

# Children of Malice

## A One–Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in the Kingdom of Nyrond

Version 1.0

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A host of strange goblins is terrorizing the local villages in what is now called Maglubiyet's Triangle. The villagers' moons-lit nights are filled with bloodshed and misery. Those able to flee the destruction report that the very minions of evil are upon them. The enemy is stronger, faster, and more resilient than before. Where are they coming from? Who will finally put an end to this horrible nightmare? (Combined Finale to the Kelwyn Series: NYR6-04 *Kelwyn's Keys*, NYR7-03 *Requiem to Maglubiyet*, and NYR7-06 *Forgotten Temple of Shumhanrhu*, and the Swan Bore Series: NYR5-S03 *Swans of the Duntide*, NYR5-M02 *Releash the Dogs of War*, and NYR7-01 *Faith and Convictions*). A one-round Regional adventure set in Kingdom of Nyrond for characters level 1-14 (APLs 2-12).

Resources for this adventure include *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, and Ed Stark], *Magic Item Compendium* [Andy Collins, et al], *Manual of the Planes* [Jeff Grubb, Bruce Cordell, and David Noonan], NYR4-S04 *Modern Love* [Eric Brittain], NYR5-M02 *Releash the Dogs of War* [David Howard], NYR5-S03 *Swans of the Duntide* [David Howard], NYR6-04 *Kelwyn's Keys* [Bryan Bagnas], NYR7-01 *Faith and Convictions* [David Howard], NYR7-03 *Requiem to Maglubiyet* [Bryan Bagnas], NYR7-06 *The Forgotten Temple of Shumhanrhu* [Bryan Bagnas], *Player Handbook II* [David Noonan], and *Races of the Wild* [Skip Williams].

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

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## 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](http://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 rulebooks: *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 *Appendix 1*. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session 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.

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round normally 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.

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 the Kingdom of Nyrond.

Adventurer's Standard Upkeep costs 12 gp per round for characters who have a home region of the Kingdom of Nyrond and 24 gp per round for characters who do not have a home region of the Kingdom of Nyrond. Rich and Luxury Upkeep cost 75 gp per round for characters who have a home region of the Kingdom of Nyrond and 150 gp per round for characters who do not have a home region of the Kingdom of Nyrond. 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 that 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 DC 20 Survival check, 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

### Tale of the Devilslayers

The Devilslayers were a band of skilled adventurers with a single mission; to find and kill fiends across the eastern

Flanaess. They worked behind the scenes during the Greyhawk Wars to thwart the fiendish forces of Old Wicked. Even when the war ended, they continued their task with stern resolve.

As the scheming younger son of King Archbold of Nyrond gathered a small force for his coup, word of his trafficking with fiends reached the band's ears. Following the trail to a goblin lord, Waerlan Ghel, the Devilslayers attacked him and sought to destroy his power base. Unfortunately, their fight was interrupted by a patrol of gnolls, led by a half-green-dragon.

That confrontation brought them new information about their nemesis Kajabor, who they had failed to slay years earlier. Tracking Kajabor down to a Khurgorbaeyag Shrine, they fought the devil. Within the shrine's walls, and thanks to a few lucky shots, Kajabor was able to repel the adventuring band's attack and killed many of them. With a dying act of courage, the wizard Fyodor trapped Kajabor within the shrine, so he would never be able to leave.

What the Devilslayers learned, and what makes Kajabor so difficult to defeat, is that his shadow self, or darker half, was bound to protect the Temple of Shumhanrhu. To truly defeat Kajabor, both his halves must be slain. Subsequently, his Blood Amulet must be smashed within a full cycle of Celene, the emerald moon (approximately 91 days). Otherwise, the form of Kajabor will return to life upon Oerth.

### Kajabor's Brief Freedom

In 584 CY, Kajabor was able to free himself from the Temple of Shumhanrhu. He wandered around causing evil to various communities in the immediate weeks. Then a wily goblinlord named Waerlan Ghel found him and offered a proposal. He and his associates wanted Kajabor to participate in producing evil spawn. The devil took the strange goblin up on his proposal and helped out.

The Devilslayers disrupted his newfound power and wealth. They tracked his infernal activities and attacked him in his new lair. Kajabor escaped but was tracked mercilessly for months.

Kajabor's new goblin minions attempted to help Kajabor by hiding him in a special shrine in the woods. Waerlan Ghel traveled east to the Gamboge Forest where he fought and was slain by the Devilslayers. His priest, Lagoch, took the goblin's body and interred it in a tomb.

The Devilslayers weren't so easily fooled and ventured to the vile village. When the Devilslayers arrived, Kajabor fled to a pocket dimension only to be followed by his foes. All but Fyodor were slain within the dimension. Fyodor, mortally wounded, left the pocket dimension and sealed the entrance.

Needless to say, Kajabor was furious at being once again trapped. It is at this point that Kralis' spirit rose from the dead, trapped on the dimension as well, but awaiting the opportunity to finally slay the devil.

## How Kelwyn Fits In

Kelwyn's dark secret is his relationship to the Devilslayers. His father was Kralis, the group's main fighter. He died in their last combat with Kajabor. The young Kelwyn grew up hating the sparse details of his father's demise and vowed to learn more. Through his merchant connections (and money), Kelwyn was able to uncover many details of those last days including several related matters.

Several weeks ago, Kelwyn hired a band of adventurers to open and investigate the Temple of Shumhanrhu, the location of Kajabor's shadow self. With the shadow-bound version of Kajabor slain and his Blood Amulet in hand, all that is needed is the mysterious location of the shrine where the real Kajabor is bound.

## Of Swans, Dogs, and Bad Men

On the first day of Growfest each year, an extraordinary event takes place in Swan Bore. A standing wave, eight-foot high, moves down the Duntide River. Riding the crest of that wave is a number of enormous black-breasted swans. They ride the wave past the town, and then as the wave collapses to the south and around a bend they take off.

Two years ago, a halfling dog-breeder named Mertuun Greytoes had been breeding war dogs for Sewardnt's armies at his farm near Swan Bore. Mertuun was a former member of the Baronial guard under Baron Bastrayne, where some of his duties including scouting in the Celadon Forest. Following the disbanding of the Baronial Guard under Baroness, now Duchess, Verin Talnith, he was disgruntled by the change of events, and sought opportunities to get back at Lynwerd. This opportunity was found in breeding dogs for Sewardnt. His efforts were thwarted by a band of young adventurers.

Prior to Sewardnt's return to Rel Mord in 595 CY, a member of his entourage, named Flandrynt, was encouraging the breeding of fiendish lines of animals that could be useful in war. These included dogs and horses for use in Sewardnt's army. One of these breeders was a halfling named Mertuun; others were Worjjus and Lagoch (a goblin).

To this end, Flandrynt supplied a number of breeders with assistance in the way of fiendish breeding stock and support with methods to control the animals using collars bearing arcane symbols. While the breeders are concentrated in the territories loyal to Sewardnt, there are a few scattered in those provinces loyal to Lynwerd as well. Again, these breeders were thwarted by a band of adventurers during a meeting held in Small Knob.

Documents regarding these programs made their way into the hands of an independent agent named Corvus, who, in turn, passed them into the safekeeping of the Grey Seer. The remaining breeders involved in the project were left unorganized and made no further contribution to the war effort after their leaders, Equisita and Canisard, were unable to reconcile their differences

and returned to their respective farms. The two continue to breed mundane horses and dogs. These events are documented in NYR5-S02 *Swans of the Duntide* and NYR5-M02 *Release the Dogs of War*.

These events did not transpire without consequence, however. One successful breeder was not apprehended, and remains at large. Worjjus developed successful breeding programs with worgs and goblins. The offspring of his program were too young or too few to be involved in the civil war, but the fast-breeding creatures are now a force of their own. Working with the support of a powerful goblinlord and high priest, Lagoch, the fiendish and half-fiendish worgs and goblins, as well as some fiendish wolves, are now ravaging the human population in what has recently become known as Maglubiyet's Triangle.

One of the tragic consequences of the breeding program was the near extinction of the famed Swans of the Duntide. Only a handful of the birds remained alive in the wild following the slaughter of the flock in their nesting grounds by feral dogs lead by a fiendish war dog, Dryllisn. Following the slaughter, several of the animals were captured by Equisita to sell to Flandrynt. During the liberation of Rel Mord, these birds were found in the gardens of the manor that Flandrynt had requisitioned in Rel Mord. His wife had installed them as exotic pets, or "lawn decorations," as she flippantly called them. However, this meant that there was at least the possibility that the remaining swans were in great enough quantity to reestablish the population at a future date.

Included in the group of birds found in Rel Mord was a breeding pair. These surviving birds were transported to the Oldred Menagerie, where they bred successfully in 596 CY and again in 597 CY. Additionally, the small wild flock returned to Swan Bore, bred, and made a triumphant journey down the Duntide on the first day of Growfest, 596 CY.

Last year, members of the Nyronnd Wilderness Alliance made arrangements with the Oldred Menagerie to return the birds to Swan Bore in order to rejoin the restored flock as it took to the air on the first day of the festival. While a gala event was taking place at the Stanchion manor, the night before Growfest itself, Flandrynt, an occult slayer, managed to kill another mage in Swan Bore. However, he in turn was slain by a band of adventurers that had been attending the event, thus ending his involvement in these matters.

## Worjjus' Story

After the debacle at Small Knob, Worjjus returned to the goblin tribe that helped him in his research. Lagoch, their leader, helped to continue the work and produced more fiendish goblins, wolves, and worgs. However, the believed that more powerful fiend might help them to produce even more powerful minions. The two hatched plans to remove the devil Kajabor from his prison, recently located by Lagoch's forces. Through research and magic, Lagoch was able to gain two-way access to the dimensional prison holding the dangerous foe. He hopes

to bargain with the fiend gaining his services as breeding stock for Lagoch's growing army.

The only lingering problem is the time it takes for these young whelps to mature into a fiendish fighting force. Lagoch hopes that recent raiding and tribal consolidation will provide enough protection to his young super soldiers until they mature. Worjjus is enjoying the lack of moral scruples and discretion among the goblins, something that hindered his previous work with human breeders.

### The Map and Recent Events

During the transportation of seven swans from Oldred to Swan Bore, a group of adventures was able to defeat a scouting party of fiendish goblins and worgs (NYR7-01 *Faith and Conviction*). After looting the dead goblins, they discovered a cryptic map, which they gave to the Grey Watch for deciphering. After many weeks of study, a key researcher of the Grey Watch was able to decipher the map and learned the location of the goblin village. The researcher also believes that the village contains an old shrine to a mysterious goblin god.

Over the last few weeks, Kelwyn became aware of the map and that it was acquired for military research. He is livid and filled with visible anger. His meticulous, painstaking plan to locate and kill Kajabor in revenge for his father's death has been derailed by the royal government. In a fit of rage, he stormed a government office and demanded the map. Nothing will stop his vendetta against evil.

## ADVENTURE SUMMARY

**Introduction:** Scene opens with the PCs in line at the theatre.

**Encounter 1:** A pickpocket attempts to lift something from the party while they're in line. The watch quickly arrests him and asks the party to come to the station as witnesses. There they find Kelwyn under arrest. He's kicking and screaming in manacles.

**Encounter 2:** Kelwyn asks the party to avenge his father. Kelwyn wants the PCs to find the devil and kill it to avenge his father. He's quite manic about the whole affair thus leading to his unsavory disposition and actions. The watch finally takes him down to his cell to await trial.

**Encounter 3:** This is some background and off-scene events are revealed that help tie the different storylines together.

**Encounter 4:** When they settle down for the night at a local inn, a government agent arrives to discuss a special job. Follow the map (from NYR7-01 *Faith and Convictions*) to the goblin village and slay Lagoch and Worjjus. Goblin activity is high in the County of Mowbrenn's Deadly Triangle between Curtulenn, Mowbrenn, and Swan Bore.

**Encounter 5:** Optional encounter where the PCs gain information about the various locations through an informant. A goblin from NYR6-04 *Kelwyn's Keys*, Entar, is here (via the Grey Watch) and wants to be set free. He's willing to tell all he can if the PCs let him go, otherwise they'll need to convince him to talk.

**Encounter 6:** A box text trip through the country to the evil village, then information about goblin village layout, patrols, and occupants. They'll need to deal with the rear guard before they can explore the village.

**Encounter 7:** This encounter deals with the breeding stables and the fiendish goblin children. It also covers how they grew up and where they are.

**Encounter 8:** All about the shrine and the few rooms within.

**Encounter 9:** Here are Lagoch and Worjjus his technical advisor (or their lieutenants at lower APLs).

**Encounter 10:** The ghost of Kralis returns to speak with the PCs. He informs them about the pocket dimension and how to enter. He'll stay here to man the switch, allowing the PCs to escape the prison.

**Encounter 11:** The shrine archway opens up to a tiny pocket dimension. Enter into that pocket dimension and kill Kajabor.

**Encounter 12:** Where is Kelwyn's father's body? He's there in the pocket dimension with several other dead Devilslayers. Their bodies are preserved by the timeless nature of the pocket dimension. The bodies were on this demi-plane, which is why Kelwyn couldn't scry his father's body.

**Conclusion:** Return to the city and report the defeat of the devil and the goblin horde to the government. The army sent to dispatch the goblin horde returns. Tell Kelwyn his father is avenged and return his body.

## PREPARATION FOR PLAY

From each player, you'll need a Spot check to determine who can see the Sleight of Hand attempt by the pickpocket. Record the results for each player.

- Also record if anyone is a member of a Nyrond Thieves' Guild. That will affect the choice of a target by the thieves.
- Only one person in the party may have the Blood Amulet regardless of how many have it on their ARs.
- Record who has played NYR4-So4 *Modern Love* as those PCs receive the theater tickets from Baroness Eleanora DeValos.
- If no PC has played NYR4-So4 *Modern Love*, then they receive the tickets from one of the Baroness' servants in a random act of generosity.

- Record who has played NYR6-04 Kelwyn's Keys, NYR7-03 Requiem to Maglubiyet, or NYR7-06 The Forgotten Temple of Shumhanrhu as those PCs recognize Kelwyn immediately.

## INTRODUCTION

The adventure opens in line at the Huldane Theater in Mowbrenn. There is a small section for introductions and a bit of role-playing. Draw the street corner located on DM Map: Mowbrenn Street.

*You arrived in Mowbrenn a few days ago. During your regular sessions of shopping for necessities, a friend, Baroness Eleanora DeValos, < or a stranger, the Baroness' servant> gave you tickets to the Huldane Theater on the Greater Mound. Apparently, a new musical play entitled 'Tenser and his Scintillating Coat' didn't do well in the reviews and many of the upper crust don't want to be seen at such an event.*

*Some, like your friend, are giving the tickets away just to fill seats. While unpopular with the fashionable, it is creating quite a stir among the less fortunate. Subtle humor and stabs at the aristocracy are evident and pleasing to the common folk. That's perhaps why the line is so long after all.*

*So there you are, standing in line at the Theater under the late afternoon shadows of Castle Mowbrenn. The sky is filled with dark clouds and the wind blustery with a bit of late winter frost. You shift your weight to look down the long line, wondering if it's even moving. Apparently, someone up front is having a problem with his or her ticket.*

*Not to miss an opportunity, local hucksters and merchants walk the long line with edible snacks and memorabilia for sale. Around you may be a few familiar faces. Or people you might like to get to know.*

The PCs should introduce or describe themselves now to the other three to five people in line near them. If they need any stimulus, have one of the street vendors pass by and read the following.

*A young human dressed in typical village clothes approaches with a vendor-box filled with fried potato wedges. "Good day to you. My name is Walanaba. Would you like a bit of a snack while you wait for the show to begin? These potato wedges are the best around. My wife makes them and sprinkles special seasoning on them. They are truly delicious. Please try one."*

*"You chaps look like adventurers. I never met adventurers before. What's your name? Can you tell me about some of your adventures?" As each player talks, Walanaba starts to eat some of his potato wedges, mesmerized by the stories.*

*"Gosh, those are wonderful stories. Oh dear, I'm running low on potatoes. I need to go home to fetch some more. Merry parting my new friends."*

If any player asks, the chips are not very tasty and are very salty. Most people don't like them, but once you acquire a taste, they become very addictive as a snack food.

## ENCOUNTER 1: GET BACK IN LINE!

A little altercation in line produces a lot of activity and a trip to the local Watch Office.

*An unkempt scruffy lad is wandering aimlessly near your section of the line. Another lad approaches and they start pushing and shoving. Half a block up ahead, a theater hand steps out and scolds the young teenagers, "You there. Stop your rough housing and get back in line!"*

*The two teenagers acknowledge the official with a sarcastic tip of their hats. Then the chubbier one pushes the thin one right into the line. "He said back in line, ya twerp!"*

These little cutpurses pick their mark based on a few things. First, they avoid anyone who is a member of a Nyrond Thieves' Guild. They don't want to get in trouble by robbing from associates. However, they are young and brash enough to steal right under their noses.

Second, they prefer anyone who looks rich or unobservant. They'll avoid anyone with spiked armor unless there's little choice.

Using the rolls you got prior to starting the session, pick the highest roll. This individual spots the theft happening and gets a surprise round action to intercede if they so wish.

Allow the PCs to role-play this altercation once they stop the robbery. Just before things get out of hand, read the following.

*You caught the thief red-handed in the act of stealing your property. The line erupts in a wave of chatter and finger pointing. Midway through your own choice words for the street kids, whistles begin to sound and the theater staff points wildly down towards you.*

*Soon, four large watchmen hustle down the road to your position. The first two have their swords drawn, while one in the rear pulls out stern looking manacles.*

*"What's going on here?" He looks down at the street punks, "I know you. So, lightening the load of honest folk again, eh? Not this time ya street vermin."*

The PCs can answer any questions the city watch has regarding the altercation and attempted robbery. Play the part of an understanding officer of the law that's trying to keep hoodlums off the street to protect honest people. Useful information for role-playing this encounter:

Malfoil	Thin pickpocket who bucks authority and has a surly disposition
Pepito	Chubby pickpocket who breaks easily when confronted. He gets his bravery from Malfoil's confidence.
Argarano	Watch Sergeant, a nice guy who wants to stop the street kids from stealing
Veller	Watchman 1, he is just following orders and doesn't care about the kids
Grumenik	Watchman 2, he's waiting for the shift to be over and wants to hurry up with processing these urchins
Thresk	Watchman 3, he likes pushing the kids around, probably because he used to be one.

Once the Watch Sergeant has heard enough, read the following.

*"All right. I've heard enough. Time to bring you two to the station." He nods and the other watchmen handcuff the cutpurses. Turning back to the subject of the thieves' attempt, he continues, "You'll will be needing to come to the station with us...filling out paper work and taking statements. You know, the usual. Oh, I forgot to mention, that's not an option. It's required of all our good folk here."*

**Developments:** The PC who was almost robbed should follow the city watch back to their station. Proceed to the next encounter. The other PCs can follow to the watch station or they can finish the play and meet up later if they like, although in that case they will miss **Encounter 2**. If the PC refuses to go to the station to file a report, then jump ahead to **Encounter 4**.

## ENCOUNTER 2: REVENGE IS SWEET

Here's where the PCs meet their first patron, and possibly their old friend, Kelwyn.

*As you arrive at the station, the watchmen let you into their office. You hear the screaming and ranting of a man in another room. The far door bursts open and two watchmen carry out another man. He's struggling against their grip, trying to break free.*

*His eyes are wide and bloodshot. The man's hair is disheveled and he looks manic, almost crazy. He constantly pulls at the guards' grip, hoping to escape their tight hold.*

*What's striking is he looks vaguely familiar. The detainee screams, "We have to kill him! A devil is loose in Nyrond. You don't understand, I have*

*money. I can hire people to kill that thing. Let me go for the love of Zilchus, I have business with the Huldanes! Ow! That hurts. Don't grab me so hard. Just let me go and I'll explain everything. My name is Kelwyn! I'm a rich merchant from Curtulenn. I know your boss. He won't ..." A watchman punches Kelwyn across the face.*

*"That should shut him up for a bit until we get him in his cell." The other nods. Kelwyn looks a bit bedraggled, obviously from his resistance to the arrest and further scuffles with the watchmen. He wears fine clothes that are ruffled and dirty from his stint here at the station.*

*The guards begin to bring him to nearby cell. "We'll let this one cool off for a few hours and see if his manners return."*

The guards just think he's an old coot, crazy, drunk, or all three. They don't believe his stories and don't know him.

Hopefully at this point the PCs decide to intervene and mention that they wish to speak with Kelwyn. If any PC has played the previous modules in the series, then they definitely know him. Try to paraphrase the below to fit smoothly with the PCs' role-playing.

**Q: May we speak with him?**

A: "You want to talk to this drunk? Sure if you want to waste your time, go ahead. But he stays in his cell. You can talk to him through the bars."

**Q: I know that man!**

A: "Do you? What is the matter with him? He's gone mad, acting all crazy. What's his story?"

**Q: Please release him to my custody.**

A: "I don't know. If he was released and did anything illegal in town, that would be really bad."

A DC 25 Diplomacy check will sway them into releasing Kelwyn into the PCs' custody as long as Kelwyn doesn't do anything illegal in town. This gets the guard to go from Unfriendly towards the prisoner to Friendly towards him. A DC 15 Diplomacy check won't get him released into their custody, but the guards will treat him a little better as they are now simply Indifferent towards him.

**Q: What did he do?**

A: "He was at the Boar's Head Tavern looking to hire mercenaries or something. Then he got angry over something foolish and started ranting. When the barkeep tried to calm him down, this chap got angry and started trashing the place. That's when we got called in."

**Q: What did he get angry about? What set him off on his outburst?**

A: "Don't know. Some of the tavern's patrons reported him saying something about the lousy quality of adventurers in these parts. Or something about the lack of bravery and honor. He offended a lot of locals and we don't take kindly to that around here."

**Q: Here's some money. Can we talk with him now?**

A: "Well now, why didn't you say that before?" A reasonable bribe of coins (20 gp or more) can liberate Kelwyn for a short chat in the back room.

### Chat with Kelwyn

The PCs get a chance to speak with Kelwyn, either in the cell through the bars, in the back room, or in the PCs' custody. Here's what he has to say.

*"Thank you so much for listening to me. It's good to see friends again. These people don't understand the danger we're all in. I found the location of Kajabor – the fiend that slew my father. I want him dead. Did you hear me, I WANT HIM DEAD!"*

*He regains his composure. "May Zilchus calm my spirit. I can't seem to contain this rage in me. I need revenge on my father's murderer. Last time, the adventurers I hired were only able to slay Kajabor's shadow. I've never heard of such a thing."*

*"But now I figured out where he is. He's in a humanoid village trapped in some sort of shrine or temple. It's in the Maglubiyet Triangle...somewhere. Some criminal took my notes."*

*"Anyway, I think that's where my father's group cornered the devil and forced him to stay. I don't know how they did it – that stuff is beyond my understanding. However, I need someone to go there and kill that devil once and for all. Permanently."*

*He eyes you with narrow eyes, not the friendly eyes you have seen before. "You can help me can't you? I'll pay well for this vendetta to restore my father's honor. Please accept this job, I beg you. You're my only hope."*

*Kelwyn looks to you all expectantly. Not as a merchant in a commercial deal, nor as a helpless person seeking heroes. No, his look is that of someone seeking mob justice. He wants his anger satisfied with the blood of his father's killer.*

The PCs can accept or decline the offer. Unfortunately, Kelwyn doesn't have much information at this time. He had pieced together enough notes to have an idea as to the location of the fiendish village, but someone took them from him (he found them missing from his belongings back in Curtulenn). So, he did have the location narrowed down to somewhere in the Triangle, but he doesn't have the exact location. And without his notes, he can't narrow it down any further. He came to Mowbrenn hoping to get help from Count Huldane and to hire more adventurers to kill Kajabor. He hasn't been able to get an appointment with the Count yet (he's not in town) and hasn't had any luck hiring adventurers either. Kelwyn started this current mission unprepared and the long years of looking have not taught him patience.

Kelwyn will offer the following information:

- I'll pay you 200 gp each if you kill Kajabor. You can keep anything you find.
- Of course, I'd like the right of first refusal when selling your loot.
- I don't have the location of the prison. I need you to find that for me.
- The thieves stole my documents and maps back in Curtulenn. That's why I can't figure out the specific location of the shrine prison.
- Agents of the King ordered me to stop pursuing this matter. Apparently my investigations are stoking the goblin tribes into action around the area.
- I don't care about the goblins, I need you to find Kajabor and kill him. Nothing else matters.

Before the PCs leave, the Watch Captain wants their statement regarding the pickpockets. They need to spend an hour telling their story (a few times) to the Watch scribe and to the arresting officers. Once they finish this civic duty, they are free to go.

The Watch also returns Kelwyn to his cell if they didn't win his custody.

**Developments:** If any PCs continued on to watch the play, those returning from the Watch Station arrive just as they walk out of the theater. If the PCs wish to gather more information, continue to **Encounter 3**. If they simply wish to call it a night, proceed to **Encounter 4**.

## ENCOUNTER 3: BREAKING NEWS FROM OUR BOX TEXT

This section details a lot of the current events that are troubling the locals. It details news from the Triangle where wolf and worg-riding goblins are attacking travelers and local farms alike. There's also news about more occult slayer activity in Curtulenn – another slayer murdered Selisa Sunboar.

*You make your way through town and pass by a large statue recently finished. A small crowd gathered around tosses flowers onto the mighty monument and begin to sing a song.*

*"The reasons we love him are not hard to say, the hero of Mowbrenn, the man they call..." And with that they abruptly end, turn on their heels and wander off.*

*In memory of all who rose up in defense of Mowbrenn this 20 foot tall statue was raised in front of the recently renamed Castle Mowbrenn (previously called Blackmar Castle). A simple placard at the base of the statue reads, "In honor of those who heroically fought in defense of our city."*

*The overall feel of the locals here is jovial and friendly — a perfect atmosphere for shopping, selling, and gossiping.*



Here are some key points that the PCs overhear while at the taverns, the temples, or the markets. These should be fit into the context of their conversations with the locals and the area that they explore.

- No one talks about why the song ends so abruptly. "It's not important. It's just something we do."
- Recently, a favorite priestess of Pelor, Selisa Sunboar from Curtulenn, was slain by another occult slayer. The King needs to get rid of those fanatical assassins before they kill more good folk.
- I heard sometimes the goblins ride in on their mangy wolves, but sometimes they fly in on leathery bat wings. I didn't know goblins had wings. Why would they ride wolves if they can fly?
- A group of adventurers recently uprooted and slew a band of evil occultists. Those worshippers of the Dark God may have been looking for a hidden temple or something.
- Reports from Swan Bore say the swan population is growing. When they relocated the stolen swans and reunited them with their kind, they really were happy to be together again. Beory be praised!

During their investigation and information gathering, they run into a hyperactive gnome. You can use him to provide any details that they missed from role-playing their conversations with the locals.

*A fast, jittery gnome passes by you, almost bumping you as he absent-mindedly walks down the street. "Hello and merry meet. My name is Joop. What's your name?"*

Here are a few things that Joop (Jenenaloop Willfire Hotbath Candlewick Namfoodle) will discuss with the PCs:

- Goblin activity is high in the County of Mowbrenn's deadly Triangle between Curtulenn, Mowbrenn, and Swan Bore. It's best not to travel around in those parts until the King sends the army to deal with it. This is bad for business – quality fabrics are scarce or damaged.
- Something must be brewing because the garrison barracks is filled to capacity right now. They transferred a lot of cavalry and infantry to Mowbrenn. Maybe they're in a normal rotation or practicing war games.
- There was a crazy man breaking things in at the Boar's Head Tavern this morning. He looked quite upset. What a bore!

## ENCOUNTER 4: THE GRAY WATCH NEEDS YOU

Here the PCs meet their government patron for the official job.

*As you enter your inn for a quick meal or to return to your room, the innkeeper hustles over to you. "I'm so glad you returned. There's someone here to meet with you. He seems very important, or at least he keeps talking with big words that sound important. I'm so glad you returned because he won't stop talking. It's maddening. Please speak with him right away so he'll leave me alone. Please."*

Allow the PCs to do as they wish. If they follow the innkeeper, then continue. Read this if they don't know the Professor from before.

*The innkeeper leads you to a private room with several chairs and a table. Tall and rather heavy set, a simply dressed man introduces himself as Professor Tol Muskegum. "I'm a history professor with the Rel Mord University. We have some urgent business together. Please sit down."*

If they know they Professor from a previous adventure, read this paragraph:

*The innkeeper leads you to a private room with several chairs and a table. Already at the table, the tall man's eyes light up. "Oh, it is so good to see you again. When I found out that they wanted to hire my saviors, I offered to talk to you myself. Please sit down, we have much to discuss."*

After either of those introductions, continue here.

*Once you have taken your seats (or chosen to continue standing), Tol continues. "Last year an organization loyal to the King contacted me on official business. It seems news of my abilities with translating various dialects of goblin have gotten around. They needed my expertise in this field to help with some translations and to help track recent goblin activity."*

*"I was brought into the organization after raids and attacks in the region now known as Maglubiyet's Triangle increased. Some agents have also learned through an informant of some machinations of Worjjus, a foul man who fancies himself a breeding consultant. We intercepted some documents relating him to a local goblin lord and to the mage killer Flandrynt, a former associate of the Dark Brother."*

*"Recently, a group of adventurers discovered a goblin map leading back to some previously unknown village. According to the notes, it is a goblin village and breeding compound. The village is*

*built around a Shrine to Khurgorbaeyag, a goblin deity of slavery and oppression."*

*"Intelligence reports claim it is, in fact, a breeding and training compound for fiendish goblins, wolves, and worgs. The King does not want this type of facility, or a humanoid army, within his borders. Therefore, my employers wish to hire you."*

*"You will serve as a tactical strike team. Your mission is to enter into the village, stop the breeding program and slay or capture the leaders. We believe these individuals to be Worjjus and Lagoch. The later is the goblin lord who rules this band of goblins."*

*"Don't worry about a village full of goblin warriors. The army is supplying a strike force to lure the goblin forces away from their base for a full field engagement. Once the goblins have taken the bait, you go in and complete your mission."*

*"Will you serve the King of Nyronnd and help the villagers? Will you accept this mission?" Professor Muskegum pushes his glasses back on atop his nose and drinks his warm cup of tea. "Hmmm? The King needs you."*

The PCs must sneak into the village during the army's attack. Then they should kill or capture the leaders and disable their breeding program.

*"We believe the devil Kajabor is with them in the village, but we can't seem to pinpoint him. If he is there, he's probably being used in the breeding program, so you'll have to stop him too. Use the Blood Amulet to help defeat him. Once he is slain, smash the amulet to permanently destroy the devil."*

*"Remember, the leaders of the goblin horde and the breeding program must be killed or captured. They can not be allowed to escape and restart their program again."*

Tol Muskegum hands over the Blood Amulet and map if no one has them from previous adventures. Tol and the army don't have specifics about the breeding program except that they are producing fiendish goblins, wolves, and worgs, as well as half-fiendish goblins and worgs. Those creatures grow at a faster rate than normal members of the individual species, so they are approaching a viable age for combat.

*Tol adds, "Remember, once he is dead, smash this amulet. It must be done within one cycle of Celene once both forms are slain, otherwise both his shadow and material body will reform. That may seem like a lot of time, but the amulet has a nasty habit of teleporting away once his body is dead. You may only have a few minutes, or less, before that happens."*

*"Good hunting. For King and country!"*

**Developments:** If the PCs ask for additional information from informants, Tol will inform them that they

transferred a goblin inmate from Curtulenn here just in case they needed more information.

*"You want additional information from the informant? Well, that can be arranged. We had one of the goblins captured two years ago in Curtulenn brought here so I could ask additional questions. He's still incarcerated in the main dungeon right now. I could get you access to him if you like. I can also serve as translator if you need it."*

Tol continues, *"I'm not really sure what else you can get from him. But then again, you are the professionals that I was asked to hire. You're a better judge than I on such matters. Meet me at the garrison gates in three hours. I should have permission by then."*

If they take this path, proceed to **Encounter 5**; otherwise continue on with **Encounter 6**.

## ENCOUNTER 5: WHEN JAIL BIRDS SING

This optional encounter is here in case the PCs wish to interrogate the captured goblin raider.

*When you arrive at the garrison gate, Tol Muskegum is there waiting for you. "Oh there you are friends, please follow me." He shows the guard his papers and motions for you to follow. After several turns, doors, stern glances, and sets of stairs, you find yourself in the main military dungeon. The dungeon guards escort you into a small room with a goblin tied to a chair. A hooded lantern's light is focused on the naturally nocturnal goblin. He continues to wince in pain.*

*One of the guards says, "Here you go. The little pest doesn't like intense light. Ha, ha, ha." The other guards join in on his laughing.*

*"Knock on the door when you're through." says the guard. Then he spits on the goblin, saying, "Filthy monster! Your kind should be exterminated from Nyronnd's soil!" The guard leaves and locks the door.*

*Tol looks a bit bewildered. "Apparently he doesn't like goblinoids very much. That's such a shame. Why ..." Tol catches your glances and stops mid-sentence. "Let's ask your questions."*

The PCs can use either Diplomacy or Intimidate checks to determine their success. The Diplomacy DCs and level check modifiers are based on the APL. The level check modifier already takes into account all circumstance modifiers for each tier.

### APL 2 & 4

He starts out Indifferent (DC 15) and he has a modified level check of +5.

## APL 6 & 8

He starts out Unfriendly (DC 25) and he has a modified level check of +9.

## APL 10 & 12

He starts out Hostile (DC 35) and he has a modified level check of +13.

Here are some modifiers that affect the results of the Diplomacy check. The total modifier only applies to the primary roller, not to anyone assisting.

Condition	Mod.
Each dwarf in the party	-1
Rich upkeep (primary only)	-2
Luxury upkeep (primary only)	-4
Each kobold or centaur in the party	+1
Offer him a drink	+1
Offer him food	+1
Each person speaking goblin	+1
Living off the wild (primary only)	+2

♣ **Entar:** male goblin warrior 2; hp 14.

After all that work, here's what the lowly goblin called Entar has to say if and when he talks.

### Q. Where are you from?

A. "From our home under Penjo Fen." This is the old Telshin place encountered in NYR6-04 *Kelwyn's Keys*. He's been asked this several times.

### Q. Where did you grow up?

A. "In the wilds." Not specific enough to follow. However, if you collect his information and make a DC 15 Knowledge (geography) check, the PCs can determine the mysterious map's village corresponds to his childhood home.

### Q. Who is in charge of the goblin army?

A. "Lagoch the goblinlord. He uses bad magic on us if we don't follow orders. But he also fixes us when we grow ill."

### Q. Is there anyone else there who is not a goblin?

A. "Before, there was a strange hooman who made us hurt. He's a bad man. So I left with Penjo to leave that place." That human is Worjjus, who left and has now returned. But this goblin doesn't know that he has returned.

### Been There, Done That

Military-based questions have already been asked. The army is already using the information on troop strength and patrol patterns in their attack. That's why they hired you to perform a quick strike to the leaders. This should break the goblin forces and rout them into the wilds.

## ENCOUNTER 6: THE FIENDISH VILLAGE

This describes the trip to the evil village, as found on the mysterious map. Once the PCs are in place, they hear the signal of the Nyronal Army approaching from the other side. They'll watch the goblin army mobilize and set out to meet the Nyronese soldiers.

*You watch from the road as the final battalion of the army disappears in the distance. It is now your job to travel around the other direction to meet up at the foul village.*

*The trip is uneventful as the rolling hills and nearly deserted villages pass by. What farmers and villagers there are eye you warily, often running into their homes for safety. The increasing raids by the goblins have made them all fearful and edgy.*

*A few days later, you turn east into the forested areas of the County. The area seems to be lacking sufficient wildlife as if the land is over hunted. In the distance, you spot the lingering smoke from a village's chimneys.*

*You have arrived.*

*Only a handful of goblins remain in the village and most look relatively harmless. The wide trail of the horde's route to meet the army is clearly visible even from this distance. Obviously, the goblin's main force has taken the bait.*

**Creatures:** Roughly two or three hundred goblins are off to meet the Royal army in the field of battle. The PCs are supposed to sneak in and kill the leaders. Mostly, there are only a handful of non-combatants left in the village now such as women and children.

Of course, there's also a rear guard to defend the village. This force sulks in the village awaiting an attack. They are looking (and smelling) for any intruders.

Unless the PCs are stealthy, they encounter the following group just outside of the village proper. Otherwise, if the PCs are not spotted or heard by the guards, they will not encounter this group until someone raises an alarm or another fight breaks out within the village.

### APL 2 (EL 4)

♣ **Karuuk Fen:** male goblin warrior 3/fighter 1; hp 33; Appendix 1.

♣ **Worg:** hp 30; *Monster Manual* 256.

### APL 4 (EL 6)

♣ **Karuuk Fen:** male goblin warrior 3/fighter 4; hp 62; Appendix 1.

♣ **Fiendish Worg:** hp 38; Appendix 1.

#### APL 6 (EL 8)

➤ **Karuuk Fen:** male goblin warrior 3/fighter 6; hp 81; Appendix 1.

➤ **Fiendish Advanced Worg:** hp 80; Appendix 1.

#### APL 8 (EL 10)

➤ **Karuuk Fen:** male goblin warrior 3/fighter 8; hp 100; Appendix 1.

➤ **Fiendish Advanced Worg:** hp 115; Appendix 1.

#### APL 10 (EL 12)

➤ **Errko & Karuuk Fen:** male goblin warrior 3/fighter 8; hp 100 each; Appendix 1.

➤ **Fiendish Advanced Worg (2):** hp 115 each; Appendix 1.

#### APL 12 (EL 14)

➤ **Errko & Karuuk Fen:** male goblin warrior 3/fighter 10; hp 119 each; Appendix 1.

➤ **Half-Fiend Advanced Worg (2):** hp 162 each; Appendix 1.

**Tactics:** These are experienced troops so they will use good military tactics. They focus damage and the worgs attempt to trip their opponents. The worgs also flank with their masters to bring down foes quickly if they are not being ridden.

#### Treasure:

👑 **APL 2:** Loot: 84 gp; Coin: 0 gp; Magic: 0 gp

👑 **APL 4:** Loot: 64 gp; Coin: 0 gp; Magic: 297 gp – +1 small lance (193 gp each), +1 chain shirt (104 gp each)

👑 **APL 6:** Loot: 91 gp; Coin: 0 gp; Magic: 547 gp – +1 small lance (193 gp each), +1 chain shirt (104 gp each), ring of protection +1 (167 gp each), vest of resistance +1 (83 gp each)

👑 **APL 8:** Loot: 91 gp; Coin: 0 gp; Magic: 880 gp – +1 small lance (193 gp each), +1 chain shirt (104 gp each), gauntlets of ogre power (333 gp each), ring of protection +1 (167 gp each), vest of resistance +1 (83 gp each)

👑 **APL 10:** Loot: 182 gp; Coin: 0 gp; Magic: 1,760 gp – +1 small lance (2) (193 gp each per lance), +1 chain shirt (2) (104 gp each per shirt), gauntlets of ogre power (2) (333 gp each per set of gauntlets), ring of protection +1 (2) (167 gp each per ring), vest of resistance +1 (2) (83 gp each per vest)

👑 **APL 12:** Loot: 182 gp; Coin: 0 gp; Magic: 3,260 gp – +2 small lance (2) (693 gp each per lance), +1 chain shirt (2) (104 gp each per shirt), gauntlets of ogre power (2) (333 gp each per set of gauntlets), ring of protection +1 (2) (167 gp each per ring), vest of resistance +2 (2) (333 gp each per vest)

**Detect Magic Results:** +1 small lance (faint transmutation), +2 small lance (faint transmutation), +1 chain shirt (faint transmutation), gauntlets of ogre power (faint transmutation), ring of protection +1 (faint abjuration), vest of resistance +1 (faint abjuration), vest of resistance +2 (faint abjuration).

**Development:** Remaining goblin villagers will flee into their homes to hide from the interlopers after the combat ends. These consist of pregnant females, other women, elderly and lame male goblins, and children. When approached, they will cower, flee or hide.

If any of the guards survive, they inform Lagoch of intruders and seek to heal up using healing potions from the stores or receive healing from Lagoch. Then they will attempt to ambush the PCs later during their investigations.

While they make their way through the village, if the PCs are not using stealth, they come across another patrol on foot. If they are being stealthy, simply inform them that they have slipped past a small patrol of goblin warriors. Otherwise, read the following.

*During your travels through the village, you spot a wandering goblin patrol. With guile and superior skill, you kill the unsuspecting goblins quickly. These goblin warriors seem easy to kill.*

**DM Note:** All the goblin buildings are built for small creatures. They are not really suited or designed to house medium or larger creatures – except for those noted below like the kennels.

The walls are constructed of wood. The ceiling height inside is a mere 5 feet, making it difficult for taller creatures to move or fight well. Treat anyone taller than 5 feet or larger as moving through difficult terrain – i.e. no 5 ft. step and each square counts as 10 feet of movement. Medium and large creatures are squeezed when using doors (large creatures cannot stop in a doorway).

🔱 **Wooden Doors:** 1.5 in. thick; hardness 5; hp 15; AC 5; Break DC 18.

🔱 **Wooden Walls:** 6 in. thick; hardness 5; hp 60; AC 5; Break DC 20; Climb DC 21.

#### A. BARRACKS

Where the regular goblins are housed.

*It's much like any other military barrack built and run by small humanoids. Multi-level bunks are stacked closely together. Small footlockers filled with odds and ends litter the floor. The large room smells bad, caused by several piles of soiled clothes and worn leather armor.*

#### B. SHRINE

The ancient shrine around which the village was established.

*The square building sits at the center of the tiny village. A large carved edifice of a great warrior with his arms raised adorns the northern face of the building, his gauntleted arms and mighty torso mold into the wall forming an awning for the ornate door. The carved arms flank the entranceway.*

Go to **Encounter 8** when the PCs enter the building. The door is similar in construction to that found in the tomb beneath the Tears of Bargrivyek, for those who played that adventure.

At APL 12, the PCs will see the huge wood element dire bear outside the Shrine. The others members of that combat will be there also. Go directly to **Encounter 9**.

### **C. KENNELS (WOLVES AND WORGs)**

Where the canine mounts are housed.

*For kennels, these are larger than you'd expect from small creatures, and more lavish. The walls are sturdily constructed and well kept. Several fine gates allow access to the pens. This large L-shaped building has several sections, including training rings, long runs, and bathing areas.*

*Across from the pen house are the offices and residence of the kennel masters and canine trainers. It also has a small leather shop with saddles in various stages of construction and repair.*

### **D. FIEND NURSERY**

Obviously better quarters for the fiendish goblins and also housing some of the young fiendish goblins that are too small for combat.

*This ornate building towers over the other buildings. It's almost comfortable for medium-sized creatures to enter. It appears to be the main building, possibly for royalty or other leader types. A few odd openings near the roof appear on two sides of the building. A large chimney bellows smoke out its stack.*

Go to **Encounter 7** when the PCs enter the building.

### **E. MESS HALL AND TAVERN**

Where the goblins eat and drink. Location of the kitchen.

*This building is a large room filled with tables, chairs and dog bowls. The other half of the building is a kitchen and storeroom. Just outside the back door is a small still where the goblins make their mead and other stout drinks.*

*Since the army is gone, the mess hall and tavern is empty. All goblins able to fight were sent to the front lines or are on patrol.*

### **F. SUPPLY BUILDINGS**

These buildings house the supplies needed to keep this horde operational. Some also house the loot gained from their victims.

*These buildings are filled with supplies for a military and their mounts. From foodstuff, replacement parts, cooking and cleaning utensils, and weapons, these warehouses are usually locked*

*up. But with the rush to meet the enemy, the quartermasters got last minute supplies and left the buildings unlocked.*

### **G. LATRINE AND REFUSE**

Where the goblins and their mounts keep their waste and garbage.

*This is where the goblins keep their waste and garbage. It smells really bad, even for goblins.*

### **H. DEFENSIVE POSITIONS**

Guard stations that are not currently manned due to the attack. Normally, they have 2-4 goblin warriors at each location.

*These tall wooden towers give the sentries on duty a clear view all around the village. They are now serving as scouts for the confrontation with the enemy army closing in on the village.*

## **ENCOUNTER 7: RAISING THE CHILDREN OF MALICE**

This encounter deals with the breeding stables and the fiendish goblin children. It also covers how they grew up and where they are. This information is based on the notes and journal entries of Worjjus.

*Once inside, you see several rooms for a variety of functions. There is a special room for infant goblins and their wet nurses. Two other rooms house young and very young goblins. These little urchins are not your typical scraggly goblin. Some have leathery wings, others curved horns atop their brow, and others have cloven hooves for feet. They all have cruel red eyes and malicious grins.*

*The largest room houses the older goblin children including a perch and loft for the flying variety. This barracks is filled with nice bunks and expertly crafted furniture. The rugs on the floor are nice quality, possibly hailing from Ekbir or Ket.*

The only residents in this building are the very small children, evil infants, and their nurses. None are combative, though they hiss and snap at the PCs when they are around.

## **ENCOUNTER 8: SHRINE OF KHURGORBAEYEG**

Here are the details for the Shrine of Khurgorbaeyag.

◆ **Stone Doors:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

🔨 **Masonry Walls:** 1 in. thick; hardness 8; hp 90; AC 5; Break DC 35; Climb DC 20.

*As you enter into the dark room, you notice the large statue of a fierce goblin warrior on the far wall. Flanking it on either side are ritual altars and other religious tools. The goblin god is holding a whip. He stands on the backs of what appear to be human, dwarf, and elf slaves. His toothy sneer peaks out beneath his heavy helm.*

At the base of the statue, written in goblin, is "Khurgorbaeyag the Overseer".

*The room has two doors; one on the left wall and one around a corner to the right. The left one has all sorts of strange runes and square boxes carved into it. The other is a normal door.*

**Developments:** If the PCs make any noise in this room, the individuals in **Encounter 9** will start casting buff spells, entering the room to attack if they finish. Otherwise, they will be waiting for the PCs in the next room. If the PCs are stealthy, they could potentially catch them by surprise. Of course, unless the PCs somehow knew they were there, no surprise round as both sides are surprised.

Allow Lagoch and Worjjus to make Listen checks (-10 for the wall, -2 for each 10 ft to the PC making noise) to hear the PCs in the main shrine. If they hear the PCs, they begin to cast buffing spells.

Once this happens, give the PCs a chance to hear the spellcasting (DC 0 Listen check, +10 for the wall, +2 for each 10 ft to the PC) in the next room each round the opponents take to cast spells.

## ENCOUNTER 9: THE BOSS FIGHT

The masterminds of this little community and fiendish breeding pen are found at this location. At APL 12, these individuals will be outside of the Shrine since the huge wood element dire bear won't fit through the door.

*This room houses two fine beds, two tables, and a pile of notes, books, and scrolls. Aside from the plush accommodations, there are two people here. One is a wizened old goblin. The other is a thin, weasel-like human of mixed blood. Both look quite annoyed at your intrusion.*

### APL 2 (EL 4)

👤 **Druid Lieutenant:** male human druid 4; hp 36; Appendix 1.

🐺 **Wolf Companion:** hp 32; Appendix 1.

### APL 4 (EL 6)

👤 **Druid Lieutenant:** male human druid 6; hp 48; Appendix 1.

🐺 **Wolf Companion:** hp 48; Appendix 1.

### APL 6 (EL 8)

👤 **Cleric Lieutenant:** male goblin cleric 5; hp 49; Appendix 1.

👤 **Druid Lieutenant:** male human druid 7; hp 56; Appendix 1.

🐺 **Dire Wolf Companion:** hp 54; Appendix 1.

### APL 8 (EL 10)

👤 **Lagoch:** male goblin cleric 9; hp 88; Appendix 1.

👤 **Druid Lieutenant:** male human druid 7; hp 56; Appendix 1.

🐺 **Dire Wolf Companion:** hp 54; Appendix 1.

### APL 10 (EL 12)

👤 **Lagoch:** male goblin cleric 9; hp 88; Appendix 1.

👤 **Worjjus:** male human druid 11; hp 88; Appendix 1.

🐺 **Dire Wolf Companion:** hp 72; Appendix 1.

### APL 14 (EL 14)

👤 **Lagoch:** male goblin cleric 9; hp 88; Appendix 1.

👤 **Worjjus:** male human druid 11; hp 88; Appendix 1.

🐺 **Dire Wolf Companion:** hp 72; Appendix 1.

🐻 **Wood Element Advanced Dire Bear:** hp 219; Appendix 1.

### Treasure:

👑 **APL 2:** Loot: 90 gp; Coin: 0 gp; Magic: 177 gp – potion of cure serious wounds (63 gp each), scroll of cure serious wounds (31 gp each), vest of resistance +1 (83 gp each)

👑 **APL 4:** Loot: 89 gp; Coin: 0 gp; Magic: 319 gp – +1 dragonhide breastplate (142 gp each), potion of cure serious wounds (63 gp each), scroll of cure serious wounds (31 gp each), vest of resistance +1 (83 gp each)

👑 **APL 6:** Loot: 49 gp; Coin: 0 gp; Magic: 855 gp – +1 chain shirt (104 gp each), +1 composite longbow (+1 Str bonus) (208 gp each), +1 dragonhide breastplate (142 gp each), +1 small greataxe (193 gp each), potion of cure serious wounds (63 gp each), scroll of cure serious wounds (2) (31 gp each per scroll), vest of resistance +1 (83 gp each)

👑 **APL 8:** Loot: 49 gp; Coin: 0 gp; Magic: 1,521 gp – +1 composite longbow (+1 Str bonus) (208 gp each), +1 dragonhide breastplate (142 gp each), +1 small greataxe (193 gp each), +2 chain shirt (354 gp each), gauntlets of ogre power (333 gp each), potion of cure serious wounds (63 gp each), scroll of cure serious wounds (2) (31 gp each per scroll), vest of resistance +1 (2) (83 gp each per vest)

👑 **APL 10:** Loot: 49 gp; Coin: 0 gp; Magic: 2,687 gp – +1 beastskin dragonhide breastplate (808 gp each), +1 composite longbow (+1 Str bonus) (208 gp each), +1 small greataxe (193 gp each), +2 chain shirt (354 gp each), gauntlets of ogre power (333 gp each), lesser iron ward

diamond (167 gp each), *periapt of wisdom* +2 (333 gp each), *potion of cure serious wounds* (63 gp each), *scroll of cure serious wounds* (2) (31 gp each per scroll), *vest of resistance* +1 (2) (83 gp each per vest)

**APL 12:** Loot: 49 gp; Coin: 0 gp; Magic: 2,687 gp – +1 *beastskin dragonhide breastplate* (808 gp each), +1 *composite longbow* (+1 Str bonus) (208 gp each), +1 *small greataxe* (193 gp each), +2 *chain shirt* (354 gp each), *gauntlets of ogre power* (333 gp each), *lesser iron ward diamond* (167 gp each), *periapt of wisdom* +2 (333 gp each), *potion of cure serious wounds* (63 gp each), *scroll of cure serious wounds* (2) (31 gp each per scroll), *vest of resistance* +1 (2) (83 gp each per vest)

**Detect Magic Results:** +1 *beastskin dragonhide breastplate* (strong transmutation), +1 *chain shirt* (faint transmutation), +1 *composite longbow* (+1 Str bonus) (faint transmutation), +1 *dragonhide breastplate* (faint transmutation), +1 *small greataxe* (faint transmutation), +2 *chain shirt* (faint transmutation), *gauntlets of ogre power* (faint transmutation), *lesser iron ward diamond* (moderate evocation), *periapt of wisdom* +2 (faint transmutation), *potion of cure serious wounds* (faint conjuration), *scroll of cure serious wounds* (faint conjuration), *vest of resistance* +1 (faint abjuration).

**Developments:** Depending on the APL, the PCs may have only defeated the lieutenants of Lagoch and Worjjus, or Lagoch and Worjjus themselves. No matter, if the villain did not actually appear in the combat, he was slain during the battle with the army if the PCs defeated his lieutenant. Thus they are considered slain by the PCs for the purposes of mission objectives and rewards. However, if the lieutenant gets away somehow, so does his counterpart.

If the PCs ask specifically for the identities of these fallen enemies, you should let them know that they don't quite match the descriptions they have. They can find out later that the real leaders were in the main battle.

At some point when the fight is over, they should have time to examine the door on the left side of the shrine. It has a strange puzzle. See the DM Aid: *The Door Puzzle* for the riddle and its solution. When they have the time to fully examine the door, move on to **Encounter 10**.

## ENCOUNTER 10: SOUL REDEMPTION

The soul of Kralis, one of the Devilslayers and Kelwyn's father, escaped the dimensional prison during one of Lagoch's test. He's here to help the PCs with their situation.

Give the PCs *Player Handout: Doorway Buttons and Riddle* when they have the time to examine the door.

There are five rows by four columns of buttons each with a word on them. Each button has goblin runes inscribed upon them. Below each, someone carved in the translation in Common. Fyodor, the Devilslayers' mage translated these runes and added the information to help

him trap Kajabor behind the door. Therefore, knowing goblin doesn't really help. Lagoch hasn't removed the translations mostly due to disinterest.

Off to the side, also written in the goblin language, but also translated, is the following riddle:

"In the room below, on the chair above, ride the charger to the river's lock. Destiny's thread leads to oblivion."

After a short while, read the following:

*As you stand about trying to determine the best way to open the mysterious door, a strange apparition appears. The ghostly form rises from the floor. Its eyes are sunken and its intangible clothes rotted. A low moan drones out of its mouth.*

This is a ghost. Anyone who makes a DC 15 Knowledge (religion) check will recognize it as such. Give them some time to react to this strange creature. If they don't attack right away, then read the following. If they do attack, he simply flees. He'll return once, in about ten minutes. If they attack again, he leaves indefinitely, waiting for someone else to come along that is more reasonable.

*The ghostly form writhes for a moment, then speaks. "My name is Kralis, main fighter for the Devilslayers. I wish to help you if you are willing to trust me."*

*"I know the secret of this door, not the clues to open but the knowledge that it can only be opened from this side. Once you cross into the other side, I will use your solution to open the door again for you to pass through. It is the least I can do if you slay my hated enemy Kajabor."*

He allows the players time to agree or ask questions. Here's what he can offer in the way of information.

**Q: Where have you been?**

A: I was trapped on the other side in the prison dimension with Kajabor. My friends and I were slain years ago. Only I survive in this undead form to complete my mission.

**Q: Are you related to Kelwyn?**

A: Kelwyn? You know of my little son. Yes, I am his father. He lives in Curtulenn with his mother. He must be a young man by now, growing his first beard.

**Q: How do you know that it is one way?**

A: I've been stuck on the other side for years. Kajabor has tried unsuccessfully to exit the prison. Recently, a goblin cleric was able to enter the prison. He quickly turned around and exited through the arch, but not before I made my way through too. A human was helping him activate and deactivate the door. That's how I saw the special code to allow the return trip.

**Q: Kajabor gets stuck in prisons a lot, huh?**

A: Yes, it seems to be his lot in life – to constantly be trapped by the forces of evil. Evil beings use other evil beings in cruel activities. So they must also control and contain their evil subjects, lest they fall to betrayal.

**Q: Where will you go once you let us out?**

A: I will go nowhere. Once Kajabor is dead, my mission, my purpose in this life is complete. I will avenge the death of my friends and fulfill our mission to stop evil – especially devils. I will most likely cease to exist.

**Q: We don't trust undead. Give us the code so we can do it ourselves.**

A: As you wish, but then someone will need to stay behind. Kajabor is a wily foe. If you all attack Kajabor, then maybe you will have a chance. But if that is your wish, here is the code.

You must press Balance once everyone has gone through. Stepping in from this side turns on the 'one-way' setting.

**Developments:** If the PCs decide to Greater Turn the ghost and destroy him, or simply refuse to talk with him, they will likely miss out on their only way back to Oerth. If they should get stuck in the pocket dimension, Corvus will eventually figure out the door and free them, but nearly half the year (26 TUs) will have passed in the real world. These TUs will not cost any upkeep as the dimension sustains them.

## ENCOUNTER 11: YOU LITTLE DEVIL

The PCs drop into a strange plane only to find themselves facing Kajabor, the little devil who is plaguing this series.

*The swirling colors finally stop spinning. You find yourself on a large square slab of stone floating in the air. You know that because you can see over the side at other large, floating slabs of stone floating in the air. At least you think it is air. Around you is a large archway that is 15 ft wide and 15 ft high.*

*Looking at the two corners near your position, you see a strange sigil engraved on the stone floor. The sigils are glowing in a strange bright orange color. The whole space is filled with a pale ambient light, neither too bright nor too dark.*

*Around you are three other floating platforms of stone like the one you are standing on. They are lined up in a perfect grid pattern. Each platform is square in shape, 55 ft. on a side.*

*Above you, perhaps 150 ft. away, are four other stone platforms. And peeking over the edge, you see another set of platforms 150 ft. below.*

*Across from your position is dark, muscular individual leaning against a wicked looking glaive. He cracks his neck to the side and deftly spins the glaive into his hands. His voice sends chills down your spine as he says, "So, you've come to play with*

*poor Kajabor, eh? Pity no one told you it's a one-way trip to this accursed prison. Oh dear. Where are my manners?" His teeth shine as a cruel smile emerges from his face. "Please stay a while. I'd love to have my new guests...for dinner."*

*He attacks.*

### APL 2 (EL 4)

☛ **Kajabor:** male bearded devil (weakened): hp 36; Appendix 1.

### APL 4 (EL 6)

☛ **Kajabor:** male bearded devil fighter 1: hp 78; Appendix 1.

### APL 6 (EL 8)

☛ **Kajabor:** male bearded devil fighter 3: hp 103; Appendix 1.

### APL 8 (EL 10)

☛ **Kajabor:** male bearded devil fighter 5: hp 128; Appendix 1.

### APL 10 (EL 12)

☛ **Kajabor:** male bearded devil fighter 7: hp 153; Appendix 1.

### APL 12 (EL 14)

☛ **Kajabor:** male bearded devil fighter 9: hp 193; Appendix 1.

**Environment:** Due to the nature of the dimension, any creatures summoned into this realm cannot return. Usually, when summoned creatures (such as from the *summon monster* or *nature's ally* spells) die, they vanish back to their plane. But in this pocket dimension, their bodies remain trapped. If the bodies are brought through the arch back to the prime material, then the bodies immediately vanish back to their origin.

Teleport, *dimension door*, and other transportation magics work within the dimension, unless they require a visit to other planes. For instance, *shadow walk* and the Horizon Walker's *dimension door* spell-like ability require transit to other planes for travel and thus do not work here.

The teleporting sigils activate immediately when someone stands on them. The user can select of which visible platform to transport to as they activate the sigil however they only appear on a matching sigil. If they don't have a platform in mind, then they teleport to an adjacent random one. Flying over a sigil doesn't activate it. The person must step anywhere on the magic square to teleport.

Creatures of other sizes can also teleport via the sigils if they are huge or smaller. There must be sufficient space in the new location or else they are pushed back and possibly off the platform.



A person can only teleport once per round using the sigils even if they can reach others in their normal movement. After the first teleport, the second occurs just prior to their next round of actions – if they remain on the sigil.

#### Planar Traits of the Prison Dimension:

- Normal Gravity
- Timeless (No need for rest or food. No aging but you heal normally over time.)
- Self-Contained Shape\*
- Alterable Morphic (like the prime material)
- No Elemental Traits
- Mildly Law-Aligned (Creatures who have a Chaotic alignment take a -2 circumstance penalty on all Charisma-based checks.)
- Normal Magic

\* The space between each platform is empty. Starting at one point in the plane, you can fly up to 150 ft. before you arrive back at the same spot. You can do likewise along the horizontal axis too. Therefore, if you fall between the platforms, you will continuously fall until someone can fetch you or stop your fall. The good news is you won't fall to your death since you never land.

The platforms of stone line up horizontally and vertically in straight lines. It is a very orderly environment.

Allow the PCs a DC 30 Spot check to see themselves in the distance. This also clues them in on the Self-Contained Shape planar trait. With this clue, a PC can make a DC 15 Knowledge (the planes) check to understand the nature of this planar trait.

**Tactics:** If the PCs seem difficult to defeat with a frontal assault, he'll resort to hit and run tactics using his teleport ability to move to remote platforms.

Anyone wearing the Blood Amulet is the focus of his attacks when tactically convenient. He makes sure this person is dead, not just bleeding out. If possible, he takes the amulet back. If the amulet gets back into his possession, he heals fully (once).

#### Treasure:

👑**APL 2:** Loot: 0 gp; Coin: 0 gp; Magic: 442 gp – +1 chain shirt (104 gp each), +1 glaive (192 gp each), *potion of cure serious wounds* (63 gp each), *vest of resistance +1* (83 gp each)

👑**APL 4:** Loot: 0 gp; Coin: 0 gp; Magic: 442 gp – +1 chain shirt (104 gp each), +1 glaive (192 gp each), *potion of cure serious wounds* (63 gp each), *vest of resistance +1* (83 gp each)

👑**APL 6:** Loot: 0 gp; Coin: 0 gp; Magic: 775 gp – +1 chain shirt (104 gp each), +1 glaive (192 gp each), *gauntlets of ogre power* (333 gp each), *potion of cure serious wounds* (63 gp each), *vest of resistance +1* (83 gp each)

👑**APL 8:** Loot: 0 gp; Coin: 0 gp; Magic: 1,192 gp – +1 chain shirt (104 gp each), +1 glaive (192 gp each), *gauntlets*

*of ogre power* (333 gp each), *potion of cure serious wounds* (63 gp each), *ring of protection +1* (167 gp each), *vest of resistance +2* (333 gp each)

👑**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: 2,192 gp – +1 chain shirt (104 gp each), +1 glaive (192 gp each), boots of speed (1,000 gp each), *gauntlets of ogre power* (333 gp each), *potion of cure serious wounds* (63 gp each), *ring of protection +1* (167 gp each), *vest of resistance +2* (333 gp each)

👑**APL 12:** Loot: 0 gp; Coin: 0 gp; Magic: 3,697 gp – +1 glaive (192 gp each), +2 chain shirt (354 gp each), *amulet of natural armor +1* (167 gp each), boots of speed (1,000 gp each), *gauntlets of ogre power* (333 gp each), *potion of cure critical wounds* (2) (117 gp each per potion), *ring of protection +2* (667 gp each), *vest of resistance +3* (750 gp each)

**Detect Magic Results:** +1 chain shirt (faint transmutation), +1 glaive (faint transmutation), +2 chain shirt (faint transmutation), *amulet of natural armor +1* (faint transmutation), boots of speed (moderate transmutation), *gauntlets of ogre power* (faint transmutation), *potion of cure critical wounds* (moderate conjuration), *potion of cure serious wounds* (faint conjuration), *ring of protection +1* (faint abjuration), *ring of protection +2* (faint abjuration), *vest of resistance +1* (faint abjuration), *vest of resistance +2* (faint abjuration), *vest of resistance +3* (faint abjuration).

**Developments:** When Kajabor is slain. Read the following.

*As the final streams of blood leave the devil's body, his Blood Amulet flashes once. The smell of brimstone smolders from the amulet. Both his shadow and his physical form have been slain, but the amulet remains.*

Due to the restrictive nature of the dimension, the Blood Amulet doesn't teleport away. However, if it is brought out of the plane through the portal, then it does teleport away in 10 rounds. Beginning on round 1, the amulet begins to hum and vibrate. In each successive round, the amulet vibrates more energetically and hums louder. If the PCs don't get the hint by round ten, the amulet teleports away in round eleven. One solid hit with a metal weapon will destroy the amulet.

## ENCOUNTER 12: LOST AND FOUND

The PCs find the bodies of the Devilslayers.

*After a brief reconnoiter of the platforms, you find four bodies of long dead adventurers slumped over on a far platform. Investigating their bodies, you find that one of them matches the likeness of Kralis. These must be the Devilslayers' bodies.*

If the PCs drag the bodies back through the portal, then Kralis' ghost say the following:

*"You have found my body and the body of my companions. Oh my good friends Aron Thul, Beromand, and Tythis Truthteller. We fought well together. Please bring their bodies back to civilized lands and bury them for me." The ghost sighs. "And if you wouldn't mind, tell my son I love him and I'm sorry. Finally, my soul can rest in peace. Thank you all." His image fades.*

## CONCLUSION

*After stowing all your loot and preparing the bodies for travel, you prepare to leave the little goblin village. Several horsemen ride into the village atop sweaty horses. They wear the armor of the Nyrond army.*

*"Hail adventurers. I bring you good news. The King's forces have broken the goblin line. They are routed and fleeing. We are here to prevent them from regrouping or finding solace at their camp."*

The PCs can follow the army back to Mowbrenn or make their own way back. Regardless, the army allows them any loot they can haul back.

*Your trip back to Mowbrenn is uneventful other than the occasional minor skirmish with wounded goblin warriors. Tol Muskegum and his personal guards meet you later that day. "This is a great day for Nyrond and the local villagers. You have stopped the marauding goblins from killing innocent farmers and have put a final end to the King's foes. On his behalf, we thank you."*

*Many hours later, the haggard merchant Kelwyn finds you. His eyes are tear-filled and his face red with emotion. "You have my undying gratitude. You have redeemed my father's name and brought his body back from the gods know where. Most importantly, you have slain my father's murderer and given me the satisfaction of vengeance. My family is in your debt." He bows low and begins to sob.*

**Treasure:** If the PCs accepted and fulfilled Kelwyn's offer, he pays them each 200 gp.

👑APL 2: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

👑APL 4: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

👑APL 6: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

👑APL 8: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

👑APL 10: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

👑APL 12: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

The End

## EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### Encounter 7

Defeat the goblin rear guard

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

### Encounter 10

Defeat the breeding program leaders

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

### Encounter 12

Defeat Kjabor

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

### Story Award

Solve the riddle of the door

APL 2	45 XP
APL 4	70 XP
APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP

### Story Award

Return the Devilslayers' bodies to Kelwyn

APL 2	45 XP
APL 4	65 XP
APL 6	90 XP
APL 8	110 XP
APL 10	135 XP
APL 12	155 XP

### Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP

APL 8  
APL 10  
APL 12

1,125 XP  
1,350 XP  
1,575 XP

## TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

### Encounter 6: The Fiendish Village

**APL 2:** Loot: 84 gp; Coin: 0 gp; Magic: 0 gp

**APL 4:** Loot: 64 gp; Coin: 0 gp; Magic: 297 gp – +1 small lance (193 gp each), +1 chain shirt (104 gp each)

**APL 6:** Loot: 91 gp; Coin: 0 gp; Magic: 547 gp – +1 small lance (193 gp each), +1 chain shirt (104 gp each), ring of protection +1 (167 gp each), vest of resistance +1 (83 gp each)

**APL 8:** Loot: 91 gp; Coin: 0 gp; Magic: 880 gp – +1 small lance (193 gp each), +1 chain shirt (104 gp each),

gauntlets of ogre power (333 gp each), ring of protection +1 (167 gp each), vest of resistance +1 (83 gp each)

**APL 10:** Loot: 182 gp; Coin: 0 gp; Magic: 1,760 gp – +1 small lance (2) (193 gp each per lance), +1 chain shirt (2) (104 gp each per shirt), gauntlets of ogre power (2) (333 gp each per set of gauntlets), ring of protection +1 (2) (167 gp each per ring), vest of resistance +1 (2) (83 gp each per vest)

**APL 12:** Loot: 182 gp; Coin: 0 gp; Magic: 3,260 gp – +2 small lance (2) (693 gp each per lance), +1 chain shirt (2) (104 gp each per shirt), gauntlets of ogre power (2) (333 gp each per set of gauntlets), ring of protection +1 (2) (167 gp each per ring), vest of resistance +2 (2) (333 gp each per vest)

## Encounter 9: The Boss Fight

**APL 2:** Loot: 90 gp; Coin: 0 gp; Magic: 177 gp – potion of cure serious wounds (63 gp each), scroll of cure serious wounds (31 gp each), vest of resistance +1 (83 gp each)

**APL 4:** Loot: 89 gp; Coin: 0 gp; Magic: 319 gp – +1 dragonhide breastplate (142 gp each), potion of cure serious wounds (63 gp each), scroll of cure serious wounds (31 gp each), vest of resistance +1 (83 gp each)

**APL 6:** Loot: 49 gp; Coin: 0 gp; Magic: 855 gp – +1 chain shirt (104 gp each), +1 composite longbow (+1 Str bonus) (208 gp each), +1 dragonhide breastplate (142 gp each), +1 small greataxe (193 gp each), potion of cure serious wounds (63 gp each), scroll of cure serious wounds (2) (31 gp each per scroll), vest of resistance +1 (83 gp each)

**APL 8:** Loot: 49 gp; Coin: 0 gp; Magic: 1,521 gp – +1 composite longbow (+1 Str bonus) (208 gp each), +1 dragonhide breastplate (142 gp each), +1 small greataxe (193 gp each), +2 chain shirt (354 gp each), gauntlets of ogre power (333 gp each), potion of cure serious wounds (63 gp each), scroll of cure serious wounds (2) (31 gp each per scroll), vest of resistance +1 (2) (83 gp each per vest)

**APL 10:** Loot: 49 gp; Coin: 0 gp; Magic: 2,687 gp – +1 beastskin dragonhide breastplate (808 gp each), +1 composite longbow (+1 Str bonus) (208 gp each), +1 small greataxe (193 gp each), +2 chain shirt (354 gp each), gauntlets of ogre power (333 gp each), lesser iron ward diamond (167 gp each), periapt of wisdom +2 (333 gp each), potion of cure serious wounds (63 gp each), scroll of cure serious wounds (2) (31 gp each per scroll), vest of resistance +1 (2) (83 gp each per vest)

**APL 12:** Loot: 49 gp; Coin: 0 gp; Magic: 2,687 gp – +1 beastskin dragonhide breastplate (808 gp each), +1 composite longbow (+1 Str bonus) (208 gp each), +1 small greataxe (193 gp each), +2 chain shirt (354 gp each), gauntlets of ogre power (333 gp each), lesser iron ward diamond (167 gp each), periapt of wisdom +2 (333 gp each), potion of cure serious wounds (63 gp each), scroll of cure serious wounds (2) (31 gp each per scroll), vest of resistance +1 (2) (83 gp each per vest)

## Encounter 11: You Little Devil

**APL 2:** Loot: 0 gp; Coin: 0 gp; Magic: 442 gp – +1 chain shirt (104 gp each), +1 glaive (192 gp each), potion of cure serious wounds (63 gp each), vest of resistance +1 (83 gp each)

**APL 4:** Loot: 0 gp; Coin: 0 gp; Magic: 442 gp – +1 chain shirt (104 gp each), +1 glaive (192 gp each), potion of

cure serious wounds (63 gp each), vest of resistance +1 (83 gp each)

**APL 6:** Loot: 0 gp; Coin: 0 gp; Magic: 775 gp – +1 chain shirt (104 gp each), +1 glaive (192 gp each), gauntlets of ogre power (333 gp each), potion of cure serious wounds (63 gp each), vest of resistance +1 (83 gp each)

**APL 8:** Loot: 0 gp; Coin: 0 gp; Magic: 1,192 gp – +1 chain shirt (104 gp each), +1 glaive (192 gp each), gauntlets of ogre power (333 gp each), potion of cure serious wounds (63 gp each), ring of protection +1 (167 gp each), vest of resistance +2 (333 gp each)

**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: 2,192 gp – +1 chain shirt (104 gp each), +1 glaive (192 gp each), boots of speed (1,000 gp each), gauntlets of ogre power (333 gp each), potion of cure serious wounds (63 gp each), ring of protection +1 (167 gp each), vest of resistance +2 (333 gp each)

**APL 12:** Loot: 0 gp; Coin: 0 gp; Magic: 3,697 gp – +1 glaive (192 gp each), +2 chain shirt (354 gp each), amulet of natural armor +1 (167 gp each), boots of speed (1,000 gp each), gauntlets of ogre power (333 gp each), potion of cure critical wounds (2) (117 gp each per potion), ring of protection +2 (667 gp each), vest of resistance +3 (750 gp each)

## Conclusion

**APL 2:** Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

**APL 4:** Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

**APL 6:** Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

**APL 8:** Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

**APL 10:** Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

**APL 12:** Loot: 0 gp; Coin: 200 gp; Magic: 0 gp

## Total Possible Treasure

**APL 2:** Loot: 174 gp; Coin: 200 gp; Magic: 619 gp;  
Total: 993 gp

**APL 4:** Loot: 153 gp; Coin: 200 gp; Magic: 1,058 gp;  
Total: 1,411 gp

**APL 6:** Loot: 140 gp; Coin: 200 gp; Magic: 2,177 gp;  
Total: 2,517 gp

**APL 8:** Loot: 140 gp; Coin: 200 gp; Magic: 3,593 gp;  
Total: 3,933 gp

**APL 10:** Loot: 231 gp; Coin: 200 gp; Magic: 6,639 gp;  
Total: 7,070 gp

**APL 12:** Loot: 231 gp; Coin: 200 gp; Magic: 9,644 gp;  
Total: 10,075 gp

## Special

☛ **Favor of Kralis:** You have performed a valuable service for Kralis, father of Kelwyn. For bringing his body to rest, he will keep your soul in its body for a time. If the PC's hit points are reduced to -10 or lower, they remain alive for up to 10 rounds while Kralis' soul wrestles their soul back into the body. If the PC's hit points are brought back up above -10 in those 10 rounds, the PC does not die. Mark off this favor once used.

# ITEMS FOR THE ADVENTURE RECORD

## Item Access

APL 2:

- None

APL 4-8 (all of APL 2 plus the following):

- +1 *dragonhide breastplate* (Adventure; DMG; 1,700 gp)

APL 10-12 (all of APLs 2-8 plus the following):

- +1 *beastskin dragonhide breastplate* (Adventure; DMG/MIC; 9,700 gp)
- *Lesser iron ward diamond* (Adventure; MIC; 2,000 gp)
- *Boots of speed* (Adventure; DMG)

## APPENDIX 1: APL 2

### ENCOUNTER 6: THE FIENDISH VILLAGE

**KARUUK FEN**

**CR 2**

Male goblin warrior 3/fighter 1

NE Small humanoid (goblinoid)

**Init** +2; **Senses** darkvision 60 ft.; Listen +2, Spot +2

**Languages** Common, Goblin

**AC** 17, touch 13, flat-footed 15; Mounted Combat (+1 size, +2 Dex, +4 armor)

**hp** 33 (4 HD)

**Fort** +7, **Ref** +3, **Will** +2

**Speed** 30 ft. (6 squares)

**Melee** masterwork small lance +9 (1d6+3/x3) or

**Ranged** masterwork small composite shortbow +8 (1d4+2/x3)

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

**Atk Options** Mounted Combat, Power Attack

**Abilities** Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 6

**Feats** Mounted Combat, Power Attack, Weapon Focus (lance)

**Skills** Hide +5, Listen +2, Move Silently +5, Ride +13, Spot +2, Swim +3

**Possessions** masterwork small lance, masterwork small composite shortbow (+2 Str bonus), arrow (20), masterwork chain shirt

**Skills** Goblins have a +4 racial bonus on Move Silently and Ride checks.

### ENCOUNTER 9: THE BOSS FIGHT

**DRUID LIEUTENANT**

**CR 4**

Male human druid 4

NE Medium humanoid (human)

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

**Languages** Common, Druidic, Goblin, Worg

**AC** 14, touch 11, flat-footed 13

(+1 Dex, +2 armor, +1 shield)

**hp** 36 (4 HD)

**Fort** +7, **Ref** +3, **Will** +8 (+4 versus spell-like abilities of fey)

**Speed** 30 ft. (6 squares); woodland stride

**Ranged** masterwork composite longbow (+1 Str bonus) +5 (1d8+1/x3) or

**Melee** masterwork scimitar +5 (1d6+1/18-20)

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

**Special Actions** spontaneous casting

**Combat Gear** *potion of cure serious wounds*, *scroll of cure serious wounds*, tanglefoot bag (2)

**Druid Spells Prepared** (CL 4th):

2nd—*barkskin*, *bull's strength*, *flame blade*

1st—*cure light wounds*, *entangle* (DC 14), *magic fang*, *produce flame*

0—*cure minor wounds* (2), *detect poison*, *guidance*, *resistance*

‡ Already cast

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

**SQ** animal companion, link with companion, trackless step, wild empathy +3

**Feats** Companion Spellbond, Skill Focus (concentration), Track

**Skills** Concentration +12, Knowledge (nature) +7, Search +3, Speak Language 2, Survival +11 (+13 when in aboveground natural environments)

**Possessions** combat gear plus masterwork scimitar, masterwork composite longbow (+1 Str bonus), arrow (20), leather armor, masterwork light wooden shield, *vest of resistance* +1

**WOLF COMPANION**

**CR —**

N Medium animal

**Init** +3; **Senses** low-light vision, scent; Listen +4, Spot +4

**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

**hp** 32 (4 HD)

**Fort** +6, **Ref** +7, **Will** +2; evasion

**Speed** 50 ft. (10 squares)

**Melee** bite +6 (1d8+3)

**Base Atk** +3; **Grp** +5

**Atk Options** trip (+2 check modifier)

**Abilities** Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6

**SQ** link, share spells

**Feats** Improved Natural Attack (bite), Track<sup>B</sup>, Weapon Focus (bite)

**Skills** Hide +3, Listen +4, Move Silently +4, Spot +4, Survival +1 (+5 if tracking via scent)

**Tricks** attack (2), come, defend, down, guard, heel, track

**Trip (Ex)** A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

**Skills** Wolves have a +4 racial bonus on Survival checks when tracking by scent.

### ENCOUNTER 11: THE DEVIL

**KAJABOR**

**CR 4**

Male bearded devil (weakened by the Blood Amulet)

LE Medium outsider (baatezu, evil, extraplanar, lawful)

**Init** +2; **Senses** darkvision 60 ft., see in darkness; Listen +7, Spot +7

**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.

**AC** 17, touch 12, flat-footed 15

(+2 Dex, +5 natural)

**hp** 36 (4 HD)

**Immune** fire, poison

**Resist** acid 5, cold 5; **SR** 16

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

**Speed** 40 ft. (8 squares)

**Melee** glaive +7 (1d10+3/x3 plus infernal wound) or

**Melee** 2 claws +6 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

**Base Atk** +4; **Grp** +6

**Atk Options** battle frenzy, beard, Power Attack

**Special Actions** *summon baatezu*

**Combat Gear** *potion of cure serious wounds*

**Spell-Like Abilities** (CL 8th):

At will—*greater teleport* (self plus 50 pounds of objects only)

---

**Abilities** Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10

**Feats** Power Attack, Weapon Focus (glaive)

**Skills** Climb +9, Diplomacy +2, Hide +9, Listen +7, Move Silently +9, Sense Motive +7, Spot +7

**Possessions** combat gear plus +1 *glaive*, +1 *chain shirt*, *vest of resistance* +1

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**Battle Frenzy (Ex)** Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, –2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

**Beard (Ex)** If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 15 Fortitude save or be infected with a vile disease known as *devil chills* (DMG, pg 292). The save DC is Constitution-based.

**Infernal Wound (Su)** The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 15 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 15 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

**Summon Baatezu (Sp)** Once per day a bearded devil can attempt to summon 2d10 lemures with a 35% chance of success, or another bearded devil with a 25% chance of success. This ability is the equivalent of a 3rd-level spell.

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**Battle Frenzy** when in battle frenzy, Kajabor's stats change as follows:

AC 15, touch 10, flat-footed 13

hp 44

Fort +9, Will +6

Melee glaive +9 (1d10+6/x3 plus infernal wound) or

Melee 2 claws +8 melee (1d6+4)

Grp +8

Abilities Str 19, Con 21

Skills Climb +11

## APL 4

### ENCOUNTER 6: THE FIENDISH VILLAGE

#### KARUUK FEN

CR 5

Male goblin warrior 3/fighter 4

NE Small humanoid (goblinoid)

**Init** +2; **Senses** darkvision 60 ft.; Listen +2, Spot +3

**Languages** Common, Goblin

**AC** 18, touch 13, flat-footed 16; Mounted Combat

(+1 size, +2 Dex, +5 armor)

**hp** 62 (7 HD)

**Fort** +9, **Ref** +4, **Will** +3

**Speed** 30 ft. (6 squares); Ride-By Attack

**Melee** +1 *small lance* +12/+7 (1d6+6/x3) or

**Ranged** masterwork small composite shortbow +11/+6 (1d4+2/x3)

**Base Atk** +7; **Grp** +5

**Atk Options** Close-Quarters Fighting, Mounted Combat, Power Attack

**Abilities** Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 6

**Feats** Close-Quarters Fighting, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (lance), Weapon Specialization (lance)

**Skills** Hide +5, Listen +2, Move Silently +5, Ride +16, Spot +3, Swim +4

**Possessions** masterwork small composite shortbow (+2 Str bonus), arrow (20), +1 *small lance*, +1 *chain shirt*

**Skills** Goblins have a +4 racial bonus on Move Silently and Ride checks.

#### WORG, FIENDISH

CR 3

NE Medium magical beast (extraplanar)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +6, Spot +6

**Languages** Goblin, Worg

**AC** 17, touch 12, flat-footed 15; Mounted Combat

(+2 Dex, +3 armor, +2 natural)

**hp** 38 (4 HD); **DR** 5/magic

**Resist** cold 5, fire 5; **SR** 9

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

**Speed** 50 ft. (10 squares)

**Melee** bite +7 (1d6+4)

**Base Atk** +4; **Grp** +7

**Atk Options** magic strike, smite good 1/day (+4 damage), trip (+3 check modifier)

**Abilities** Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10

**Feats** Alertness, Track

**Skills** Hide +4, Listen +6, Move Silently +6, Speak Language 1, Spot +6, Survival +2 (+6 if tracking via scent)

**Possessions** masterwork studded leather barding

**Magic Strike (Ex)** Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.

**Smite Good (Su)** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Trip (Ex)** A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free

action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

**Skills** A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. A worg has a +4 racial bonus on Survival checks when tracking by scent.

### ENCOUNTER 9: THE BOSS FIGHT

#### DRUID LIEUTENANT

CR 6

Male human druid 6

NE Medium humanoid (human)

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

**Languages** Common, Druidic, Goblin, Worg

**AC** 18, touch 11, flat-footed 17

(+1 Dex, +6 armor, +1 shield)

**hp** 48 (6 HD)

**Fort** +8, **Ref** +4, **Will** +9 (+4 versus spell-like abilities of fey)

**Speed** 20 ft. in +1 *dragonhide breastplate* (4 squares), base speed 30 ft.; woodland stride

**Ranged** masterwork composite longbow (+1 Str bonus) +6 (1d8+1/x3) or

**Melee** masterwork scimitar +6 (1d6+1/18-20)

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

**Special Actions** spontaneous casting, wild shape 2/day (6 hours)

**Combat Gear** *potion of cure serious wounds*, *scroll of cure serious wounds*, tanglefoot bag (2)

**Druid Spells Prepared** (CL 6th):

3rd—*greater magic fang*, *spike growth* (DC 16), *wind wall*

2nd—*barkskin*, *bull's strength*, *flame blade*, *heat metal* (DC 15)

1st—*cure light wounds*, *entangle* (DC 14), *produce flame*, *speak with animals*

0—*cure minor wounds* (2), *detect poison*, *guidance*, *resistance*

‡ Already cast

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

**SQ** animal companion, link with companion, trackless step, wild empathy +5

**Feats** Companion Spellbond, Natural Spell, Skill Focus (concentration), Track

**Skills** Concentration +14, Handle Animal +1, Knowledge (nature) +7, Profession (breeder) +5, Search +4, Speak Language 2, Survival +11 (+13 when in aboveground natural environments)

**Possessions** combat gear plus masterwork scimitar, masterwork composite longbow (+1 Str bonus), arrow (20), masterwork light wooden shield, +1 *dragonhide breastplate*, *vest of resistance* +1

#### DRUID LIEUTENANT (BABOON SHAPE)

CR 6

Male human druid 6

NE Medium humanoid (human)

**Init** +2; **Senses** Listen +3, Spot +3

**Languages** Common, Druidic, Goblin, Worg

**AC** 20, touch 12, flat-footed 18



(+2 Dex, +6 armor, +1 shield, +1 natural)  
**hp** 48 (6 HD)  
**Fort** +7, **Ref** +5, **Will** +9 (+4 versus spell-like abilities of fey)

**Speed** 30 ft. in +1 *dragonhide breastplate* (4 squares), base speed 40 ft., climb 20 ft.; woodland stride

**Ranged** masterwork composite longbow (+1 Str bonus) +7 (1d8+1/x3) or

**Melee** masterwork scimitar +7 (1d6+2/18-20) and bite +1 (1d6+3) or

**Melee** bite +6 (1d6+3)

**Base Atk** +4; **Grp** +6

**Special Actions** spontaneous casting, wild shape 2/day (6 hours)

**Combat Gear** *potion of cure serious wounds*, *scroll of cure serious wounds*, tanglefoot bag (2)

**Druid Spells Prepared** (CL 6th):

3rd—*greater magic fang*, *spike growth* (DC 16), *wind wall*

2nd—*barkskin*, *bull's strength*, *flame blade*, *heat metal* (DC 15)

1st—*cure light wounds*, *entangle* (DC 14), *produce flame*, *speak with animals*

0—*cure minor wounds* (2), *detect poison*, *guidance*, *resistance*

† Already cast

**Abilities** Str 15, Dex 14, Con 12, Int 10, Wis 16, Cha 8

**SQ** animal companion, link with companion, trackless step, wild empathy +5

**Feats** Companion Spellbond, Natural Spell, Skill Focus (concentration), Track

**Skills** Concentration +13, Handle Animal +1, Knowledge (nature) +7, Profession (breeder) +5, Search +4, Speak Language 2, Survival +11 (+13 when in aboveground natural environments)

**Possessions** combat gear plus masterwork scimitar, masterwork composite longbow (+1 Str bonus), arrow (20), masterwork light wooden shield, +1 *dragonhide breastplate*, *vest of resistance* +1

#### WOLF COMPANION

CR —

N Medium animal

**Init** +3; **Senses** low-light vision, scent; Listen +5, Spot +5

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

**hp** 48 (6 HD)

**Fort** +7, **Ref** +8, **Will** +3 (+4 against enchantments); evasion

**Speed** 50 ft. (10 squares)

**Melee** bite +7 (1d8+3)

**Base Atk** +4; **Grp** +6

**Atk Options** Blind-Fight, trip (+2 check modifier)

**Abilities** Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6

**SQ** devotion, link, share spells

**Feats** Blind-Fight, Improved Natural Attack (bite), Track<sup>B</sup>, Weapon Focus (bite)

**Skills** Hide +3, Listen +5, Move Silently +4, Spot +5, Survival +1 (+5 if tracking via scent)

**Tricks** attack (2), come, defend, down, guard, heel, stay, track

**Trip (Ex)** A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

**Skills** Wolves have a +4 racial bonus on Survival checks when tracking by scent.

## ENCOUNTER 11: THE DEVIL

### KAJABOR

CR 6

Male bearded devil fighter 1

LE Medium outsider (baatezu, evil, extraplanar, lawful)

**Init** +7; **Senses** darkvision 60 ft., see in darkness; Listen +10, Spot +10

**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.

**AC** 25, touch 13, flat-footed 22

(+3 Dex, +5 armor, +7 natural)

**hp** 78 (7 HD); **DR** 5/silver or good

**Immune** fire, poison

**Resist** acid 10, cold 10; **SR** 18

**Fort** +13, **Ref** +9, **Will** +7

**Speed** 40 ft. (8 squares)

**Melee** +1 *glaive* +14/+9 (1d10+8/x3 plus infernal wound) or

**Melee** 2 claws +12 (1d6+5)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

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

**Atk Options** battle frenzy, beard, Blind-Fight, Power Attack

**Special Actions** *summon baatezu*

**Combat Gear** *potion of cure serious wounds*

**Spell-Like Abilities** (CL 12th):

At will—*greater teleport* (self plus 50 pounds of objects only)

**Abilities** Str 20, Dex 17, Con 20, Int 6, Wis 12, Cha 8

**Feats** Blind-Fight, Improved Initiative, Power Attack, Weapon Focus (glaive)

**Skills** Climb +14, Diplomacy +1, Hide +11, Listen +10, Move Silently +11, Sense Motive +10, Spot +10

**Possessions** combat gear plus +1 *glaive*, +1 *chain shirt*, *vest of resistance* +1

**Battle Frenzy (Ex)** Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, –2 AC penalty). The frenzy lasts for 10 rounds, and the bearded devil suffers no ill effects afterward.

**Beard (Ex)** If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 18 Fortitude save or be infected with a vile disease known as *devil chills* (DMG, pg 292). The save DC is Constitution-based.

**Infernal Wound (Su)** The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 18 Heal check, a cure spell, or a

heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 18 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

**Summon Baatezu (Sp)** Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

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**Battle Frenzy** when in battle frenzy, Kajabor's stats change as follows:

AC 23, touch 11, flat-footed 20

hp 92

Fort +15, Will +9

Melee +1 *glaive* +16/+11 (1d10+11/x3 plus infernal wound) or

Melee 2 claws +14 melee (1d6+7)

Grp +14

Abilities Str 24, Con 24

Skills Climb +16

## APL 6

### ENCOUNTER 6: THE FIENDISH VILLAGE

**KARUUK FEN**

**CR 7**

Male goblin warrior 3/fighter 6

NE Small humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Listen +3, Spot +3

**Languages** Common, Goblin

**AC** 20, touch 15, flat-footed 17; Mounted Combat

(+1 size, +3 Dex, +5 armor, +1 deflection)

**hp** 81 (9 HD)

**Fort** +11, **Ref** +7, **Will** +5

**Speed** 30 ft. (6 squares); Ride-By Attack

**Melee** +1 *small lance* +14/+9 (1d6+6/x3) or

**Ranged** masterwork small composite shortbow +14/+9 (1d4+2/x3)

**Base Atk** +9; **Grp** +7

**Atk Options** Blind-Fight, Close-Quarters Fighting, Combat Reflexes, Mounted Combat, Power Attack

**Abilities** Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 6

**Feats** Blind-Fight, Close-Quarters Fighting, Combat Reflexes, Power Attack, Ride-By Attack, Weapon Focus (lance), Weapon Specialization (lance)

**Skills** Hide +6, Listen +3, Move Silently +6, Ride +19, Spot +3, Swim +4

**Possessions** masterwork small composite shortbow (+2 Str bonus), arrow (20), +1 *small lance*, +1 *chain shirt*, *ring of protection* +1, *vest of resistance* +1

**Skills** Goblins have a +4 racial bonus on Move Silently and Ride checks.

**WORG, FIENDISH ADVANCED**

**CR 5**

NE Large magical beast (extraplanar)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +7, Spot +7

**Languages** Goblin, Worg

**AC** 17, touch 10, flat-footed 16; Mounted Combat

(-1 size, +1 Dex, +3 armor, +4 natural)

**hp** 80 (7 HD); **DR** 5/magic

**Resist** cold 5, fire 5; **SR** 12

**Fort** +9, **Ref** +6, **Will** +4

**Speed** 50 ft. (10 squares)

**Melee** bite +13 (1d8+10)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +7; **Grp** +18

**Atk Options** magic strike, smite good 1/day (+7 damage), trip (+11 check modifier)

**Abilities** Str 25, Dex 13, Con 19, Int 6, Wis 14, Cha 10

**Feats** Alertness, Blind-Fight, Track

**Skills** Hide -1, Listen +7, Move Silently +6, Speak Language 1, Spot +7, Survival +2 (+6 if tracking via scent)

**Possessions** masterwork studded leather barding

**Magic Strike (Ex)** Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.

**Smite Good (Su)** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Trip (Ex)** A worg that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

**Skills** A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. A worg has a +4 racial bonus on Survival checks when tracking by scent.

### ENCOUNTER 9: THE BOSS FIGHT

**CLERIC LIEUTENANT**

**CR 5**

Male goblin warrior 2/cleric 5

NE Small humanoid (goblinoid)

**Init** +2; **Senses** darkvision 60 ft.; Listen +3, Spot +3

**Languages** Common, Goblin

**AC** 18, touch 13, flat-footed 16

(+1 size, +2 Dex, +5 armor)

**hp** 49 (7 HD)

**Fort** +8, **Ref** +3, **Will** +7

**Speed** 30 ft. (6 squares)

**Melee** +1 *small greataxe* +9 (1d10+2/x3)

**Base Atk** +5; **Grp** +2

**Atk Options** Cleave, Power Attack, smite 3/day (+4 attack, +5 damage)

**Special Actions** spontaneous casting, rebuke undead 1/day (+3, 2d6+3, 5th)

**Combat Gear** *scroll of cure serious wounds*

**Cleric Spells Prepared** (CL 5th):

3rd—*cure serious wounds*, *magic vestment*<sup>P</sup>, *searing light* (+8, 2d8)

2nd—*bull's strength*, *cure moderate wounds*, *sound burst* (DC 15), *spiritual weapon*<sup>D</sup> (+8, 1d8+1/x3)

1st—*bleed*, *cure light wounds*, *divine favor* (+1 attack, +1 damage), *magic weapon*<sup>D</sup>, *shield of faith* (+2)

0—*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*

**D:** Domain spell. Deity: Maglubiyet. Domains: Destruction, War

‡ Already cast

**Abilities** Str 12, Dex 14, Con 13, Int 10, Wis 16, Cha 6

**Feats** Cleave, Extra Smiting, Power Attack, Weapon Focus (greataxe)<sup>B</sup>

**Skills** Climb +2, Concentration +6, Hide +5, Jump +2, Knowledge (religion) +5, Move Silently +5, Ride+10, Swim +1

**Possessions** combat gear plus small greataxe, +1 *small greataxe*, +1 *chain shirt*

**Skills** Goblins have a +4 racial bonus on Move Silently and Ride checks.

**DRUID LIEUTENANT**

**CR 7**

Male human druid 7

NE Medium humanoid (human)

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

**Languages** Common, Druidic, Goblin, Worg

**AC** 18, touch 11, flat-footed 17

(+1 Dex, +6 armor, +1 shield)

**hp** 56 (7 HD)  
**Fort** +8, **Ref** +4, **Will** +9 (+4 versus spell-like abilities of fey)

**Speed** 20 ft. in +1 *dragonhide breastplate* (4 squares), base speed 30 ft.; woodland stride

**Ranged** +1 *composite longbow* (+1 Str bonus) +7 (1d8+2/x3) or

**Melee** masterwork scimitar +7 (1d6+1/18-20)

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

**Special Actions** spontaneous casting, wild shape 3/day (7 hours)

**Combat Gear** *potion of cure serious wounds*, *scroll of cure serious wounds*, tanglefoot bag (2)

**Druid Spells Prepared** (CL 7th):

4th—*flame strike* (DC 17)

3rd—*greater magic fang* (+1), *spike growth* (DC 16), *wind wall*

2nd—*barkskin*, *bull's strength*, *flame blade*, *heat metal* (DC 15)

1st—*calm animals* (DC 14), *cure light wounds*, *entangle* (DC 14), *produce flame*, *speak with animals*

0—*cure minor wounds* (2), *detect poison*, *guidance*, *know direction*, *resistance*

† Already cast

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

**SQ** animal companion, link with companion, trackless step, wild empathy +8

**Feats** Companion Spellbond, Natural Spell, Skill Focus (concentration), Track

**Skills** Concentration +15, Handle Animal +4, Knowledge (nature) +7, Profession (breeder) +5, Ride +3, Search +4, Speak Language 2, Survival +11 (+13 when in aboveground natural environments)

**Possessions** combat gear plus masterwork scimitar, arrow (20), masterwork light wooden shield, +1 *composite longbow* (+1 Str bonus), +1 *dragonhide breastplate*, *vest of resistance* +1

#### DRUID LIEUTENANT (BABOON SHAPE) CR 7

Male human druid 7

NE Medium humanoid (human)

**Init** +2; **Senses** Listen +3, Spot +3

**Languages** Common, Druidic, Goblin, Worg

**AC** 20, touch 12, flat-footed 18

(+2 Dex, +6 armor, +1 shield, +1 natural)

**hp** 56 (7 HD)

**Fort** +7, **Ref** +5, **Will** +9 (+4 versus spell-like abilities of fey)

**Speed** 30 ft. in +1 *dragonhide breastplate* (6 squares), base speed 40 ft., climb 20 ft.; woodland stride

**Ranged** +1 *composite longbow* (+1 Str bonus) +8 (1d8+2/x3) or

**Melee** masterwork scimitar +8 (1d6+2/18-20) and bite +2 (1d6+3) or

**Melee** bite +7 (1d6+3)

**Base Atk** +5; **Grp** +7

**Special Actions** spontaneous casting, wild shape 3/day (7 hours)

**Combat Gear** *potion of cure serious wounds*, *scroll of cure serious wounds*, tanglefoot bag (2)

**Druid Spells Prepared** (CL 7th):

4th—*flame strike* (DC 17)

3rd—*greater magic fang* (+1), *spike growth* (DC 16), *wind wall*

2nd—*barkskin*, *bull's strength*, *flame blade*, *heat metal* (DC 15)

1st—*calm animals* (DC 14), *cure light wounds*, *entangle* (DC 14), *produce flame*, *speak with animals*

0—*cure minor wounds* (2), *detect poison*, *guidance*, *know direction*, *resistance*

† Already cast

**Abilities** Str 15, Dex 14, Con 12, Int 10, Wis 16, Cha 8

**SQ** animal companion, link with companion, trackless step, wild empathy +8

**Feats** Companion Spellbond, Natural Spell, Skill Focus (concentration), Track

**Skills** Concentration +14, Handle Animal +4, Knowledge (nature) +7, Profession (breeder) +5, Ride +4, Search +4, Speak Language 2, Survival +11 (+13 when in aboveground natural environments)

**Possessions** combat gear plus masterwork scimitar, arrow (20), masterwork light wooden shield, +1 *composite longbow* (+1 Str bonus), +1 *dragonhide breastplate*, *vest of resistance* +1

#### DIRE WOLF COMPANION

CR —

N Large animal

**Init** +2; **Senses** low-light vision, scent; Listen +9, Spot +9

**AC** 14, touch 11, flat-footed 12  
(-1 size, +2 Dex, +3 natural)

**hp** 54 (6 HD);

**Fort** +8, **Ref** +7, **Will** +6

**Speed** 50 ft. (10 squares); Run

**Melee** bite +11 (1d8+10)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +15

**Atk Options** trip (+11 check modifier)

**Abilities** Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

**SQ** link, share spells

**Feats** Alertness, Run, Track<sup>B</sup>, Weapon Focus (bite)

**Skills** Hide +0, Listen +9, Move Silently +4, Spot +9, Survival +2 (+6 if tracking via scent)

**Tricks** attack (2), come, defend, guard, heel, track

**Trip (Ex)** A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

**Skills** A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. It also has a +4 racial bonus on Survival checks when tracking by scent.

#### ENCOUNTER 11: THE DEVIL

KAJABOR

CR 8

Male bearded devil fighter 3

LE Medium outsider (baatezu, evil, extraplanar, lawful)

**Init** +7; **Senses** darkvision 60 ft., see in darkness; Listen +10, Spot +10

**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.

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**AC** 25, touch 13, flat-footed 22  
(+3 Dex, +5 armor, +7 natural)

**hp** 103 (9 HD); **DR** 5/silver or good

**Immune** fire, poison

**Resist** acid 10, cold 10; **SR** 20

**Fort** +14, **Ref** +10, **Will** +10

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**Speed** 40 ft. (8 squares)

**Melee** +1 *glaive* +17/+12 (1d10+10/x3 plus infernal wound) or

**Melee** 2 claws +15 (1d6+6)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

**Base Atk** +9; **Grp** +15

**Atk Options** battle frenzy, beard, Blind-Fight, Cleave, Power Attack

**Special Actions** *summon baatezu*

**Combat Gear** *potion of cure serious wounds*

**Spell-Like Abilities** (CL 12th):

At will—*greater teleport* (self plus 50 pounds of objects only)

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**Abilities** Str 23, Dex 17, Con 20, Int 6, Wis 12, Cha 8

**Feats** Blind-Fight, Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (glaive)

**Skills** Climb +17, Diplomacy +1, Hide +11, Listen +10, Move Silently +11, Sense Motive +10, Spot +10

**Possessions** combat gear plus +1 *glaive*, +1 *chain shirt*, *gauntlets of ogre power*, *vest of resistance* +1

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**Battle Frenzy (Ex)** Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, –2 AC penalty). The frenzy lasts for 10 rounds, and the bearded devil suffers no ill effects afterward.

**Beard (Ex)** If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 19 Fortitude save or be infected with a vile disease known as *devil chills* (DMG, pg 292). The save DC is Constitution-based.

**Infernal Wound (Su)** The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 19 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 19 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

**Summon Baatezu (Sp)** Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

**Battle Frenzy** when in battle frenzy, Kajabor's stats change as follows:

AC 23, touch 11, flat-footed 20

hp 121

Fort +16, Will +12

Melee +1 *glaive* +19/+14 (1d10+13/x3 plus infernal wound) or

Melee 2 claws +17 melee (1d6+8)

Grp +17

Abilities Str 27, Con 24

Skills Climb +19

**ENCOUNTER 6: THE FIENDISH VILLAGE****KARUUK FEN****CR 9**

Male goblin warrior 3/fighter 8

NE Small humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Listen +4, Spot +4**Languages** Common, Goblin**AC** 20, touch 15, flat-footed 17; Mounted Combat

(+1 size, +3 Dex, +5 armor, +1 deflection)

**hp** 100 (11 HD)**Fort** +12, **Ref** +7, **Will** +5**Speed** 30 ft. (6 squares); Ride-By Attack**Melee** +1 *small lance* +17/+12/+7 (1d6+7/x3) or**Ranged** masterwork small composite shortbow +16/+11/+6 (1d4+2/x3)**Base Atk** +11; **Grp** +10**Atk Options** Blind-Fight, Close-Quarters Fighting, Combat Reflexes, Mounted Combat, Power Attack, Spirited Charge**Abilities** Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 6**Feats** Blind-Fight, Close-Quarters Fighting, Combat Reflexes, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance)**Skills** Hide +6, Listen +4, Move Silently +6, Ride +19, Spot +4, Swim +7**Possessions** masterwork small composite shortbow (+2 Str bonus), arrow (20), +1 *small lance*, +1 *chain shirt*, *gauntlets of ogre power*, *ring of protection* +1, *vest of resistance* +1**Skills** Goblins have a +4 racial bonus on Move Silently and Ride checks.**WORG, FIENDISH ADVANCED****CR 7**

NE Large magical beast (extraplanar)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +8, Spot +8**Languages** Goblin, Worg**AC** 17, touch 10, flat-footed 16; Mounted Combat

(-1 size, +1 Dex, +3 armor, +4 natural)

**hp** 115 (10 HD); **DR** 5/magic**Resist** cold 10, fire 10; **SR** 15**Fort** +11, **Ref** +8, **Will** +7**Speed** 50 ft. (10 squares)**Melee** bite +17 (1d8+12)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +22**Atk Options** magic strike, smite good 1/day (+10 damage), trip (+12 check modifier)**Abilities** Str 26, Dex 13, Con 19, Int 6, Wis 14, Cha 10**Feats** Alertness, Blind-Fight, Iron Will, Track**Skills** Hide -1, Listen +8, Move Silently +7, Speak Language 1, Spot +8, Survival +2 (+6 if tracking via scent)**Possessions** masterwork studded leather barding**Magic Strike (Ex)** Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.**Smite Good (Su)** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.**Trip (Ex)** A worg that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.**Skills** A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. A worg has a +4 racial bonus on Survival checks when tracking by scent.**ENCOUNTER 9: THE BOSS FIGHT****LAGOCH****CR 9**

Male goblin warrior 2/cleric 9

NE Small humanoid (goblinoid)

**Init** +2; **Senses** darkvision 60 ft.; Listen +3, Spot +3**Languages** Common, Goblin**AC** 19, touch 13, flat-footed 17

(+1 size, +2 Dex, +6 armor)

**hp** 88 (11 HD)**Fort** +12, **Ref** +6, **Will** +10**Speed** 30 ft. (6 squares)**Melee** +1 *small greataxe* +13/+8 (1d10+4/x3)**Base Atk** +8; **Grp** +6**Atk Options** Cleave, Power Attack, smite 3/day (+4 attack, +9 damage)**Special Actions** spontaneous casting, rebuke undead 1/day (+3, 2d6+7, 9th)**Combat Gear** *scroll of cure serious wounds***Cleric Spells Prepared** (CL 11th):5th—*spell resistance* (SR 23), *flame strike*<sup>D</sup> (DC 18)4th—*divine power*<sup>D</sup> (+3 Base Atk, +6 Str, +11 temporary hit points), *freedom of movement*, *greater magic weapon* (+2)3rd—*cure serious wounds*, *dispel magic*, *magic vestment*<sup>D</sup>, *searing light* (2) (+11, 5d8)2nd—*bull's strength*, *cure moderate wounds* (2), *sound burst* (2) (DC 15), *spiritual weapon*<sup>D</sup> (+11, 1d8+3/x3)1st—*bleed*, *cure light wounds*, *divine favor* (+3 attack, +3 damage), *magic weapon*<sup>D</sup>, *protection from good*, *shield of faith* (+3)0—*cure minor wounds* (2), *detect magic*, *detect poison*, *guidance*, *resistance***D:** Domain spell. Deity: Maglubiyet. Domains: Destruction, War

‡ Already cast

**Abilities** Str 14, Dex 14, Con 14, Int 10, Wis 16, Cha 6**Feats** Cleave, Extra Smiting, Power Attack, Practiced Spellcaster (cleric), Weapon Focus (greataxe)<sup>B</sup>**Skills** Climb +3, Concentration +11, Hide +5, Jump +3, Knowledge (religion) +5, Move Silently +5, Ride+10, Spellcraft +4, Swim +2**Possessions** combat gear plus small greataxe, +1 *small greataxe*, +2 *chain shirt*, *gauntlets of ogre power*, *vest of resistance* +1

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**Skills** Goblins have a +4 racial bonus on Move Silently and Ride checks.

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**DRUID LIEUTENANT**

**CR 7**

Male human druid 7

NE Medium humanoid (human)

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

**Languages** Common, Druidic, Goblin, Worg

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**AC** 18, touch 11, flat-footed 17

(+1 Dex, +6 armor, +1 shield)

**hp** 56 (7 HD)

**Fort** +8, **Ref** +4, **Will** +9 (+4 versus spell-like abilities of fey)

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**Speed** 20 ft. in +1 *dragonhide breastplate* (4 squares), base speed 30 ft.; woodland stride

**Ranged** +1 *composite longbow* (+1 Str bonus) +7 (1d8+2/x3) or

**Melee** masterwork scimitar +7 (1d6+1/18-20)

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

**Special Actions** spontaneous casting, wild shape 3/day (7 hours)

**Combat Gear** *potion of cure serious wounds*, *scroll of cure serious wounds*, tanglefoot bag (2)

**Druid Spells Prepared** (CL 7th):

4th—*flame strike* (DC 17)

3rd—*greater magic fang* (+1), *spike growth* (DC 16), *wind wall*

2nd—*barkskin*, *bull's strength*, *flame blade*, *heat metal* (DC 15)

1st—*calm animals* (DC 14), *cure light wounds*, *entangle* (DC 14), *produce flame*, *speak with animals*

0—*cure minor wounds* (2), *detect poison*, *guidance*, *know direction*, *resistance*

‡ Already cast

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

**SQ** animal companion, link with companion, trackless step, wild empathy +8

**Feats** Companion Spellbond, Natural Spell, Skill Focus (concentration), Track

**Skills** Concentration +15, Handle Animal +4, Knowledge (nature) +7, Profession (breeder) +5, Ride +3, Search +4, Speak Language 2, Survival +11 (+13 when in aboveground natural environments)

**Possessions** combat gear plus masterwork scimitar, arrow (20), masterwork light wooden shield, +1 *composite longbow* (+1 Str bonus), +1 *dragonhide breastplate*, vest of resistance +1

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**DRUID LIEUTENANT (BABOON SHAPE)**

**CR 7**

Male human druid 7

NE Medium humanoid (human)

**Init** +2; **Senses** Listen +3, Spot +3

**Languages** Common, Druidic, Goblin, Worg

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**AC** 20, touch 12, flat-footed 18

(+2 Dex, +6 armor, +1 shield, +1 natural)

**hp** 56 (7 HD)

**Fort** +7, **Ref** +5, **Will** +9 (+4 versus spell-like abilities of fey)

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**Speed** 30 ft. in +1 *dragonhide breastplate* (6 squares), base speed 40 ft., climb 20 ft.; woodland stride

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**Ranged** +1 *composite longbow* (+1 Str bonus) +8 (1d8+2/x3) or

**Melee** masterwork scimitar +8 (1d6+2/18-20) and bite +2 (1d6+3) or

**Melee** bite +7 (1d6+3)

**Base Atk** +5; **Grp** +7

**Special Actions** spontaneous casting, wild shape 3/day (7 hours)

**Combat Gear** *potion of cure serious wounds*, *scroll of cure serious wounds*, tanglefoot bag (2)

**Druid Spells Prepared** (CL 7th):

4th—*flame strike* (DC 17)

3rd—*greater magic fang* (+1), *spike growth* (DC 16), *wind wall*

2nd—*barkskin*, *bull's strength*, *flame blade*, *heat metal* (DC 15)

1st—*calm animals* (DC 14), *cure light wounds*, *entangle* (DC 14), *produce flame*, *speak with animals*

0—*cure minor wounds* (2), *detect poison*, *guidance*, *know direction*, *resistance*

‡ Already cast

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**Abilities** Str 15, Dex 14, Con 12, Int 10, Wis 16, Cha 8

**SQ** animal companion, link with companion, trackless step, wild empathy +8

**Feats** Companion Spellbond, Natural Spell, Skill Focus (concentration), Track

**Skills** Concentration +14, Handle Animal +4, Knowledge (nature) +7, Profession (breeder) +5, Ride +4, Search +4, Speak Language 2, Survival +11 (+13 when in aboveground natural environments)

**Possessions** combat gear plus masterwork scimitar, arrow (20), masterwork light wooden shield, +1 *composite longbow* (+1 Str bonus), +1 *dragonhide breastplate*, vest of resistance +1

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**DIRE WOLF COMPANION**

**CR —**

N Large animal

**Init** +2; **Senses** low-light vision, scent; Listen +9, Spot +9

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**AC** 14, touch 11, flat-footed 12

(-1 size, +2 Dex, +3 natural)

**hp** 54 (6 HD);

**Fort** +8, **Ref** +7, **Will** +6

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**Speed** 50 ft. (10 squares); Run

**Melee** bite +11 (1d8+10)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +15

**Atk Options** trip (+11 check modifier)

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**Abilities** Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

**SQ** link, share spells

**Feats** Alertness, Run, Track<sup>B</sup>, Weapon Focus (bite)

**Skills** Hide +0, Listen +9, Move Silently +4, Spot +9, Survival +2 (+6 if tracking via scent)

**Tricks** attack (2), come, defend, guard, heel, track

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**Trip (Ex)** A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

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**Skills** A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. It also has a +4 racial bonus on Survival checks when tracking by scent.

## ENCOUNTER 11: THE DEVIL

### KAJABOR

CR 10

Male bearded devil fighter 5

LE Medium outsider (baatezu, evil, extraplanar, lawful)

**Init** +7; **Senses** darkvision 60 ft., see in darkness; Listen +10, Spot +10

**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.

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**AC** 26, touch 14, flat-footed 23

(+3 Dex, +5 armor, +1 deflection, +7 natural)

**hp** 128 (11 HD); **DR** 5/silver or good

**Immune** fire, poison

**Resist** acid 10, cold 10; **SR** 22

**Fort** +16, **Ref** +11, **Will** +11

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**Speed** 40 ft. (8 squares)

**Melee** +1 *glaive* +19/+14/+9 (1d10+12/x3 plus infernal wound) or

**Melee** 2 claws +17 (1d6+6)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

**Base Atk** +11; **Grp** +17

**Atk Options** battle frenzy, beard, Blind-Fight, Cleave, Power Attack

**Special Actions** *summon baatezu*

**Combat Gear** *potion of cure serious wounds*

**Spell-Like Abilities** (CL 12th):

At will—*greater teleport* (self plus 50 pounds of objects only)

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**Abilities** Str 23, Dex 17, Con 20, Int 6, Wis 12, Cha 8

**Feats** Blind-Fight, Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (*glaive*), Weapon Specialization (*glaive*)

**Skills** Climb +19, Diplomacy +1, Hide +11, Listen +10, Move Silently +11, Sense Motive +10, Spot +10

**Possessions** combat gear plus +1 *glaive*, +1 *chain shirt*, *gauntlets of ogre power*, *ring of protection* +1, *vest of resistance* +2

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**Battle Frenzy (Ex)** Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, –2 AC penalty). The frenzy lasts for 10 rounds, and the bearded devil suffers no ill effects afterward.

**Beard (Ex)** If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 20 Fortitude save or be infected with a vile disease known as *devil chills* (DMG, pg 292). The save DC is Constitution-based.

**Infernal Wound (Su)** The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 20 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a

cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 20 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

**Summon Baatezu (Sp)** Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

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**Battle Frenzy** when in battle frenzy, Kajabor's stats change as follows:

AC 24, touch 12, flat-footed 21

hp 150

Fort +18, Will +13

Melee +1 *glaive* +21/+16/+11 (1d10+15/x3 plus infernal wound) or

Melee 2 claws +19 melee (1d6+8)

Grp +19

Abilities Str 27, Con 24

Skills Climb +21



**ENCOUNTER 6: THE FIENDISH VILLAGE****ERRKO & KARUUK FEN****CR 9**

Male goblin warrior 3/fighter 8

NE Small humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Listen +4, Spot +4**Languages** Common, Goblin**AC** 20, touch 15, flat-footed 17; Mounted Combat

(+1 size, +3 Dex, +5 armor, +1 deflection)

**hp** 100 (11 HD)**Fort** +12, **Ref** +7, **Will** +5**Speed** 30 ft. (6 squares); Ride-By Attack**Melee** +1 *small lance* +17/+12/+7 (1d6+7/x3) or**Ranged** masterwork small composite shortbow +16/+11/+6 (1d4+2/x3)**Base Atk** +11; **Grp** +10**Atk Options** Blind-Fight, Close-Quarters Fighting, Combat Reflexes, Mounted Combat, Power Attack, Spirited Charge**Abilities** Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 6**Feats** Blind-Fight, Close-Quarters Fighting, Combat Reflexes, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance)**Skills** Hide +6, Listen +4, Move Silently +6, Ride +19, Spot +4, Swim +7**Possessions** masterwork small composite shortbow (+2 Str bonus), arrow (20), +1 *small lance*, +1 *chain shirt*, *gauntlets of ogre power*, *ring of protection* +1, *vest of resistance* +1**Skills** Goblins have a +4 racial bonus on Move Silently and Ride checks.**WORG, FIENDISH ADVANCED****CR 7**

NE Large magical beast (extraplanar)

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +8, Spot +8**Languages** Goblin, Worg**AC** 17, touch 10, flat-footed 16; Mounted Combat

(-1 size, +1 Dex, +3 armor, +4 natural)

**hp** 115 (10 HD); **DR** 5/magic**Resist** cold 10, fire 10; **SR** 15**Fort** +11, **Ref** +8, **Will** +7**Speed** 50 ft. (10 squares)**Melee** bite +17 (1d8+12)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +22**Atk Options** magic strike, smite good 1/day (+10 damage), trip (+12 check modifier)**Abilities** Str 26, Dex 13, Con 19, Int 6, Wis 14, Cha 10**Feats** Alertness, Blind-Fight, Iron Will, Track**Skills** Hide -1, Listen +8, Move Silently +7, Speak Language 1, Spot +8, Survival +2 (+6 if tracking via scent)**Possessions** masterwork studded leather barding**Magic Strike (Ex)** Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.**Smite Good (Su)** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.**Trip (Ex)** A worg that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.**Skills** A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. A worg has a +4 racial bonus on Survival checks when tracking by scent.**ENCOUNTER 9: THE BOSS FIGHT****LAGOCH****CR 9**

Male goblin warrior 2/cleric 9

NE Small humanoid (goblinoid)

**Init** +2; **Senses** darkvision 60 ft.; Listen +3, Spot +3**Languages** Common, Goblin**AC** 19, touch 13, flat-footed 17

(+1 size, +2 Dex, +6 armor)

**hp** 88 (11 HD)**Fort** +12, **Ref** +6, **Will** +10**Speed** 30 ft. (6 squares)**Melee** +1 *small greataxe* +13/+8 (1d10+4/x3)**Base Atk** +8; **Grp** +6**Atk Options** Cleave, Power Attack, smite 3/day (+4 attack, +9 damage)**Special Actions** spontaneous casting, rebuke undead 1/day (+3, 2d6+7, 9th)**Combat Gear** *scroll of cure serious wounds***Cleric Spells Prepared** (CL 11th):5th—*spell resistance* (SR 23), *flame strike*<sup>D</sup> (DC 18)4th—*divine power*<sup>D</sup> (+3 Base Atk, +6 Str, +11 temporary hit points), *freedom of movement*, *greater magic weapon* (+2)3rd—*cure serious wounds*, *dispel magic*, *magic vestment*<sup>D</sup>, *searing light* (2) (+11, 5d8)2nd—*bull's strength*, *cure moderate wounds* (2), *sound burst* (2) (DC 15), *spiritual weapon*<sup>D</sup> (+11, 1d8+3/x3)1st—*bless*, *cure light wounds*, *divine favor* (+3 attack, +3 damage), *magic weapon*<sup>D</sup>, *protection from good*, *shield of faith* (+3)0—*cure minor wounds* (2), *detect magic*, *detect poison*, *guidance*, *resistance***D:** Domain spell. Deity: Maglubiyet. Domains: Destruction, War

‡ Already cast

**Abilities** Str 14, Dex 14, Con 14, Int 10, Wis 16, Cha 6**Feats** Cleave, Extra Smiting, Power Attack, Practiced Spellcaster (cleric), Weapon Focus (greataxe)<sup>B</sup>**Skills** Climb +3, Concentration +11, Hide +5, Jump +3, Knowledge (religion) +5, Move Silently +5, Ride+10, Spellcraft +4, Swim +2**Possessions** combat gear plus small greataxe, +1 *small greataxe*, +2 *chain shirt*, *gauntlets of ogre power*, *vest of resistance* +1

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**Skills** Goblins have a +4 racial bonus on Move Silently and Ride checks.

**WORJJUS**

**CR 11**

Male human druid 11

NE Medium humanoid (human)

**Init** +2; **Senses** Listen +4, Spot +4

**Languages** Common, Druidic, Goblin, Worg

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**AC** 19, touch 12, flat-footed 17

(+2 Dex, +6 armor, +1 shield)

**hp** 88 (11 HD); **DR** 3/— (30 points/day)

**Immune** poison

**Fort** +10, **Ref** +6, **Will** +12 (+4 versus spell-like abilities of fey)

---

**Speed** 20 ft. in +1 *dragonhide breastplate* (4 squares), base speed 30 ft.; woodland stride

**Ranged** +1 *composite longbow* (+1 Str bonus) +11/+6 (1d8+2/x3) or

**Melee** masterwork scimitar +10/+5 (1d6+1/18-20)

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

**Special Actions** spontaneous casting, wild shape 4/day (11 hours, Tiny, Large)

**Combat Gear** *potion of cure serious wounds*, *scroll of cure serious wounds*, tanglefoot bag (2)

**Druid Spells Prepared** (CL 11th):

6th—*antilife shell*

5th—*animal growth*, *stoneskin*

4th—*flame strike* (2) (DC 18), *freedom of movement*, extended *greater magic fang* (+2),

3rd—*dominate animal* (DC 17), extended *resist energy*, *protection from energy*, *spike growth* (DC 17), *wind wall*

2nd—*barkskin*, *bear's endurance*, *bull's strength*, *flame blade*, *heat metal* (DC 16)

1st—*calm animals* (DC 15), *cure light wounds* (2), *entangle* (DC 15), *produce flame*, *speak with animals*

0—*cure minor wounds* (2), *detect poison*, *guidance*, *know direction*, *resistance*

‡ Already cast

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

**SQ** animal companion, link with companion, trackless step, wild empathy +12

**Feats** Companion Spellbond, Extend Spell, Natural Spell, Skill Focus (concentration), Track

**Skills** Concentration +19, Handle Animal +8, Knowledge (nature) +7, Profession (breeder) +10, Ride +4, Search +5, Speak Language 2, Survival +12 (+14 when in aboveground natural environments or when following tracks)

**Possessions** combat gear plus masterwork scimitar, arrow (20), masterwork light wooden shield, +1 *composite longbow* (+1 Str bonus), +1 *beastskin dragonhide breastplate*, *lesser iron ward diamond*, *periapt of wisdom* +2, *vest of resistance* +1

**WORJJUS (DIRE APE SHAPE)**

**CR 11**

Male human druid 11

NE Large humanoid (human)

**Init** +2; **Senses** Listen +4, Spot +4

**Languages** Common, Druidic, Goblin, Worg

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**AC** 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +6 armor, +1 shield, +4 natural)

**hp** 88 (11 HD); **DR** 3/— (30 points/day)

**Immune** poison

**Fort** +10, **Ref** +6, **Will** +12 (+4 versus spell-like abilities of fey)

---

**Speed** 20 ft. in +1 *dragonhide breastplate* (4 squares), base speed 30 ft., climb 15 ft.; woodland stride

**Melee** masterwork scimitar +14/+9 (1d8+7/18-20) and bite +8 (1d8+3) or

**Melee** 2 claws +13 (1d6+6) and bite +8 (1d8+3) or

**Ranged** +1 *composite longbow* (+1 Str bonus) +10/+5 (2d6+2/x3) or

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

**Base Atk** +8; **Grp** +18

**Atk Options** rend (2d6+12)

**Special Actions** spontaneous casting, wild shape 4/day (11 hours, Tiny, Large)

**Combat Gear** *potion of cure serious wounds*, *scroll of cure serious wounds*, tanglefoot bag (2)

**Druid Spells Prepared** (CL 11th):

6th—*antilife shell*

5th—*animal growth*, *stoneskin*

4th—*flame strike* (2) (DC 18), *freedom of movement*, extended *greater magic fang* (+2),

3rd—*dominate animal* (DC 17), extended *resist energy*, *protection from energy*, *spike growth* (DC 17), *wind wall*

2nd—*barkskin*, *bear's endurance*, *bull's strength*, *flame blade*, *heat metal* (DC 16)

1st—*calm animals* (DC 15), *cure light wounds* (2), *entangle* (DC 15), *produce flame*, *speak with animals*

0—*cure minor wounds* (2), *detect poison*, *guidance*, *know direction*, *resistance*

‡ Already cast

---

**Abilities** Str 22, Dex 15, Con 14, Int 10, Wis 18, Cha 8

**SQ** animal companion, link with companion, trackless step, wild empathy +12

**Feats** Companion Spellbond, Extend Spell, Natural Spell, Skill Focus (concentration), Track

**Skills** Concentration +19, Handle Animal +8, Knowledge (nature) +7, Profession (breeder) +10, Ride +4, Search +5, Speak Language 2, Survival +12 (+14 when in aboveground natural environments or when following tracks)

**Possessions** combat gear plus masterwork scimitar, arrow (20), masterwork light wooden shield, +1 *composite longbow* (+1 Str bonus), +1 *beastskin dragonhide breastplate*, *lesser iron ward diamond*, *periapt of wisdom* +2, *vest of resistance* +1

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**Rend (Ex)** A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

**DIRE WOLF COMPANION**

**CR —**

N Large animal

**Init** +3; **Senses** low-light vision, scent; Listen +10, Spot +10

---

**AC** 17, touch 12, flat-footed 14  
 (-1 size, +3 Dex, +5 natural)  
**hp** 72 (8 HD);  
**Fort** +9, **Ref** +9, **Will** +7; evasion

---

**Speed** 50 ft. (10 squares); Run  
**Melee** bite +14 (1d8+12)  
**Space** 10 ft.; **Reach** 5 ft.  
**Base Atk** +6; **Grp** +18  
**Atk Options** trip (+12 check modifier)

---

**Abilities** Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10  
**SQ** link, share spells  
**Feats** Alertness, Run, Track<sup>B</sup>, Weapon Focus (bite)  
**Skills** Hide +1, Listen +10, Move Silently +5, Spot +10,  
 Survival +2 (+6 if tracking via scent)  
**Tricks** attack (2), come, defend, down, guard, heel,  
 track

---

**Trip (Ex)** A dire wolf that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.  
**Skills** A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. It also has a +4 racial bonus on Survival checks when tracking by scent.

## ENCOUNTER 11: THE DEVIL

### KAJABOR

**CR 12**

Male bearded devil fighter 7  
 LE Medium outsider (baatezu, evil, extraplanar, lawful)  
**Init** +7; **Senses** darkvision 60 ft., see in darkness;  
 Listen +10, Spot +10  
**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.

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**AC** 26, touch 14, flat-footed 23  
 (+3 Dex, +5 armor, +1 deflection, +7 natural)  
**hp** 153 (13 HD); **DR** 5/silver or good  
**Immune** fire, poison  
**Resist** acid 10, cold 10; **SR** 24  
**Fort** +17, **Ref** +12, **Will** +12

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**Speed** 40 ft. (8 squares)  
**Melee** +1 *glaive* +24/+19/+14 (1d10+15/19-20/x3 plus  
 infernal wound) or  
**Melee** 2 claws +22 (1d6+9)  
**Space** 5 ft.; **Reach** 5 ft. (10 ft. with *glaive*)  
**Base Atk** +13; **Grp** +20  
**Atk Options** battle frenzy, beard, Blind-Fight, Cleave,  
 Power Attack  
**Special Actions** *summon baatezu*  
**Combat Gear** *potion of cure serious wounds*  
**Spell-Like Abilities** (CL 12th):  
 At will—*greater teleport* (self plus 50 pounds of  
 objects only)

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**Abilities** Str 24, Dex 17, Con 20, Int 6, Wis 12, Cha 8  
**Feats** Blind-Fight, Cleave, Improved Critical (*glaive*),  
 Improved Initiative, Iron Will, Melee Weapon Mastery  
 (slashing), Power Attack, Weapon Focus (*glaive*),  
 Weapon Specialization (*glaive*)  
**Skills** Climb +21, Diplomacy +1, Hide +11, Listen +10,  
 Move Silently +11, Sense Motive +10, Spot +10

**Possessions** combat gear plus +1 *glaive*, +1 *chain shirt*, *boots of speed*, *gauntlets of ogre power*, *ring of protection* +1, *vest of resistance* +2

**Battle Frenzy (Ex)** Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 10 rounds, and the bearded devil suffers no ill effects afterward.

**Beard (Ex)** If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 21 Fortitude save or be infected with a vile disease known as *devil chills* (DMG, pg 292). The save DC is Constitution-based.

**Infernal Wound (Su)** The damage a bearded devil deals with its *glaive* causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 21 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's *glaive* must succeed on a DC 21 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

**Summon Baatezu (Sp)** Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

**Battle Frenzy** when in battle frenzy, Kajabor's stats change as follows:  
 AC 24, touch 12, flat-footed 21  
 hp 179  
 Fort +19, Will +14  
 Melee +1 *glaive* +26/+21/+16 (1d10+18/19-20/x3 plus infernal wound) or  
 Melee 2 claws +19 melee (1d6+11)  
 Grp +22  
 Abilities Str 28, Con 24  
 Skills Climb +23

**ENCOUNTER 6: THE FIENDISH VILLAGE****ERRKO & KARUUK FEN****CR 11**

Male goblin warrior 3/fighter 10

NE Small humanoid (goblinoid)

**Init** +3; **Senses** darkvision 60 ft.; Listen +5, Spot +5**Languages** Common, Goblin**AC** 20, touch 15, flat-footed 17; Mounted Combat

(+1 size, +3 Dex, +5 armor, +1 deflection)

**hp** 119 (13 HD)**Fort** +14, **Ref** +9, **Will** +10**Speed** 30 ft. (6 squares); Ride-By Attack**Melee** +2 *small lance* +20/+15/+10 (1d6+8/19-20/x3) or**Ranged** masterwork small composite shortbow +18/+13/+8 (1d4+2/x3)**Base Atk** +13; **Grp** +12**Atk Options** Blind-Fight, Close-Quarters Fighting, Combat Reflexes, Mounted Combat, Power Attack, Spirited Charge**Abilities** Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 6**Feats** Blind-Fight, Close-Quarters Fighting, Combat Reflexes, Improved Critical (lance), Iron Will, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance)**Skills** Hide +6, Listen +5, Move Silently +6, Ride +19, Spot +5, Swim +7**Possessions** masterwork small composite shortbow (+2 Str bonus), arrow (20), +2 *small lance*, +1 *chain shirt*, *gauntlets of ogre power*, *ring of protection* +1, *vest of resistance* +2**Skills** Goblins have a +4 racial bonus on Move Silently and Ride checks.**WORG, HALF-FIEND ADVANCED****CR 9**

NE Large outsider (native)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +20, Spot +20**Languages** Common, Goblin, Worg**AC** 20, touch 12, flat-footed 17; Mounted Combat

(-1 size, +3 Dex, +3 armor, +5 natural)

**hp** 162 (12 HD); **DR** 10/magic**Immune** poison**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 22**Fort** +14, **Ref** +11, **Will** +8**Speed** 50 ft. (10 squares), fly 50 ft. (good)**Melee** 2 claws +21 (1d6+10) and bite +16 (1d8+5)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +12; **Grp** +26**Atk Options** magic strike, smite good 1/day (+12 damage), trip (+14 check modifier)**Spell-Like Abilities** (CL 12th):

3/day—darkness, poison (DC 15)

1/day—blasphemy (DC 18), contagion (DC 14), desecrate, unholy blight (DC 15)

**Abilities** Str 30, Dex 17, Con 22, Int 10, Wis 14, Cha 12**Feats** Alertness, Blind-Fight, Improved Flight, Iron Will, Track**Skills** Concentration +13, Hide +15, Intimidate +8, Knowledge (the planes) +1, Listen +20, Move Silently +18, Speak Language 2, Spot +20, Survival +16 (+20 if tracking via scent), Swim +17**Possessions** masterwork studded leather barding**Magic Strike (Ex)** Natural weapon attacks made by a creature that has this ability are treated as magic for the purpose of overcoming damage reduction.**Smite Good (Su)** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.**Trip (Ex)** A worg that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.**Skills** A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. A worg has a +4 racial bonus on Survival checks when tracking by scent.**ENCOUNTER 9: THE BOSS FIGHT****LAGOCH****CR 9**

Male goblin warrior 2/cleric 9

NE Small humanoid (goblinoid)

**Init** +2; **Senses** darkvision 60 ft.; Listen +3, Spot +3**Languages** Common, Goblin**AC** 19, touch 13, flat-footed 17

(+1 size, +2 Dex, +6 armor)

**hp** 88 (11 HD)**Fort** +12, **Ref** +6, **Will** +10**Speed** 30 ft. (6 squares)**Melee** +1 *small greataxe* +13/+8 (1d10+4/x3)**Base Atk** +8; **Grp** +6**Atk Options** Cleave, Power Attack, smite 3/day (+4 attack, +9 damage)**Special Actions** spontaneous casting, rebuke undead 1/day (+3, 2d6+7, 9th)**Combat Gear** *scroll of cure serious wounds***Cleric Spells Prepared** (CL 11th):5th—*spell resistance* (SR 23), *flame strike*<sup>D</sup> (DC 18)4th—*divine power*<sup>D</sup> (+3 Base Atk, +6 Str, +11 temporary hit points), *freedom of movement*, *greater magic weapon* (+2)3rd—*cure serious wounds*, *dispel magic*, *magic vestment*<sup>D</sup>, *searing light* (2) (+11, 5d8)2nd—*bull's strength*, *cure moderate wounds* (2), *sound burst* (2) (DC 15), *spiritual weapon*<sup>D</sup> (+11, 1d8+3/x3)1st—*bless*, *cure light wounds*, *divine favor* (+3 attack, +3 damage), *magic weapon*<sup>D</sup>, *protection from good*, *shield of faith* (+3)0—*cure minor wounds* (2), *detect magic*, *detect poison*, *guidance*, *resistance***D:** Domain spell. Deity: Maglubiyet. Domains: Destruction, War

‡ Already cast

**Abilities** Str 14, Dex 14, Con 14, Int 10, Wis 16, Cha 6

**Feats** Cleave, Extra Smiting, Power Attack, Practiced Spellcaster (cleric), Weapon Focus (greataxe)<sup>B</sup>

**Skills** Climb +3, Concentration +11, Hide +5, Jump +3, Knowledge (religion) +5, Move Silently +5, Ride+10, Spellcraft +4, Swim +2

**Possessions** combat gear plus small greataxe, +1 small greataxe, +2 chain shirt, gauntlets of ogre power, vest of resistance +1

**Skills** Goblins have a +4 racial bonus on Move Silently and Ride checks.

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#### WORJJUS

CR 11

Male human druid 11

NE Medium humanoid (human)

**Init** +2; **Senses** Listen +4, Spot +4

**Languages** Common, Druidic, Goblin, Worg

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**AC** 19, touch 12, flat-footed 17

(+2 Dex, +6 armor, +1 shield)

**hp** 88 (11 HD); **DR** 3/— (30 points/day)

**Immune** poison

**Fort** +10, **Ref** +6, **Will** +12 (+4 versus spell-like abilities of fey)

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**Speed** 20 ft. in +1 *dragonhide breastplate* (4 squares), base speed 30 ft.; woodland stride

**Ranged** +1 *composite longbow* (+1 Str bonus) +11/+6 (1d8+2/x3) or

**Melee** masterwork scimitar +10/+5 (1d6+1/18-20)

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

**Special Actions** spontaneous casting, wild shape 4/day (11 hours, Tiny, Large)

**Combat Gear** *potion of cure serious wounds*, *scroll of cure serious wounds*, tanglefoot bag (2)

**Druid Spells Prepared** (CL 11th):

6th—*antilife shell*

5th—*animal growth*, *stoneskin*

4th—*flame strike* (2) (DC 18), *freedom of movement*, extended *greater magic fang* (+2),

3rd—*dominate animal* (DC 17), extended *resist energy*, *protection from energy*, *spike growth* (DC 17), *wind wall*

2nd—*barkskin*, *bear's endurance*, *bull's strength*, *flame blade*, *heat metal* (DC 16)

1st—*calm animals* (DC 15), *cure light wounds* (2), *entangle* (DC 15), *produce flame*, *speak with animals*

0—*cure minor wounds* (2), *detect poison*, *guidance*, *know direction*, *resistance*

‡ Already cast

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

**SQ** animal companion, link with companion, trackless step, wild empathy +12

**Feats** Companion Spellbond, Extend Spell, Natural Spell, Skill Focus (concentration), Track

**Skills** Concentration +19, Handle Animal +8, Knowledge (nature) +7, Profession (breeder) +10, Ride +4, Search +5, Speak Language 2, Survival +12 (+14 when in aboveground natural environments or when following tracks)

**Possessions** combat gear plus masterwork scimitar, arrow (20), masterwork light wooden shield, +1 *composite longbow* (+1 Str bonus), +1 *beastskin*

*dragonhide breastplate*, *lesser iron ward diamond*, *periapt of wisdom* +2, *vest of resistance* +1

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#### WORJJUS (DIRE APE SHAPE)

CR 11

Male human druid 11

NE Large humanoid (human)

**Init** +2; **Senses** Listen +4, Spot +4

**Languages** Common, Druidic, Goblin, Worg

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**AC** 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +6 armor, +1 shield, +4 natural)

**hp** 88 (11 HD); **DR** 3/— (30 points/day)

**Immune** poison

**Fort** +10, **Ref** +6, **Will** +12 (+4 versus spell-like abilities of fey)

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**Speed** 20 ft. in +1 *dragonhide breastplate* (4 squares), base speed 30 ft.; climb 15 ft.; woodland stride

**Melee** masterwork scimitar +14/+9 (1d8+7/18-20) and bite +8 (1d8+3) or

**Melee** 2 claws +13 (1d6+6) and bite +8 (1d8+3) or

**Ranged** +1 *composite longbow* (+1 Str bonus) +10/+5 (2d6+2/x3) or

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

**Base Atk** +8; **Grp** +18

**Atk Options** rend (2d6+12)

**Special Actions** spontaneous casting, wild shape 4/day (11 hours, Tiny, Large)

**Combat Gear** *potion of cure serious wounds*, *scroll of cure serious wounds*, tanglefoot bag (2)

**Druid Spells Prepared** (CL 11th):

6th—*antilife shell*

5th—*animal growth*, *stoneskin*

4th—*flame strike* (2) (DC 18), *freedom of movement*, extended *greater magic fang* (+2),

3rd—*dominate animal* (DC 17), extended *resist energy*, *protection from energy*, *spike growth* (DC 17), *wind wall*

2nd—*barkskin*, *bear's endurance*, *bull's strength*, *flame blade*, *heat metal* (DC 16)

1st—*calm animals* (DC 15), *cure light wounds* (2), *entangle* (DC 15), *produce flame*, *speak with animals*

0—*cure minor wounds* (2), *detect poison*, *guidance*, *know direction*, *resistance*

‡ Already cast

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**Abilities** Str 22, Dex 15, Con 14, Int 10, Wis 18, Cha 8

**SQ** animal companion, link with companion, trackless step, wild empathy +12

**Feats** Companion Spellbond, Extend Spell, Natural Spell, Skill Focus (concentration), Track

**Skills** Concentration +19, Handle Animal +8, Knowledge (nature) +7, Profession (breeder) +10, Ride +4, Search +5, Speak Language 2, Survival +12 (+14 when in aboveground natural environments or when following tracks)

**Possessions** combat gear plus masterwork scimitar, arrow (20), masterwork light wooden shield, +1 *composite longbow* (+1 Str bonus), +1 *beastskin* *dragonhide breastplate*, *lesser iron ward diamond*, *periapt of wisdom* +2, *vest of resistance* +1

**Rend (Ex)** A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

**DIRE WOLF COMPANION**

**CR —**

N Large animal

**Init** +3; **Senses** low-light vision, scent; Listen +10, Spot +10

**AC** 17, touch 12, flat-footed 14

(-1 size, +3 Dex, +5 natural)

**hp** 72 (8 HD);

**Fort** +9, **Ref** +9, **Will** +7; evasion

**Speed** 50 ft. (10 squares); Run

**Melee** bite +14 (1d8+12)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +18

**Atk Options** trip (+12 check modifier)

**Abilities** Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10

**SQ** link, share spells

**Feats** Alertness, Run, Track<sup>B</sup>, Weapon Focus (bite)

**Skills** Hide +1, Listen +10, Move Silently +5, Spot +10, Survival +2 (+6 if tracking via scent)

**Tricks** attack (2), come, defend, down, guard, heel, track

**Trip (Ex)** A dire wolf that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

**Skills** A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. It also has a +4 racial bonus on Survival checks when tracking by scent.

**WOOD ELEMENT ADVANCED DIRE BEAR CR 12**

N Huge elemental (wood)

**Init** +0; **Senses** darkvision 60 ft., low-light vision, scent, woodsense; Listen +10, Spot +16

**AC** 20, touch 8, flat-footed 20

(-2 size, +0 Dex, +12 natural)

**hp** 219 (18 HD); **DR** 10/magic

**Immune** elemental immunities, plant immunities

**Fort** +17, **Ref** +11, **Will** +12

**Speed** 20 ft. (4 squares); Run

**Melee** 2 claws +27 (3d6+15) and

bite +21 (3d8+7) or

**Ranged** 4 spikes +13 (1d6+15)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +13; **Grp** +36

**Atk Options** Blind-Fight, improved grab, Power Attack

**Abilities** Str 40, Dex 11, Con 23, Int 2, Wis 12, Cha 10

**Feats** Alertness, Blind-Fight, Improved Natural Attack (claw), Power Attack, Run, Toughness, Weapon Focus (claw)

**Skills** Listen +10, Spot +16, Swim +16

**Tricks** attack (2), come, defend, guard, heel

**Improved Grab (Ex)** To use this ability, a dire bear must hit with a claw attack. It can then attempt to

start a grapple as a free action without provoking an attack of opportunity.

**Spikes (Ex)** A wood element creature can release volleys of bark, splinters, or wood shards, up to four such spikes per round, as a standard action. This attack has a range of 120 feet with no range increment. Damage is 1d6 + Strength bonus per spike. The wood element creature can launch up to its HD total in pikes per day.

**Woodsense (Ex)** A wood element creature can automatically sense the location of anything within 60 feet that is in contact with vegetation, even if the wood element creature is not in contact with the same vegetation.

**ENCOUNTER 11: THE DEVIL**

**KAJABOR**

**CR 14**

Male bearded devil fighter 9

LE Medium outsider (baatezu, evil, extraplanar, lawful)

**Init** +7; **Senses** darkvision 60 ft., see in darkness; Listen +10, Spot +10

**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.

**AC** 29, touch 15, flat-footed 26

(+3 Dex, +6 armor, +2 deflection, +8 natural)

**hp** 193 (15 HD); **DR** 5/silver or good

**Immune** fire, poison

**Resist** acid 10, cold 10; **SR** 26

**Fort** +19, **Ref** +14, **Will** +14

**Speed** 40 ft. (8 squares)

**Melee** +1 *glaive* +27/+22/+17 (1d10+15/19-20/x3 plus infernal wound) or

**Melee** 2 claws +24 (1d6+9)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

**Base Atk** +15; **Grp** +22

**Atk Options** battle frenzy, beard, Blind-Fight, Cleave, Power Attack

**Special Actions** *summon baatezu*

**Combat Gear** *potion of cure critical wounds* (2)

**Spell-Like Abilities** (CL 12th):

At will—*greater teleport* (self plus 50 pounds of objects only)

**Abilities** Str 24, Dex 17, Con 20, Int 6, Wis 12, Cha 8

**Feats** Blind-Fight, Cleave, Greater Weapon Focus (glaive), Improved Critical (glaive), Improved Initiative, Improved Toughness, Iron Will, Melee Weapon Mastery (slashing), Power Attack, Weapon Focus (glaive), Weapon Specialization (glaive)

**Skills** Climb +23, Diplomacy +1, Hide +11, Listen +10, Move Silently +11, Sense Motive +10, Spot +10

**Possessions** combat gear plus +1 *glaive*, +2 *chain shirt*, *boots of speed*, *amulet of natural armor* +1, *gauntlets of ogre power*, *ring of protection* +2, *vest of resistance* +3

**Battle Frenzy (Ex)** Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 10 rounds, and the bearded devil suffers no ill effects afterward.

**Beard (Ex)** If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 22 Fortitude save or be infected with a vile disease known as *devil chills* (DMG, pg 292). The save DC is Constitution-based.

**Infernal Wound (Su)** The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 22 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 22 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

**Summon Baatezu (Sp)** Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

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**Battle Frenzy** when in battle frenzy, Kajabor's stats change as follows:

AC 27, touch 13, flat-footed 24

hp 223

Fort +21, Will +16

Melee +1 *glaive* +29/+24/+19 (1d10+18/19-20/x3 plus infernal wound) or

Melee 2 claws +26 melee (1d6+11)

Grp +24

Abilities Str 28, Con 24

Skills Climb +25

## APPENDIX 2: NEW RULES ITEMS

### ALTERNATE FORM/WILD SHAPE

#### ERRATA

**Alternate Form (Su)** A creature with this special quality has the ability to assume one or more specific alternate forms. A true seeing spell or ability reveals the creature's natural form. A creature using alternate form reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use alternate form to take the form of a creature with a template.

Assuming an alternate form results in the following changes to the creature:

The creature retains the type and subtype of its original form. It gains the size of its new form. If the new form has the aquatic subtype, the creature gains that subtype as well.

The creature loses the natural weapons, natural armor, and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).

The creature gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.

The creature retains the special qualities of its original form. It does not gain any special qualities of its new form.

The creature retains the spell-like abilities and supernatural attacks of its old form (except for breath weapons and gaze attacks). It does not gain the spell-like abilities or supernatural attacks of its new form.

The creature gains the physical ability scores (Str, Dex, Con) of its new form. It retains the mental ability scores (Int, Wis, Cha) of its original form. Apply any changed physical ability score modifiers in all appropriate areas with one exception: the creature retains the hit points of its original form despite any change to its Constitution.

Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.

The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.

The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

Any gear worn or carried by the creature that can't be worn or carried in its new form instead falls to the ground in its space. If the creature changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match the new size. (Nonhumanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and vice-versa.) Gear returns to normal size if dropped.

**Wild Shape (Su)** At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the alternate form special ability (see the *Monster Manual*), except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. Each time you use wild shape, you regain lost hit points as if you had rested for a night.

The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table: The Druid. In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level.

The new form's Hit Dice can't exceed the character's druid level.

At 12th level, a druid becomes able to use wild shape to change into a plant creature with the same size restrictions as for animal forms. (A druid can't use this ability to take the form of a plant that isn't a creature.)

At 16th level, a druid becomes able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day. These elemental forms are in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the druid gains all the elemental's extraordinary, supernatural, and spell-like abilities. She also gains the elemental's feats for as long as she maintains the wild shape, but she retains her own creature type.

At 18th level, a druid becomes able to assume elemental form twice per day, and at 20th level she can do so three times per day. At 20th level, a druid may use this wild shape ability to change into a Huge elemental.

#### NEW FEATS

##### Close-Quarters Fighting

(*Complete Warrior*, page 97)

You are skill at fighting at close range and resisting grapple attempts.

**Prerequisites:** Base attack bonus +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 extra attacks 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 sort 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 +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 they attempt to start a grapple.

**Special:** A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

### Companion Spellbond

(*Player's Handbook II*, page 77)

You form a special magical link with your animal companion, allowing you to share spells with it over a greater distance.

**Prerequisites:** Animal companion.

**Benefit:** You use your companion's share spells ability out to a range of 30 feet, rather than the standard 5 feet. You can cast touch spells to affect your companion at a greater range than normal. You can change a spell's range from touch to close (range of 25 feet + 5 feet per two caster levels) if the spell targets only your companion.

### Extra Smiting

(*Complete Warrior*, page 98)

You can make more smite attacks.

**Prerequisites:** Smite ability, base attack bonus +4.

**Benefit:** When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example).

**Special:** You can take this feat multiple times. Its effects stack.

### Improved Flight

(*Races of the Wild*, page 151)

You have gained greater maneuverability when flying than you would normally have.

**Prerequisites:** Natural fly speed.

**Benefit:** Your maneuverability while flying improves by one category (see page 312 of the *Monster Manual*). For example, if your normal maneuverability is poor, it becomes average.

### Improved Toughness

(*Complete Warrior*, page 101)

You are significantly tougher than normal.

**Prerequisites:** Base Fortitude save bonus +2.

**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

**Special:** A fighter may select Improved Toughness as one of his fighter bonus feats.

### Melee Weapon Mastery

(*Player Handbook II*, page 81)

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

**Benefit:** When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

**Special:** You can select this feat more than once. Each time, you can select a new damage type.

A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

### Practiced Spellcaster

(*Complete Arcane*, page 82)

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

**Prerequisites:** Spellcraft 4 ranks

**Benefit:** Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't gain from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

**Special:** You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

## NEW MAGIC ITEMS

### Beastskin

(*Magic Item Compendium*, page 7)

**Price:** +2 bonus

**Property:** Armor

**Caster Level:** 13th

**Aura:** Strong; (DC 21) transmutation

**Activation:** —

First created by powerful druids, armor that has this property is particularly useful to characters of that class.

Whenever you use wild shape, you can expend one additional daily use of that ability to transform your beastskin armor along with you, rather than simply allowing it to merge with your body. When you do so, the armor transforms into a suit of armor of the same type, fitted for your new form. The armor's weight changes to match your new size (and shape, if you assume a form with a different body shape).

If you are proficient with your suit of beastskin armor in your natural form, then you are proficient with the transformed version as well, regardless of what shape you take.

*Prerequisites:* Craft Magic Arms and Armor, *ironwood*.

*Cost to Create:* Varies.

## Iron Ward Diamond

(*Magic Item Compendium*, page 26)

**Price (Item level):** 500 gp (3rd) (least), 2,000 gp (6th) (lesser), or 8,000 gp (11th) (greater)

**Body Slot:** — (armor crystal)

**Caster Level:** 7th

**Aura:** Moderate; (DC 18) evocation

**Activation:** —

**Weight:** —

An *iron ward diamond* lends its toughness to armor, helping it absorb blows in combat.

**Least:** The least version of this augment crystal grants you damage reduction 1/—. This damage reduction stacks with similar damage reduction granted by any other source. Once the clasp has prevented a total of 10 points of damage, it becomes inert until the following day.

**Least:** As the least crystal, except that it grants damage reduction 3/— until it has prevented a total of 30 points of damage. A *lesser iron ward diamond* functions only when attached to medium or heavy armor.

**Greater:** As the least crystal, except that it grants damage reduction 5/— until it has prevented a total of 50 points of damage. A *greater iron ward diamond* functions only when attached to heavy armor.

*Prerequisites:* Craft Magic Arms and Armor, *stoneskin*.

*Cost to Create:* 250 gp, 20 XP, 1 day (least), 1,000 gp, 80 XP, 2 days (lesser), or 4,000 gp, 320 XP, 8 days (greater).

## NEW TEMPLATE

### Wood Element Creature

(*Manual of the Planes*, page 196)

Wood element creatures dwell on the Elemental Plane of Wood or similar hospitable domains, including the Material Plane. They have the same general form as material beings but are made entirely of wood, branches, and leaves. They have ebon, opaline spheres for eyes, and their claw-like hands end in jagged splinters.

### Wood Element Leopard

*The shape says it's some form of jungle cat, but the entwined branches and leaves that make up the body must mean it's some sort of plant*

*creature. Still the jagged splinters it shows for claws look very dangerous as it's ebon eyes track you as prey.*

### WOOD ELEMENT LEOPARD

**CR 2**

N Medium elemental (wood)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent, woodsense; **Listen** +6, **Spot** +6

**AC** 17, touch 14, flat-footed 13

(+4 Dex, +3 natural)

**hp** 19 (3 HD)

**Immune** elemental immunities, plant immunities

**Fort** +5, **Ref** +7, **Will** +2

**Speed** 20 ft. (4 squares), climb 20 ft.

**Melee** bite +6 (1d6+3) and

2 claws +1 (1d3+1) or

**Ranged** 4 spikes +6 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +5

**Atk Options** improved grab, rake (1d3+1)

**Special Actions** pounce

**Abilities** Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

**Feats** Alertness, Weapon Finesse

**Skills** Balance +12 (anks, +4 ability, +8 racial), Climb +11 (anks, +3 ability, +8 racial), Hide +8 (anks, +4 ability, +4 racial), Jump +5 (anks, +3 ability, -6 speed, +8 racial), Listen +6 (anks, +1 ability, +2 feat), Move Silently +8 (ability, +4 racial), Spot +6  
**Advancement** 4-5 HD (Medium)

**Improved Grab (Ex)** To use this ability, a leopard must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex)** If a leopard charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex)** Attack bonus +6 melee, damage 1d3+1.

**Spikes (Ex)** A wood element creature can release volleys of bark, splinters, or wood shards, up to four such spikes per round, as a standard action. This attack has a range of 120 feet with no range increment. Damage is 1d6 + Strength bonus per spike. The wood element creature can launch up to its HD total in pikes per day.

**Woodsense (Ex)** A wood element creature can automatically sense the location of anything within 60 feet that is in contact with vegetation, even if the wood element creature is not in contact with the same vegetation.

**Skills** Leopards have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Leopards have a +8 racial bonus on Balance and Climb checks. A leopard can always choose to take 10 on a Climb check, even if rushed or threatened.

### Creating a Wood Element Creature

"Wood element" is an inherited template that can be applied to any corporeal aberration, animal, magical beast, or vermin (referred to hereafter as the base creature). A wood element creature uses all the base creature's statistics and abilities except as noted here.

**Challenge Rating:** HD 3 or less, same as base creature; HD 4 to 7, same as base creature +1; HD 8 or more, same as base creature +2.

**Alignment:** Usually neutral.

**Type:** The base creature's type changes to elemental (wood) if your campaign has an Elemental Plane of Wood. Otherwise, it's type changes to plant.

**Senses:** A wood element creature gains darkvision out to 60 feet if it doesn't already have better. It also gains woodsense out to 60 feet.

**Woodsense (Ex):** A wood element creature can automatically sense the location of anything within 60 feet that is in contact with vegetation, even if the wood element creature is not in contact with the same vegetation.

**Languages:** If the base creature has an intelligence of 4 or greater, it speaks Sylvan and the language of treants.

**AC:** Natural armor bonus improves by 2 (this stacks with any natural armor bonus the base creature has).

**HD:** The creatures Hit Dice change to d8 if not already d8.

**Speed:** Normal (ground) speed is halved. Other modes of movement (climb, fly, swim) are unchanged.

**Attacks:** A wood element creature retains all the normal attacks of the base creature and also gains a ranged spike attack.

**Spikes (Ex):** A wood element creature can release volleys of bark, splinters, or wood shards, up to four such spikes per round, as a standard action. This attack has a range of 120 feet with no range increment. Damage is 1d6 + Strength bonus per spike. The wood element creature can launch up to its HD total in pikes per day.

**Special Qualities:** A wood element creature has all the special qualities of the base creature and gains the following special quality:

**Damage Reduction (Ex):** See the table below.

Hit Dice	Damage Reduction
1-7	
8-11	5/magic
12+	10/magic

**Plant:** While of the elemental type, a wood element creature is also plantlike. In addition to benefits granted through its elemental type, the wood element also gains plant type traits.

**Level Adjustment:** +5

## DM AID: THE DOOR PUZZLE

### DIMENSIONAL DOORWAY PUZZLE

There are five rows by four columns of buttons each with a word on them. Each button has goblin runes inscribed upon them. Below each, someone carved in the translation in Common. Fyodor, the Devilslayers' mage translated these runes and added the information to help him trap Kajabor behind the door. Therefore, knowing goblin doesn't really help. Lagoch hasn't removed the translations mostly due to disinterest.

Balance	Comet	Donjon	Fate
Flames	Fool	Gem	Idiot
Jester	Key	Knight	Moon
Ruin	Skull	Star	Sun
Talons	Throne	Vizier	Void

Off to the side, also written in the goblin language, but also translated, is the following riddle:

"In the room below, on the chair above, ride the charger to the river's lock. Destiny's thread leads to oblivion."

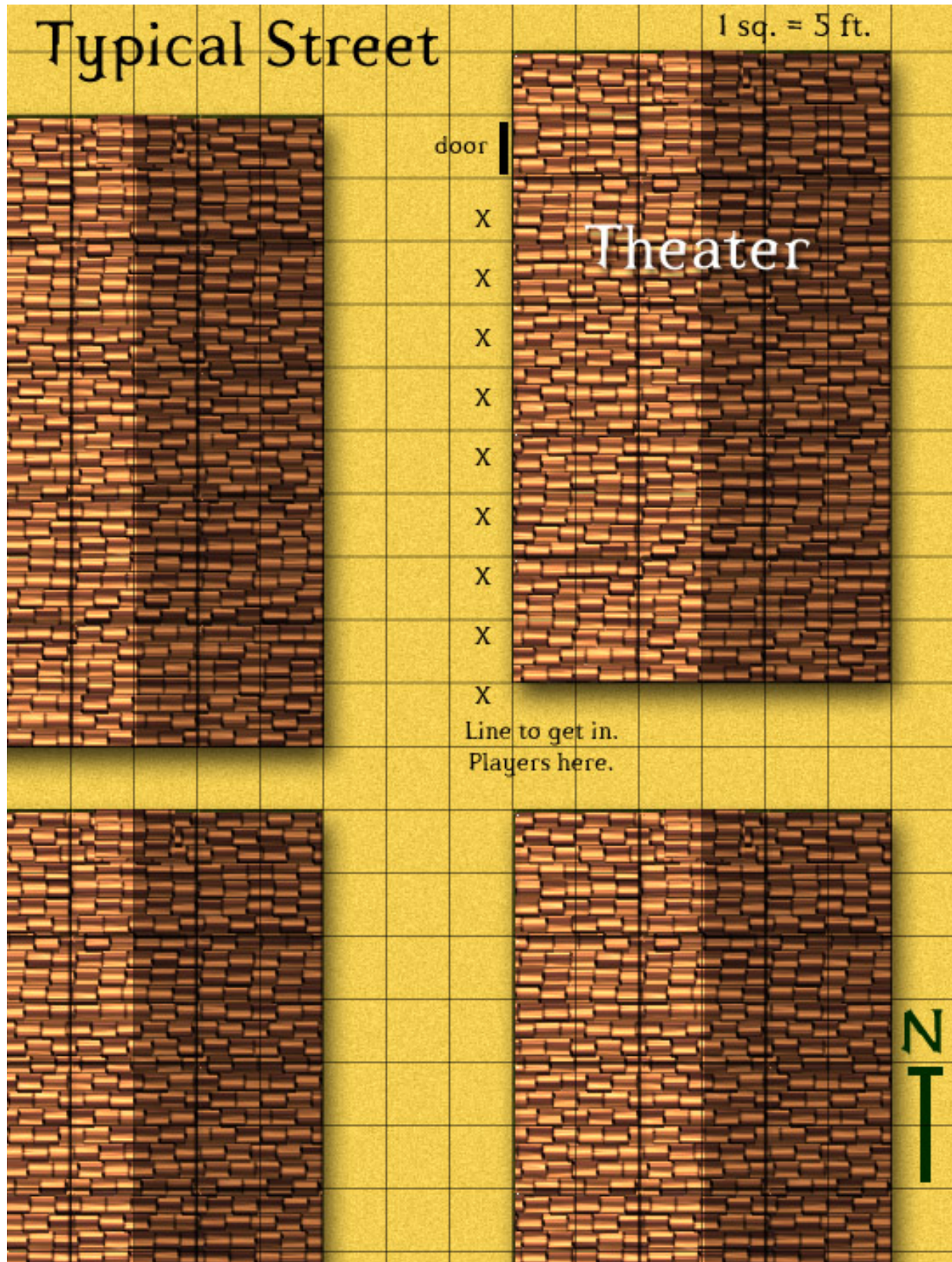
These Knowledge skills will help gain clues to the puzzle. Failing the check will result in wrong results.

Knowledge Check	Failed	Pass (DC 13+APL)	Success (DC 18+APL)
Arcana	Comet	Throne	Throne and Donjon
Religion	Gem	Knight	Knight and Fate
Nature	Ruin	Key	Key and Donjon
Planar	Vizier	Void	Void and Knight

The solution is to press the correct buttons in the correct order. The riddle provides the right answers.

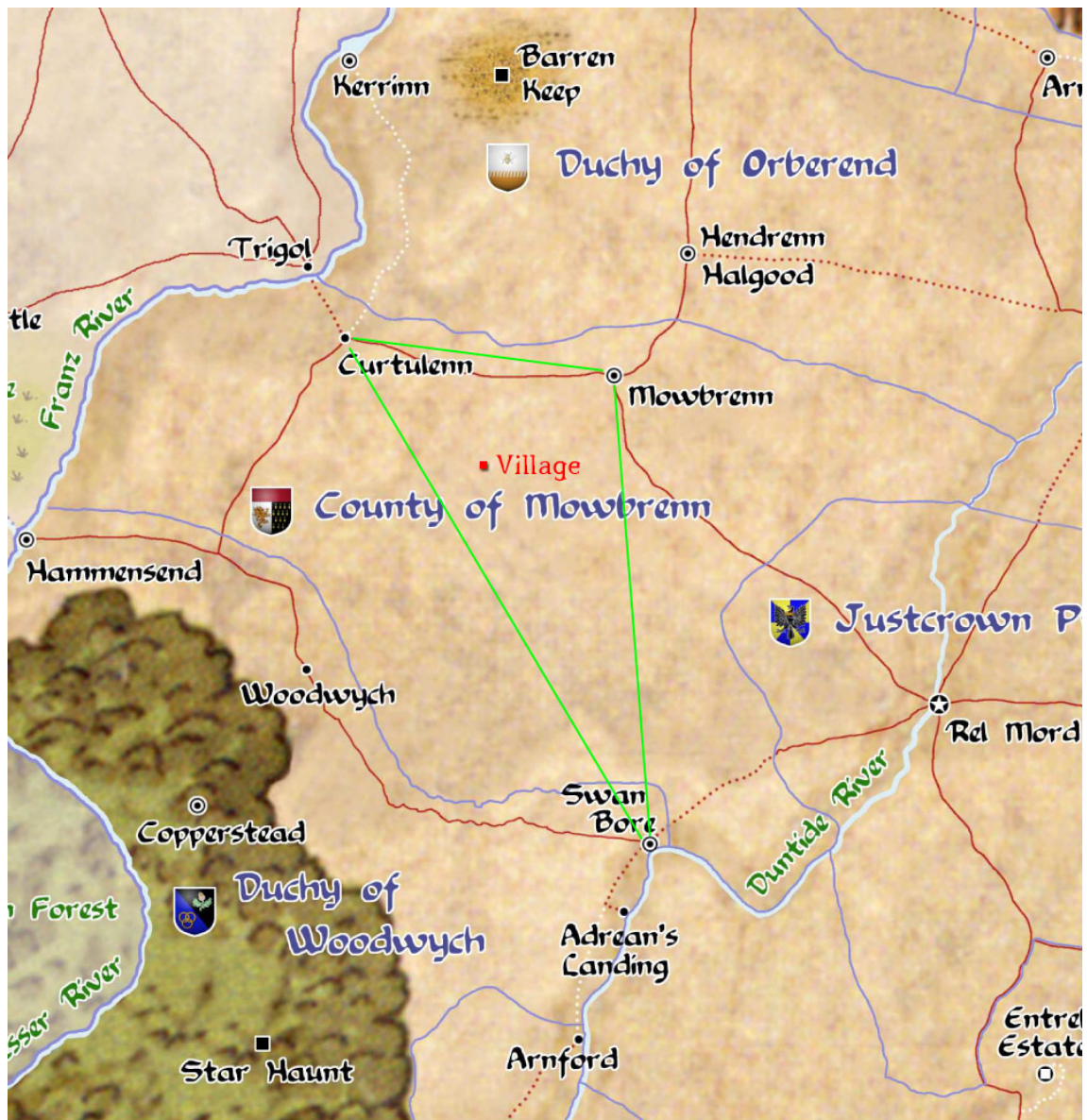
In the room below = dungeon  
On the chair above = throne  
Ride the charger = a knight  
To the river's lock = key  
Destiny's thread = fate  
Leads to oblivion = void

## DM MAP: MOWBRENN STREET

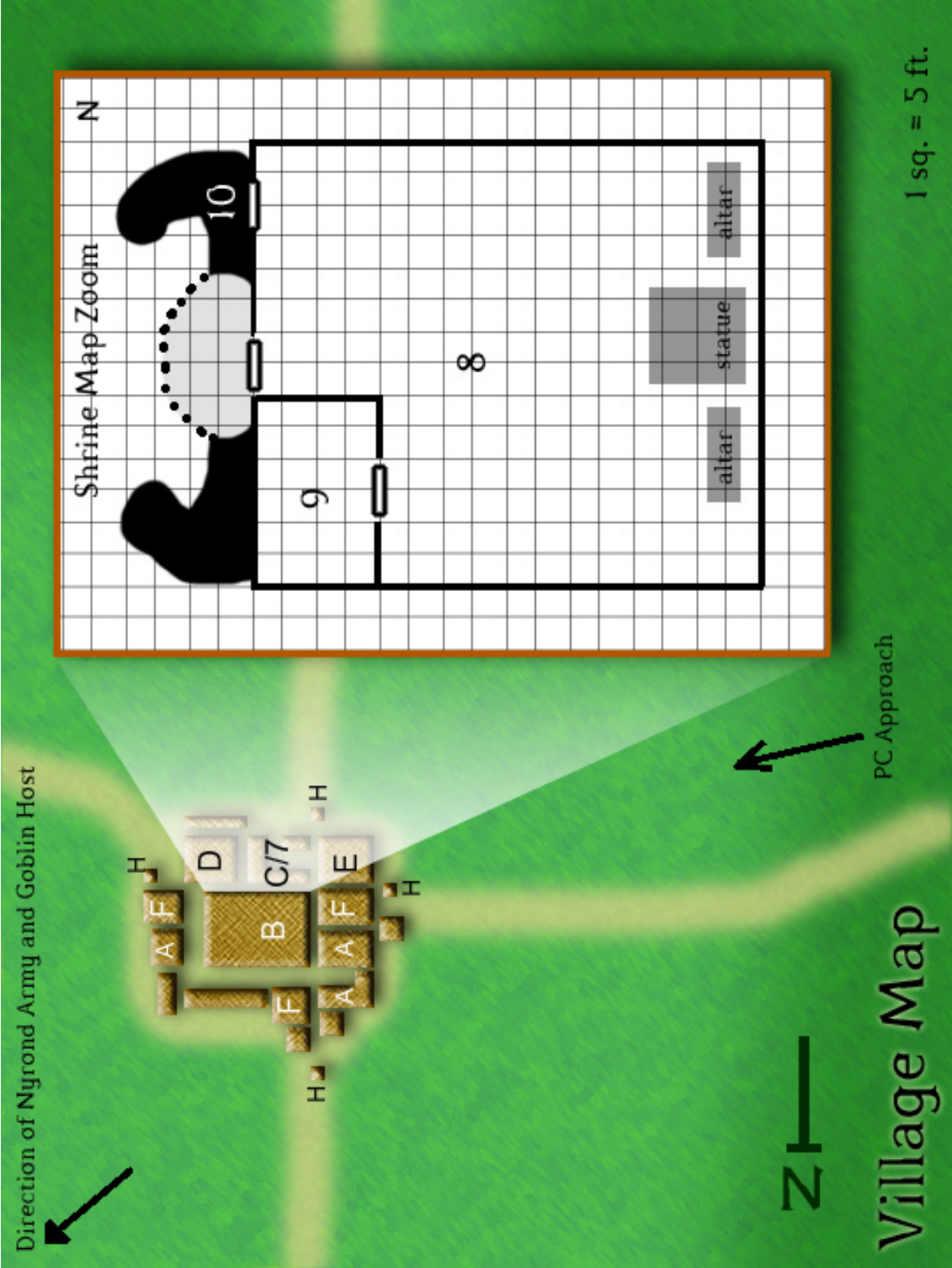




## DM MAP: GOBLIN VILLAGE LOCATION

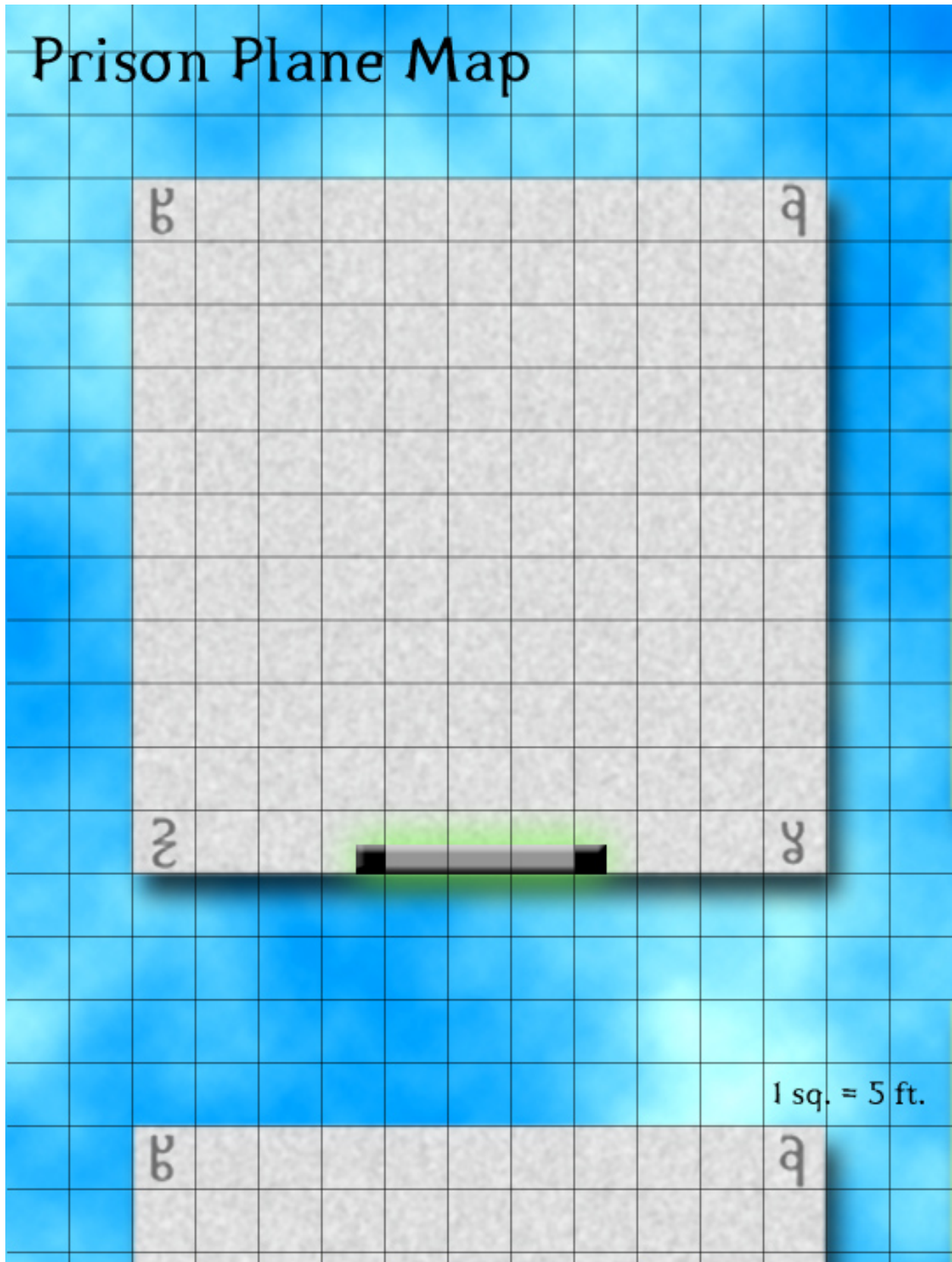


DM MAP: VILLAGE AND SHRINE



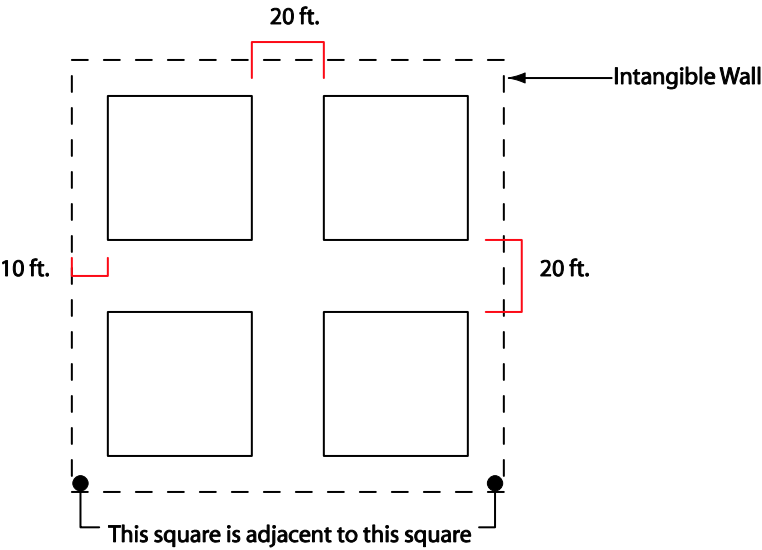
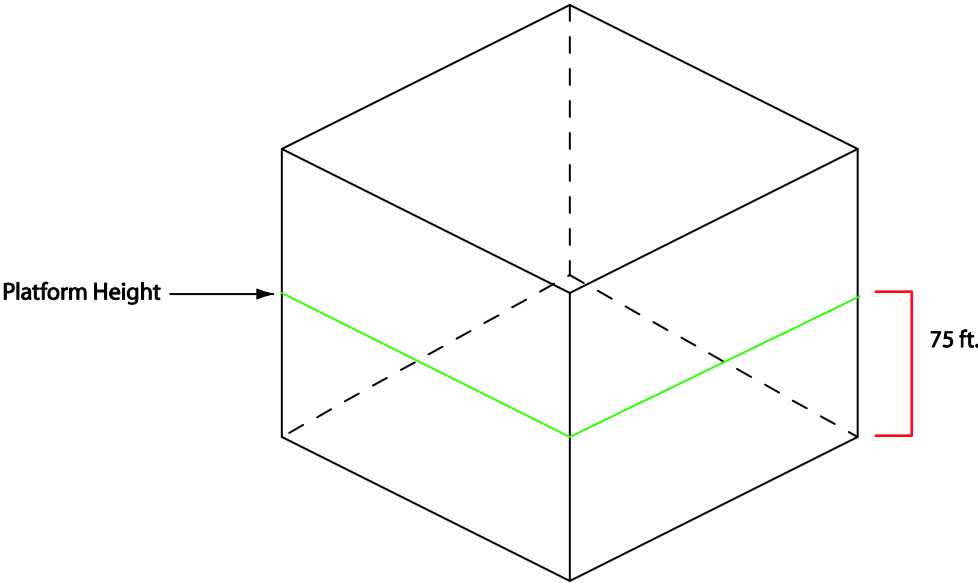


## DM MAP: PRISON DIMENSION





DM MAP: DIMENSIONS



## PLAYER HANDOUT: DOORWAY BUTTONS AND RIDDLE

There are five rows by four columns of buttons each with a word on them. Each button has goblin runes inscribed upon them. Below each, someone carved in the translation in Common.

Balance	Comet	Donjon	Fate
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Jester	Key	Knight	Moon
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