain your enchanting dance and make a melee attack with a light weapon, dealing an extra 1d6 points of damage. At 4th level, the extra damage you deal increases to 2d6. The extra damage from the surprise strike ability stacks with the extra damage from sneak attack whenever both would apply to the same target. A target under the effect of your enchanting dance is considered flat-footed against the attack. Any creature that is not vulnerable to extra damage from sneak attacks is immune to this effect.

This ability counts as sudden strike for the purpose of meeting prerequisites or using ambush feats.

Sources *Complete Scoundrel* (Page 31)

STRIPEY VIPER ARCHER**CR 10**

Female Human Fighter 10

NG Medium humanoid (human)

Init +9; **Senses** Listen +7, Spot +7**Languages** Common**AC** 18, touch 15, flat-footed 13

(+5 Dex, +3 armor)

hp 95 (10d10+20 HD)**Fort** +9, **Ref** +8, **Will** +3**Speed** 30 ft. (6 squares)**Melee** longsword +12/+7 (1d8+3/19-20) or**Ranged** +1 composite longbow (+2 Str) +18/+18/+13 (1d8+5/19-20/x3) with Rapid Shot**Base Atk** +10; **Grp** +12**Combat Gear** +1 composite longbow (+2 Str), gloves of dexterity +2, studded leather, longsword**Abilities** Str 14, Dex 20, Con 14, Int 10, Wis 10, Cha 10**Feats** Greater Weapon Focus [composite longbow], Improved Critical [composite longbow], Improved Initiative, Improved Rapid Shot^{CW}, Manyshot, Point Blank Shot, Precise Shot, Ranged Disarm^{CW}, Rapid Shot, Weapon Focus [composite longbow], Weapon Specialization [composite longbow]**CW** Complete Warrior**Skills** Listen +7, Search +6, Spot +7**Possessions** combat gear plus oil of flame arrow, potion of cat's grace, potion of cure serious wounds, potion of enlarge person, potion of resist energy [fire] 30, potion of shield of faith +2, sunrod, thunderstone, 6 gp.**STRIPEY VIPER SORCERER****CR 10**

Male Human Sorcerer 6/Elemental Savant 4

NG Medium humanoid (human)

Init +2; **Senses** Listen +2, Spot +2**Languages** Common**AC** 15, touch 13, flat-footed 13

(+2 Dex, +1 armor, +1 natural, +1 deflection)

hp 50 (10d4+20 HD)**Fort** +5, **Ref** +7, **Will** +9**Resist** Fire 10**Speed** 30 ft. (6 squares)**Melee** spear +5 (1d8/x3) or**Ranged** heavy crossbow +7 (1d10/19-20)**Base Atk** +5; **Grp** +5**Special Qualities** Energy penetration +4, summon familiar, elemental specialty, resistance to energy, immunity to sleep**Combat Gear** amulet of natural armor +1, bracers of armor +1, ring of protection +1, 20 bolts, alchemist's fire, heavy crossbow, spear**Sorcerer Spells Known** (CL 10th):5th (4/day) — reciprocal gyre^{SPC}

4th (6/day) — dimension door, greater invisibility

3rd (7/day) — dispel magic, fireball, unluck^{SPC}2nd (7/day) — fireburst^{SPC}, Melf's acid arrow, scorching ray, Tascha's hideous laughter1st (8/day) — enlarge person, magic missile, persistent blade^{SPC}, ray of flame^{SPC}, true strike0 (6/day) — acid splash, caltrops^{SPC}, detect magic, electric jolt^{SPC}, flare, light, ray of frost, read magic, resistance**SpC:** Spell Compendium**Abilities** Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 20**Feats** Alertness, Combat Casting, Energy Substitution [fire], Greater Spell Focus [evocation], Ranged Spell Specialization, Spell Focus [evocation]**Skills** Concentration +14, Knowledge [arcana] +12, Knowledge [the planes] +4, Listen +2, Spellcraft +4, Spot +2**Possessions** combat gear plus arcane scroll of true seeing, cloak of charisma +2, elixir of fire breath, oil of greater magic weapon +5, potion of cure serious wounds, potion of mage armor, smokestick, spell component pouch, tanglefoot bag, thunderstone, 26 gp.**Elemental Penetration (Ex):** Beginning at 3rd level, a fire elemental savant further refines her ability to wield energy associated with fire. When she casts a spell using fire, she gains a +2 competence bonus on caster level checks (1d20 + caster level) to overcome a creature's spell resistance. These bonuses stack with the Spell Penetration and Greater Spell Penetration feats.**Elemental Specialty (Ex)** When a fire elemental savant casts a spell that normally deals energy damage, its energy descriptor changes to fire, and it deals damage of that energy type instead of its normal energy type.**Resistance to Energy (Ex)** As an elemental savant gains levels in this prestige class, she becomes more resistance to the type of energy allied with her chosen element. For this savant, this is fire resistance 10.**Immunity to Sleep (Ex)** At 2nd level, as an elemental savant continues to transcend her mortal form, she gains immunity to sleep effects.

Sources *Complete Arcane* (Page 32)

KILLER, WEASEL FAMILIAR **CR 1/4**

NG Tiny magical beast

Init +2; **Senses** Low-Light Vision, Scent, Listen +1, Spot +3

AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural)

hp 25 (10d4 HD)

Fort +3, **Ref** +5, **Will** +10

Speed 20 ft. (4 squares), climb 20 ft.

Melee bite +9 (1d3-4)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +5; **Grp** -7

Atk Options Attach

Abilities Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5

SQ Improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind

Feats Weapon Finesse

Skills Balance +10, Climb +10, Hide +11, Listen +1, Move Silently +8, Spot +3

Attach (Ex) If Killer hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deal bite damage each round it remains attached. An attached Killer loses its Dexterity bonus to AC and thus has an AC of 15. An attached Killer can be struck with a weapon or grappled itself. To remove an attached Killer through grappling, the opponent must achieve a pin against the creature.

Skills Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

STRIPEY VIPER CLERIC

CR 10

Female Human Cleric 10

N Medium humanoid (human)

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

Languages Common

AC 23, touch 11, flat-footed 22 (+1 Dex, +9 armor, +3 shield)

hp 80 (10d8+20 HD)

Fort +10, **Ref** +5, **Will** +13

Speed 20 ft. (4 squares)

Melee heavy mace +7/+2 (1d8)

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

Special Actions Turn Undead 4/day, Spontaneous healing

Combat Gear +1 full plate, +1 heavy steel shield, cloak of resistance +1, heavy mace

Cleric Spells Prepared (CL 10th):

5th— *righteous might*, *spell resistance*, *teleport*^D, *true seeing*.

4th— *death ward*, *dimension door*^D, *divine power*, *freedom of movement*, *greater magic weapon*.

3rd— *dispel magic*, *fly*^D, *invisibility purge*, *magic vestment*, *prayer*.

2nd— *bull's strength*, *hold person*, *locate object*^D, *silence*, *spiritual weapon*, *resist energy*

1st— *bless*, *longstrider*^D, *magic weapon*, *obscuring mist*, *sanctuary*, *shield of faith* x2

0— *detect magic*, *guidance*, *light*, *mending*, *resistance*, *virtue*

D: Domain spell. **Deity:** Lydia. **Domains:** Sun, Travel

Abilities Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 12

Feats Augment Healing^{CD}, Combat Casting, Divine Ward^{CM}, Improved Initiative, Track

CM: Complete Mage

Skills Concentration +15, Heal +18, Listen +5, Spot +5, Survival +18

Possessions combat gear plus *divine scroll of lesser restoration*, *horn of goodness/evil*, *periapt of wisdom* +2, *potion of cure moderate wounds*, *potion of endure elements* x2, *potion of pass without trace*, *potion of remove fear*, holy symbol, spell component pouch, 18 gp.

STRIPEY VIPER THUG**CR 10**

Male Human Fighter 10

NG Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +6**Languages** Common

AC 21, touch 12, flat-footed 19 (+2 Dex, +6 armor, +3 shield)**hp** 95 (10d10+20 HD)**Fort** +9, **Ref** +5, **Will** +3

Speed 20 ft. (4 squares)**Melee** +1 *spell-storing* longsword +18/+13 (1d8+8 /17-20) or**Ranged** longbow +12/+7 (1d8/x3)**Base Atk** +10; **Grp** +15**Combat Gear** +1 *breastplate*, +1 *heavy steel shield*, +1 *spell-storing* longsword (containing *slow*, CL 13th, Will DC 18), gauntlets of *ogre power*, longbow

Abilities Str 20, Dex 14, Con 14, Int 10, Wis 10, Cha 10**Feats** Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Greater Weapon Focus [longsword], Improved Critical [longsword], Improved Initiative, Improved Unarmed Strike, Power Attack, Power Critical^{CW}, Weapon Focus [longsword], Weapon specialization [longsword]**CW** Complete Warrior**Skills** Climb +8, Intimidate +7, Listen +3, Ride +5, Spot +6**Possessions** combat gear plus *potion of cure serious wounds*, *potion of enlarge person*, *potion of protection from arrows 10/magic*, *potion of shield of faith* +2, crowbar, everburning torch, silk rope (50 ft.), smokestick x2, tanglefoot bag x2, thunderstone, 3 gp.

APPENDIX 8 – APL 14

ENCOUNTER 9

STRIPEY VIPER LEADER

CR 14

Male Human Bard 9 / Cloaked Dancer 5

CE Medium humanoid (human)

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

Languages Common

AC 22, touch 17, flat-footed 20

(+2 Dex, +5 armor, +1 insight, +4 deflection)

hp 77 (14d6+14 HD)

Fort +5, **Ref** +11, **Will** +7

Speed 30 ft. (6 squares)

Melee rapier of puncturing +13/+8 (1d6+2 /15-20)

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

Atk Options Surprise strike +2d6

Special Actions Bardic music 9/day, countersong, fascinate, inspire courage +2, inspire competence, suggestion, inspire greatness, enchanting dance (beguiling dance, wearying dance, frightening dance)

Combat Gear +1 chain shirt, dusty rose prism ioun stone, rapier of puncturing, ring of protection +4, cloak of charisma +6, ring of evasion, harp of charming

Bard Spells Known (CL 11th):

4th (2/day)— cure critical wounds, dimension door, freedom of movement

3rd (5/day)— crushing despair, dispel magic, dolorous blow^{SPC}, haste

2nd (5/day)— entice gift^{SPC}, glitterdust, mirror image, summon swarm

1st (5/day)— cure light wounds, inspirational boost^{SPC}, shock and awe^{SPC}, Tasha's hideous laughter

0 (3/day)— daze, detect magic, light, mage hand, read magic, resistance

SpC: Spell Compendium

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 25

SQ Bardic knowledge

Feats Battle Dancer, Improved Critical [rapier], Improved Initiative, Ironskin Chant, Lyric Spell, Weapon Finesse [rapier]

Skills Balance +18, Concentration +18, Escape Artist +18, Hide +18, Perform [dance] +23, Sleight of Hand +18, Spellcraft +18, Tumble +18

Possessions combat gear plus dust of dryness, dust of tracelessness, pipes of the sewers, Quaal's feather token (bird), silversheen, unguent of timelessness.

Enchanting Dance (Su) Once per day per cloaked dancer level, you can use your dance to produce supernatural effects on those who observe you. Each ability requires both a minimum cloaked dancer level and a minimum number of ranks in the Perform (dance) skill to qualify; if you do not have the required number of ranks, you do not gain the enchanting dance ability until you acquire them. This ability can be used only if you are wearing light armor or no armor

and carrying no more than a light load. Enchanting dance is an enchantment (compulsion), mind-affecting ability. Starting an enchanting dance effect is a standard action. You must concentrate each round to maintain the dance; no dance can be maintained for more rounds than your cloaked dancer level + your Con modifier (minimum 1 round).

The save DC for your enchanting dance effects is 10 + your cloaked dancer level + your Cha modifier. A creature can't be affected again by your enchanting dance effect for 24 hours whether or not it succeeds on the saving throw.

Beguiling Dance: A cloaked dancer with 10 or more ranks in Perform (dance) can use her enchanting dance to distract her enemies. Whenever you start or maintain a beguiling dance, all enemies within 30 feet who can see you must succeed on a Will save (DC 22) or be dazed for 1 round. Creatures that fail this save also have their attitude improved by one step for as long as you maintain the dance (see Influencing NPC Attitudes, PH 74). This attitude adjustment does not prevent any subsequent attitude changes. For example, an enemy that becomes indifferent toward you as a result of this effect still turns hostile if you then attack it.

Wearying Dance: A 3rd-level cloaked dancer with 12 or more ranks in Perform (dance) can use her enchanting dance to tire her enemies. Whenever you start or maintain a wearying dance, all enemies within 30 feet who can see you must succeed on a Will save (DC 22) or be fatigued for as long as you maintain the dance. Creatures failing this save that are already fatigued become exhausted.

Frightful Dance: A 5th-level cloaked dancer with 14 or more ranks in Perform (dance) can use her enchanting dance to scare her enemies. Whenever you start or maintain a frightful dance, all enemies within 30 feet who can see you must succeed on a Will save (DC 22) or be shaken for as long as you maintain the dance. Creatures failing this save that are already shaken become frightened, and those that are already frightened become panicked.

Surprise Strike (Ex): Beginning at 2nd level, you can make a particularly effective attack against creatures distracted by your dance. As a full-round action, you can maintain your enchanting dance and make a melee attack with a light weapon, dealing an extra 1d6 points of damage. At 4th level, the extra damage you deal increases to 2d6. The extra damage from the surprise strike ability stacks with the extra damage from sneak attack whenever both would apply to the same target. A target under the effect of your enchanting dance is considered flat-footed against the attack. Any creature that is not vulnerable to extra damage from sneak attacks is immune to this effect.

This ability counts as sudden strike for the purpose of meeting prerequisites or using ambush feats.

Sources Complete Scoundrel (Page 31)

STRIPEY VIPER ARCHER**CR 12**

Female Human Fighter 12

NG Medium humanoid (human)

Init +9; **Senses** Listen +9, Spot +9**Languages** Common**AC** 18, touch 15, flat-footed 13

(+5 Dex, +3 armor)

hp 114 (12d10+24 HD)**Fort** +10, **Ref** +9, **Will** +4**Speed** 30 ft. (6 squares)**Melee** longsword +14/+9/+4 (1d8+3/19-20) or**Ranged** +1 icy burst composite longbow (+2 Str) +20/+20/+15/+10
(1d8+7/19-20/x3 plus 1d6 cold) with Rapid Shot**Base Atk** +12; **Grp** +14**Combat Gear** +1 icy burst composite longbow (+2 Str), gloves of dexterity +2, studded leather, longsword**Abilities** Str 14, Dex 21, Con 14, Int 10, Wis 10, Cha 10**Feats** Greater Weapon Focus [composite longbow], Greater Weapon Specialization [composite longbow], Improved Critical [composite longbow], Improved Initiative, Improved Rapid Shot^{CW}, Manyshot, Point Blank Shot, Precise Shot, Ranged Disarm^{CW}, Rapid Shot, Shot on the Run, Weapon Focus [composite longbow], Weapon Specialization [composite longbow], 1 feats**CW** Complete Warrior**Skills** Listen +9, Search +8, Spot +9**Possessions** combat gear plus oil of flame arrow, potion of cat's grace, potion of cure serious wounds, potion of enlarge person, potion of resist energy [fire] 30, potion of shield of faith +2, sunrod, thunderstone, 6 gp.**STRIPEY VIPER SORCERER****CR 12**

Male Human Sorcerer 6/Elemental Savant 6

NG Medium humanoid (human)

Init +2; **Senses** Darkvision, Listen +2, Spot +2**Languages** Common**AC** 17, touch 15, flat-footed 15

(+2 Dex, +1 armor, +1 natural, +3 deflection)

hp 60 (12d4+24 HD)**Fort** +6, **Ref** +8, **Will** +10**Resist** Fire 10**Speed** 30 ft. (6 squares)**Melee** spear +6/+1 (1d8/x3) or**Ranged** heavy crossbow +8 (1d10/19-20)**Base Atk** +6; **Grp** +6**Special Qualities** Energy penetration +4, summon familiar, elemental specialty, resistance to energy, immunity to sleep, energy focus +1**Combat Gear** amulet of natural armor +1, bracers of armor +1, ring of protection +3, 20 bolts, alchemist's fire, heavy crossbow, spear**Sorcerer Spells Known** (CL 11th):5th (5/day) — reciprocal gyre^{SPC}, wall of force

4th (7/day) — dimension door, greater invisibility, solid fog

3rd (7/day) — dispel magic, fireball, fly, unluck^{SPC}2nd (7/day) — blindness/deafness, fireburst^{SPC}, Melf's acid arrow, scorching ray, Tascha's hideous laughter1st (8/day) — enlarge person, magic missile, persistent blade^{SPC}, ray of flame^{SPC}, true strike0 (6/day) — acid splash, caltrops^{SPC}, detect magic, electric jolt^{SPC}, flare, light, ray of frost, read magic, resistance**SpC:** Spell Compendium**Abilities** Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 21**Feats** Alertness, Combat Casting, Energy Substitution [fire], Greater Spell Focus [evocation], Ranged Spell Specialization, Spell Focus [evocation], Spell Penetration**Skills** Concentration +16, Knowledge [arcana] +12, Knowledge [the planes] +4, Listen +2, Spellcraft +8, Spot +2**Possessions** combat gear plus arcane scroll of true seeing, cloak of charisma +2, elixir of fire breath, oil of greater magic weapon +5, potion of cure serious wounds, potion of mage armor, smokestick, spell component pouch, tanglefoot bag, thunderstone, 26 gp.**Elemental Penetration (Ex):** Beginning at 3rd level, a fire elemental savant further refines her ability to wield energy associated with fire. When she casts a spell using fire, she gains a +2 competence bonus on caster level checks (1d20 + caster level) to overcome a creature's spell resistance. These bonuses stack with the Spell Penetration and Greater Spell Penetration feats.**Elemental Specialty (Ex)** When a fire elemental savant casts a spell that normally deals energy damage, its energy descriptor changes to fire, and it deals damage of that energy type instead of its normal energy type.**Resistance to Energy (Ex)** As an elemental savant gains levels in this prestige class, she becomes more resistance to the type of energy allied with her chosen element. For this savant, this is fire resistance 10.

Immunity to Sleep (Ex) At 2nd level, as an elemental savant continues to transcend her moral form, she gains immunity to sleep effects.

Energy Focus (Ex) From 5th level on, an elemental savant is better able to manipulate energy associated with her chosen element. The save DC for any spell with that energy descriptor increases by 1. At 10th level, these save DCs increase by 1 again (total increase of 2). These increases are cumulative with those granted by the Spell Focus and Greater Spell Focus feats.

Sources *Complete Arcane* (Page 32)

KILLER, WEASEL FAMILIAR **CR 1/4**

NG Tiny magical beast

Init +2; **Senses** Low-Light Vision, Scent, Listen +1, Spot +3

AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural)

hp 30 (12d4 HD)

Fort +4, **Ref** +6, **Will** +11

Speed 20 ft. (4 squares), climb 20 ft.

Melee bite +10 (1d3+4)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +6; **Grp** -6

Atk Options Attack

Abilities Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5

SQ Improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind

Feats Weapon Finesse

Skills Balance +10, Climb +10, Hide +11, Listen +1, Move Silently +8, Spot +3

Attach (Ex) If Killer hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deal bite damage each round it remains attached. An attached Killer loses its Dexterity bonus to AC and thus has an AC of 15. An attached Killer can be struck with a weapon or grappled itself. To remove an attached Killer through grappling, the opponent must achieve a pin against the creature.

Skills Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

STRIPEY VIPER CLERIC

CR 12

Female Human Cleric 12

N Medium humanoid (human)

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

Languages Common

AC 26, touch 14, flat-footed 25

(+1 Dex, +9 armor, +3 deflection, +3 shield)

hp 96 (12d8+24 HD)

Fort +11, **Ref** +6, **Will** +14

Speed 20 ft. (4 squares)

Melee heavy mace +9/+4 (1d8)

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

Special Actions Turn Undead 4/day, Spontaneous healing

Combat Gear +1 full plate, +1 heavy steel shield, cloak of resistance +1, ring of protection +3, heavy mace

Cleric Spells Prepared (CL 12th):

6th— blade barrier, fire seeds^D, greater dispel magic

5th— flame strike, righteous might, spell resistance, teleport^D, true seeing

4th— death ward, dimension door^D, divine power, freedom of movement, greater magic weapon

3rd— dispel magic, fly^D, invisibility purge, magic vestment, prayer, searing light

2nd— bull's strength, hold person, locate object^D, silence, spiritual weapon, resist energy

1st— bless, doom, longstrider^D, magic weapon, obscuring mist, sanctuary, shield of faith x2

0— detect magic, guidance, light, mending, resistance, virtue

D: Domain spell. Deity: Lydia. Domains: Sun, Travel

Abilities Str 10, Dex 12, Con 14, Int 10, Wis 21, Cha 12

Feats Augment Healing^{CD}, Combat Casting, Divine Ward^{CM}, Improved Initiative, Spell Penetration, Track

CM: Complete Mage

Skills Concentration +17, Heal +20, Listen +5, Spot +5, Survival +20

Possessions combat gear plus divine scroll of lesser restoration, horn of goodness/evil, periapt of wisdom +2, potion of cure moderate wounds, potion of endure elements x2, potion of pass without trace, potion of remove fear, holy symbol, spell component pouch, 18 gp.

STRIPEY VIPER THUG**CR 12**

Male Human Fighter 12

NG Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot +6**Languages** Common

AC 23, touch 14, flat-footed 21; Dodge

(+2 Dex, +6 armor, +2 deflection, +3 shield)

hp 114 (12d10+24 HD)**Fort** +10, **Ref** +6, **Will** +4

Speed 20 ft. (4 squares)**Melee** +1 *spell-storing longsword* +20/+15/+10 (1d8+10 /17-20) or**Ranged** longbow +14/+9/+4 (1d8/x3)**Base Atk** +12; **Grp** +17**Combat Gear** +1 *breastplate*, +1 *heavy steel shield*, +1 *spell-storing longsword* (containing *slow*, CL 13th, Will DC 18), *boots of speed*, *gauntlets of ogre power*, *ring of protection* +2, longbow

Abilities Str 21, Dex 14, Con 14, Int 10, Wis 10, Cha 10**Feats** Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Dodge, Greater Weapon Focus [longsword], Greater Weapon Specialization [longsword], Improved Critical [longsword], Improved Initiative, Improved Unarmed Strike, Power Attack, Power Critical^{CW}, Weapon Focus [longsword], Weapon Specialization [longsword]**CW** Complete Warrior**Skills** Climb +10, Intimidate +9, Listen +3, Ride +7, Spot +6**Possessions** combat gear plus *potion of cure serious wounds*, *potion of enlarge person*, *potion of protection from arrows 10/magic*, *potion of shield of faith* +2, crowbar, everburning torch, silk rope (50 ft.), smokestick x2, tanglefoot bag x2, thunderstone, 3 gp.

ENCOUNTER 9

STRIPEY VIPER LEADER

CR 16

Male Human Bard 11 / Cloaked Dancer 5

CE Medium humanoid (human)

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

Languages Common

AC 30, touch 17, flat-footed 28

(+2 Dex, +9 armor, +1 insight, +4 natural, +4 deflection)

hp 88 (16d6+16 HD)

Fort +5, **Ref** +12, **Will** +8

Speed 30 ft. (6 squares)

Melee rapier of puncturing +15/+10 (1d6+2 / 15-20)

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

Atk Options Surprise strike +2d6

Special Actions Bardic music 11/day, countersong, fascinate, inspire courage +2, inspire competence, suggestion, inspire greatness, enchanting dance (beguiling dance, wearying dance, frightening dance)

Combat Gear +5 chain shirt, amulet of natural armor +4, dusty rose prism ioun stone, rapier of puncturing, ring of protection +4, cloak of charisma +6, ring of evasion, harp of charming

Bard Spells Known (CL 13th):

5th (1/day)— greater dispel magic, greater heroism, mind fog

4th (3/day)— cure critical wounds, dimension door, freedom of movement, greater invisibility

3rd (5/day)— crushing despair, dispel magic, dolorous blow^{SPC}, haste

2nd (5/day)— entice gift^{SPC}, glitterdust, mirror image, summon swarm

1st (5/day)— cure light wounds, inspirational boost^{SPC}, shock and awe^{SPC}, Tasha's hideous laughter

0 (3/day)— daze, detect magic, light, mage hand, read magic, resistance

SpC: Spell Compendium

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 26

SQ Bardic knowledge

Feats Battle Dancer, Combat Casting, Improved Critical [rapier], Improved Initiative, Ironskin Chant, Lyric Spell, Weapon Finesse [rapier], +1

Skills Balance +20, Concentration +20, Escape Artist +20, Hide +20, Perform [dance] +26, Sleight of Hand +20, Spellcraft +20, Tumble +20

Possessions combat gear plus dust of dryness, dust of tracelessness, pipes of the sewers, Quaal's feather token (bird), silversheen, unguent of timelessness.

Enchanting Dance (Su) Once per day per cloaked dancer level, you can use your dance to produce supernatural effects on those who observe you. Each ability requires both a minimum cloaked dancer level and a minimum number of ranks in the Perform (dance) skill to qualify; if you do not have the required number of ranks, you do not gain the enchanting dance ability until you acquire them. This ability

can be used only if you are wearing light armor or no armor and carrying no more than a light load. Enchanting dance is an enchantment (compulsion), mind-affecting ability. Starting an enchanting dance effect is a standard action. You must concentrate each round to maintain the dance; no dance can be maintained for more rounds than your cloaked dancer level + your Con modifier (minimum 1 round).

The save DC for your enchanting dance effects is 10 + your cloaked dancer level + your Cha modifier. A creature can't be affected again by your enchanting dance effect for 24 hours whether or not it succeeds on the saving throw.

Beguiling Dance: A cloaked dancer with 10 or more ranks in Perform (dance) can use her enchanting dance to distract her enemies. Whenever you start or maintain a beguiling dance, all enemies within 30 feet who can see you must succeed on a Will save (DC 22) or be dazed for 1 round. Creatures that fail this save also have their attitude improved by one step for as long as you maintain the dance (see Influencing NPC Attitudes, PH 74). This attitude adjustment does not prevent any subsequent attitude changes. For example, an enemy that becomes indifferent toward you as a result of this effect still turns hostile if you then attack it.

Wearying Dance: A 3rd-level cloaked dancer with 12 or more ranks in Perform (dance) can use her enchanting dance to tire her enemies. Whenever you start or maintain a wearying dance, all enemies within 30 feet who can see you must succeed on a Will save (DC 22) or be fatigued for as long as you maintain the dance. Creatures failing this save that are already fatigued become exhausted.

Frightful Dance: A 5th-level cloaked dancer with 14 or more ranks in Perform (dance) can use her enchanting dance to scare her enemies. Whenever you start or maintain a frightful dance, all enemies within 30 feet who can see you must succeed on a Will save (DC 22) or be shaken for as long as you maintain the dance. Creatures failing this save that are already shaken become frightened, and those that are already frightened become panicked.

Surprise Strike (Ex): Beginning at 2nd level, you can make a particularly effective attack against creatures distracted by your dance. As a full-round action, you can maintain your enchanting dance and make a melee attack with a light weapon, dealing an extra 1d6 points of damage. At 4th level, the extra damage you deal increases to 2d6. The extra damage from the surprise strike ability stacks with the extra damage from sneak attack whenever both would apply to the same target. A target under the effect of your enchanting dance is considered flat-footed against the attack. Any creature that is not vulnerable to extra damage from sneak attacks is immune to this effect.

This ability counts as sudden strike for the purpose of meeting prerequisites or using ambush feats.

Sources Complete Scoundrel (Page 31)

STRIPEY VIPER ARCHER**CR 14**

Female Human Fighter 14

NG Medium humanoid (human)

Init +11; **Senses** Listen +11, Spot +11**Languages** Common**AC** 19, touch 17, flat-footed 11

(+7 Dex, +1 armor)

hp 133 (14d10+28 HD)**Fort** +11, **Ref** +11, **Will** +4**Speed** 30 ft. (6 squares)**Melee** longsword +16/+11/+6 (1d8+3/19-20) or**Ranged** +1 *icy burst composite longbow* (+2 Str) +24/+24/+19/+14
(1d8+7/19-20/x3 plus 1d6 cold) with Rapid Shot**Base Atk** +14; **Grp** +16**Combat Gear** +1 *icy burst composite longbow* (+2 Str), *gloves of dexterity* +6, padded armor, longsword**Abilities** Str 14, Dex 25, Con 14, Int 10, Wis 10, Cha 10**Feats** Greater Weapon Focus [composite longbow], Greater Weapon Specialization [composite longbow], Improved Critical [composite longbow], Improved Initiative, Improved Rapid Shot^{CW}, Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Ranged Disarm^{CW}, Rapid Shot, Shot on the Run, Weapon Focus [composite longbow], Weapon Specialization [composite longbow]**CW** Complete Warrior**Skills** Listen +11, Search +10, Spot +11**Possessions** combat gear plus *oil of flame arrow*, *potion of cat's grace*, *potion of cure serious wounds*, *potion of enlarge person*, *potion of resist energy [fire]* 30, *potion of shield of faith* +2, sunrod, thunderstone, 6 gp.**STRIPEY VIPER SORCERER****CR 14**

Male Human Sorcerer 6/Elemental Savant 8

NG Medium humanoid (human)

Init +2; **Senses** Darkvision, Listen +2, Spot +2**Languages** Common**AC** 17, touch 15, flat-footed 15

(+2 Dex, +1 armor, +1 natural, +3 deflection)

hp 70 (14d4+28 HD)**Fort** +6, **Ref** +8, **Will** +11**Resist** Fire 20**Speed** 30 ft. (6 squares)**Melee** spear +7/+2 (1d8/x3) or**Ranged** heavy crossbow +9 (1d10/19-20)**Base Atk** +7; **Grp** +7**Special Qualities** Energy penetration +4, summon familiar, elemental specialty, resistance to energy, immunity to sleep, energy focus +1**Combat Gear** *amulet of natural armor* +1, *bracers of armor* +1, *ring of protection* +3, 20 bolts, alchemist's fire, heavy crossbow, spear**Sorcerer Spells Known** (CL 13th):6th (5/day) — *chain lightning*, *disintegrate*5th (7/day) — *cone of cold*, *reciprocal gyre*^{SPC}, *wall of force*4th (7/day) — *dimension door*, *greater invisibility*, *solid fog*, *stoneskin*3rd (8/day) — *dispel magic*, *fireball*, *fly*, *unluck*^{SPC}2nd (8/day) — *blindness/deafness*, *fireburst*^{SPC}, *Melf's acid arrow*, *scorching ray*, *Tascha's hideous laughter*1st (8/day) — *enlarge person*, *magic missile*, *persistent blade*^{SPC}, *ray of flame*^{SPC}, *true strike*0 (6/day) — *acid splash*, *caltrops*^{SPC}, *detect magic*, *electric jolt*^{SPC}, *flare*, *light*, *ray of frost*, *read magic*, *resistance***SpC:** Spell Compendium**Abilities** Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 25**Feats** Alertness, Combat Casting, Energy Substitution [fire], Greater Spell Focus [evocation], Ranged Spell Specialization, Spell Focus [evocation], Spell Penetration**Skills** Concentration +18, Knowledge [arcana] +12, Knowledge [the planes] +4, Listen +2, Spellcraft +12, Spot +2**Possessions** combat gear plus *arcane scroll of true seeing*, *cloak of charisma* +6, *elixir of fire breath*, *oil of greater magic weapon* +5, *potion of cure serious wounds*, *potion of mage armor*, *smokestick*, *spell component pouch*, *tanglefoot bag*, *thunderstone*, 26 gp.**Elemental Penetration (Ex):** Beginning at 3rd level, a fire elemental savant further refines her ability to wield energy associated with fire. When she casts a spell using fire, she gains a +2 competence bonus on caster level checks (1d20 + caster level) to overcome a creature's spell resistance. These bonuses stack with the Spell Penetration and Greater Spell Penetration feats.**Elemental Specialty (Ex)** When a fire elemental savant casts a spell that normally deals energy damage, its energy descriptor changes to fire, and it deals damage of that energy type instead of its normal energy type.**Resistance to Energy (Ex)** As an elemental savant gains levels in this prestige class, she becomes more resistance to the type of energy allied with her chosen element. For this savant, this is fire resistance 10.

Immunity to Sleep (Ex) At 2nd level, as an elemental savant continues to transcend her mortal form, she gains immunity to sleep effects.

Energy Focus (Ex) From 5th level on, an elemental savant is better able to manipulate energy associated with her chosen element. The save DC for any spell with that energy descriptor increases by 1. At 10th level, these save DCs increase by 1 again (total increase of 2). These increases are cumulative with those granted by the Spell Focus and Greater Spell Focus feats.

Sources *Complete Arcane* (Page 32)

KILLER, WEASEL FAMILIAR CR 1/4

NG Tiny magical beast

Init +2; **Senses** Low-Light Vision, Scent, Listen +1, Spot +3

AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural)

hp 35 (14d4 HD)

Fort +3, **Ref** +5, **Will** +11

Speed 20 ft. (4 squares), climb 20 ft.

Melee bite +11 (1d3-4)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +7; **Grp** -5

Atk Options Attack

Abilities Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5

SQ Improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind

Feats Weapon Finesse

Skills Balance +10, Climb +10, Hide +11, Listen +1, Move Silently +8, Spot +3

Attach (Ex) If Killer hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deal bite damage each round it remains attached. An attached Killer loses its Dexterity bonus to AC and thus has an AC of 15. An attached Killer can be struck with a weapon or grappled itself. To remove an attached Killer through grappling, the opponent must achieve a pin against the creature.

Skills Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

STRIPEY VIPER CLERIC

CR 14

Female Human Cleric 14

N Medium humanoid (human)

Init +5; **Senses** Listen +7, Spot +7

Languages Common

AC 26, touch 14, flat-footed 25

(+1 Dex, +9 armor, +3 deflection, +3 shield)

hp 112 (14d8+28 HD)

Fort +12, **Ref** +6, **Will** +15

Speed 20 ft. (4 squares)

Melee heavy mace +10/+5 (1d8)

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

Special Actions Turn Undead 4/day, Spontaneous healing

Combat Gear +1 full plate, +1 heavy steel shield, cloak of resistance +1, ring of protection +3, heavy mace

Cleric Spells Prepared (CL 14th):

7th— greater restoration, repulsion, sunbeam^D, summon monster VII

6th— blade barrier, fire seeds^D, harm, heal, greater dispel magic

5th— flame strike, righteous might, spell resistance, teleport^D, true seeing

4th— death ward, dimension door^D, divine power, freedom of movement, greater magic weapon, spell immunity

3rd— dispel magic, fly^D, invisibility purge, magic vestment, prayer, searing light +1

2nd— align weapon, bull's strength, hold person, locate object^D, silence, shield other, spiritual weapon, resist energy

1st— bless, doom, longstrider^D, magic weapon, obscuring mist, sanctuary, shield of faith x2

0— detect magic, guidance, light, mending, resistance, virtue

D: Domain spell. Deity: Lydia. Domains: Sun, Travel

Abilities Str 10, Dex 12, Con 14, Int 10, Wis 25, Cha 12

Feats Augment Healing^{CD}, Combat Casting, Divine Ward^{CM}, Improved Initiative, Spell Penetration, Track

CM: Complete Mage

Skills Concentration +19, Heal +24, Listen +7, Spot +7, Survival +24

Possessions combat gear plus divine scroll of lesser restoration, horn of goodness/evil, periapt of wisdom +6, potion of cure moderate wounds, potion of endure elements x2, potion of pass without trace, potion of remove fear, holy symbol, spell component pouch, 18 gp.

STRIPEY VIPER THUG**CR 14**

Male Human Fighter 14

NG Medium humanoid (human)

Init +6; **Senses** Listen +5, Spot +6**Languages** Common

AC 23, touch 14, flat-footed 21; Dodge, Mobility
(+2 Dex, +6 armor, +2 deflection, +3 shield)**hp** 133 (14d10+28 HD)**Fort** +11, **Ref** +6, **Will** +4

Speed 20 ft. (4 squares)**Melee** +1 *spell-storing longsword* +24/+19/+14 (1d8+12 /17-20) or**Ranged** longbow +16/+11/+6 (1d8/x3)**Base Atk** +14; **Grp** +21**Combat Gear** +1 *breastplate*, +1 *heavy steel shield*, +1 *spell-storing longsword* (containing *slow*, CL 13th, Will DC 18), *belt of giant strength* +6, *boots of speed*, *ring of protection* +2, longbow

Abilities Str 25, Dex 14, Con 14, Int 10, Wis 10, Cha 10**Feats** Cleave, Close-Quarters Fighting^{CW}, Combat Reflexes, Dodge, Greater Weapon Focus [longsword], Greater Weapon Specialization [longsword], Improved Critical [longsword], Improved Initiative, Improved Unarmed Strike, Mobility, Power Attack, Power Critical^{CW}, Weapon Focus [longsword], Weapon Specialization [longsword]**CW** Complete Warrior**Skills** Climb +14, Intimidate +11, Listen +5, Ride +7, Spot +6**Possessions** combat gear plus *potion of cure serious wounds*, *potion of enlarge person*, *potion of protection from arrows 10/magic*, *potion of shield of faith* +2, crowbar, everburning torch, silk rope (50 ft.), smokestick x2, tanglefoot bag x2, thunderstone, 3 gp.

DM AID: NEW RULES

NEW FEATS

Battle Dancer (*Complete Arcane*, page 75)

Prerequisite: Ability to ignore arcane spell failure chance from armor.

Benefit: You are able to wear armor one category heavier than you can normally wear while still avoiding the chance of arcane spell failure. For example, if you have the ability to wear light armor without incurring a chance of spell failure, you can wear medium armor and continue to cast spells as normal. This ability does not extend to shields, nor does it apply to spells gained from spellcasting classes other than the class that provides the ability to cast arcane spells while in armor.

Ironskin Chant (*Complete Adventurer*, page 113)

Prerequisite: Bardic music, Concentration 12 ranks, Perform 12 ranks.

Benefit: As a swift action that does not provoke attacks of opportunity, you can expend one daily use of your bardic music ability to provide damage reduction of 5/- to yourself or to one ally within 30 feet who can hear you until the start of your next turn. This feat does not function in an area of magical *silence*.

Lyric Spell (*Complete Adventurer*, page 103)

Prerequisite: Bardic music, Perform 9 ranks, ability to spontaneously cast 2nd-level arcane spells.

Benefit: You can expend daily uses of your bardic music to cast any arcane spell that you know and can cast spontaneously. You must still use an action to cast the spell (following the normal rules for casting time), but using the Lyric Spell feat counts as part of the spellcasting action. Casting a spell requires one use of your bardic music ability, plus one additional use per level of the spell. For example, casting a 3rd-level spell requires four daily uses of your bardic music ability.

Special: Any spell that you cast using the Lyric Spell feat gains your instrument as an additional arcane focus, if you use one. You cannot use Lyric Spell to cast a spell improved by the Silent Spell metamagic feat.

Energy Substitution (*Complete Arcane*, page 79)

Prerequisite: Knowledge (arcana) 5, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Ranged Spell Specialization (*Complete Arcane*, page 82)

Prerequisite: Weapon focus (ranged spell), caster level 4th.

Benefit: Damage-dealing spells that require a ranged touch attack roll gain a +2 bonus on the damage they deal. This extra damage applies only to the first successful attack of spells that create multiple rays or missiles, or to the first round of damage for spells that deal damage over multiple rounds on a single successful attack (such as *Melf's acid arrow*). Because you must be able to strike precisely, the extra damage applies only to targets within 30 feet. Only spells that deal hit point damage can be affected by this feat.

Augment Healing (*Complete Divine*, page 79)

Prerequisite: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjuration [Healing] spell that you cast.

Close-Quarters Fighting (*Complete Warrior*, page 97)

Prerequisite: Base Attack +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be

denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

Power Critical (*Complete Warrior*, page 103)

Prerequisite: Weapon focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain the Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Divine Ward (*Player's Handbook II*, page 88)

Prerequisite: Ability to turn or rebuke undead.

Benefit: Once every 24 hours, you can spend 10 minutes creating a magical ward between you and one willing target. For the rest of the 24-hour period, you can increase the range of a touch spell to short range (25 feet + 5 feet per two caster levels) if you target the warded creature, and only the warded creature. When you cast a spell in this manner, you must expend a turn or rebuke undead attempt.

You can create a ward between you and more than one target, so long as you expend the necessary time and turning attempts. You must spend a turn or rebuke undead attempt to create each ward beyond the first.

NEW SPELLS

Dolorous Blow (Spell Compendium, page 70)

Transmutation

Level: Brd 3, Sor 3, Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

A longing for battle fills you as you complete this spell. Upon touching the intended weapon, the feeling fades even as a dull red aura encompasses the weapon.

For the duration of the spell, the weapon's threat range is doubled, and its critical threats automatically confirm, so every threat is a critical hit. The latter effect does not apply to any weapon that already has a magical effect related to critical hits.

Multiple effects that increase a weapon's threat range (such as this spell and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

Entice Gift (Spell Compendium, page 83)

Enchantment [Mind-Affecting]

Level: Brd 2, Greed 2, Sor 2, Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Once creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You cast the spell and a purple glow appears in your mark's eyes. You hold out your hand and demand the object it holds in a compelling voice.

You enchant a creature so that it feels suddenly compelled to give you what it is holding when you cast this spell. On the creature's next action, it moves as close to you as it can get in a single round and offers you the object as a standard action. This spell allows you to act out of turn and accept the "gift" if the creature reaches you to hand you the object (assuming you have a free hand and can accept it). The subject defends itself normally and acts as it wishes on subsequent rounds, including attempting to get the object back if desired. If the subject is prevented from doing as the spell compels, the spell has no effect. For example, if the subject is paralyzed and cannot move or drop the item, nothing happens.

Inspirational Boost (Spell Compendium, page 124)

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

Saving Throw: None

Spell Resistance: No

You concentrate on assisting your friends as you begin the short chant and simple hand-chopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Shock and Awe (Spell Compendium, page 189)

Enchantment [Mind-Affecting]

Level: Assassin 1, Brd 1, Sor 1, Wiz 1

Components: V, S

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which are more than 30 ft. apart.

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

Upon completing this spell, you feel a nagging compulsion to divert your attention from your enemies. Shaking off the feeling, you note with satisfaction that your targeted enemies seem even more distracted than you.

This spell distracts its targets, preventing them from reacting with the deftness they might otherwise possess. Only effective when cast in the surprise round of combat and against flat-footed creatures, this spell causes those it affects to take a -10 penalty on their next initiative check. Targets that cannot be caught flat-footed (such as a rouge with uncanny dodge) cannot be affected by this spell.

Reciprocal Gyre (Spell Compendium, page 170)

Abjuration

Level: Sor 5, Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft + 10 ft/level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

You finger the tiny loop of wire in your hands as you complete the spell. You manipulate the magical aura of the

target, creating a damaging feedback reaction, and the target explodes with white sparks.

The subject takes 1d12 points of damage per functioning spell or spell-like ability currently affecting it (maximum 25d12). In addition, any creature so affected that fails its Will save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a reciprocal gyre, so spells that affect an area can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage but targeted spell effects can be.

Material Component: A tiny closed loop of copper wire.

Unluck (Spell Compendium, page 227)

Divination

Level: Brd 3, Sor 3, Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft + 5 ft/2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Spewing a curse of bad luck, you fling a piece of broken mirror at your target. The mirror shard dissipates harmlessly as soon as it leaves your hand, and the sound of rolling dice is perceptible for an instant.

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls and saving throws), two separate rolls are made and the worse result applied.

A creature carrying a stone of good luck is immune to the effect of *unluck*.

Material component: A piece of a broken mirror.

Fireburst (Spell Compendium, page 93)

Evocation [Fire]

Level: Sor 2, Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Target: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Persistent Blade (Spell Compendium, page 154)

Evocation [Force]

Level: Sor 1, Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One dagger made of force

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You hold a dagger in your hand and concentrate on it, evoking the power of the spell. A duplicate of the dagger, made of translucent force, appears beside it and flies off at your command.

You bring into being a tiny blade of force. The blade flies at a speed of 40 feet (perfect) and attacks any target within its range, as you desire, starting in the round when you cast the spell. The blade attacks on your turn once each round, striking with an attack bonus equal to your base attack bonus + 1/2 your Cha modifier or Int modifier (for sorcerers and wizards, respectively) and deals 1d4 points of damage, with a critical threat range of 19-20. If an ally also attacks the creature, the blade moves on your turn to flank the target. As a force effect, it can strike ethereal and incorporeal creatures. The blade cannot be attacked.

Each round after the first, you can use a standard action to switch the blade to a new target; otherwise, it continues to attack the same target. If an attacked creature has spell-resistance, the resistance is checked the first time the *persistent blade* strikes. If resisted, the spell is dispelled. If not, the blade has its normal full effect on that creature for the duration of the spell.

Focus: A silvered dagger.

Ray of Flame (Spell Compendium, page 167)

Evocation [Flame]

Level: Sor 1, Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A burning ray shoots out at the target from your upturned palm. The sound of a crackling fire follows the ray's path.

You must succeed on a ranged touch attack with the ray to strike a target. If your attack is successful, the ray deals 1d6 points of fire damage per two caster levels (maximum 5d6). The target must also make a Reflex save or catch fire, taking 1d6 points of fire damage each round until the flames are put out (requiring a DC 15 Reflex save; see *Catching on Fire*, DMG 303).

Focus: A small, polished glass lens.

Caltrops (Spell Compendium, page 42)

Conjuration (Creation)

Level: Sor 0, Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: See text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You speak the words and spread your palm open, as if you were throwing jacks. Coppery sparks spring from your palm, filling the corridor with small four-pronged spikes.

A *caltrops* spell covers one 5-foot-by-5-foot square with caltrops. Every time a creature moves into an area covered by caltrops or spends a round fighting while standing in such an area, it might step on one. The caltrops make one attack roll (+0 melee) against the creature. For this attack, the target's shield and deflection bonuses do not count, nor does its armor bonus for armor worn. A target wearing shoes or other footwear gains a +2 armor bonus to Armor Class (which does count). If the caltrops succeed on the attack, the creature has stepped on one.

A successful attack by a caltrop deals 1 point of damage. If the target is Small, Medium, or Large, its land speed is reduced by one-half because of the injury. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The DM judges the effectiveness of caltrops against unusual opponents or opponents outside the size range

given above. A giant centipede, for example, can scramble among the caltrops with no chance of hurting itself, and a fire giant wearing thick, massive boots might be immune to their attacks.

For every two caster levels beyond 1st, you can affect an additional 5-foot-by-5-foot square, and the caltrops attack bonus increases by 1. Thus, you affect two squares at 3rd level (+1 melee), three at 5th level (+2 melee), four at 7th level (+3 melee), and a maximum of five at 9th level or higher (+4 melee maximum).

Multiple *caltrops* spells (or mundane caltrops) occupying the same space have no additional effect.

Electric Jolt (Spell Compendium, page 78)

Evocation [Electricity]

Level: Sor 0, Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

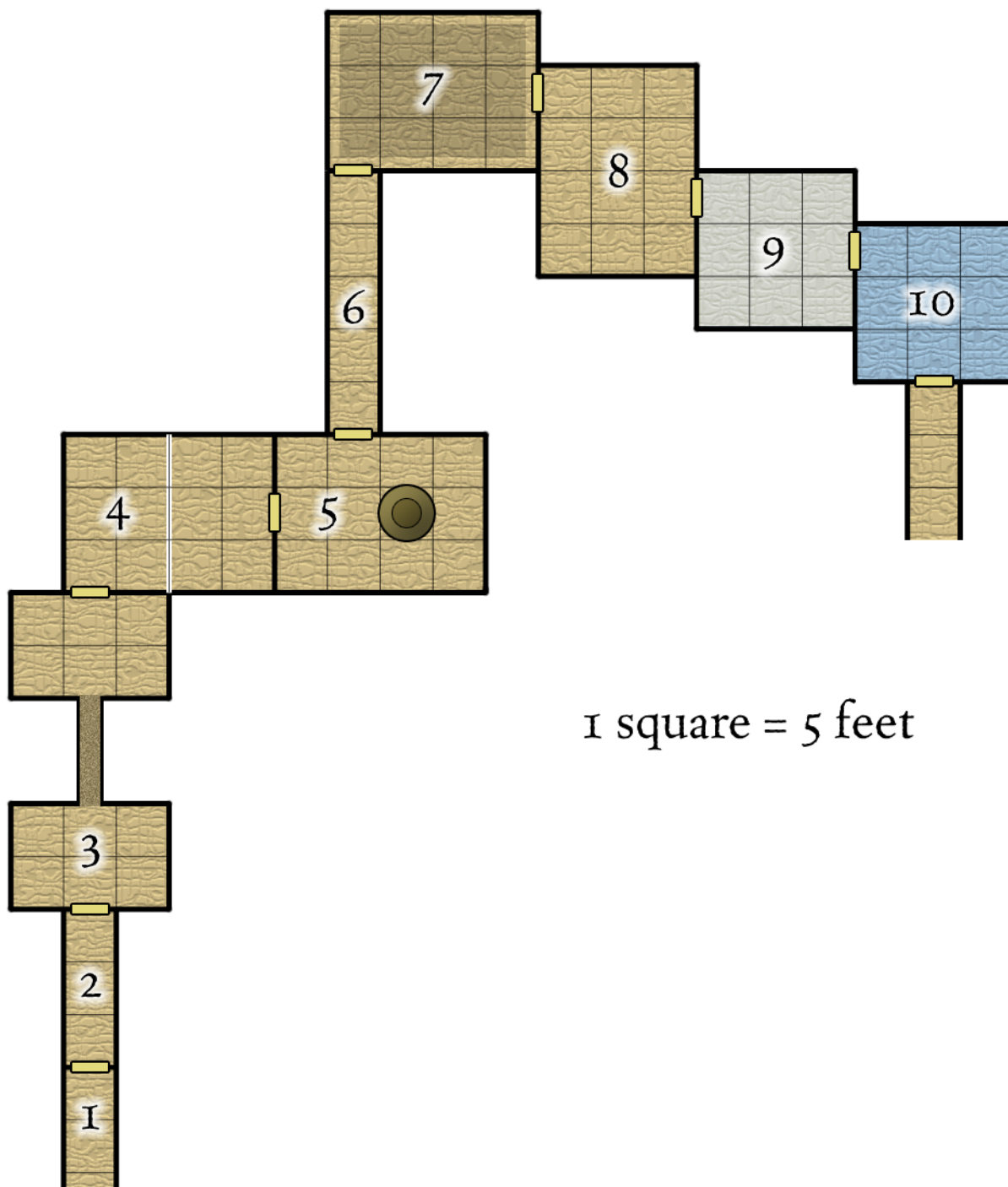
Saving Throw: None

Spell Resistance: Yes

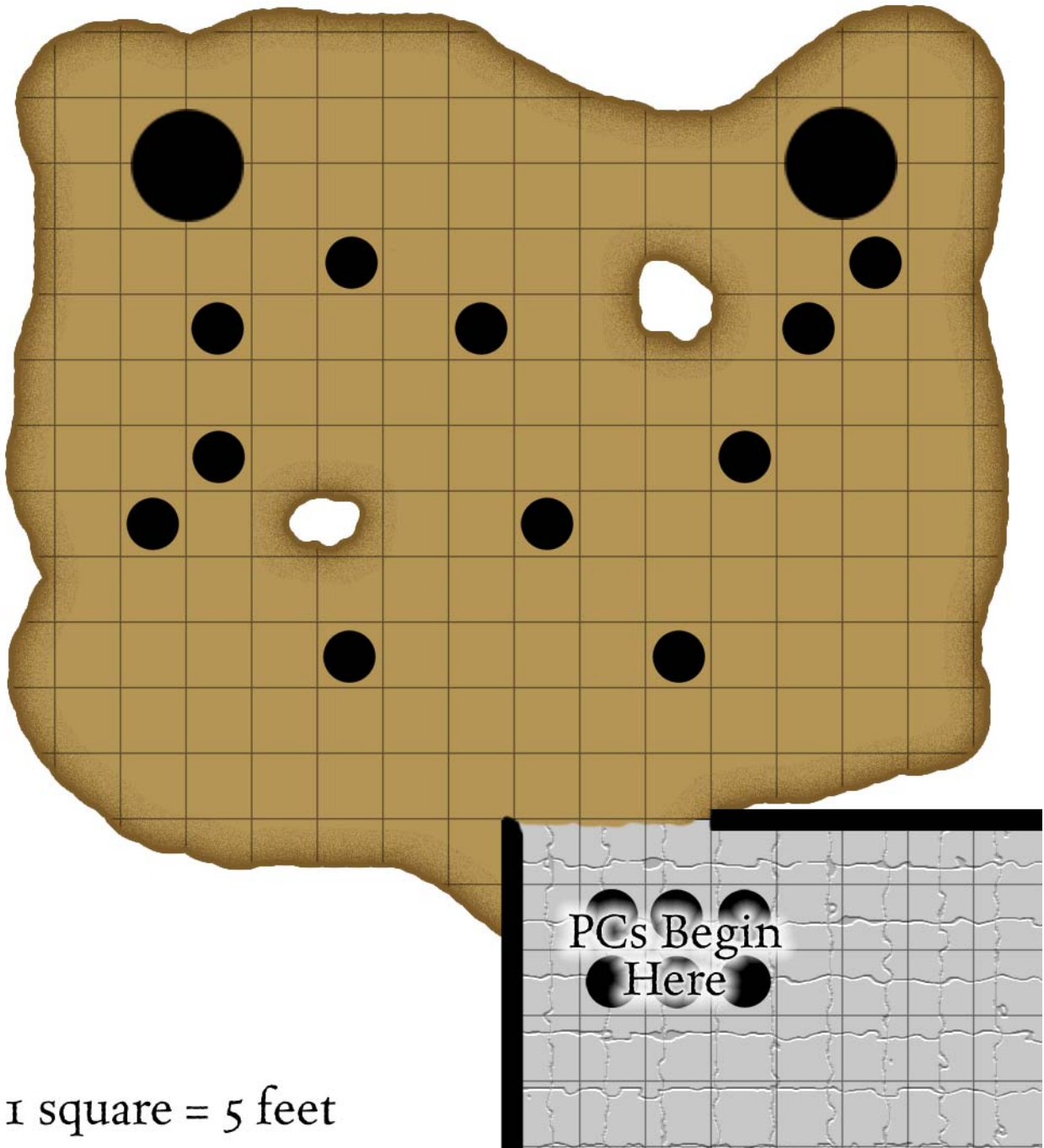
A white-hot electric spark dances on your fingertip and then bolts towards your target.

You release a small stroke of electrical energy. You must succeed on a targeted touch attack with the ray to strike a target. The spell deals 1d3 points of electricity damage.

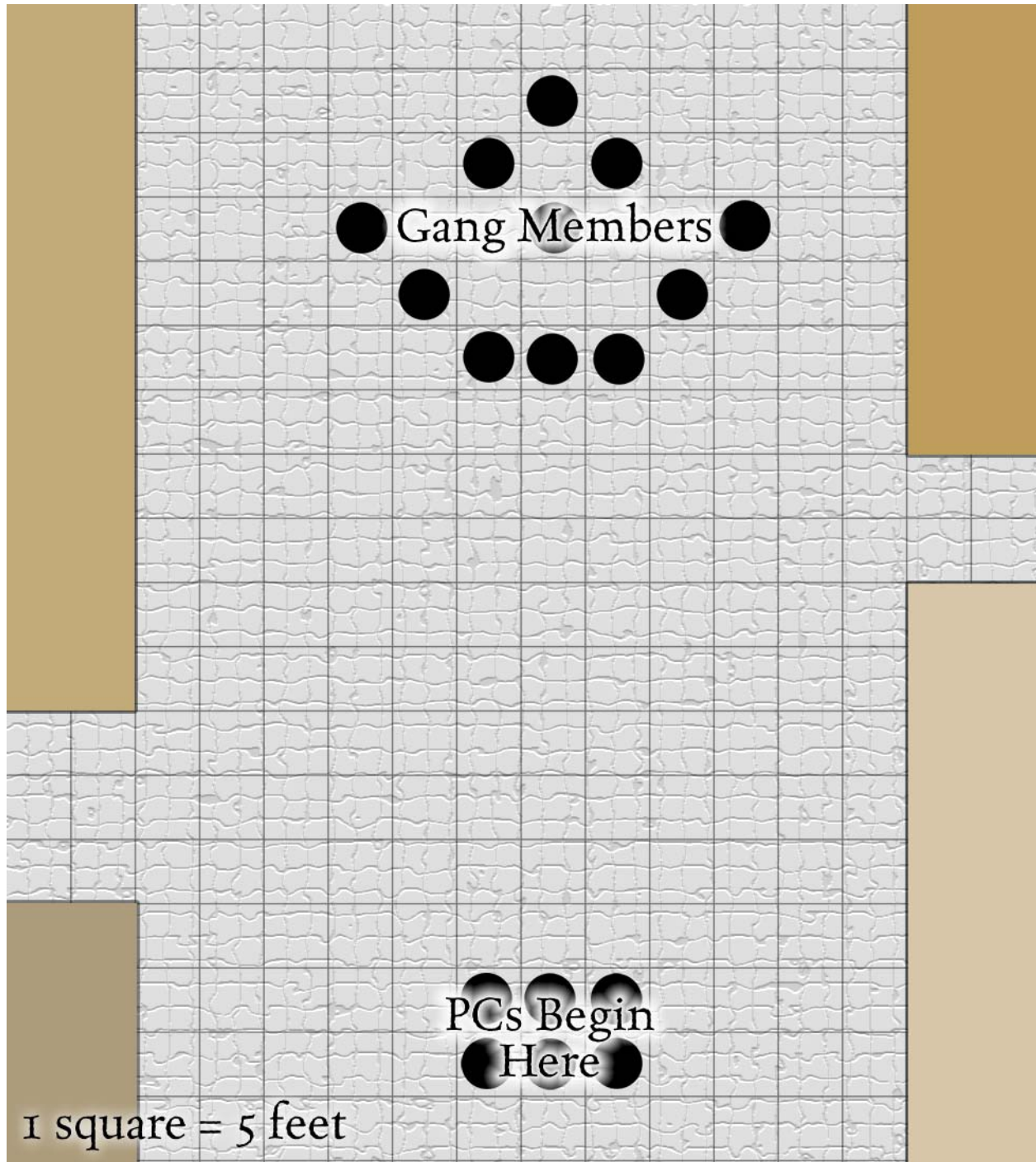
DM AID – MAP #1 – THE MACHINE



DM AID – MAP #2 – WINE CELLAR



DM AID – MAP #3 – STREET FIGHTING



DM AID – TOMBSTONE PUZZLE SOLUTION



PLAYER HANDOUT #1 – BARDIC TROUPES OF CALPIUS' CRAFT

Estander gave you this list - bardic troupes in Calpius' Craft that you should approach.

~~Looking for Treble~~

We've got these guys taken care of. Good work!

The Self-Righteous Brothers

Big into stage-plays about religious crusades. They usually hang out around the cathedral.

Full Power Attack

More of a new-wave / avant-garde group. They can often be found at the Crystal Web, a popular tavern in town.

Evard's Zombie Ensemble

A troupe that relies upon shock, more than anything – unfortunately they are very popular with certain rebellious elements. They hang out around the graveyard crypts.

The Calpius' Craft Project

A more contemporary, boring group – but full of solid talent, with a strong reputation. Often found around the Bardic College auditoriums.

PLAYER HANDOUT #2 – THE BROKEN TOMBSTONE

Cut these pieces apart before giving them to the players.

