

GRM8-05

# Quorum

## A Two-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup>

### Gran March Regional Adventure

Version 0.9.0

by P. Dennis Waltman

Reviewers: Gran March Triad    Circle Reviewer: Steven Conforti

Playtesters: Michael Roderick Sr., Kristi St. Clair, John St. Clair, Daniel Buchmueller, Austin "Trae" Cooper

With threats of armies north and south, individual Knight Colonels making individual decisions and much of the Battle Seasoned troops still outside the nation, the times demand one leader and Gran March does not have one. The call to elect a new Commandant has come. Can enough of the Electors make it to Hookhill in order to elect the needed leader or will Chaos reign. This is a dangerous continuous Two-Round Gran March Regional adventure for APLs 4-16, and the Finale for the Gran March region. This game contains spoilers for GRM 7-2 "Gullet", GRM 7-3 "Who Sleeps Upon Your Bed," GRM 8-1 "Consequences," GRM 8-IN1 "Vanguard," GRM 8-2 "Pest Control" and GRM 8-4 "Deceit." While some of these spoilers are minor, GRM 7-2 and GRM 8-2 should definitely be played before this game. Parties having a character who possesses or is bonded to Hellbreaker could have an advantage. All other year 8 games take place before this game in the timeline

**Note:** This adventure will be of particular interest to characters who are concerned with the fate of Gran March and/or who would prefer that Keoland not choose the next Commandant, plus those bonded to or possessing Hellbreaker.

**Resources:** : *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liqueur], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead] *Players Handbook 2* [David Noonan], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes],

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at [scon40@aol.com](mailto:scon40@aol.com). For LIVING GREYHAWK campaign questions email [rpqahq@wizards.com](mailto:rpqahq@wizards.com).

## RPGA® SANCTIONED PLAY

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

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

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

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at [www.rpga.com](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 books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

Determine the character level for each of the PCs participating in the adventure.

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.

Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

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

gorize the  
re given in  
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nt APL.

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.

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

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

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

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

## ADVENTURE BACKGROUND

### THE HELLSCEPTER AND HELL RINGS

At the time of creation, the Hellscepter had thirteen detachable rings. These rings had powers of their own, but they linked the wearers to the Hellscepter itself, such as long as the Hellscepter or ring was not in lead, and on the same plane, the wielder of the Hellscepter could sense what they sensed, and control could be exercised over the wearer. Also its power could be transmitted to the rings and expressed to the wearers. The rings were a way to enhance the capability of the scepter but at a price. The more rings separated from the Hellscepter the more power it had over its wielder. Distributing the rings gave the wielder greater power over his world and also the Hellscepter greater power over its wielder. The rings are carried on the staff of the scepter.

Over time wearers of the Hell rings were lost and their rings were scattered over time and planes. The first few rings are powerful artifacts

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-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 Gran March. Characters native to the

on their own right, and those beings or people who found them often did not realize what they were using. All of the rings had a powerful supernatural ability to appear as non-magical and also only the strongest of wills could resist wearing them always.

Hell's Third Ring was separated from the Hellscepter long ago, and it had been a family Electors' ring for six generations. Hell's First Ring was lost even longer in history and a being powerful in his own right, named Maimbua, found its powers useful in his schemes. Nolar Thotec used the other Hell Rings to keep an eye on places or gave them to Lieutenants to act on his will.

Wearers of the Hell Ring's do not get saving throws against the Hellscepter's spells (there is a DC 30 save allowed for forced actions against their nature from domination but it does not break the domination effect). Luckily for them, the Hellscepter had never before been overt, preferring subtle requirements to behavioral changes that are rarely egregious. Below is a list of locations of some of the Hell rings, in order of ring number.

- 1) Maimbua
- 2) Resides in Heironeous Church in Orlane
- 3) Garenti family ring
- 4) Resides in Cathedral Valorous in Hookhill
- 5) Found in Orlane, and given to authorities based on critical event summaries, though in some games, player characters will be wearing a version. The Knight Colonel of the 13th battle is wearing it for most tables.
- 6) Lost in time and space
- 7<sup>th</sup>) Used to keep a portal open and bind devils to Nolar and Hellscepter's will. Was destroyed (based on critical event summaries), though some player characters may have possession of it from their AR.
- 8<sup>th</sup>) Worn by Samael Garenti or in possession of PC.
- 12th) Worn by Elrik Thotec.

## ADVENTURE SUMMARY

### Introduction

The characters experience a situation regarding the chaos that is spreading across the land. They also have an opportunity to learn information about the area and nearby unrest.

### Encounter One

Arriving in Orlane, the characters find a near riot going on of people gathered around the Heironeous temple and wanting to burn it down, with people inside. One person tries to reason with the crowd and is cut down. Diplomacy and reason are long past, but a situation from the past can diffuse the situation before Hell's Second Ring calls forth outsiders/extraplanars to cause destruction and devastation. The characters must stop them.

After the battle, the characters learn that the Elector will meet them in the village of Paletree later that evening.

### Encounter Two

The characters are waylaid by an odd sort of ambush. While appearing as a "thug attack" these attackers are a little more unusual. They indicate the attack is because of the character meddling in the affairs of another, making it clear that Nolar Thotec is who they are working for.

Shortly after these attackers are dispatched, and before lots of healing can commence (unless the character use cures rather than vigors) additional creatures are gated in, and continue the attack. This second wave has to deal with all the spells littering the battlefield.

### Encounter Three

The characters come to Paletree, where they can arrange helpful spells, for a price, the following day. The Elector does not come at night.

End of Round One.

### Encounter Four

While eating a sumptuous lunch the characters learn of a combat between Gran March soldiers, some of which are an Elector's file. The characters have a little time to prepare and must get there in a hurry. They may find that their really hurry up spells (teleportation) do not work.

### Encounter Five

Here they find Elector Garenti, stuck to the ground with a tanglefoot bag, with two extremely powerful rogues flanking him. His powers from Hell's Third Ring are helping him survive the rogues, but as the characters arrive, so do powerful reinforcements. They decide to let the officers deal with the Elector, and attack the player characters. For many tables this is the most dangerous fight.

The characters can break off their lycanthrope attackers to help the Elector, but the rogues and dissuade them of that; after three more rounds of being in effective against the Elector, the captain and lieutenant flee into the Dim Forest to disappear.

### Encounter Six

The characters learn this is Elector/Ridemaster Garenti. He is hear to meet with Electors who used to be dedicated to vote for Aliam Nestor, but now they cannot. He was meeting with them to convince them to vote for him. If his secret arrival is compromised, the meeting with the ten Electors is probably as well. He tells the characters to go to the manor where the meeting takes place. He will return to the village with the villages and the Dispatcher with him. The village leaders speak of Knights of the Watch entering Paletree.

### Encounter Seven

The characters arrive at the Manor to see that an attack has already occurred. There is a person burying some dead to the side of the manor and this person, Hannah, is helpful in a few ways, but is basically not providing information. She appears to have been part of the attacking force, but left them because children were killed.

She is also an indirect lookout. If she is killed or attacked, her familiar inside can give warning. Inside are the loved ones of the Electors taken. They are to be used to convince the Electors to vote a certain way. The loved ones also over heard where Nolar Thotec was taking their people.

Part way through the attack on the manor, reinforcements arrive from the Dim. If the characters were not too hostile to Hannah she will give warning of their arrival.

### Encounter Eight

The characters must navigate the traps in the manor and the beings inside guarding the loved ones.

A second wave comes during this attack and waits outside.

### Encounter Nine

The characters advance into the Dim Forest where they find Nolar Thotec and the Hellsceptor in combat with each other. The demons and devils that they summoned are dazed. The characters are able to get in and get the Electors out. They also have the opportunity to kill Nolar Thotec or destroy the Hellsceptor.

### Encounter Ten

The Electors delivered to Hookhill, the election begins. Heironeous intervenes and influences the election. Heironeous can cheat at cards as well.

## PREPARATION FOR PLAY

### DM NOTE ABOUT TREASURE:

Quite a bit of the items worn and used by the NPCs in this game are either a) special tattoos that duplicate an item but cannot be removed or disabled or b) created by people working for the Gran March military and have the marks on them. Neither of these items can be sold for value. Characters may use them, and indeed with the potions, since they cannot sell them, it is expected that they may use them. Generally in the appendices the underlined equipment are the items that do not have some sort of Gran March mark and could be sold.

### CRITICAL EVENTS:

Please email [grimnim@yahoo.com](mailto:grimnim@yahoo.com) with the news of either Nolar Thotec being killed, or Hellsceptor being destroyed. Also, if the characters fought with the mobs in Orlane. You might also inform any Triad members at the ConCarolinas convention.

### HELLBREAKER

In 7-2 "Gullet," characters had the opportunity to become bonded to Hellbreaker. It is an expensive sword, and made for a small hand, so many who became bonded to it did not purchase it.

Only one character at the table may possess the "real" Hellbreaker, and the Hellbreaker AR

describes how it is determined who has the real sword, and who has a +1 adamantine small short sword.

If no one at the table possesses Hellbreaker, but at least one is bonded to Hellbreaker, the sword will arrive on its own in the Introduction. If there are more than one bonded person, then it will arrive to the character with the most paladin, marshal or fighter levels, and if there is still a tie, it will go to the lawful good character, then the highest level character. Failing any such tie-breaker the player seated closest to the left hand of the judge will win. The winning character must have Hellbreaker AR with them. This is basic Hellbreaker, an adamantine intelligent short sword. Hellbreaker will size itself to be proper size for the character (small for gnomes and halflings, medium for medium characters, and large for large centaurs).

If a character has Hellbreaker at the table, it will resize to the character as above, also in the introduction.

If no player at the table has Hellbreaker or is bonded to it, the game can still be completed successfully. Indeed an adamantine weapon is provide to the player characters for just such a use.

## **HELL RINGS**

The Hellscepter has poured its power into its various pieces and all answer to its call (see Adventure backgrounds. PC Bearers of Hell's Seventh and Eighth ring have been carrying but not wearing these rings. The Call of the Hellscepter has causes these characters to unconsciously put on the rings. These are artifacts and do not change how many magic rings a person can wear. All Hell Ring wearers start the game under a domination (The base DC 30 does apply to resisting things against their nature). Over the centuries the Hellscepter has learned to be covert in the application of its control. A nudge here, a suggestion there. This game will really be the first pushes of overt control and it is unlikely that player characters will have strong feelings against killing Nolar Thotec.

Where in the past most of the Hell Rings have been inert (this does not apply to 1st , 2nd, 3rd rings), now ALL wearers will feel its call and power

To Hell Rings this call to power has several effects. These effects are affected by how long a person has been wearing the rings. For player

characters and some NPCs, the rings have only been available for 1 year. The Third Ring has been a special Garenti family ring for many generations and Elector Garenti has worn it for at least ten years. The First and most powerful ring has been worn by a being named Maimbua, and while he does not appear in this game personally, player characters have a chance to end his life with the destruction of the Hell Scepter

IN ROUND ONE & TWO the Hellscepter and Hell Rings grant their wearer/bearers extra fast healing ability.

For PCs wearing the Hell rings this gives them a +2 profane bonus to their fast healing. Many characters do not have fast healing until they receive an external spell or supernatural effect; this bonus gives them fast healing even when they do not have it. This bonus would stack to those effects. Note: this bonus is not doubled should the judge rule that the Healthful Rest spell doubles fast healing.

Elector Garenti gains a similar bonus to fast healing of +15.

Nolar Thotec gains a similar bonus to fast healing while bearing the Hellscepter of +30.

IN ROUND ONE & TWO the Hellscepter and Hell Rings grant their wearer/bearers extra fighting prowess

For PCs wearing the Hell rings ring, they have a +2 profane bonus to their Base Attack Bonus (BAB), with all benefits of having a higher BAB.

Elector Garenti has a +15 profane bonus to his BAB.

Nolar Thotec gains a similar +30 bonus to BAB but this will not come into play.

IN ROUND TWO the Hellscepter and the Hell Rings have a zone of anti-teleportation around them..

All Hell rings have a zone where teleportation and plane shift spells, items, spell-like abilities or supernatural abilities does not work. In addition, anyone from outside who teleports into this area, are affected by a one minute maze spell, and when they exit the maze spell each participant in the teleportation are a quarter way around the radius circle clockwise and three times the distance traveled from the edge of that circle (thus scattered).

For example, three people using a 300 feet Dimension Door into an area from the 9 o'clock position, would suffer the effects of the Maze spell. When they each made their INT roll or a minute went by, they would exit at the 900 hundred feet of this circle, one person at 12 o'clock, 3 o'clock and 6 o'clock respectively. As you can see, using teleport with this effect can be devastating,

Player characters and recent NPC wearers have a 200 foot radius zone.

Elector Garenti has a 1500 foot radius zone.

Hookhill and Orlane have 3000 foot radius zones from the 2nd and 4th rings in the respective temples, making teleporting to those cities unfortunate.

For the Hellscepter itself has 3000 foot radius, though it can turn itself off as an immediate action and will if Nolar Thotec dies.

IN ROUND TWO should the Hellscepter be destroyed, then the wearers of the Hell rings will take serious damage.

For PCs (and other wearers of the rings for a year or less) wearing the Hell Rings will lose 2 points from CON, DEX and CHA, but keep some of the powers of the ring.

For Elector Garenti, he will die, from loss of 20 points from CON, DEX, CHA. Note, that should this happen, the Election portion of the final scene will change.

Nolar Thotec is not wearing a Hell's Ring, and he has already taken steps to protect himself should the Hellscepter be destroyed.

### **Hell's 12th Ring**

At APL 16, another Hell ring is on the scene. If the player characters take it with them in any way, then overnight whoever has the ring will put it on, and will be unable to take it off or have it taken off. The wearer will only have been under its influence for a short time. They are counted as being under a domination (CL 30), no save (DC 30 to avoid doing against their nature), but have received no orders either. Such a short duration of wearing gives the wearer NEITHER the benefits nor problems of wearing the ring except for the domination and anti-teleportation area.

## **DEMONS AND DEVILS SUMMONING**

All demons and devils in this game will summon the **LOWEST CR** creature they can summon, when they use their summoning ability. They will gain AT **MOST half the maximum number** of these creatures.

## **MEMBERS OF THE BARONIAL PRIDE OF FARVALE**

There are a couple PC members of the Baronial Pride of Farvale. These player characters have been given special permission by the Baron to remain in the area on their task. He has given them brevet (temporary) rank of Staff Sergeant (unless they are already of higher rank).

Being a member of a Baronial Pride is not something any player can choose but the character had to gain through interactive, game or promotion review board.

All members of the Baronial Pride of Farvale would know the area a little better and be known by the people. They get a +4 insight bonus to Sense Motive, Diplomacy, Survival, Spot and Listen while in Barony Farvale (most of this game except while they are in the Dim Forest).

## **INTRODUCTION**

For characters who have met Elector Garenti or his nephew Jakol (GRM 7-2, GRM 7-5, GRM 8-IN1) they have received a letter from Elector Garenti asking them to meet him in Orlane. If for some reason he is unable to make it, he will send Dispatcher Arial Morgan, Bold Vigil with another meeting point. They have a description of the Dispatcher.

For active duty and veteran characters who have not met Elector Garenti or his nephew, they receive a letter from the Knight Colonel of the 13<sup>th</sup> putting them on temporary duty under recently reactivated Ridemaster Garenti and to meet up with him or his aide Dispatcher Arial Morgan, Bold Vigil. Veterans are reactivated.

For non-military/veterans who have not met the Elector or his nephew they receive a letter from the elector asking them to meet him, or his aide, Watcher Morgan in Orlane.

If anyone does not answer the summons, the DM should tell them that to fail to do so gets the character their AR for this adventure with everything crossed off. If they still say they will not

go, then give them role-playing experience and cross everything off.

### **By themselves this morning**

The characters start the morning separate from each other. However, some characters might cast spells at the beginning of the day that are long lasting. Inquire of the players what spells they would use at the start of the day. Characters with Hero's Feast would only give themselves (and their cohort possibly) the bonuses of the spell.

### **BEGIN**

*Rumors say, that the Keoish army that aided the destruction of Ket, is on the Gran March/Bissel border. Many are certain that the chaos of the times has convinced the King of Keoland to "stabilize" its wayward providence and pick a Commandant should its own nobility be unable to do so. While some scoff that anything like that could happen, others point to the lack of Keoland shipping on the Sheldomar River. It seems many of the keelboats are being refitted to handle mostly passengers.*

*While the bulk of the Brotherhood has been sundered or captured earlier this year, many of their members have made last stands or last attempts at disorder. Thirteen Electors have thusly died, and in many of these cases all obvious heirs have also been slain.*

*Nolar Thotec's plans to take the Commandant's post have been averted. His alias was quite a popular choice, but the discoveries in the Temple of Hextor in Orlane have completely exposed him. His clever plans revealed, he has taken a more overt path, with beings called by the Hellscepter wreaking vengeance against his foes.*

*Learned people speak of a three hundred year old prophecy rediscovered in an old Wastri temple in the Rushmoors*

*When the Cup overflows with the  
Invincible's Pride,  
When the valorous knight's house is  
infested with pests,  
When effortless evil is law in Hookhill,  
The Hellscepter will make itself known.*

*Pity the people where its master does  
dwell  
For his thought is spoken as action,*

*His disfavor is death, if one's lucky.  
Many will rise to defeat him,  
But a little sword will lay him low.*

*With the first paragraph fulfilled many hope  
that the second paragraph will also be truth.*

*Each of you have received a letter and  
have acted upon its instructions. You find  
yourself just east of Orlane, at the remains of a  
large house. Two men, are hanging from a  
nearby tree. Their tabards and holy symbols  
show that they are Warrior Valiants of the  
Heironeous Church and Staff Sergeants in the  
13th and 28th Battle respectively. Their torsos  
have been hacked with swords and  
scavengers have begun to feed on the soft  
parts of their bodies.*

*You realize that you are not alone at this  
site, that others have come upon this scene at  
the same time as you.*

(time for character introductions). player characters have arrived at this point, around 10 am, alone (except for character and cohort). They are meeting their fellow party members at this point.

When the introductions are over, the bearer of Hellbreaker will be told that his sword resized to be proper for his size (still a short sword though). To the "lucky" person bonded to Hellbreaker (but does not own it), he will discover the sword at his side, proper sized, but he has no recollection how or when it got there.

**DM Note:** Only one real Hellbreaker is in appearance at any table. Only a table without a Hellbreaker could have a bonded person receive it.

If the player characters check the burned out house, the ashes are still warm (the fire burned itself out 12 hours ago). It is easy to see that the house was burned with all objects still inside and everything is ruined. There are no people remains in the ashes of the house. The bodies were hung about 16 hours ago, and then while they were dying people slashed at them with swords. If the PCs look for squares of lead in the torso, they do not find them, nor any signs that they were ever there. The player characters can also note that the tongues have been removed from both of them (**DC 20 heal check** to tell the tongues were removed at least an hour after death).



**DM Note:** This is not the house from GRM 7-9 a few hours out of town that some PC tables burned. This house is only minutes outside of Orlane.

The characters may bury the bodies, leave them in place, or take them with them. It does not matter. This scene shows the chaos of the area and the times.

### Arrival to Orlane

At the outskirts of Orlane (a few hundred years from the first outer buildings) they see in the distance a person mounted on horseback waiting beside the road. The person is in full plate, with heavy shield, lance, morning star, quarterstaff and light crossbow on various points on his person or horse. In addition, he has almost a dozen battle axes on his horse, but not fastened in a way to quickly access them for battle..

His shield displays the full and crescent moon of Pholtus and the Owl of the Knights of the Watch. His gauntlets show a Crescent Moon of Pholtus on one hand and the Full Moon of Pholtus on the other.

**[Knowledge (Religion), Knowledge (local – Sheldomar Valley) or Knowledge (Geography) DC 15,** these mark the man as a member of the Hands of Light, the Holy fighting order of Pholtus. Its armored members are usually addressed by the title Cuirassier the Headquarters of the Hands of Light is the Spire of the Martyrs in Shibolet. Note; This is information Travis can also relate if asked]

This is Watcher Cuirassier Travis Cooper, Zealous Vulture. If the player characters are willing to pass him by without talking to him, he is willing to let them. He will only start the conversation if any of the characters wear open Holy Symbols or indication of Heironeous worship. Then he will warn the bearer of the symbols that they should perhaps hide them before entering Orlane. There has been much tension against the followers of Heironeous in Orlane with some disastrous results.

If asked about what happened, he will tell them that a temple of Hextor was discovered as part of the temple, with priests sometimes with implanted holy symbols so they can appear to use other symbols in their casting. Many people who in the past have openly worshipped at the temple of Heironeous have been persecuted and indeed many of their families have taken refuge in the temple itself.

This information can come to light if the player characters engage him in conversation normally even if there is no holy symbols visible. He will advise any of the player characters in such conversation that they should leave their Heironeous symbols hidden. If anyone claims Heironeous priest status, Watcher Cooper will advise they carry a Battle Axe not a long sword, and he will give such people one of his Battle Axes if they do not have one. Many have taken that the Long Sword Heironeous clergy are secret Hextorites.

If the player characters ask about other news, Watcher Cooper can relate any or all of the following. He will also ask the player characters about any news they have

- The entire 13th Battle has pulled out of Orlane. It is his understanding that they met up with elements of the 29th battle to fight human tribes in the Rushmoors. It seems these tribes who still follow the Whispered One have taken a large object that the yugoloths removed from the sinkhole in Shibolet, and these evil humans are trying to use it.
- One of the Magistrates was discovered to be a Hextorite, and all the Orlane Magistrates are now are slain or in hiding. Their constables are either laying low or have left town. One unlucky gnome constable was hung in town.
- The Baron Farvale, with his Baronial Pride as protection, is on his way to Hookhill because of the Commandant election.
- The Shining Master has left Orlane, but he went without escort except for a few members of the Bringers of Truth.
- A few suspicious acting Keoland soldiers have been found in the area. They have their military uniforms in the haversacks and are dressed as militia or regular folks. When questioned, they did not deny they were Keoland soldiers. They were taken into custody and are with the Pride.

If the player characters ask him specifically what he is doing out here, he will say he has many friends who are Heironeans and it seemed proper to give warning to those who might enter Orlane. Also, there are a lot of Saint Cuthbert followers in town right now, and it seemed prudent not to spark more chaos with ill-words between the groups.

Watcher Cooper does not use his Detect Evil on the party. If the player characters want to give the bodies to him, he will accept them, and promise them a good burial and notice to their church where they are interred.

Watcher Cuirassier Travis Copper, Zealous Vulture; Oridean Human, Male, 5'8" tall with brown eyes and hair. Paladin of Pholtus<sup>10</sup>. Sense Motive DC +10; Diplomacy DC +17.

## ENCOUNTER ONE: HELL'S SECOND RING

At the start of this encounter, the bearer of Hellbreaker knows that it detects that the Hellscepter is within 1 mile.

*The first few buildings of Orlane seem almost vacant. There are few people present, and what people are in the streets seem to hurrying towards the center of town.*

*Once you have gotten to that center, you notice the 13th Battle buildings have no sentries and look abandoned.*

*You see a large crowd gathered in front of an obvious temple. Those who have been to Orlane in the past recognize it as the Temple of Heironeous. There are wisps of smoke rising from the building as an occasional torch, flask of oil or alchemist fire is thrown onto the roof.*

*Several Oridean men, stand ahead of the crowd shouting at them to be ready when the Hextorites flee the fire to set upon them. They bear the crumpled hat holy symbol, and the characteristic club of clergy of Saint Cuthbert. There are many in the crowd who bear one or the other of those items.*

*A young Oridean man, wearing the symbol of Pholtus and a silver owl pin of a Watcher squire, makes a dash up the stairs of the temple when a baby begins screaming in the temple. He calls out to the crowd imploring them to reconsider this, that there are innocents in the temple, but a half-dozen flasks of alchemical fire and a dozen crossbow and bow shots bring him down before he can speak much more. Clearly the time for overt diplomacy is past.*

*The flames on the roof grow more pronounced but the building is long from*

***doomed. The unruly massive mob roars each time a torch or alchemist fire catches fire on the roof of the temple.***

What do the player characters do? If they wait a while, then in two minutes the Temple is very much burning. There will be a flash of blue and red light stunning most of the crowd, and then a portal will open and the creatures will step out. This will mean that the player characters will be fighting on ground littered with bodies and in any area effects. People purposefully using damaging area effects where these people are, commit evil acts, and two such uses will strip any divine caster of their spells and effects.

Much more likely is that the player characters will charge forward to try and stop the tragedy unfolding. The crowd is truly beyond any hope of diplomacy or charisma skills. However, it is followers of Saint Cuthbert that are leading this retribution, and there are a few words that can stop them in their tracks. It is an event in the history of Gran March when a rampaging group of Pholtians locked many innocents in a church of Saint Cuthbert and burned it to the ground. The whole liturgy of Pholtus in Gran March was forced to change as a result. Mentioning the events of the Penbrooke Massacre or mentioning the name of the massacre and how they are acting like those Pholtians will instantly bring the Saint Cuthbert followers to their senses. Others will be shocked. The crowd will disperse away in a couple rounds as people come to their senses. In this case, the mob areas will not be difficult terrain.

If the player characters attack the mob with spells or weapons, they will turn on the player characters for the six rounds before the outsiders are gated in.

### Attacking the Crowd before Outsiders Come

#### APL 4 (EL 4)

**St Cuthbert Rabble Rousers (1):** doing non-lethal damage; hp 30; see appendix 9

#### APL 6 (EL 6)

**St Cuthbert Rabble Rousers (2):** doing non-lethal damage; hp 30; see appendix 9

#### APL 8 (EL 8)

**Mob of Rioters (1):** doing non-lethal damage; hp 135; see appendix 9

## APL 10 (EL 10)

**Mob of Rioters (2):** doing non-lethal damage; hp 135; see appendix 9

## APL 12 (EL 12)

**Mob of Rioters (4):** hp 135; see appendix 9

## APL 14 & 16 (EL 14)

**Mob of Rioters (8):** hp 135; see appendix 9

## Remembering

Pholtian Gran March characters can remember the Pembroke Massacre with an INT check DC 12, or a **DC 15 Knowledge (History) check** will reveal the details: that 26 years ago, a group of Pholtians enraged by a rousing sermon locked up many Saint Cuthbert innocents in a church and burned it to the ground. That act almost got Pholtus banned from Gran March. Bards may use Lore at DC APL +10 to remember the details.

Any Gran March character can see something familiar in the scene; an INT check DC 12 will give them a hint that the scene is not exact, before it had something to do with Pholtians.

It is really up to the PLAYERS to remember the history that has been part of the Gran March from the beginning. If they do not shut down the crowd, and cause them to disperse the area marked with crowd will be difficult terrain due to the NPC bodies all over.

Player characters looking at the fire will realize it hasn't really caught much,. **Knowledge (Architecture and Engineering) DC 12** will know that little signs of the fire should be felt or heard yet within the temple. Yet from the front steps one can hear screaming inside the temple.

## Looking Inside

Going up into the temple will trigger events as well. However, if people are trying to reduce the crowd, go ahead and have them make their argument before triggering the main fight with this action.

***In the temple, above the altar a ring of ruby with a band of cold iron floats. It was apparently once in a decoration above the altar but the adamantite that once held it has long***

***since melted away into a pool below it. The Ring is blazing hot and the heat can be felt clear across the room, and no doubt by the women and children huddling at the edges of this room.***

***A beam of red light springs from this ring and from the portal it makes, and one, two, or three beings step forth. The ring remains floating in the air and then vanishes with an explosion.***

The bearer of Hellbreaker knows that the Hellscepter is no longer within 1 mile.

The explosion does 2 wisdom damage to everyone with 200 feet of the temple, requiring neither line of sight nor line of effect to affect people (a supernatural effect); there is also a DC 10 Reflex save to avoid falling down and a DC 10 Fortitude save to avoid being stunned for 1 round (Characters that are Lawful Good alignment are immune to all of this, as is any character bearing a Light or Heavy Flail, or a holy symbol of Hextor.)

All the rioting NPCs are knocked prone and stunned for two minutes., except about a dozen who immediately flee.

**Spellcraft DC 24** to determine that portal was some sort of Gate Spell; and the wisdom blast probably was as a result of a Wish spell.

Even if the characters do not go into the temple, within six rounds the ring will call these creatures (they are not summoned but were called earlier, and then later gated in).

If Squire Alistair Cooper is brought to consciousness (he is stabilized at -1 hit point and has also taken 30 points of non-lethal damage from blunt arrows) he will aid the player characters. If the Party is at less than five members then he will join them for the rest of the mission. He also can join a full table if and only if all members of the table are below APL level (such as a table of six 5th level characters being APL 6). See Appendix 9. One of the other players will control him after this encounter if he joins the party.

**DM Note:** Before the player characters start using a lot of their resources to heal back from this fight, it would be proper to tell them that across the central square they see the Shining Spire; the major temple for Pholtus in Gran March. Knowledge (Local – Sheldomar Valley) DC 10 check can tell characters that in Gran March churches of Pholtus make a lot of their money

casting spells for money. Figure that most PHB spells can be cast at minimum level, with 10 lesser vigor spells available at 1st level as well. Also, a round after the fight, Watcher Morgan arrives to help out

#### **APL 4 (EL 6)**

**Chain Devil (1):** hp 50; see *Monster Manual*, page 53.

#### **APL 6 (EL 8)**

**Chain Devil (2):** hp 50; see *Monster Manual*, page 53.

#### **APL 8 (EL 10)**

**Vrock (1):** hp 110; see *Monster Manual*, page 48.

**Chain Devil (1):** hp 50; see *Monster Manual*, page 53.

#### **APL 10 (EL 12)**

**Hezrou (1):** hp 128; replace *chaos hammer* with *fly*; arrives with *fly* pre-cast; see *Monster Manual*, page 43.

**Vrock (1):** hp 110; see *Monster Manual*, page 48.

#### **APL 12 (EL 14)**

**Nalfeshnee (1):** hp 160; arrives with call lightning pre-cast; see *Monster Manual*, page 45.

#### **APL 14 (EL 16)**

**Fiendish, Elder, Storm Elemental, Sorcerer1 (1):** hp 260; see Appendix 6

**Nalfeshnee (1):** hp 160; arrives with call lightning pre-cast; see *Monster Manual*, page 45.

#### **APL 16 (EL 20)**

**Balor (1):** hp 290; see *Monster Manual*, page 40.

**Rioters:** The alignment of the rioters are mostly true neutral and chaotic neutral. There would probably be the few lawful neutrals, but this is not a lawful neutral trait to riot and burn down buildings with people in it. Roughly 10% of the people are mildly evil. The Saint Cuthbert clergy are lawful neutral (and if they manage to burn the temple with the people inside, would slip to evil).

## **Temple**

The public area of the temple is a wide open space where worship ceremonies take place. Benches are brought in for those occasions, but usually this space is left open. The temple has fine marble floors and a massive altar and statue of Heironeous inside. (2) on the map represents the pool of molten adamantine where it watched over the insides of the Heironeous temple. The adamantine is runny and super-hot; any metal stuck in it will melt and other materials will burn. It is slowly burning itself through the marble floor. The Hell's 2nd Ring is keeping the metal hot, even though it has returned to the Hellscepter. The heat inside the temple more than 20 feet from the entrance is extreme (anyone in it will take 1d4 heat damage per round.). The ceiling of the temple is 20 feet high.

### **Tactics:**

These creatures are summoned to wreak havoc. Once a PC is "put down" these outsiders won't worry about them further. Thus if someone gets paralyzed or made unconscious the outsider will go on to other targets. If the player characters move out of range of their spells, there are a couple hundred townspeople stunned around the front of the temple area, and they can spend their time killing them.

### **Aftermath:**

After this fight, if any character is killed, the Clergy at the Shining Spire of Pholtus will cast a Raise Dead or Resurrection or Reincarnation on the character at half cost. Reincarnations cast on the Shining Spire this day bring characters back as Dwarf if they are large or medium sized, Deep Halfling if they are small sized. It is half cost to remove spells like Feeblemind as well.

Watcher Ariel Morgan, Bold Vigil will arrive the round after the end of the fight. People move out of her way; her mithril plate armor is decorated equally with Knights of the Watch symbols as those of Heironeous. She is armed with four battle axes (each of a different material) and an oddly shaped adamantine light mace. She moves immediately to healing the party starting out with mass cure moderate wounds (healing 35 points to each character).

Watcher Ariel Morgan, Bold Vigil; 12th favored soul of Heironeous; Half-elf female; she has the PHB cure spell at each level 0th through 6th. For

4th level spells she also has Neutralize Poison. After healing the party she can move among survivors of the people. She is willing to cast one at each level, and up to two mass lesser vigor spells.

She will apologize for arriving late, but she had trouble with people on the road. Elector Garenti should meet them in the village of Paletree tomorrow, or perhaps later tonight, It is a village northwest of Orlane about a day's travel (horseback would get them there by sunset, and on foot a couple hours after; she has six light war horses available if they need horses; PHB 279; 22hp-3HD). Paletree is roughly equal distant from Hochoch and Orlane. Elector Garenti felt it was a safer location than Orlane, which appears to be correct. The Elector is presently in Hochoch on some last minute business related to the coming Election.

She will give the ornately decorated adamantine light mace to someone in the party (knights of any kind first, squires next, Heironeous divine casters next, highest military rank or person who seems to be not be using bludgeon weapons). She will explain that this belongs to Elector Garenti's family, and until he became Elector he carried it all the time. He and his people know it well. It is also something that the Elector and escort know she has and will give to the player characters as an extra identifier. It is a magical weapon as well and its powers vary depending on APL. Watcher Morgan will tell the characters the powers. The light mace is very ornate with symbols of Phytan (tree and scimitar) all around it. She is not giving the item to the player characters but lending it to them.

APL 4	adamantine light mace +2, thundering, impact
APL 6	adamantine light mace +1, thundering, impact,
APL 8	adamantine light mace +1, impact
APL 10+	adamantine light mace +1,

Impact: doubles the threat range of the weapon, like keen does for slashing and piercing weapons.

Thundering: does an extra 1d8 sonic damage to creatures hit with successful critical hit. Also on a successful critical hit, creature must make a DC 14 fortitude save or be permanently deafened.

### Treasure

All APLs 0: L: 0 gp, C: 0 gp, M: (0 gp).

## ENCOUNTER TWO: OBLIGATORY THUG ENCOUNTER

How can one have the last Gran March game without an obligatory thug attack?

Actually these are far from the normal thugs.. These particular fellows have been sent because there were meddlers in the events of Orlane and Nolar Thotec wants them punished. These men are dedicated to their task at hand, and know that it is likely they may perish. They will indeed surrender if their situation is very bad and others of their group have fallen. They are willing to go to their gods, but also realize that once captured they will possibly be rescued from their captivity before execution. The war mages are Kelanen followers and the sorcerers are Hextorites that have been pretending they are Heironeons.

The player characters will see a man waiting by the side of the road. He is sitting on a log, and is in light armor, in the tabard of a Gran March sergeant, with two sickles at his side. He will greet them, and when they are within 100 feet, he gets off the log and stands in the road. He will then ask why are they meddling in the affairs of their betters. (at APL 16 this man has a bastard sword and heavy shield instead)

"First some of you close his portal, then you expose his secret identity, and now you prevent his massacre; you realize you must be punished."

Roll initiative. The invisible casters will break out with their spells in initiative order though if the party layout is effective they can delay for others to act first.

Persons who use see invisibility will see the other members of his group, they have used invisibility potions as the player characters came closer.

All the Thugs are wearing Sergeant tabards are all from the 22nd Battle (the one the player characters initially meet, Thug1, has two Baronial Medals of Valor and is a member of the Order of the Silver Hammer). They are actually members of that Battle, but technically on leave, and have the Battle emblem tattooed on their shoulders. Each of them knows the 22nd is on its way home; they left it when it was on the river near Duchy of Ulek.

All the Thugs are under a Rary's telepathic bond (caster level 22) with each other and the late arriving outsiders. Their names, if for some reason the player characters ask them, are Harry Thug (1), Robert Thug (2), Myron Thug (3), Mary Thug (4), Sally Thug (5), Betty Thug (6), Sammy Thug (7). APL 16 replaces Robert Thug with Eirik Thotec.

Three rounds after the end of WAVE ONE, the second wave arrives.

**DM Note:** Don't telegraph that the second wave is coming. Let people discuss their healing and such. At higher APLs some people will begin casting lesser restorations (a 3 round spell) and they will need to move next to those they are casting at. Likewise some people may decide to use lesser vigor spells that also take time to work. Once people decide what to do, let three rounds of those actions go by, and then the one or two beings of Wave 2 arrive. Those creatures without teleport are gated in. Positions A & B show the late arrival locations.

**DM Note:** Thug2 through Thug6 are under a healthful rest. Before they break invisibility, they will consume a lesser vigor potion and a haste potion of caster level equal to APL (minimum 5). This is mostly to give them extra speed when negotiating the brambles.

## **WAVE ONE**

### **APL 4 (EL 6)**

**Thug1, Thug2; Male Human Warmage4;** 32 hit points [8 from bear's endurance]; see appendix 1

### **APL 6 (EL 8)**

**Thug1, Thug2; Male Human Warmage6;** 48 hit points [12 from bear's endurance]; see appendix 2

### **APL 8 (EL 10)**

**Thug1, Thug2; Male Human Warmage8;** 64 hit points [16 from bear's endurance]; see appendix 3

### **APL 10 (EL 12)**

**Thug1, Thug2; Male Human Warmage10;** 80 hit points [20 from bear's endurance]; see appendix 4

### **APL 12 (EL 14)**

**Thug1, Thug2; Male Human Warmage10;** 80 hit points [20 from bear's endurance]; see appendix 5

**Thug4; Female Human Sorcerer12;** 84 hit points [24 from bear's endurance]; see appendix 5

### **APL 14 (EL 16)**

**Thug1, Thug2, Thug3; Male Human Warmage10;** 80 hit points [20 from bear's endurance]; see appendix 5

**Thug4, Thug5, Thug6, Female Human Sorcerer12;** 84 hit points [24 from bear's endurance]; see appendix 5

### **APL 16 (EL 18)**

**Thug1, Thug3, Thug7; Male Human Warmage10;** 80 hit points [20 from bear's endurance]; see appendix 6

**Thug4, Thug5, Thug6, Female Human Sorcerer12;** 84 hit points [24 from bear's endurance]; see appendix 6

**Eirik Thotec [#2], Male Human Duskblade7 Pious Templar9;** 156 hit points; see appendix 6

## **TACTICS – WAVE ONE**

All the war mages are well aware of their own spell list and their vulnerabilities to them. They will try as best as they can to stay more than 20 feet from the others in their attack. Most of them have both the Still Spell and Eschew Materials feats, so even in a grapple or Evard's Black Tentacles they can cast spells if they make a DC 20 + spell level caster level check.

At all APLs, the thugs are concerned with cavalry. This is partly why they have chosen this location but even so, there are horses that can jump the brambles and continue on in a charge. Taking out the horses will be a concern for them;

or even placing objects in the way to block passage. At higher APLs, the sorcerers can fly, and this makes them less concerned.

The sickles the war mages have, are mostly for show. They are not swords, daggers or crossbows, and so they will not use them. Having them gives them the illusion of being something that they are not, and that first thought can be an effective weapon of misconception.

The war mages do not have point blank shot or precise shot so generally they will not shoot into a melee or threatened situation. They will if they have few choices to do so, but DMs should remember to add the -4 penalty for shooting into combat.

**DM Note:** It is entirely possible that PCs will take some actions making these tactics moot or not advisable. These are not cast in stone, but are provided as suggestions.

**DM Note:** at some APLs, the casters can use lasting fire spells as blocking effects against animal. To get a creature of animal intelligence **to move into the fire will require the owner/rider to use Handle Animal to “push” it into it (DC 25).**

## APL 4

### Round 1

**Thug1** will move into the bramble-half speed area 15 feet (single move) and cast true strike.

**Thug 2** will single move to keep as much space between him and thug1 as possible, and then will cast flaming sphere at the lead person on the road; depending on the map and distance, he may not actually be able to hit some one, but placing the 5 x 5 x 5 sphere on the road has purpose.. The sphere has duration. An animal needs no check to exit fire. Vermin mounts will not care about the fire.

### Round 2

**Thug1** will cast a ranged touch attack at the target closest to him, preferably a lesser acid orb, but if no one is in range, then an ice knife.

**Thug 2** will move the flaming sphere (never exceeding is 140 foot range) if there is a target within range on the road, or to move in front of a horse, or he will use his single move to move himself. He will use lesser orbs or ice knife.

### Subsequent rounds

The thugs aim is to drop as many people as possible and after everyone is dead, then moving around and finishing people off.

## APL 6

### Round 1

**Thug1** will move into the bramble-half speed area 15 feet (single move) and fire shield (protecting against fire).

**Thug 2** will single move to keep as much space between him and thug1 as possible, and then will cast stinking cloud at the lead elements of the PCs, making sure to get the road in the main width of the spell.

### Round 2

**Thug1** If he is engaged in melee he will cast ring of blades defensively; otherwise he will cast ice storm at the nearest group of PCs he can see,

**Thug 2** If the PCs split into two or more groups he will drop a sleet storm over the group with the most archers; otherwise he will also cast ice storm.

### Subsequent rounds

While staying apart from each other they will move the battle field and cast spells each round. They will use delaying spells such as stinking cloud and the like to prevent people from getting close. They know where their reinforcement are supposed to arrive, so if at all possible those areas will not be put in the center of any effect (if on the edge, well, they can deal with it; for stinking cloud, most of that ilk outsider are immune to poison anyway.

## APL 8

At this APL, the war mages will not cast Evard's Black Tentacles unless the PCs cast evard's or similar spells (bands of steel for example; entangle doesn't count, but briar web would).

### Round 1

**Thug1** will move into the bramble-half speed area 15 feet (single move) and fire shield (protecting against fire).

**Thug 2** will single move to keep as much space between him and thug1 as possible, and cast a wall of fire, facing the PCs. It is possible he won't have the range, but if he does, he will land it

across the lead elements of the party with 10 feet of wall extending on the opposite side of the road and the rest to his side

#### Round 2

**Thug1** If he is engaged in melee he will cast ring of blades defensively; otherwise he will cast fire ball.

**Thug 2** As long as no immobilizing spell has been cast at them, he will use an ice storm where it won't touch the wall of fire, or cast fire shield on himself (protecting against fire). If an immobilizing spell has been cast he will start with the Evard's Black tentacle spells

#### Subsequent rounds

While staying apart from each other they will move the battle field and cast spells each round. They will use delaying spells such as wall of ice and stinking cloud and the like to prevent people from getting close. They know where their reinforcement are supposed to arrive, so if at all possible those areas will not be put in the center of any effect (if on the edge, well, they can deal with it; for stinking cloud, most of that ilk outsiders are immune to poison anyway.

## **APL 10**

#### Round 1

**Thug1** will move into the bramble-half speed area 15 feet (single move) and cast a cloudkill catching as many of the PCs as he can at one time, but especially getting horses or people in front to block straight charge.

**Thug 2** will single move to keep as much space between him and thug1 as possible. If Thug1 has not landed a cloudkill, then Thug2 will do so; otherwise he will target a evard's black tentacles spell on visible foes; if there are no visible foes, he will cast fire shield (protecting from fire).

#### Round 2

**Thug1** If he is engaged in melee he will cast ring of blades defensively; otherwise he will cast fire ball.

**Thug 2** He will target a cloudkill at a group of enemies; still moving as needed.

#### Subsequent rounds

While staying apart from each other they will move the battle field and cast spells each round. They

will use delaying spells such as wall of ice and stinking cloud and the like to prevent people from getting close. They know where their reinforcement are supposed to arrive, so if at all possible those areas will not be put in the center of any effect (if on the edge, well, they can deal with it; for stinking cloud and cloudkill, most of that ilk outsiders are immune to poison anyway.

## **APL 12**

#### Round 1

**Thug1** will move into the bramble-half speed area 15 feet (single move) and cast a cloud kill catching as many of the PCs as he can at one time, but especially getting horses or people in front to block straight charge.

**Thug 2** will single move to keep as much space between him other thugs as possible. If there are visible player characters, he will target an evard's black tentacles spell at their area. If there are no visible player characters then he will cast a true strike.

**Thug4** She will cast mislead (which does not remove her invisibility) and take a single move gaining altitude. As long as her familiar is with her, she will share the spells. However, if an evard's black tentacles has been cast on player characters her familiar will take a double move in the direction so as much of its 60 foot radius anticipate teleportation covers the evards. The familiar starts out invisible by a spell cast on it.

#### Round 2

**Thug1** He will cast a wall of ice to prevent people from closing with him, taking care not to get the spell close enough that they can disrupt it.

**Thug 2** He move and cast orb of force at a target not in melee, preferably against an unarmored target or at an archer.

**Thug4** She will cast mind fog to hit as many characters as possible and then move. Again, the familiar will stick near evard's black tentacled people but well out of range of the spell and off the ground.

#### Subsequent rounds

Thug4 will use mislead/greater invisible to remain invisible as long as possible, and will use her enchantment spells to paralyze or confuse her opponents. If one of allies is in trouble, she can call her familiar to her to deliver a fly spell or she can deliver it. If things get desperate for her she



will dimension door within the radius of her familiar's anticipate teleportation. This will make it look like she teleported away, but she will just be delayed a round. She can also target dispel magics to try and remove spells.

Thugs 1 & 2 will try and stay out of melee as long as possible using blocking spells as well as damaging spells. As long as it looks like cloud kill are having effects they will continue to use them.

## **APL 14 & 16**

Like at APL 12, the war mages will damage and block with spells, and the sorcerers will use enchantments to prevent people from getting close to the war mages to do damage. They can also buff and glitterdust as well. The bat familiars will not be as useful, but the delay on arrival of dimension door can be disconcerting and useful.

At APL 16 Elrik Thotec will engage move into the brambles to avoid a lance charge but otherwise move to kill as many divine spell casters (or people wearing holy symbols that he can). One of the sorcerers can give a fly spell and/or greater invisibility to help that.

### **ALL APLS**

If the war mages are faced with a big damage hit coming their way, like from what appears to be a big time fighter and they have taken damage, they are not against surrendering. They will honestly surrender believing handling prisoners will be a problem, and also believing they can escape (at worst) from work gangs later. The hextorite sorcerers will fight to the death expecting to meet their god soon. Elrik will not surrender.

### **On Confusion and Mounts**

It is possible that a mount will be confused (with or without its rider also confused. A horse can only use its bite on its rider, but it can also use a grapple check vs. the rider's ride skill to remove the rider from its back.

### **Equipment:**

Most of the equipment on these thugs have the mark of the Gran March military (underlined items have no such mark). As such it can be turned over to Gran March as stolen property, but cannot be sold.

Cure Potions are labeled "Healing" in Common.

Remove Blindness/Deafness Potions are labeled "Glitterdust" in Common and are wrapped in twine

(so they can feel the difference in the bottles while blind)

Resist Energy potions are labeled by the energy they protect against, in common

If the player characters remove Elrik's "non-magic" cold iron ring, then keep track of which character has possession of it. At the start of round two they will be wearing it and under the domination of the Hellscepter. If the character is immune to mental commands, then they get a -2 profane penalty to BAB, and -2 profane penalty to fast healing (if they have no fast healing there is no problem, but lesser vigors will not seem to work on them). Removal of the half the hand is the only way to remove the ring and the hand will not be useful or grow back during this game. As long as the ring is left behind, no one else will find themselves wearing it.

## **WAVE TWO**

(ELs have been advanced +1 for so little time between encounters). All creatures are gated in, they do not teleport. It is quite likely there are still spells on the board that could interfere with the fight.

### **APL 4 (EL 6)**

**Bar-Lgura (1):** hp 54; see *Appendix 1*

### **APL 6 (EL 8)**

**Armanite (1):** hp 88; see *Appendix 2*

### **APL 8 (EL 10)**

**Bulezau (1):** hp 113; *Appendix 3*.

### **APL 10 (EL 12)**

**Vrock (2):** hp 114; see *Monster Manual*, page 48.

### **APL 12 (EL 14)**

**Hezrou (2):** hp 130; replace chaos hammer spell like ability with fly spell like ability; see *Monster Manual*, page 44.

### **APL 14 (EL 16)**

**Ice Devil (2):** hp 147; see *Monster Manual*, page 56.

### **APL 16 (EL 17)**

**Horned Devil (1):** hp 172; see *Monster Manual*, page 55.

## **TACTICS – WAVE TWO**

These creatures are expecting to be mopping up. They waited until they got no more telepathic messages and a little while longer. They will fight until all characters are down and then go around mopping them up.

## **TPK OR EFFECTIVELY ONE**

In the event that the party is all killed in this encounter (or killed and run far away), then the bodies of the fallen are found by a farmer who brings them back to Paletree, where some townspeople will recognize the mace and reincarnate the party back to life (they will all be half-elves (flan human and wood elf) of the opposite sex; miraculously equipment of small folk will resize for this game by Merrrika's Blessing). If this drops the APL the characters can play, give them the option to play at the lower APL for the lower APL experience, gold and access. Players may decline being returned from the dead in this way and are permanently dead (cremated by the villagers and ashes scattered).

### **Treasure**

APL 4: L: 0 gp, C: 33 gp, M: two *broaches of shielding* (250 gp).

APL 6 L: 0 gp, C: 33 gp, M: two *broaches of shielding* (250 gp).

APL 8 L: 0 gp, C: 33 gp, M: two *broaches of shielding* (250 gp).

APL 10 L: 0 gp, C: 0 gp, M: two *broaches of shielding* (250 gp), two *tunics of steady spell casting*. (417 gp).

APL 12 L: 4 gp, C: 0 gp, M: three *broaches of shielding* (375 gp), two *tunics of steady spell casting*. (417 gp), *ring of protection +2* (667 gp),

APL 14 L: 12 gp, C: 0 gp, M: six *broaches of shielding* (750 gp), three *tunics of steady spell casting*. (625 gp), three *ring of protection +2* (2000 gp),

APL 16 L: 12 gp, C: 0 gp, M: six *broaches of shielding* (750 gp), three *tunics of steady spell casting*. (625 gp), three *ring of protection +2* (2000 gp),

## **ENCOUNTER THREE: PALETREE**

This village is larger, and has all its houses and people it seems. Part of the reason seems to be, because there are Knights of the Watch and Dispatch here, mostly retired. The roving bands have stayed away.

They can meet someone who tells them that the Elector would arrive tomorrow, and they should enjoy the hospitality of the village.

They can visit people they may have met before, including the old Watcher or temple keeper, who can prepare helpful spells the next day if they get to her the night before and she can cast for them. She can raise dead (she is 9th), and her husband can reincarnate (he is 9th). Reincarnation comes back half-elf (flan human, wood elf), of opposite sex of the original character. DMs should not tell players of this fixed result, though they could, for time sake, let the players know that only playable results occur.

The night will pass uneventfully. Characters should re-pick their spells, and higher level tables may wish to cast Hero's Feast. Characters wearing Hell Rings (5th, 7th, 8th and possible at APL 16, 12th) will NOT memorize Protection from Good/Evil/Chaos/Law or Magic Circle vs. Good/Evil/Chaos/Law or Mind Blank or Break Enchantment. The anti-teleportation effect of the rings begins at the start of Encounter four.

(END FIRST ROUND)

## **ENCOUNTER FOUR**

***The Third Tree Inn is a pleasant place, but quite like many small village inns across Gran March. Your meal of fresh game and mushrooms from the forest was interrupted with house-brewed beer and home-made blueberry wine, and rounded off with either brandied bread pudding or strawberry rhubarb pie.***

***It is in the middle of these sumptuous lunch-ending deserts that a young boy bursts into the common room. The young lad is several years too young for mustering, yet he carries a wooden practice sword. At another time such a sight might bring a smile to the face of adults, but this young man has***

***disturbing words and evidence of them splattered is on his clothing.***

***“Soldiers are fighting each other southwest of town“ he cries out, “and not with practice swords neither.”***

***“Edward, what have you seen? “ called out the old innkeeper, as the innkeeper’s husband went for her army gear in the trunk beneath the stairs.***

***“A few soldiers were attacked by many soldiers, but then some of the few turned on their fellows as well. I saw Electors File on both sides of the fighting but I didn’t recognize none. Most of the many I didn’t see a Battle sign, but some wore the 10<sup>th</sup> and the 22<sup>nd</sup>,” the boy replied. “Please someone help them, one of few, a Knight, took a sword stroke that one of the 22<sup>nd</sup> Battle folks meant for me. Please will someone help them!”***

***The villagers spring to action, each heading to their respective homes from weapons and armor. They will probably arrive too late.***

The young lad will slump from fatigue and fear. He will tell any character that they are north of the village near the woods, but will refuse to go with them. The villagers will admonish any who suggest the child go back out. Many of those in the inn however, are heading to their homes to get their gear and head that way, but it will be minutes, if not tens of minutes, before the villagers are on their way. A few villagers will mutter that it sounds trouble like those murders that took place three years ago. If a PC asks about the murders, count down a little time, but basically three young soldiers were murdered three years ago, throats slit or shot in the back, and no one was ever tried for it. It was all hushed up as business of the Knights of the Watch (GRM 5-2 Enemy of my Enemy),

If the PCs take more than a minute to leave the inn, then they will arrive to only bodies and an unconscious knight. This knight can send them on their way. Note that the characters miss all magic equipment (such as there is) and experience from this encounter.

It is a 1000 feet from the Inn to the battle-zone. Characters are not penalized for slow movement here, as long as they leave within a minute. It however, could determine how many of their round per level spells are still in effect by the time they arrive.

Once there is more than one PC outside the inn, a Flame Strike will announce where the battle is taking place, and it is followed by a Frost substituted Fireball. They will see a column of fire strike someplace near the woods (DC 19 Spellcraft to know it is a Flame Strike or DC 18 to know it was a Frost-substituted Fireball;)

## **ENCOUNTER FIVE: A RIDEMASTER DISCOVERED**

When the characters arrive:

***The ground is littered with bodies, most of which wear the Gran March military tabard. Clearly military men and women have fallen on both sides of the conflict. Some of the clothing on the fallen still smolders where in places it still burns. At the back of this death-ground one last combat continues. Two men circle a third man; the two ever moving and tumble into a flanking position while the third strives to prevent them. Between you and the three-men in combat, an armored woman, wearing the symbol of the Knights of the Watch and Dispatch on her helmet, lies on the ground laughing so hard she can do little else. The two circling men are officers, a captain and a lieutenant. The lone man, is older, clearly a veteran reactivated, wearing the tabard of a Ridemaster.***

***Then a new band of people break out from the woods, not far way. They take a quick glance at the two on one and then a longer look at you. The female leader, a sergeant says, “Let’s take care of the reinforcements, the Captain and the Lord Lieutenant has that well in hand.” Only the woman leader seems to being wearing Gran March patches, the others seem to wear a black star on a loose collar, where rank tabs might go.***

DC 20 Knowledge (Nature) to know the large creatures are the Hybrid forms of Were Dire-Wolverines.

**DM Note:** George would be a much more useful spell caster if he was not transformed, but he is a bit of a coward, and likes the protections of the form too much. He must use Silent spell to cast spells in that form (as full round actions – but not as one round spells)

If any one has played GRM 7-2 Gullet or GRM 8-IN1 Vanguard, they have seen the activated

Ridemaster before. They know him as Elector Garenti. Any Gran March character, once they hear the name and title, will know he is the leading candidate to become the next Commandant.

If anyone has played Hammerstrike or Vanguard they can recognize the Black Star Mercenaries. Characters who received the favor of the Black Star are recognized by these mercenaries, who will do non-lethal if possible at times to them, or if they have a chance, to try and stabilize them if they fall unconscious. However if those they recognize do lethal damage to any of their number, then all bets are off.

PCs who played GRM 5-2 Enemy of my Enemy will recognize Dispatcher Shalaya Tass, and she is wearing the tabard tabs of a 29th Battle Captain (29<sup>th</sup> patrols Oytwood). She is presently under the effects of a caster level APL+4 Tasha's Hideous Laughter, with ten rounds left. If her spell is dispelled, then she will assist Elector Garenti.

A Spot Check DC 20, will determine that the Captain fighting him, is the Captain of the Garenti's elector file. The Lieutenant is a Lieutenant with the Baronial Pride of Hammer. A **Knowledge (local –Sheldomar Valley) or Knowledge (local –Core) DC 15** check would know that all members of the Baronial Pride of Hammer are at minimum landed Lords and some are soon to be made Electors). Any Gran march character knows that assaulting a noble by a non-noble is a 20 year work gang offense, and killing a noble by a non-noble is a death offense on par with treason.

The newcomers will attack the PCs without further comment or conversation. Note, these NPCs expected to arrive for battle, so in some cases have cast their Minute-per-level spells and rare round per level spells at higher levels. This is likely also true for the PCs who arrive, so it is not an advantage for the NPCs.

## **THE GARENTI BATTLE**

It is not the intent for the player characters to interfere with the Garenti and rogue battle. However if the player characters attack the Captain or Lieutenant these NPCs can respond. Mostly likely after a three rounds more of trying to do in Garenti, they will flee into the Dim Forest and lose the player characters (drink fly potions and leave). If player characters pursue, they can turn on the player characters and will fight in tandem on individuals. This could be devastating to such player characters.

### **APL 4 (EL 6)**

**Elandra [E], Female Human Ranger5:** hp \_\_\_\_; see *Appendix 1*

**Samal [S], Male Wood Elf Barbarian1 Hexblade1 Rogue1:** hp \_\_\_\_; see *Appendix 1*

### **APL 6 (EL 8)**

**Elandra [E], Female Weretiger (initially human form)** hp 50; see *Monster Manual* page 174.

**Samal [S], Male Hybrid Form Were Dire-wolverine Barbarian2 Sorcerer2:** hp 103; see *Appendix 2*

### **APL 8 (EL 10)**

**Elandra [E], Female Weretiger (initially human form)** hp 50; see *Monster Manual* page 174.

**Samal [S], Male Hybrid Form Were Dire-wolverine Barbarian2 Sorcerer4:** hp 103; see *Appendix 3*

**George [G], Male Hybrid Form Were Dire-wolverine Barbarian1 Sorcerer7** hp \_\_\_\_; see *Appendix 3*

### **APL 10 (EL 12)**

**Elandra [E], Female Weretiger (initially human form)** hp 50; see *Monster Manual* page 174.

**Samal [S], Male Hybrid Form Were Dire-wolverine Barbarian2 Sorcerer4:** hp 103; see *Appendix 4*

**George [G], Male Wild Elf Were Dire-wolverine Barbarian1 Sorcerer8** hp \_\_\_\_; see *Appendix 4*

**Korrik [K], Male Hybrid Form Were Dire-wolverine Barbarian1 Ranger4 Sorcerer2:** hp --; see *Appendix 4*

### **APL 12 (EL 14)**

**Elandra [E], Female Weretiger (initially human form)** hp 50; see *Monster Manual* page 174.

**Samal [S], Male Hybrid Form Were Dire-wolverine Barbarian6 Sorcerer4** : hp \_\_\_\_; see *Appendix 5*

**George [G], Male Wild Elf Were Dire-wolverine Barbarian1 Sorcerer10** hp \_\_\_\_; see *Appendix 5*

**Korrik [K], Male Hybrid Form Were Dire-wolverine Barbarian1 Ranger6 Sorcerer2:** hp --; see *Appendix 5*

#### **APL 14 (EL 17)**

**Elandra [E], Female Weretiger (initially human form)** hp 50; see *Monster Manual* page 174.

**Samal [S], Male Hybrid Form Were Dire-wolverine Barbarian8 Sorcerer6:** hp \_\_\_\_; see *Appendix 6*

**George [G], Male Wood Elf Were Dire-wolverine Barbarian1 Sorcerer13;** hp \_\_\_\_; see *Appendix 6*

**Korrik [K], Male Hybrid Form Were Dire-wolverine Barbarian2 Ranger6 Sorcerer6:** hp --; see *Appendix 6*

#### **APL 16 (EL 20)**

**Elandra [E], Female Weretiger (initially human form)** hp 50; see *Monster Manual* page 174.

**Samal [S], Male Hybrid Form Were Dire-wolverine Barbarian11 Sorcerer6:** hp \_\_\_\_; see *Appendix 6*

**George [G], Male Wood Elf Were Dire-wolverine Barbarian1 Sorcerer16;** hp \_\_\_\_; see *Appendix 6*

**Korrik [K], Male Hybrid Form Were Dire-wolverine Barbarian2 Ranger9 Sorcerer6:** hp --; see *Appendix 6*

#### **ALL APLS**

**Lord Lieutenant Oliphar [O], Human [Flan] Rogue 15 Warrior 1** hp \_\_\_\_; see *Appendix 9*

**Captain Tyrell [T], Human [Flan] Rogue 15 Warrior 1** hp \_\_\_\_; see *Appendix 9*

**Ridemaster [Elector] Garenti, Human [Suel] Druid10;** His ring gives him Heavy

Fortification and +15 fast healing/BAB. He is holding his own, having no problems with these two. He starts the game however stuck to the ground by a tanglefoot bag (5 rounds left).

#### **TPKF OR DELAY TO LONG TO ARRIVE**

In the event that the party is all killed in this encounter (or killed and run far away), then Elector Garenti will be killed (body taken), and Shalaya Tass will be pummeled with non-lethal (she has the favor of the Black Star mercenaries).

Shalaya Tass can tell/order the player characters to help the Electors that Garenti had come to see.

In the event of a TPKF (Total Party Killed or Fled), the villagers will bring the bodies back to Paletree and Shalaya will order them brought back; which they will use reincarnate (and scrolls) to do so. (they will all be half-elves (flan human and wood elf) of the opposite sex; miraculously equipment of small folk will resize for this game by Merrika's Blessing). If this drops the APL the characters can play, give them the option to play at the lower APL for the lower APL experience, gold and access. Players may decline being returned from the dead in this way and are permanently dead (cremated by the villagers and ashes scattered).

#### **Treasure**

APL 4: L: 33 gp, C: 0 gp, M: *greatsword* +1 (196 gp), *scythe* +1 (192 gp).

APL 6: L: 90 gp, C: 0 gp, M: *large greatsword* +1 (196 gp), *potion of remove blindness/deafness* (63 gp), *potion of fly* (63 gp), *ring of protection* +1 (167 gp).

APL 8: L: 90 gp, C: 0 gp, M: *large adamantine greatsword* +2 (921 gp), *two large greatsword* +1 (400 gp), *two potions of remove blindness/deafness* (126 gp), *two potion of fly* (126 gp).

APL 10: L: 145 gp, C: 0 gp, M: *large adamantine greatsword* +2 (921 gp), *two large greatsword* +1 (400 gp), *four large sickles* +1 (1150 gp), *four potions of remove blindness/deafness* (252 gp), *three potion of fly* (188 gp).

APL 12: L: 145 gp, C: 0 gp, M: *large adamantine greatsword* +2 (921 gp), *two large greatsword* +1 (400 gp), *four large sickles* +1 (1150 gp), *four*

*potions of remove blindness/deafness (252 gp), three potion of fly (188 gp).*

APL 14: L: 90 gp, C: 0 gp, M: *large adamantite greatsword +2 (921 gp), long composite bow (str +2) +1 (217 gp), large long composite bow (str +6) +1 (264 gp), four large sickles +1 and two medium sickles +1 (1150 gp)*

APL 16: L: 90 gp, C: 0 gp, M: *large adamantite greatsword +2 (921 gp), long composite bow (str +2) +1 (217 gp), large long composite bow (str +6) +1 (264 gp), four large sickles +1, , and two medium sickles +1 (1150 gp), headband of intellect +2 (333 gp)*

## ENCOUNTER SIX: THE STORY TOLD

If the characters do not recognize him, Elector Garenti will introduce himself "I am Elector Garenti, but you may call me Elector or Lord or Ridemaster." After his part of the battle is done, he will insist to check on the fallen, and a few of his people have self-stabilized. As this takes place, villagers with varying armors and weapons will start to arrive. The older innkeeper (now in breastplate and with ransuer) will inform the Elector she had been told that a band of Knights of the Watch were seen riding up to Paletree as they all left. The Elector will nod, and say, that they were expected, if a little late.

Once things settle down, the Elector will call the PCs over to him and speak with them.

***The Elector begins, "Not far from here, there are a group of Electors meeting. They had all pledged to Magistrate Aliam Nestor, but with the revelations, such a vote was no longer possible. I am supposed to meet with them in secret in a couple hours, and together we would make our way to Hookhill where the Election would take place.***

***"We had had planned to use dimensional travel but such travel has become unpredictable in the last few days, with people never arriving with whom they've left with and people scatter up to 100 miles apart; even to places people know exactly or with spells that would normally not fail. One of my assistants tried to use a greater teleport not far from here, and now, from his sending, he is traveling from Geoff. So such travel is much too risky."***

***"If I have been discovered, I wonder if the meeting with the other electors has similarly been discovered. Very few knew of my plans, though I daresay more people knew of the Elector meeting for all of their staff and families. If my trip is ambushed, then I fear for the meeting of the Electors. It will not take too many more deaths or no-shows to make an election impossible. There must be a quorum of those voting to make the decision. I fear the King of Keoland will decide for all of us then"***

***"So, I ask as an Elector, or if necessary, order as an activated Ridemaster, that you travel to Elector Forester's manor just east of here a few hours. See to the safety of the ten electors there. I and these villagers will return to wounded to Paletree where I will await the arrival of an expected two dozen knights. Once they have arrived and I have briefed them, they and I will join you at the manor. Until their arrival in force, I should be safe with these veterans, the few Watchers that have already arrived and with Dispatcher Captain Tass, and perhaps some of the wounded will be fit enough to help."***

If anyone has played GRM 7-9 "The Lost and the Found" then a ring on Elector Garenti's hand looks familiar. It is cold iron with a ring of square cut rubies around the band (the 7-9 ring, which was not magical, but odd, had round cut rubies). Likewise, those who did not close the Portal permanently at GRM 8-1 Consequences, may have found a similar (but not the same) ring.

If anyone asks the Elector about his ring, he will say he has worn it since he inherited his post ten years before. Before that, his father wore the ring, and it had been in his family for several generations. He will decline to remove it, as it is very useful to him.

If the bodies of the Captain and Lieutenant were captured the Captain has a holy symbol of Kelanen and the Lord LT one of Hextor, besides the Heironeous symbols they carry openly.

If any of the Black Star are captured or are not dead, the Elector will order them kept alive but unconscious. Too much risk to try and bind them when they can change shape. The Black Star mercenaries will give parole to PCs to whom they owe favors, in which case, they can remain conscious. They will only say they had been hired to provide support for certain military commissioned and non-commissioned officers and to obey their orders. A few have overheard

that they were ultimately being paid by a Magistrate from Hookhill.

## **DISPATCHER CAPTAIN SHALAYA TASS**

Some player characters might be curious what happened to Dispatcher Tass. When she was last seen, she was heading into occupied Geoff on a mission to negotiate with some of the non-evil giants in the occupation (GRM 5-2 Enemy of my Enemy).

She will tell those who ask that she indeed found giants that she was sent to speak with, and they did indeed decide not to help their overlords to the extent that they could. She was saddened to hear what had happened to the man who sent her on the mission, Dispatcher Erik Thunder, Intrepid Manticora. Indeed his worries about Veluna have partially come true, for a while Veluna was looking to moving troops into Bissel to force Gran March out of Thornward.

She has spent the time since learning of it trying to retrieve the thiaun weapon that slew him. This she recently had managed to do, breaking it and setting his spirit free. Now she has been tasked by her Order to remain close to Ridemaster Garenti.

## **ENCOUNTER SEVEN: BURIAL DUTY**

When the PCs travel to the Elector Forester's House, there is a large manor and barn, with fields that are planted in grasses and alfalfa. Cows graze here and there. In the courtyard of the manor a female baklunish human is praying over six recently dug graves, two human length and four half-human length. The woman is in mithril chain shirt and has a pair of falchions across her back. She wears the symbols of the black star on her neck, like the attackers in encounter five. She is also wearing a black lotus holy symbol (Xan Yae; Goddess of the Night)

The front of the manor has seen blast damage, and the door is basically setup in place, it no longer is set with hinges.

**Hannah; Baklunish Human Female Favored Soul10, Sorcerer1** see *Appendix 9*

They can speak with the woman, or they can blast her figuring her to be an enemy. If they speak with her, she will admit to being hired to

help out with some tasks, but when those tasks caused the death of innocent women and children, it was her duty to see them properly taken care of.

She can, and will if asked (and only if asked), relate the following information:

- A force of Black Star and non-Black star forces have previously taken the manor and removed many high ranking people from it. As she understands things, their loved ones and prized servants are being kept here as some sort of leverage on the high ranking peoples' actions.
- She is unable to, by existing elements of her contract, relate anything about the inside of the manor. And even if she is threatened she will stick by this. She is at peace with her god, and will not go against her brothers-in-arms.
- She does not know where those taking the high ranking folks are going, except that within a two weeks they expect to be in Hookhill.
- After the burial services are completed she will remain in this area until her other orders kick in. She will not surrender, nor allow herself to be disarmed.
- She has lost considerable resources and opportunity in this venture to remove herself from the forces escorting the high ranking ones to make sure these proper burials are done.

In most tables, it will not be too difficult to dispatch Hannah. She will fight to her fullest, but she is out-numbered. A consequence of fighting her, is that her raven familiar will begin calling out danger to those inside, and if the beings have defensive spells in their spells or spell-like abilities of minute duration, they can begin prepping.

Hannah is indeed precluded by vow to tell anything of what is inside, including her raven. If her raven is attacked however, Hannah will call out to leave her raven alone. If Hannah and her raven are not attacked, then she will warn the player characters when Wave Two arrives, as those beings are not anything she recognizes as being part of her deal.

At all APLs, Hannah is allowed to sell her spells for profit. She will charge half-normal cost (50 x spell level) for up to half her spells. If there are player characters with the Favor of the Black Star mercenaries (even if they have already

technically expended the favor) then she will mention that she can sell spells. She will mention this in any case to tables APL 4 & 6. Note that divine casters of Xan Yae get their spells back at dusk, so Hannah can do this confident she gets her spells back in a couple hours.

If player characters exit the building to get the spells in combat, she will charge a premium of 25 gp for battlefield necessity. In this way, the DR 10/lawful of the Slaad can be effectively countered with her align weapon spell.

### Treasure

ALL APLs: L: 129 gp, C: 0 gp, M: +1 *falchion* (198 gp).

## ENCOUNTER EIGHT: THE MANOR

DM Map # shows the building and the initial position of the enemy.

**DM NOTE:** Some of these creatures can summon other creatures. This encounter will ALWAYS summon the lowest CR creature of those possible, and the maximum number of creatures that can appear as a result of this summons is half the normal maximum number. Note that at higher levels the game can last longer, and so you should not draw out this encounter too long. The PCs are expected to be successful.

**The Spiral “staircase”** is a two and a half foot wide ramp, rather than stair. It has a very shallow climb when compared to usual staircases of this types and one level is only 7 feet above the other. This ramp is 60 feet long (more than two complete circles) and medium creatures must SQUEEZE to go up it. Small creatures are not affected, and large creatures cannot make it up. The 2nd floor is 15 feet up. Half-way up the staircase is a Raven keeping watch over the entry hall. This is Hannah’s raven. If attacked it will call warning very loudly and fly upstairs (and Hannah will call out to leave her bird alone). If a PC asks it a question about who or what it is, he can answer I am Hannah’s and I watch. The raven will not call out alarm unless Hannah or the raven is harmed; both of them are sticking to the letter of their agreement.

[A] will remain in the central room with the captives at all times unless he/she is being fought in a way that he cannot fight back. Then he will begin coup de gracing captives, otherwise he will not do any effects or maneuvers that injures them.

[B] will wait adjacent room. When combat begins in the next room or outside of it, he will open the doors and join in..

[C] waits in the room above the safe room. If people come upstairs it will engage the PCs, or if it hears the traps going off it can go to the balcony and rain down spells. It knows of the traps and so will only risk the greater dispel magic/dispel magic traps.

[T1 & T2 & T3] are traps that were caused into being by the Hellscepter.

**NOTE: AT ALL APLS**, [A] is wearing a Ring of Evasion and Ring of Freedom of Movement. [A] will not flee and will fight to the death. These rings are a major source of treasure for this game.

### Waves Again

There are effectively two waves in this fight. The first wave consists of the creatures and traps in the manor. The second wave arrives outside the manor six rounds after the player characters go into the manor. If there are characters outside, they will engage them. Otherwise they will go wait just outside each entrance. They know of the traps.

If the player characters did not attack Hannah or her familiar inside the building, the Hannah will send an empathic feeling of great danger and his raven will squawk danger outside a couple rounds as he was told to do so.

### WAVE ONE

#### APL 4 (EL 7)

[A]: **Bearded Devil (1)**; wearing ring of evasion and ring of freedom of movement; hp 55; see *Monster Manual*, page 52.

[T1] **Burning Hands Traps [CL 3]; save Reflex DC 11/half. (1)**: Search/Disable DC 26; magic trap; true seeing in trap area; automatic reset every 2 rounds, see *Appendix 1*

[T2] **Ray of Enfeeblement Trap [CL 6] +6 hit (1)**: Search/Disable DC 28; magic trap; true seeing in trap area, automatic reset every 2 rounds. see *Appendix 1*

[T3] No trap at this level.



**APL 6 (EL 9)**

**[A] Bar-Lgura (1);** hp 54; wearing ring of evasion & ring of freedom of movement; hp 60; see *appendix 2*

**(B); Red Slaad (1);** hp 54; see *Monster Manual*

**[T1] Burning Hands Traps [CL 5]; save Reflex DC 11/half. (1):** Search/Disable DC 26; magic trap; true seeing in trap area; automatic reset every 2 rounds, see *Appendix 2*

**[T2] Ray of Enfeeblement Trap [CL 6] +6 hit:** Search/Disable DC 26; magic trap; true seeing in trap area, automatic reset every 2 rounds. see *Appendix 2*

**[T3] Burning Hands Traps [CL 5]; save Reflex DC 11/half. (1):** Search/Disable DC 26; magic trap; true seeing in trap area; automatic reset every 2 rounds, see *Appendix 1*

**APL 8 (EL 11)**

**[A]; Blue Slaad (1);** hp 72; wears a ring of evasion & ring of freedom of movement; see *Monster Manual*, page 229.

**[B], Dark Naga (1):** hp 68; see *invisibility* instead of *invisibility*, *mirror image* instead of *cat's grace*, *fly* instead of *displacement*, Neutral not Lawful Evil, wears symbol of Black Star Mercenaries; see *Monster Manual*, page 191

**[T1] Dispel Magic Trap (Area [CL 7]); :** Search/Disable DC 28; magic trap; true seeing in trap area; center of spell is right corner of door; automatic reset every 2 rounds, see *Appendix 3*

**[T2] Searing Light +7 hit (Area [CL 7];** :Search/Disable DC 28; magic trap; true seeing in trap area; automatic reset every 2 rounds, see *Appendix*

**[T3] Searing Light +7 hit (Area [CL 7];** :Search/Disable DC 28; magic trap; true seeing in trap area; automatic reset every 2 rounds, see *Appendix*

**APL 10 (EL 13)**

**[A]; Grey Slaad (1):** hp 99; wearing ring of evasion & ring of freedom of movement; see *Monster Manual*, page 231

**[B]; Spirit Naga (1);** Chaotic Neutral not Chaotic Evil, wears symbol of Black Star Mercenaries; on tail tip; hp 81; see *Monster Manual*, page 192

**[T1] Dispel Magic Trap (Area [CL 10]); :** Search/Disable DC 28; magic trap; true seeing in trap area; automatic reset every 2 rounds, see *Appendix 4*

**[T2] Maximized Spell Orb of Force +11 hit [CL 13]; :** Search/Disable DC 29; magic trap; true seeing in trap area; spell originates from center of area; automatic reset every 2 rounds, see *Appendix 4*

**[T3] Dispel Magic Trap (Area [CL 10]); :** Search/Disable DC 28; magic trap; true seeing in trap area; center of spell is center of trap; automatic reset every 2 rounds, see *Appendix 4*

**APL 12 (EL 15)**

**[A], Death Slaad (1):** hp 138; wearing a ring of evasion & ring of freedom of movement; see *Monster Manual*, page 231

**[B]; Spirit Naga (1);** Chaotic Neutral not Chaotic Evil, wears symbol of Black Star Mercenaries; hp 81; see *Monster Manual*, page 192

**[C]; Dark Naga (1):** hp 68; see *invisibility* instead of *invisibility*, *mirror image* instead of *cat's grace*, *fly* instead of *displacement*, Neutral not Lawful Evil, wears symbol of Black Star Mercenaries; see *Monster Manual*, page 191

**[T1] Greater Dispel Magic Trap, [Area; CL 13] :** Search/Disable DC 31; magic trap; true seeing in trap area, center of spell center of spell is right corner of door; automatic reset every round. see *Appendix 6*

**[T2] Trans-dimensional Maximized Searing Light +13 hit [CL 13]; :** Search/Disable DC 31; magic trap; true seeing in trap area; spell originates from center of area; automatic reset every 2 rounds, see *Appendix 5*

**[T3] Empowered Searing Light +9 hit [CL 9];** Search/Disable DC 30; magic trap; true seeing in trap area; automatic reset every 2 rounds, see *Appendix 5*

#### **APL 14 (EL 18)**

**[A]: Marilith (1);** hp 214; wearing ring of evasion and ring of freedom of movement; see *Monster Manual*, page 44.

**[B], Death Slaad (1);** hp 138; see *Monster Manual*, page 231

**[C]: Spirit Naga (1);** Chaotic Neutral not Chaotic Evil, wears symbol of Black Star Mercenaries; fly instead of displacement; hp 81; see *Monster Manual*, page 192

**[T1] Greater Dispel Magic Trap, [Area; CL 15] :** Search/Disable DC 31; magic trap; true seeing in trap area, center of spell is right corner of door; automatic reset every round. see *Appendix 6*

**[T2] Trans-dimensional Maximized Enervation +15 hit [CL 15]); :** Search/Disable DC 33; magic trap; true seeing in trap area; spell originates from center of area; automatic reset every 2 rounds, see *Appendix 6*

**[T3] Empowered Orb of Force +11 hit [CL 11]); :** Search/Disable DC 29; magic trap; true seeing in trap area; spell originates from center of area; automatic reset every round, see *Appendix 6*

#### **APL 16 (EL 20)**

**[A]: Marilith (1);** hp 214; wearing ring of evasion and ring of freedom of movement; see *Monster Manual*, page 44.

**[B], Marilith (1);** hp 214; replace polymorph with fly, see *Monster Manual*, page 44.

**[C], Death Slaad (1);** hp 138; see *Monster Manual*, page 231

**[T1] Two Greater Dispel Magic Traps, [Area; CL 15] :** Search/Disable DC 31; magic trap; true seeing in trap area, center of spell is right corner of door; automatic reset every round. see *Appendix 6*

**[T2] Trans-dimensional Maximized Blasphemy [CL 15]); :** Search/Disable DC 33; magic trap; true seeing in trap area; spell

originates from center of area; automatic reset every 2 rounds, see *Appendix 5*

**[T3] Trans-dimensional Maximized Blasphemy [CL 15]); :** Search/Disable DC 33; magic trap; true seeing in trap area; spell originates from center of area; automatic reset every 2 rounds, see *Appendix 5*

### **WAVE TWO**

The ELs in this encounter have been advanced +1 because of the close proximity to the first wave.

#### **APL 4 (EL 5)**

**Nashrou (2);** hp 42; see *Appendix 1*

#### **APL 6 (EL 7)**

**Nashrou, Advanced (2);** hp 84; see *appendix 2*

#### **APL 8 (EL 9)**

**Chain Devil (1);** hp 60; see *Monster Manual*, page 53.

**Nashrou, Advanced (2);** hp 84; see *appendix 2*

#### **APL 10 (EL 11)**

**Nashrou, Advanced (3);** hp 84; see *appendix 2*

**Vrock (1);** hp 114; see *Monster Manual*, page 48.

#### **APL 12 (EL 13)**

**Barbed Devil (1);** hp 120; see *Monster Manual*, page 51.

**Vrock (1);** hp 114; see *Monster Manual*, page 48.

#### **APL 14 (EL 15)**

**Barbed Devil (2);** hp 120; see *Monster Manual*, page 51.

**Vrock (2);** hp 114; see *Monster Manual*, page 48.

#### **APL 16 (EL 17)**

**Nalfeshnee (2);** hp 160; arrives with call lightning pre-cast; see *Monster Manual*, page 45.

## WHERE NEXT?

There are two main ways to find where the Electors have been taken. The first is that the servants have overheard the leader of the attackers talking about heading due north into the Dim Forest, and leaving a present for Dim Forest Elves that declined to support him. The other way is to track the wave two forces back to the Nolar Thotec camp.

A little while after all the foes have been dispatched. Three knights will arrive at the manor. They orders are to protect the loved ones of the electors. They will tell the player characters that more knights and Elector Garenti will be arriving within a couple hours and they should push on.

Watcher Eli Tongas, Faithful Vigil; Paladin5 (Ehlonna) & Paladin Heavy War Horse

Dispatcher Captain Olkar Benz, Courageous Hydra; Cleric 10 Ranger 3

Dispatcher Hyrus Temple, Clever Bat; Druid 8th, War Shaper 2

The Captain is from the 29th Battle, and has served 10 years as captain. He can order player characters to get the Electors if they are reluctant. He will tell them to rescue the Electors and bring them back here. In a few hours there should be quite a few knights in residence.

The Captain has one Raise Dead memorized, and he will cast it using his materials.

Dispatcher Temple has two Reincarnations memorized, and he will cast then using his materials. Oddly enough, his reincarnations only cause dwarves to result (of opposite sex).

Also, Hannah, will if the player characters ask, stick around. She has more ceremonies to do for the fallen.

### Treasure

ALL APLs : L: 0 gp, C: 0 gp, M: *ring of evasion* (2083 gp), *ring of freedom of movement* (3333 gp)

## ENCOUNTER 9: ELECTOR RESCUE

**DM Note:** there is no need for combat in this encounter, though the creatures are here if the

player characters have the time or interest to fight them. Depending on how much time is left, you can be more or less descriptive.

When the player characters enter the Dim Forest read the following:

***The forest is quiet. There are no animal or insect noises and the darkness seems more oppressive than usual.***

If there are any animals in the party:

***Your animals are nervous, more than usual. Indeed they seem almost ill.***

Animals are sickened in these woods; vermin as well. They are shaken as well, if they can feel fear.

***These conditions last for a few hours, when a few hints of wood smoke can be detected. A few more minutes pass and the smell of wood smoke is stronger, and to the north there is a dull red glow.***

The player characters may want to buff at this point, but depending on time, it may be better not to let them.

***Advancing, the red glow appears to be a large clearing in the forest. A large circular area, hundreds of yards across, is nothing but warm ashes, and the in places red hot coals still glow. All trees, plants and animals have been reduced to ashes, and it is also clear the ground has been sown with salt. Nothing will grow here again for many years.***

***In the center of this large circle is a large house. There are various creatures around the building: strange women with wings and vapor rising from their bows, creatures covered in spikes and barbs, large creatures with many arms, creatures cloaked in wings and fire, and creatures with fierce horns.***

Knowledge (the Planes)

DC 19: Erinyes

DC 22: Barbed Devil

DC 25: Horned Devil

DC 26: Marilith

DC 30: Pit Fiend (2 of them)

Then a bright yellow, blue and red light flashes in sequence from the house. All the creatures outside the house stop moving as if dazed, except those clothed in wings and flames. They seem to

shake their heads, bellow loudly and take to flight, flying north as fast as they can and when they are almost at the edge of vision, they disappear.

More flashes of red and blue come from the house and each time the movements of the creatures outside the house freeze, as if dazed, unaware of their surroundings. A few of the spiky creatures appear to wake up suddenly and sprint to the north as if afraid to their core, and disappear into the Dim Forest.

Then another red flash that strikes five times with no countering blue flash, and all the outside creatures stop, dazed, unaware of their surroundings. The time of their condition stretches for several rounds and they still do not move.

**DM Note:** these creatures are dazed. They can defend fully and are not helpless. If attacked they break out of their daze and are free to fight the player characters. They will see other things dazed and will move to hit them as well to get them into the fight. If this happens, let the fight go on only a few rounds and have another series of red flashes go off that freezes them all in daze again, giving the player characters another chance to avoid a mega fight. If they still attack, then do your best to slay them all in their foolishness.

After the pit fiends and some barbed devils leave there remains (see DM Aid #6)

#### ALL APLS – OUTSIDE HOUSE

**Barbed Devil (4);** hp 120; see *Monster Manual*, page 51.

**Marilith (2);** hp 214; replace polymorph with fly, see *Monster Manual*, page 44.

**Erinyes (4);** hp 85; see *Monster Manual*, page 54.

**Horned Devil (2);** hp 172; see *Monster Manual*, page 55

### INSIDE THE HOUSE

#### ALL APLS – INSIDE HOUSE

**Barbed Devil (4);** hp 120; see *Monster Manual*, page 51.

**Marilith (1);** hp 214; replace polymorph with fly, see *Monster Manual*, page 44.

Nolar Thotec & Hellsceptor; Nolar has AC 25 while helpless with 0 DEX; 150 hit points left, with fast healing 30; Fort +25 Reflex +12 Will +30; SR 29

The door is not locked but neither is it open. Once the door is opened they can see the creatures inside. The electors are bound in front of the barbed devils that are reaching down to do them damage. The barbed devils are not coup de gracing them, but pricking them with their barbs to cause them harm. Right now however, they are dazed.

***In the house is a horrific scene. At one side of the house there stands Nolar Thotec locked in mental combat with the Hellsceptor. Nolar is bleeding from some wounds and he holds the Hellsceptor in a death grip with all his concentration on his effort; sparks fly causing him damage, some of which seems to heal back. The Hellsceptor itself, made of gold, cold iron and rubies, seems itself worse for wear. Nolar Thotec speaks in slow steady cadence as if each word causes pain. "You will not kill them." To which the Hellsceptor laughs and says, without much effort, "You cannot stop me."***

***In the room are more creatures like those outside; four of the barbs and one of the many arms. They seem to be straining against their control striving to do more damage to the bounded and gagged men before them. Many of these men already bear small wounds.***

The PCs also have both the Hellsceptor and Nolar Thotec in a helpless position.

Persons wearing any of the Hell's Rings get the order to KILL NOLAR THOTEC. This should not be against anyone's nature, but there is no reason why the PC has to coup de grace him; he/she could attack him with weapons or spells.

Persons with Hellbreaker will get the command, BREAK THE HELLSCEPTER. The bearer need only make a DC 17 will save to avoid following the sword's orders.

Either Nolar Thotec can be killed, or the Hellsceptor can be broken. BOTH CANNOT HAPPEN.

If Nolar Thotec is killed, the Hellsceptor turns off anti-teleport/plane shift as an immediate action and has contingency plane shift to the astral plane. The demons and devils will likewise teleport or run/fly away.

If the Hellsceptor is destroyed, then a Miracle contingent Word of Recall goes off for Nolar Thotec and he gets away. All the devils and demons die spectacularly (but without harming the

party, and in the Erinyes case, leaving their bows behind).

The Hellscepter has a hardness of 10, and 10 hit points, but a successful strike on the Hellscepter by Hellbreaker will automatically destroy the Hellscepter and Hellbreaker. The party should also have the adamantite light mace that could do short work of the Hellscepter

When the Hellscepter is destroyed, everyone who wears or is bonded to a ring takes damage. Also Hell's Fourth ring will explode in a catastrophic explosion destroying much of Cathedral Valorous in Hookhill.

It is also possible that the player characters might not attack either the Hellscepter or Nolar, for fear that the devils and demons might attack.

Once free, all the Electors can walk out of the area, they will demand to be taken to their families.

Once the player characters return to the manor, there are two dozen knights, most of them are of Monster of the Earth rank or higher, but one will seem very familiar to player characters: this would be Watcher Magnus Vrianian, Grandiose Imperial Wyvern.

If the player characters did not break the Hellscepter, then Elector Garenti is here also. If the Hellscepter is broken, the Dispatcher Shalaya Tass will report that a few hours ago, he died a horrible death from which he could not be resurrected.

## Treasure

If Hellscepter is broken, the Erinyes die and leave their frost bows behind:

ALL APLs: L: 0 gp, C: 0 gp, M: four long composite (str +5) bows +1 frost (2967 gp).

## ENCOUNTER 10: QUORUM

**DM Note:** You can cut this section if time is short. There are sections here where people helped make the final games of year 8 a success are rewarded by this author and Triad member for their service. If players wonder why they were singled out for promotions, this is the reason. Each of these people Michael Roderick Sr, Pete Winz, and George Harris came through with games when others decide not to complete the

work they had promised. Yell at the author for this, not a them.

If the Hellscepter was destroyed, replace ELECTOR GARENTI in the following text, with SHINING MASTER HELDETH DORDEN.

***In the company of such a powerful group of knights, the trip to Hookhill was uneventful in terms of conflict. The gathered notables drew many stares and cause a few bands of brigands to flee.***

If the Hellscepter was destroyed read this section:

**The center of Hookhill took some damage as much of Cathedral Valorous lies in ruins. Days ago, without warning, a titanic explosion occurred, slaying many.**

Continue for all:

***The eleven Electors escorted by you and the knights were enough to compose a Quorum for the voting to begin, and you were congratulated by many within and outside of the Hall of Electors.***

If George Harris's Sylvonias Egadriel is at this table or Pete Winz's Ignatz of the Cudgel is at this table change this text to reflect their characters service in this mission as this next section refers to them. There is no such text for the two Elector designates, as they both played in the play test.

***Others were being congratulated for bringing Electors to the Quorum, with the newly commissioned Lieutenants Sylvonias Egadriel and Ignatz of the Cudgel.***

***The Electors and Barons filed into the Hall of Electors, where the Chancellor sat on his seat, and the chair reserved for the Grandiose Imperial Wyvern was filled with the former Commandant, Magnus Vrianian. Then, voters and church representatives inside, the doors were closed and deliberations were begun.***

***It took minutes before the doors reopened, and an announcement was made. Their first order of business was to confirm the Electors that the former commandant had authorized Baroness Hammer.. Now the four Electors had been named. There were still no manors or established lands for the Electors to call home, but still they were given standing to participate in the vote if they would step up and accept their post immediately. Two of the Elector-designates however, declined to take their posts immediately. Both were Lords already,***

*and both served in the Baronial Pride of Hammer; yet both had vows of service to the military, and they were determined to fulfill at least another year of military service before taking their posts. These Elector-designates would not get to vote for Commandant, but would upon retirement from adventuring and the military take up their positions. The two who were resolved to serve out their service were: Elector-designate Lord Lieutenant Curtus Darus (he was a just a chief warrant officer until today), and Elector-designate Lord Apexclimber Baragar Stoneforge.*

*After the celebrations, the Electors who could vote returned, to their chamber. At the next break, there were two clear vote leaders, with many candidates with only a few votes.*

**DM Note:** And this can be related to players. All the candidates listed in this first ballot received influence from player characters in the influence election earlier this year.

#### **If Elector Garenti is alive:**

*The top two candidates, Knight Field Marshal Jorn Envian and Elector Garenti were almost evenly split in number of supporters. Chancellor Houseman, Shining Master Dorden, Elector-designate Lord Darus, and Elector-designate Lord Stoneforge all had a few votes.*

#### **If Elector Garenti is dead:**

*The top two candidates, Knight Field Marshal Jorn Envian and Shining Master Dorden were almost evenly split in number of supporters. Chancellor Houseman, former Magistrate Aliam Nestor, Elector-designate Lord Darus, and Elector-designate Lord Stoneforge all had a few votes.*

#### **Continue for all**

*After a meal, the Barons and Electors returned to deliberate and after many more ballots, it seems there is a dead lock with two candidates of almost equal votes totals. Most of the votes were evenly split between Knight Field Marshal Envian and Elector Garenti (or Shining Master Dorden if Elector Garenti is dead).*

*There are rumors that the Keoland forces have crossed the Bissel/Gran March borders. Under those rumors, the Electors and Barons begin to return to deliberate further when....*

Any character who received the mark of Heironeous from GRM 7-3, feels their mark (usually a lightning bolt) give a sharp pain and then turn very cool and waves of good feeling overwhelm them.

DC 15 spot check to see liquid begin to drip from the fingertips of the statue of Heironeous. Anyone who played GRM 7-3 "Who Sleeps Upon Your Bed" and experienced the anointing of meersalm, recognize this liquid as what is coming from the statue.

*the statue of Heironeous says, "I nominate Grant March."*

Every PC meersalm mark, regardless of god, begins to glow.

*A high ranking cleric of Saint Cuthbert exclaims, "that is meersalm" and points to the fingertips. Again the statue speaks, "I nominate Grant March, " but this time each and every person hears the voice in their native or cultural language and the power of truth is behind it. The room crackles with lightning and the sound of thunder echoes afterwards.*

*The next ballot takes little time at all. The Chaplain of the Army of Gran March becomes the Commandant of Gran March. Former Chancellor Housemann calls out, "For Commandant and Country" and the hall responds the same,*

(have the player characters call this out as well, assuming the surroundings are not disturbed by such shouting)

*"I present to you, Watcher Commandant Grant March, Benevolent Beholder."*

#### **IF ELECTOR GARENTI IS DEAD**

*Commandant March looks to Knight Field Marshal Envian, "saying I will need a Chancellor,"*

*But the Knight Field Marshal replies, "I would rather remain a Knight Field Marshal."*

*The Commandant nods as if he expected this reply, and replies, "And so you shall, for as long as an Army is needed, you shall be its leader. Indeed take the 11th and other battles available to the border with Bissel and convince the Kiwis not to enter this land."*

*Without hesitation he looks towards Heldreth Dorden "Normally, Shining Master, I would offer you the Chancellor's post, but I do not think our land is ready for the voice of Pholtus as Chancellor, but give me a military cleric of your faith, and he will be, Knight Colonel and" Chaplain of the Army of Gran March." Then turning to look elsewhere, "Housemann, " the Commandant continued, "will you stay in the post that you have served in these last few years?"*

*To this Chancellor Housemann nods his approval.*

### **IF ELECTOR GARENTI IS ALIVE**

*He looks to Elector Garenti, "saying I will need a Chancellor..."*

*To which Elector Garenti replies, "It would be my honor."*

### **THEN CONTINUE**

*The hall erupts with shouts of congratulations and glee. Heroes are called forth and given honors. The celebration of a new leader spills into the street, as the new Commandant makes his way to his offices, escorted by 1<sup>st</sup> Battle members who finally have a Commandant to guard..*

*At the edge of activity, the Shining Master laughs aloud, startling those nearby him. His reputation is one of a solemn nature, but this was no time for anything but humor.*

*He says to no one in particular, "Not just Pholtus cheats at cards."*

## **The End**

### **Treasure**

ALL APLs: L: 0 gp, C: 0 gp, M: (0 gp).

## **AR ITEMS**

Some characters receive promotion in this game, but they are few enough characters to warrant AR space. DMs should write their promotions on the AR in the notes section, noting it appeared in the text of the game

### **IF NOLAR THOTEC WAS SLAIN**

The player characters receive the **Killed Nolar Thotec** and **Thanks from the Lich Queen** AR items

Note that for those characters that got promoted in game text, these favors can promote them again.

### **IF THE HELLSCEPTER WAS BROKEN**

The player characters receive the **Hellscepter Broken** and **Thanks from Nolar Thotec** AR items

If Hellbreaker was used to break the Hellscepter, then the player characters also receive **Hellscepter Destroyed**.

Character who had Hellbreaker or were bonded it to receive **Hellbreaker Destroyed** AR item.

If any character had the 5<sup>th</sup>, 7<sup>th</sup> or 8<sup>th</sup> Hell Ring, they receive **Lost the Hell's Ring**.

### **IF NEITHER NOLAR THOTEC WAS KILLED NOR HELLSCEPTER DESTROYED**

The player characters receive the **Thanks from Nolar Thotec** AR item

## **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 One**

#### **Defeat outsiders**

APL 4: 180xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

APL 16: 540 xp.

### **Encounter Two**

#### **Wave One: defeat wave one**

APL 4: 180xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

APL 16: 540 xp.

#### **Wave Two: defeat wave two**

APL 4: 180xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

APL 16: 540 xp.

### **Encounter Five**

#### **Stop Reinforcement**

APL 4: 180xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

APL 16: 540 xp.

### **Encounter Eight**

#### **Wave One: defeat creatures in Manor**

APL 4: 180xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

APL 16: 540 xp.

#### **Wave Two: defeat wave two**

APL 4: 180xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

APL 16: 540 xp.

### **Story Award**

Use Pembroke Massacre to Stop Riot.

ALL APLs: 45 xp.

Peaceful Interaction with Hannah

ALL APLs: 45 xp.

Either Killed Nolar Thotec or destroyed Hellscepter

APL 4: 50 xp.

APL 6: 210 xp.

APL 8: 280 xp.

APL 10: 350 xp.

APL 12: 420 xp.

APL 14: 470 xp.

APL 16: 520 xp.

### **Discretionary Role-playing Award**

APL 4: 40 xp.

APL 6: 60 xp.

APL 8: 80 xp.

APL 10: 100 xp.

APL 12: 120 xp.

APL 14: 160 xp.

APL 16: 200 xp.

### **Total possible experience**

APL 4: 1350 xp.

APL 6: 1800 p.

APL 8: 2,250 xp.

APL 10: 2,700 xp.

APL 12: 3,150 xp.

APL 14: 3,600 xp.

APL 16: 4,050 xp.



## TREASURE SUMMARY

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

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

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

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

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

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

### Encounter Two:

APL 4: L: 0 gp, C: 33 gp, M: two *broaches of shielding* (250 gp).

APL 6 L: 0 gp, C: 33 gp, M: two *broaches of shielding* (250 gp).

APL 8 L: 0 gp, C: 33 gp, M: two *broaches of shielding* (250 gp).

APL 10 L: 0 gp, C: 0 gp, M: two *broaches of shielding* (250 gp), two *tunics of steady spell casting*. (417 gp).

APL 12 L: 4 gp, C: 0 gp, M: three *broaches of shielding* (375 gp), two *tunics of steady spell casting*. (417 gp), *ring of protection +2* (667 gp),

APL 14 L: 12 gp, C: 0 gp, M: six *broaches of shielding* (750 gp), three *tunics of steady spell casting*. (625 gp), three *ring of protection +2* (2000 gp),

APL 16 L: 12 gp, C: 0 gp, M: six *broaches of shielding* (750 gp), three *tunics of steady spell casting*. (625 gp), three *ring of protection +2* (2000 gp),

### Encounter Five:

APL 4: L: 33 gp, C: 0 gp, M: *greatsword +1* (196 gp), *scythe +1* (192 gp).

APL 6: L: 90 gp, C: 0 gp, M: large *greatsword +1* (196 gp), *potion of remove blindness/deafness* (63 gp), *potion of fly* (63 gp), *ring of protection +1* (167 gp).

APL 8: L: 90 gp, C: 0 gp, M: large *adamantine greatsword +2* (921 gp), two large *greatsword +1* (400 gp), two *potions of remove blindness/deafness* (126 gp), two *potion of fly* (126 gp).

APL 10: L: 145 gp, C: 0 gp, M: large *adamantine greatsword +2* (921 gp), two large *greatsword +1* (400 gp), four large *sickles +1* and two medium *sickles +1* (1150 gp), four *potions of remove blindness/deafness* (252 gp), three *potion of fly* (188 gp).

APL 12: L: 145 gp, C: 0 gp, M: large *adamantine greatsword +2* (921 gp), two large *greatsword +1* (400 gp), four large *sickles +1* and two medium *sickles +1* (1150 gp), four *potions of remove blindness/deafness* (252 gp), three *potion of fly* (188 gp).

## ITEMS FOR THE ADVENTURE RECORD

APL 14: L: 90 gp, C: 0 gp, M: *large adamantite greatsword* +2 (921 gp), *long composite bow (str +2)* +1 (217 gp), *large long composite bow (str +6)* +1 (264 gp), *four large sickles* +1 and *two medium sickles* +1 (1150 gp)

APL 16: L: 90 gp, C: 0 gp, M: *large adamantite greatsword* +2 (921 gp), *long composite bow (str +2)* +1 (217 gp), *large long composite bow (str +6)* +1 (264 gp), *four large sickles* +1, , and *two medium sickles* +1 (1150 gp), *headband of intellect* +2 (333 gp)

### Encounter Seven:

ALL APLs: L: 129 gp, C: 0 gp, M: +1 *falchion* (198 gp).

### Encounter Eight:

ALL APLs : L: 0 gp, C: 0 gp, M: *ring of evasion* (2083 gp), *ring of freedom of movement* (3333 gp)

### Encounter Nine:

ALL APLs: L: 0 gp, C: 0 gp, M: four long composite (str +3) bows +1 *frost* (2967 gp).

### Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 162 gp, C: 33 gp, M: 8,469 gp – Total: 8,665 gp (1300 gp).

APL 6: L: 219 gp, C: 33 gp, M: 9,320 gp – Total: 9,572 gp (1800 gp).

APL 8: L: 90 gp, C: 33 gp, M: 9,846 gp – Total: 9,969 gp (2,600 gp).

APL 10: L: 145 gp, C: 0 gp, M: 11,602 gp – Total: 11,747 gp (4,600 gp).

APL 12: L: 145 gp, C: 0 gp, M: 12,269 gp – Total: 12,414 gp (6,600 gp).

APL 14: L: 90 gp, C: 0 gp, M: 13,745 gp – Total: 13,825 gp (13,200 gp).

APL 16: L: 90 gp, C: 0 gp, M: 14,078 gp – Total: 14,158 gp (19,800 gp).

### Special

#### Lost the Hell's Ring

You have lost Hell's 5<sup>th</sup>, 7<sup>th</sup> or 8<sup>th</sup> ring. You have lost two points from Constitution, Dexterity and Charisma and each lost point may only be returned with a miracle or wish. You retain the +2 profane bonus to your BAB. If you regain points to Constitution you lose the profane bonus to BAB.

#### Hellscepter Broken

Your group has broken the Hellscepter, and all those bound to it have taken profound damage or death. You receive a Blessing of the Gods granting you a one-time use of an immediate action caster level 25 heal spell (cross off when used). The character who actually did the final damage to the Hellscepter receives an extra spell; a swift caster level 15 heal spell (cross off when used or if character did not get this).

#### Hellscepter Destroyed

Using Hellbreaker to destroy the Hellscepter permanently destroys the scepter. Yondalla provides a blessing to all characters present (alive or dead). This blessing is that all 1s or 2s rolled on dice for conjuration (healing) spells to heal or cure this character are re-rolled for the rest of the campaign.

#### Hellbreaker Destroyed

persons who own or are bonded to Hellscepter table permanently lose Hellbreaker (or access to it) and gain +1 sacred bonus to checks to resist trip or disarm, checks to resist or escape grapples, or to melee weapon damage (circle choice) per full 5,000 gp value of the sword owned (minimum +1 bonus, maximum +5 bonus); Enter value here: \_\_\_\_\_. You may also apply, now or at a later date, the bane (evil outsider) enhancement to one melee weapon of your choice for half normal cost.

#### Thanks from Nolar Thotec

For not killing him when you had the chance and freeing him from the Hellscepter's thrall he arranges for all items found to be metaregional access. If the character has the Ire of Elector Dira Hamisti, he can remove that Ire instead (circle choice).

#### Killed Nolar Thotec

You have slain Most Vile Enemy of Gran March. Military and veteran characters receive the Sword of the March award and are commissioned or promoted one step (circle choice). Knight Colonel rank characters are assigned to the staff of the Army of Victory. All military characters are given the option to retire from military at their promoted rank regardless of time left on service. Non-military/veterans are instead granted citizenship in Gran March and given permanent immunity from being activated except in defense of Gran March. Allied military characters receive the Sword of the March award, are granted citizenship, and are made honorary members of the 1<sup>st</sup> Battle (gaining all meta-org benefits). All characters receive a 20% discount to all purchases on this AR and the items accessible on this AR.

### **Thanks from the Lich Queen**

In making it possible to acquire the Hellscepter, the Lich Queen thanks you. You have access ANY, to one set from the Magic Item Compendium (not for CMI), You are limited to one of each item in the set. Enter set name here:

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### **Item Access**

ALL APLs:

Long composite bow (STR +5) +1, frost (adventure, dungeon masters guide)

Ring of evasion (adventure, dungeon masters guide)

Ring of freedom of movement (adventure, dungeon masters guide)

Broach of shielding (adventure, dungeon masters guide)

Tunic of Steady Spell Casting [Limit 1] (adventure, complete adventurer)

*Lesser crystal of security [limit 1] (adventure; magic item compendium)*

*Large adamantine greatsword +2 (adventure, dungeon masters guide)*

## APPENDIX 1 – APL 4

## ENCOUNTER TWO –WAVE ONE

## THUG1, THUG2 CR 4

Male Human Warmage 4

NE Medium Human (Suel)

Init +1; Senses Listen +2, Spot +2

Languages Common, Suloise

AC 16, touch 12, flat-footed 14

(+0 size, +2 Dex, +0 class, +4 armor, +0 shield, +0 deflection, +0 insight, +0 natural)

Hp 24 (4d6); +8 hit points from Bear's Endurance Potion

Fort +3, Ref +3, Will +4 (+2 fort Save from bear's endurance potion)

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

Melee dagger +3 (1d4-1/x2);

Ranged Touch attack +5

Space 5 ft.; Reach 5 ft

Base Atk +2; Grp +1

**Combat Gear** two masterwork daggers, masterwork chain shirt, Potion Cure Moderate Wounds, Potion of Remove Blindness/Deafness, two sickles, broach of shielding, bear's endurance potion, ~~bear's endurance potion~~

**Warmage Spells Known** (CL 4th):

2nd (4/day) --Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade.

1st (7/day)—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity, Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, Tensor's Floating Disk, True Strike  
0 (6/day)— Acid Splash, Disrupt Undead, Light, Ray of Frost

**Abilities** Str 8, Dex 15, Con 14, Int 12, Wis 10, Cha 14**SQ** Armored Mage (light), Warmage Edge (+1 damage)**Feats** Weapon Focus: Ranged Touch Attack, Still Spell, Eschew Materials**Skills** Concentration 9, Intimidate +4, Knowledge (Arcana) +7, Listen +2, Spellcraft +9, Spot +3,**Possessions** combat gear plus 100gp, 2 sunrods, wood holy symbol of Heironeous

**Description** A mixed blooded Sueloise human, he stands 6 feet tall, with a wiry build, tanned skin and black hair. He has the 22nd Battle emblem tattooed on his right shoulder (Black Shield with three white crossed long spears (two pointing down, one pointing up))

## ENCOUNTER TWO –WAVE TWO

## BAR-LGURA CR 5

CE Medium outsider (chaotic, evil, extraplanar,

tanar'ri)

Init +4; Senses darkvision 60 ft.; Listen +11,

Spot +11

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 22, touch 14, flat-footed 17; Dodge Mobility (+4 Dex, +8 natural)

hp 54 (6HD) DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; SR 16

Fort +9, Ref +9, Will +7

Speed 40 ft. (8 squares), climb 20 ft.; Run

Melee 2 claws +12 (1d6+6) and

bite +7 (1d6+3)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +12

Atk Options pounce

Combat Gear

Special Actions abduction, *summon tanar'ri*Spell-Like Abilities (CL 6<sup>th</sup>):

At will — *darkness*, *cause fear* (DC 12), *dispel magic*, *greater teleport* (DC 18), *see invisibility*, *telekinesis* (DC 16)

2/day — *disguise self* (DC 12), *invisibility*, *major image* [DC 14]

† Already cast

**Abilities** Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12**Feats** Dodge, Mobility, Run

**Skills** Balance +15, Climb +23, Hide +17, Intimidate +10, Jump +27, Listen +11, Move Silently +13, Spot +11, Tumble +15

**Pounce (Ex)** If a bar-Igura charges a foe, it can make a full attack.

**Abduction (Su)** Unlike most tanar'ri, a bar-Igura can use *greater teleport* to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 18 Will save to resist being transported. The save DC is Charisma-based.

**Summon Tanar'ri (Sp)** Once per day, a bar-Igura can attempt to summon another bar-Igura with a 35% chance of success. This ability is the equivalent of a 2<sup>nd</sup>-level spell (CL 6<sup>th</sup>).

**Skills** A bar-Igura gains a +4 racial bonus on Hide checks and a +10 racial bonus on jump checks.

**Description** This hulking monster looks at first like a powerfully muscled orangutan, yet the cruelty that burns in its rheumy red eyes signals a hateful intelligence. Its visage is dominated by a pair of oversized fangs that jut from its lower jaw. Its fur is rusty red and matted with filth.

**Sources** bar-Igura (Fiendish Codex I)

## ENCOUNTER FIVE

### ELANDRA [E]

CR 5

Female Human Ranger5

CN Medium Human (Suel)

**Init** (+9) +7; **Senses** Listen +10, Spot +10**Languages** Common, Draconic**AC** 18, touch 14, flat-footed 14

(+0 size, +4 Dex, +0 class, +4 armor, +0 deflection, +0 insight, +0 natural)

**hp** 40 (5 HD) + 12 temporary hit points Immune to Fear and Poison from *hero's feast*; *resist fire 10 (potion)***Fort** +7, **Ref** +10; **Will** +3**Speed** 30 ft. in *chain shirt* (6 squares)**Melee** greatsword +1 +9/+4 (1d8+4/x3)

Or masterwork composite longbow (Str +2) +13/+13/+8 (1d8+4/x3)

Or other weapon +8/+3 **Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +7**Atk Options** greatsword, archery, favored enemy attacks, many shot, her spell.**Combat Gear** masterwork composite longbow (Str +2), mithril chain shirt (with *magic vestment* CL 8), 80 cold iron arrows, 40 regular arrows, 2 adamantite arrows, left silver spiked gauntlet, one greatsword +1, one masterwork greatsword, one *potion of remove blindness/deafness*, longsword, sap, ~~*potion of resist energy (fire)*~~, ~~*potion of cat's grace*~~, *potion of cat's grace*, *potion of resist energy (acid)*, cloak of resistance +1**Ranger Spells Prepared** (CL 3rd): Saving throw is 10 + spell level1st— *Entangle**Under the effects of Hero Feast CL 12, cat's grace CL 3, resist energy (fire) CL 3***Abilities** Str 14, Dex 16 (20), Con 14, Int 10, Wis 12, Cha 10**Feats** Improved Initiative, Point Blank Shot, Rapid Shot, Endurance, Weapon Focus (Long Composite Bow),**Skills** Speak +1 language Ride +11, Handle Animal +8, Spot +10, Listen +10, Knowledge (Arcana) +4, Balance +5, Concentration +12, Spellcraft +3, *Under the effect of a: Hero's Feast CL 11; 5 hours left*;**Possessions** combat gear plus wood holy symbol of phyton, two sunroods, and tanglefoot bag.**Favored Enemy: Elves:** (Ex) +4 damage vs. elves, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.**Description:** Sueloise woman, in mithril chain shirt, with two greatswords, and a long composite bow.**Sources**

### SAMAL

CR 3

Male Human Barbarian 1 Hexblade 1 Rogue 1

N Medium Human (Suel)

**Init** +2; **Senses** Listen +4, Spot +4**Languages** Common, Sueloise**AC** 17, touch 12, flat-footed 15

(+0 size, +2 Dex, +0 class, +4 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

**Miss Chance****hp** 24 (3 HD);**Fort** +1, **Ref** +6, **Will** +2**Speed** 40 ft. in masterwork chain shirt (8 squares), base movement 40 ft.**Melee** bastard sword +4 (+6 raging) (1d10+3 (+6 raging)/19-20x2); or dagger +3 (+5 raging) (1d4+2 (+4 raging), 19-20/x2);**Ranged** Light Crossbow +4 (1d8+1; 19-20/x2); Tangle foot bag +4**Space** 5 ft.; **Reach** 5 ft**Base Atk** +2; **Grp** +1**Special Options** sneak attack, rage**Combat Gear** masterwork buckler, one +1 scythe, one masterwork scythe, one, dagger, Light crossbow, masterwork chain shirt, 80 cold iron bolts, *Potion Cure Light Wounds* x2, two tangle foot bags, lesser crystal of adamant weaponry on scythe (+5 hardness on magic scythe ~~~)**Abilities** Str 14, Dex 15, Con 13, Int 8, Wis 10, Cha 12**SQ** Sneak Attack +1D6, Trap finding, Hexblade Curse**Feats** Mounted Combat, Rapid Reload,**Skills** Tumble +5, Ride +6, Swim +4, Listen +4, Spellcraft +1, Spot +4, Escape Artist +5, Balance +5, Climb+5.**Possessions** combat gear plus two sunrods and wood holy symbol of Heironeous**Hexblade Curse (Su):** Once per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 11, negates this effect.**lesser crystal of adamant weaponry:** gives weapon +5 to its hardness**Description** Six foot, pale skin, blond hair, Suel male human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

## ENCOUNTER 10 –FIRST WAVE

### Burning Hands Magic Trap

CR3

**Description:** Person who moves into area (within 5 feet of floor) is hit by burning hands. Starting point for spell is upper right corner of square entered and extends outside of covered area,**Search** DC 26 Type: spell**Trigger:** Vision, True Seeing in area.**Effect** is started in upper right corner of square entered and directed at being that activated trap; Caster Level 3 doing 3D4 fire damage with Reflex 11 save.**Duration:** Instant (trap resets every two rounds)**Disarm:** Disable Device DC 26

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**Ray of Enfeeblement Magic Trap** **CR3**

**Description:** Person who moves into area (within 5 feet of floor) is hit by ray of enfeeblement starting in their square

**Search** DC 26 **Type:** spell

**Trigger:** Vision, True Seeing in area.

**Effect** is started in upper right corner of square entered and directed at being that activated trap; **Caster Level 6; +6 to hit; 1d6+3 strength penalty**

**Duration:** Instant (trap resets every two rounds)

**Disarm:** Disable Device DC 26

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**ENCOUNTER 10 – SECOND WAVE**

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**NASHROU** **CR 2**

CE Large outsider (chaotic, evil, extraplanar)

**Init** +6; **Senses** darkvision 60 ft., scent; **Listen** +7, **Spot** +7

**Languages** --

**AC** 15, touch 11, flat-footed 13

(-1 size, +2 Dex, +4 natural)

**hp** 42 (4 HD); **DR** 5/cold iron or good

**Fort** +10, **Ref** +6, **Will** +4

**Weakness** vulnerability to criticals

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

**Melee** 2 gores +5 (1d8+2) and 2 claws +3 (1d6+1)

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

**Base Atk** +4; **Grp** +10

**Atk Options** aligned strike (chaotic, evil)

**Abilities** Str 15, Dex 14, Con 22, Int 5, Wis 11, Cha 5

**Feats** Improved Initiative, Multiattack

**Skills** Jump +17, Listen +7, Spot +7, Survival +7

**Vulnerability to Criticals (Ex)** A nashrou has a unique weakness that can allow a clever or lucky opponent to slay it in a single blow. A successful critical hit instantly reduces the creature to -10 hit points; no saving throw or damage reduction applies. The attack must deal sufficient damage to overcome the nashrou's damage reduction.

**Description** A nightmarish amalgamation of bony spikes and talons leaps at you. Its lithe form is covered by thick, glistening chitin, and it glares at you balefully from a cluster of eyes in the center of its body.

**Sources** see *Monster Manual IV*, page 44

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## APPENDIX 3 – APL 6

### ENCOUNTER TWO – WAVE ONE

#### THUG1, THUG2

CR 6

Male Human Warmage 6

NE Medium Human (Suel)

**Init** +1; **Senses** Listen +2, Spot +2**Aura** Evil**Languages** Common, Suloise**AC** 17, touch 12, flat-footed 14

(+0 size, +2 Dex, +0 class, +4 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

**hp** 36 (6 HD); +12 hit points from bear's endurance**Fort** +6, **Ref** +6, **Will** +7 (+2 fort save from bear's endurance)**Speed** 30 ft. in masterwork chain shirt (6 squares), base movement 30 ft.;**Melee** dagger +3 (1d4-1/x2);**Ranged**; Ranged Touch attack +6**Space** 5 ft.; **Reach** 5 ft (**Base Atk** +3; **Grp** +2**Combat Gear** two masterwork daggers, buckler, two sickles, masterwork chain shirt, potion cure moderate wounds, potion of remove blindness/deafness, broach of shielding, vest of resistance +2; fly potion, bear's endurance potion, ~~bear's endurance potion~~**Warmage Spells Known** (CL 6th):3rd (2/day) fire shield, fireball, gust of wind, ice storm, lightning bolt, poison, ring of blades, sleet storm, stinking cloud, **see invisibility**

2nd (6/day) --blades of fire, continual flame, fire trap, fireburst, flaming sphere, ice knife, melf's acid arrow, pyrotechnics, scorching ray, shatter, whirling blade.

1st (7/day)—accuracy, burning hands, chill touch, fist of stone, hail of stone, magic missile, orb of acid, lesser, orb of cold, lesser, orb of electricity, lesser, orb of fire, lesser, orb of sound, lesser, shocking grasp, tensor's floating disk, true strike

0 (6/day)— acid splash, disrupt undead, light, ray of frost

Already cast **see invisibility****Abilities** Str 8, Dex 15, Con 14, Int 12, Wis 10, Cha 14**SQ** Armored Mage (light), Warmage Edge (+1 damage), Eclectic Learning allows him to learn **see invisibility** as a 3<sup>rd</sup> level spell**Feats** Still Spell, Eschew Materials, Weapon Focus: Ranged Touch Attack, Sudden Extend**Skills** Concentration 11, Intimidate +4, Knowledge (Arcana) +7, Listen +2, Spellcraft +11, Spot +3,**Possessions** combat gear plus 100gp, 2 sunrods, wood holy symbol of Heironeous.**Description** A mixed blooded Suloise human, he stands 6 feet tall, with a wiry build, tanned skin and black hair. He has the 22nd Battle emblem tattooed on his right shoulder (Black Shield with three white crossed longswords (two pointing down, one pointing up))

Sources: Player Handbook ii (Eclectic Learning)

### ENCOUNTER TWO – WAVE TWO

#### ARMANITE

CR 7

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

**Init** +0; **Senses** darkvision 60 ft.; Listen +13, Spot +13**Languages** Abyssal; telepathy 100 ft.**AC** 23, touch 9, flat-footed 23

(-1 size, +8 armor, +6 natural)

**hp** 88 (9HD) DR 10/cold iron or good**Immune** electricity, poison**Resist** acid 10, cold 10, fire 10; SR 18**Fort** +11, **Ref** +6, **Will** +7**Speed** 40 ft. in full plate (8 squares), base movement 60 ft.; Run, air walk**Melee** mwk lance +14/+9 (2d6+7/x3) and hooves +8 (1d6+2) or**Melee** mwk heavy flail +14/+9 (2d8+9/19-20) and hooves +8 (1d6+2) or**Ranged** composite longbow +9/+4 (1d8+6/x3 plus 1d6 electricity [plus 2d10 electricity on a critical hit])**Space** 10 ft.; **Reach** 5 ft. (10 ft. with lance)**Base Atk** +9; **Grp** +18**Atk Options** Improved Bull Rush, Power Attack, cavalry charge, sparkbolt**Special Actions** summon tanar'ri**Combat Gear** masterwork full plate, 20 arrows**Abilities** Str 20, Dex 11, Con 20, Int 8, Wis 12, Cha 13**Feats** Improved Bull Rush, Power Attack, Run, Track**Skills** Intimidate +13, Jump +17, Listen +13, Search +11, Spot +13, Survival +13, Tumble +8**Air Walk (Su)** An armanite can use air walk, as the spell of the same name, for up to 1 hour per day. This time need not be consecutive.**Cavalry Charge (Ex)** An armanite is considered to be mounted for determining the effects of charge attacks with lances. An armanite gains a +4 bonus on attack rolls when charging with a lance and does not take a penalty to its Armor Class as a result of its charge.**Sparkbolt (Su)** An armanite can charge arrows it shoots from any bow with electrical energy at will. Arrows fired by an armanite gain a +1 enhancement bonus and the shocking burst weapon quality.**Summon Tanar'ri (Sp)** Once per day, an armanite can attempt to summon 1d0 dretches with a 30% chance of success. This ability is the equivalent of a 3rd-level spell (CL 9th).**Description** This creature has the lower body of a muscular horse and the torso, arms, and head of a sickly human. Its flesh is pale and festers with sores. Heavy horns protrude from its brow, and it wears an

intricate suit of full plate armor. Patches of bristly hair protrude from chinks in its armor.

**Sources** armanite (Fiendish Codex I)

## ENCOUNTER FIVE

**SAMAL [S] WERE DIRE-WOLVERINE; HYBRID FORM; BARBARIAN2 SORCERER2 CR 6**

CN Large Humanoid (Elf, Shapechanger)

**Init** +7; **Senses** Listen +10, Spot +5

**Languages** Common, Elven

**AC** 23 touch 18, flat-footed 16

(-1 size, +7 Dex, +1 deflection, +6 natural) [+1 deflection vs. lawful creatures]

**hp** 103 (9 HD); DR 10/silver

Immune to sleep spells and effects; +2 save versus enchantment spells

**Fort** +12 **Ref** +13, **Will** +10 (+2 saving thrown versus lawful creatures)

**Speed** 70 ft. in light armor (14 squares), base movement 40 ft.;

**Melee** large greatsword +13/+8 (3d6+11/19-20 x2) AND Bite +8 (1d8+3) or medium MW greatsword +11/+6 (2d6+11/19-20 x2) AND Bite +8 (1d8+3) or 2 claws +12 (1d6+7) AND Bite +8 (1d8+3)

**Ranged** composite (str +2) longbow +11/+6 (1d8+2)

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

**Base Atk** +6; **Grp** +17

**Atk Options** melee or ranged attack with weapons

**Special Actions** barbarian rage, spells. Can only cast 0<sup>th</sup> level spells in hybrid form (as a 1<sup>st</sup> level spell), nor when raged.

**Combat Gear** large greatsword +1, masterwork greatsword, masterwork composite longbow (str +2), 60 arrows, potion of remove blindness/deafness, potion of fly, ring of protection +1.

**Class Spells Known** (CL 2nd):

1st (3/day)—Expeditious Retreat, Protection/Law

0 (6/day)—Detect Magic, Dancing Lights, Resistance, Mage Hand, Read Magic

**Already cast:** Has just recently cast Protection/Law & Expeditious Retreat (1 minute of each left)

**Abilities** Str 27, Dex 24, Con 20, Int 8, Wis 12, Cha 12

**SQ** Scent, Low Light Vision, Rage 1/day [lasts 10 rounds]

**Feats** Alertness, Toughness, Track, Silent Spell, Iron Will, Combat Reflexes

**Skills** Survival +4, Listen +10, Move Silently +11, Climb +11, Tumble +9, Balance +8, Concentration +7

**Possessions** combat gear plus holy symbol of Erevan Ilesere (sunburst with asymmetrical rays; trickster elven god)

**WHEN RAGED:** +2 to hit, +2 grapple, +4 damage, +18 hit points from con, FORT +2, WILL +2, AC -2

**Rage (Ex):** In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution

increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

**Alternate Form (Su):** A were dire-wolverine can assume a bipedal hybrid form or the form of a dire wolverine. This latter form these will not take for fear of dying.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a were dire wolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolverine Empathy (Ex):** Communicate with wolverine and dire wolverine, and +4 racial bonus on Charisma-based checks against wolverine and dire wolverine.

**Uncanny Dodge (Ex):** At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

**Weasel Familiar (51 hp), remains hidden on person, has shared the protection/law:**

**Protection/Law:** +2 deflection/save vs. lawful creatures, and effects that exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person) do not grant control; and prevents summoned creatures using natural attacks against him.

**Description** A hulking beast, with a wedged shaped part animal part elf head, with blonde fur and sharp claws, he bears a greatsword and bow a bit small for him, and a great sword just the right size.. [when he dies, he appears as a blonde haired muscular elf – wood elf]

## ENCOUNTER 10 – WAVE ONE

**[T1] [T3] Burning Hands Magic Trap CR3**

**Description:** Person who moves into area (within 5 feet of floor) is hit by burning hands. Starting point for spell is upper right corner of square entered and extends outside of covered area,

**Search** DC 26 **Type:** spell

**Trigger:** Vision, True Seeing in area.

**Effect** is started in upper right corner of square entered and directed at being that activated trap; Caster Level 3 doing 5D4 fire damage, save for half, with Reflex 11 save.

**Duration:** Instant (trap resets every two rounds)

**Disarm:** Disable Device DC 26

**Ray of Enfeeblement Magic Trap CR3**



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**Description:** Person who moves into area (within 5 feet of floor) is hit by ray of enfeeblement starting in their square

**Search** DC 26 **Type:** spell

**Trigger:** Vision, True Seeing in area.

**Effect** is started in upper right corner of square entered and directed at being that activated trap; **Caster Level**

**6; +6 to hit; 1d6+3 strength penalty**

**Duration:** Instant (trap resets every two rounds)

**Disarm:** Disable Device DC 26

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## ENCOUNTER 10 – WAVE TWO

**NASHROU, ADVANCED**

**CR 4**

CE Large outsider (chaotic, evil, extraplanar)

**Init** +6; **Senses** darkvision 60 ft., scent; **Listen** +11, **Spot** +11

**Languages** --

**AC** 15, touch 11, flat-footed 13

(-1 size, +2 Dex, +4 natural)

**hp** 84 (8 HD); **DR** 5/cold iron or good

**Fort** +12, **Ref** +8, **Will** +8

**Weakness** vulnerability to criticals

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

**Melee** 2 gores +10 (1d8+3) and 2 claws +8 (1d6+1)

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

**Base Atk** +8; **Grp** +15

**Atk Options** aligned strike (chaotic, evil)

**Abilities** Str 16, Dex 14, Con 22, Int 5, Wis 11, Cha 5

**Feats** Improved Initiative, Iron Will, Multiattack

**Skills** Jump +21, Listen +11, Spot +11, Survival +11

**Vulnerability to Criticals (Ex)** A nashrou has a unique weakness that can allow a clever or lucky opponent to slay it in a single blow. A successful critical hit instantly reduces the creature to -10 hit points; no saving throw or damage reduction applies. The attack must deal sufficient damage to overcome the nashrou's damage reduction.

**Description** A nightmarish amalgamation of bony spikes and talons leaps at you from an Abyssal plateau. Its lithe form is covered by thick, glistening chitin, and it glares at you balefully from a cluster of eyes in the center of its body.

**Sources** see *Monster Manual IV*, page 44

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## APPENDIX 4 – APL 8

### ENCOUNTER TWO – WAVE ONE

#### THUG1, THUG2

CR 8

Male Human Warmage 8

NE Medium Human (Suel)

Init +1; Senses Listen +2, Spot +2

Languages Common, Suloise

AC 20, touch 13, flat-footed 17

(+0 size, +3 Dex, +0 class, +6 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 46 (8 HD); +16 more hit points from bear's endurance potion

Fort +6, Ref +7, Will +8 [+2 fort save from bear's endurance]

Speed 30 ft. in mithril breastplate (6 squares), base movement 30 ft.;

Melee dagger +6 (1d4+1/x2);

Ranged Light Crossbow +8 (1d8 19-20/x2); Ranged Touch attack +8

Space 5 ft.; Reach 5 ft (

Base Atk +4; Grp +5

**Combat Gear** two masterwork daggers, buckler, mithril breastplate +1, two sickles, potion cure moderate wounds, potion of remove blindness/deafness, potion of fly, cloak of charisma +2, broach of shielding, vest of resistance +2,, bear's endurance potion, ~~bear's endurance potion~~

**Warmage Spells Known** (CL 8th): Save 13 + spell level  
 4th (3/day) blast of flame, evard's black tentacles, orb of acid, orb of cold, orb of electricity, orb of fire, orb of force, orb of sound, phantasmal killer, shout, wall of fire

3rd (6/day) fire shield, fireball, gust of wind, ice storm, lightning bolt, poison, ring of blades, sleet storm, stinking cloud, *see invisibility*

2nd (6/day) --blades of fire, continual flame, fire trap, fireburst, flaming sphere, ice knife, melf's acid arrow, pyrotechnics, scorching ray, shatter, whirling blade.

1st (7/day)—accuracy, burning hands, chill touch, fist of stone, hail of stone, magic missile, orb of acid, lesser, orb of cold, lesser, orb of electricity, lesser, orb of fire, lesser, orb of sound, lesser, shocking grasp, tensor's floating disk, true strike

0 (6/day)— acid splash, disrupt undead, light, ray of frost

Already cast *see invisibility*; used a bear's endurance and bull's strength potion (CL 3)

**Abilities** Str 8 (12), Dex 16, Con 14 (18), Int 12, Wis 10, Cha 16

**SQ** Armored Mage (medium), Warmage Edge (+1 damage), Eclectic Learning allows him to learn *see invisibility* as a 3<sup>rd</sup> level spell

**Feats** Still Spell, Eschew Materials, Weapon Focus: Ranged Touch Attack, Sudden ExtendSculpt Spell

**Skills** Concentration 13, Intimidate +4, Knowledge (Arcana) +7, Listen +2, Spellcraft +13, Spot +3,

**Possessions** combat gear plus 100gp, 2 sunrods, wood holy symbol of Heironeous, silver holy symbol of k.

**Description** A mixed blooded Sueloise human, he stands 6 feet tall, with a wiry build, tanned skin and black hair. He has the 22nd Battle emblem tattooed on his right shoulder (Black Shield with three white crossed longswords (two pointing down, one pointing up))

**Sources** Eclectic Learning (Players Handbook II)

### ENCOUNTER TWO – WAVE TWO

#### BULEZAU

CR 9

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +2; Senses darkvision 60 ft.; Listen +14, Spot +14

Languages Abyssal, Common; telepathy 30 ft.

AC 21, touch 11, flat-footed 19

(-1 size, +2 Dex, +10 natural)

hp 113 (10 HD); DR 10/cold iron or good

Immune electricity, poison

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

Fort +14, Ref +9, Will +8

Speed 30 ft. (6 squares)

**Melee\*** huge +1 *ranseur* +12/+7 (3d6+2/19-20/x3) and Tail +9 (1d8+7) or

**Melee\*** gore +11 (2d6+10) and

2 claws +9 (1d6+7) and

tail +9 (1d8 +7)

\*Attacks include the Power Attack feat

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with *ranseur*)

**Base Atk** +10; **Grp** +20

**Atk Options** Power Attack, blood frenzy

**Special Actions** powerful charge, *summon tanar'ri*

**Spell-Like Abilities** (CL 10<sup>th</sup>):

At will — *command* (DC 11), *greater teleport* (self plus 50 pounds of objects only), *see invisibility*, *solid fog*, *telekinesis* (DC 15)

1/day — *fear* (DC 15)

1/day — *shout* (DC 14)

**Abilities** Str 22, Dex 14, Con 24, Int 6, Wis 12, Cha 10

**SQ** wield oversize weapon

**Feats** Improved Critical (*ranseur*), Multiattack, Power Attack, Weapon Focus (*ranseur*)

**Skills** Climb +19, Intimidate +13, Jump +19, Listen +14, Spot +14, Swim +19

**Blood Frenzy (Ex)** A bulezau that takes damage in combat can fly into a frenzy in the following round, attacking madly until either it or its opponent is dead. It gains +2 Strength and Constitution, and it takes a -2 penalty to Armor Class. A bulezau cannot end its frenzy voluntarily.

**Powerful Charge (Ex)** A bulezau typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows

a bulezau to make a single gore attack with a +2 attack bonus that deals 4d6+9 points of damage.

**Wield Oversize Weapon (Ex)** A bulezau is skilled at wielding weapons one size category larger than itself and does not take any penalties when fighting with such weapons.

**Summon Tanar'ri (Sp)** Once per day, a bulezau can attempt to summon 1d6 dretches or 1d4 rutterkin with a 50% chance of success. This ability is the equivalent of a 3<sup>rd</sup> level spell (CL 10<sup>th</sup>).

#### Skills

**Description** The demon's flesh festers with open sores. Its tall, gaunt frame is festooned with patches of short bristles. It has the head of a large, sickly ram with massive curved horns, rheumy eyes, and froth-caked lips stretched over thin, needlelike fangs. Its snakelike tail writhes, the tip a twisted tangle of metallic spines. Despite its emaciated form, the beast wields a great ranseur far too large for its size, and with unnerving grace.

**Sources** bulezau (Fiendish Codex I), rutterkin (Fiendish Codex 1)

## ENCOUNTER 5

**SAMAL [S] WERE DIRE-WOLVERINE; HYBRID FORM; BARBARIAN2 SORCERER4 CR 7**

CN Large Humanoid (Elf, Shapechanger)

**Init** +9; **Senses** Listen +10, Spot +5

**Languages** Common, Elven

**AC** 26 touch 19, flat-footed 17

(-1 size, +9 Dex, +1 deflection, +6 natural) [+1 deflection vs. lawful creatures]

**hp** 1117 (11 HD); DR 10/silver

Immune to sleep spells and effects; +2 save versus enchantment spells

**Fort** +13 **Ref** +16, **Will** +11 (+2 saving thrown versus lawful creatures)

**Speed** 70 ft. in light armor (14 squares), base movement 40 ft.;

**Melee** large adamantite greatsword +15/+10 (3d6+12/19-20 x2) AND Bite +9 (1d8+3) or medium MW greatsword +12/+7 (2d6+11/19-20 x2) AND Bite +9 (1d8+3) or 2 claws +13 (1d6+7) AND Bite +9 (1d8+3)

**Ranged** composite (str +2) longbow +13/+8 (1d8+2)

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

**Base Atk** +7; **Gp** +18

**Atk Options** melee or ranged attack with weapons

**Special Actions** barbarian rage, spells. Can only cast 1st level spells in hybrid form (as a 2nd level spell using silent spell metamagic), nor when raged.

**Combat Gear** large adamantite greatsword +2, masterwork greatsword, masterwork composite longbow (str +2), 60 arrows, potion of remove blindness/deafness, potion of fly, tattooed ring of protection +1.

Class Spells Known (CL 4th):

2nd (2/day)— cat's grace

1st (5/day)— expeditious retreat, protection/law, ray of enfeeblement

0 (6/day)— detect magic, dancing lights, resistance, mage hand, read magic

**Already cast:** Has just recently cast protection/law, cat's grace & expeditious retreat (3 minutes of each left)

**Abilities** Str 27, Dex (24) 28, Con 20, Int 8, Wis 12, Cha 13

**SQ** Scent, Low Light Vision, Rage 1/day [lasts 10 rounds]

**Feats** Alertness, Toughness, Track, Silent Spell, Iron Will, Combat Reflexes

**Skills** Survival +4, Listen +10, Move Silently +11, Climb +11, Tumble +9, Balance +8, Concentration +9

**Possessions** combat gear plus holy symbol of Erevan Ilesere (sunburst with asymmetrical rays; trickster elven god)

**WHEN RAGED:** +2 to hit, +2 grapple, +4 damage, +18 hit points from con, FORT +2, WILL +2, AC -2

**Rage (Ex):** In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

**Alternate Form (Su):** A were dire-wolverine can assume a bipedal hybrid form or the form of a dire wolverine. This latter form these will not take for fear of dying.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a were dire wolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolverine Empathy (Ex):** Communicate with wolverine and dire wolverine, and +4 racial bonus on Charisma-based checks against wolverine and dire wolverine.

**Uncanny Dodge (Ex):** At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

**Weasel Familiar (51 hp), remains hidden on person, has shared the protection/law:**

**Protection/Law:** +2 deflection/save vs. lawful creatures, and effects that exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person) do not grant control; and prevents summoned creatures using natural attacks against him.

**Description** A hulking beast, with a wedged shaped part animal par elf head, with blonde fur and sharp claws, he bears a greatsword and bow a bit small for him, and a great sword just the right size.. [when he dies, he appears as a blonde haired muscular elf – wood elf]

**GEORGE [G] WERE DIRE-WOLVERINE; HYBRID FORM (WOOD ELF); BARBARIAN1 SORCERER7 CR 8**

CN Large Humanoid (Elf, Shapechanger)

**Init** +7; **Senses** Listen +12, Spot +5

**Languages** Common, Elven

**AC** 27 touch 17, flat-footed 19

(-1 size, +8 Dex, +4 shield, +6 natural) [+2 deflection vs. lawful creatures]

**hp** 120 (12 HD); DR 10/silver; electricity & fire resistance 30 (from two resist energy spells)

Immune to sleep spells and effects; +2 save versus enchantment spells

**Fort** +16 **Ref** +17, **Will** +14 (+2 saving thrown versus lawful creatures)

**Speed** 70 ft. in no armor (14 squares), base movement 40 ft.; 60 ft fly speed (good)

**Melee** large greatsword +14/+9 (3d6+13/19-20 x2) AND Bite +9 (1d8+4) or 2 claws +14 (1d6+8) AND Bite +9 (1d8+4)

**Ranged** composite (str +2) longbow +13/+8 (1d8+2) or Ranged Touch Attack +14

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

**Base Atk** +7; **Gp** +17

**Atk Options** melee or ranged attack with weapons

**Special Actions**, barbarian rage, spells. Can only cast silent metamagic spells in hybrid form, but cannot cast spells when raged. He will almost never rage, but if trapped or helpless he can do so to increase strength to break free

**Combat Gear** two large greatswords +1, , masterwork composite longbow (str +2), 60 arrows, potion of remove blindness/deafness, potion of fly, tattooed amulet of health +2, tattooed Cloak of charisma +2, tattooed vest of resistance +2, , ~~scrolls of see invisibility~~;

Class Spells Known (CL 11th): (14 + spell level)

3rd (3/day)— fly, magic circle vs. law

2nd (5/day)— resist energy, scorching ray, glitterdust

1st (7/day)— expeditious retreat, lesser acid orb, shield, magic missile, ray of enfeeblement

0 (6/day)— detect magic, open/close, dancing lights, resistance, mage hand, read magic

**Already cast:** Has just recently cast shield, fly & expeditious retreat (9 minute of each left), and resist energy (fire) & resist energy (electricity) (38 minutes left each). **Magic circle vs. Law** (90 minutes left) Has 10 minutes left on CL3 see invisibility from scroll.

**Silent Spell:** Can spontaneously cast silent spells in Hybrid form; spells are 1 level higher and take a full round action to cast.

**Metamagic Specialist:** Gives up Familiar may use Meta Magic without bumping level of spells for 3 times per day.

**Abilities** Str 24, Dex 26, Con 22, Int 10, Wis 12, Cha 18

**SQ** Scent, Low Light Vision, Rage 1/day [lasts 11 rounds]

**Feats** Alertness, Toughness, Track, Eschew Materials, Iron Will , Practiced Spell Caster, Silent Spell

**Skills** Survival +4, Listen +11, Spellcraft +4, Climb +11, Tumble +10 , Balance +8 , Concentration +9

**Possessions** combat gear plus holy symbol of Erevan Ilesere (sunburst with asymmetrical rays; trickster elven god (CN)),

**WHEN RAGED:** +2 to hit, +2 grapple, +3 damage, +24hit points from con, FORT +2, WILL +2, AC -2

**Rage (Ex):** In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

**Alternate Form (Su):** A were dire-wolverine can assume a bipedal hybrid form or the form of a dire wolverine. This latter form these will not take for fear of dying.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a were dire-wolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolverine Empathy (Ex):** Communicate with wolverine and dire wolverine, and +4 racial bonus on Charisma-based checks against wolverine and dire wolverine.

**Protection vs. Law:** +2 deflection/save vs. lawful creatures, and effects that exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person) do not grant control; and prevents summoned creatures using natural attacks against him.

**Description** A hulking beast, with a wedged shaped part animal par elf head, with blonde fur and sharp claws, he bears a bow a bit small for him, and two properly sized great swords. [when he dies, he appears as a blonde haired muscular elf – wood elf]

**Sources:** Monkey Grip (Complete Warrior) – Will not come into play in this game as he starts and remains in Hybrid form.

## ENCOUNTER 10 – WAVE ONE

### [T1] Area Dispel Magic Magic Trap CR5

**Description:** Person who moves into area (within 5 feet of floor) center of spell effect is right corner of door so the effect spills outside..

**Search** DC 28 **Type:** spell

**Trigger:** Vision, True Seeing in area.

**Effect** Caster Level 7 Area Dispel Magic

**Duration:** Instant (trap resets every two rounds)

**Disarm:** Disable Device DC 28

### [T2] [T3] Searing Light Magic Trap CR5

**Description:** Person who moves into area (within 5 feet of floor) is hit by searing light starting in their square

**Search** DC 28 **Type:** spell

**Trigger:** Vision, True Seeing in area.

**Effect** is started in upper right corner of square entered and directed at being that activated trap; **Caster Level 7; +7 to hit; 3d8 damage unless undead then 7d6**

**Duration:** Instant (trap resets every two rounds)

**Disarm:** Disable Device DC 28

## ENCOUNTER 10 – WAVE TWO

### NASHROU, ADVANCED CR 4

CE Large outsider (chaotic, evil, extraplanar)

**Init** +6; **Senses** darkvision 60 ft., scent; **Listen** +11, **Spot** +11

**Languages** --

**AC** 15, touch 11, flat-footed 13

(-1 size, +2 Dex, +4 natural)

**hp** 84 (8 HD); **DR** 5/cold iron or good

**Fort** +12, **Ref** +8, **Will** +8

**Weakness** vulnerability to criticals

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

**Melee** 2 gores +10 (1d8+3) and 2 claws +8 (1d6+1)

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

**Base Atk** +8; **Grp** +15

**Atk Options** aligned strike (chaotic, evil)

**Abilities** Str 16, Dex 14, Con 22, Int 5, Wis 11, Cha 5

**Feats** Improved Initiative, Iron Will, Multiattack

**Skills** Jump +21, Listen +11, Spot +11, Survival +11

**Vulnerability to Criticals (Ex)** A nashrou has a unique weakness that can allow a clever or lucky opponent to slay it in a single blow. A successful critical hit instantly reduces the creature to -10 hit points; no saving throw or damage reduction applies. The attack must deal sufficient damage to overcome the nashrou's damage reduction.

**Description** A nightmarish amalgamation of bony spikes and talons leaps at you from an Abyssal plateau. Its lithe form is covered by thick, glistening chitin, and it glares at you balefully from a cluster of eyes in the center of its body.

**Sources** see *Monster Manual IV*, page 44

**ENCOUNTER 2 – WAVE ONE****THUG1, THUG2****CR 10**

Male Human Warmage 10

LE Medium Human (Suel)

**Init** +8; **Senses** Listen +6, Spot +4**Languages** Common, Suloise**AC** 21, touch 14, flat-footed 17

(+0 size, +4 Dex, +0 class, +6 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

**hp** 60 (10 HD); **+20 from bear's endurance potion****Resistance 20 Fire** (from CL 7 Potion)**Fort** +7, **Ref** +9, **Will** +9**Speed** 30 ft. in mithril breastplate (6 squares), base movement 30 ft.;**Melee** dagger +7 (1d4-1/x2);**Ranged**; Ranged Touch attack +10**Space** 5 ft.; **Reach** 5 ft**Base Atk** +5; **Grp** +4**Combat Gear** cloak of charisma +2, buckler, gloves of dexterity +2, masterwork daggers, mithril breastplate +1, ~~Potion Resist Energy: (Fire 20)~~, ~~Potion Cure Moderate Wounds x2~~, ~~two Potions of Remove Blindness/Deafness~~, ~~Tunic of Steady Spell Casting~~, ~~broach of shielding~~, ~~bear's endurance potion~~, ~~bear's endurance potion~~, ~~bull's strength potion~~**Warmage Spells Known** (CL 10th):

5th (3/day) Arc of Lightning, Cloudkill, Cone of Cold, Mass Fire Shield, , Greater Fireburst, Flame Strike, Prismatic Ray.

4th (5/day) Blast of Flame, Evard's Black Tentacles, Orb of Acid, Orb of Cold, Orb of Electricity, Orb of Fire, Orb of Force, Orb of Sound, Phantasmal Killer, Shout, Wall of Fire,.

3rd (6/day) Fire Shield, Fireball, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud,

2nd (7/day) --Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade.

1st (7/day)—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity, Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, Tensor's Floating Disk, True Strike

0 (6/day)— Acid Splash, Disrupt Undead, Light, Ray of Frost

Already cast See invisibility. Under effects of Hero's Feast (CL 13), Bull's Strength (CL3), Bear's Endurance (CL 3)

**Abilities** Str (12) 8, Dex 18, Con (18) 14, Int 12, Wis 10, Cha 16**Special:** Has a +2 profane bonus to all saving throws (included above)**SQ** Armored Mage (light), Warmage Edge (+1 damage)**APPENDIX 5 – APL 10****Feats** Still Spell, Eschew Materials , Weapon Focus: Ranged Touch Attack, Sudden Extend, Sculpt Spell, Improved Initiative, Silent Spell**Skills** Concentration 20, Intimidate +4, Knowledge (Arcana) +13, Listen +6, Spellcraft +9, Spot +4,**Possessions** combat gear plus 2 sunrods, wooden holy symbol of Heironeous.**Description** A mixed blooded Sueloise human, he stands 6 feet tall, with a wiry build, tanned skin and black hair. He has the 22nd Battle emblem tattooed on his right shoulder (Black Shield with three white crossed longswords (two pointing down, one pointing up))**ENCOUNTER 5****SAMAL [S] WERE DIRE-WOLVERINE; HYBRID FORM; BARBARIAN2 SORCERER4 CR 7**

CN Large Humanoid (Elf, Shapechanger)

**Init** +9; **Senses** Listen +10, Spot +5**Languages** Common, Elven**AC** 26 touch 19, flat-footed 17

(-1 size, +9 Dex, ,+1 deflection, +6 natural) [+1 deflection vs. lawful creatures)

**hp** 1117 (11 HD);DR 10/silver

Immune to sleep spells and effects; +2 save versus enchantment spells

**Fort** +13 **Ref** +16, **Will** +11 (+2 saving thrown versus lawful creatures)**Speed** 70 ft. in light armor (14 squares), base movement 40 ft.;**Melee** large adamantite greatsword +15/+10 (3d6+12/19-20 x2) AND Bite +9 (1d8+3) or medium MW greatsword +12/+7 (2d6+11/19-20 x2) AND Bite +9 (1d8+3) or 2 claws +13 (1d6+7) AND Bite +9 (1d8+3)**Ranged** composite (str +2) longbow +13/+8 (1d8+2)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +18**Atk Options** melee or ranged attack with weapons**Special Actions** barbarian rage, spells. Can only cast 1st level spells in hybrid form (as a 2nd level spell using silent spell metamagic), nor when raged.**Combat Gear** large adamantite greatsword +2, masterwork greatsword, masterwork composite longbow (str +2), 60 arrows, potion of remove blindness/deafness, potion of fly, tattooed ring of protection +1.

Class Spells Known (CL 4th):

2nd (2/day)— cat's grace

1st (5/day)— expeditious retreat, protection/law, ray of enfeeblement

0 (6/day)— detect magic, dancing lights, resistance, mage hand, read magic

**Already cast:** Has just recently cast protection/law, cat's grace & expeditious retreat (3 minutes of each left)

**Abilities** Str 27, Dex (24) 28, Con 20, Int 8, Wis 12, Cha 13

**SQ** Scent, Low Light Vision, Rage 1/day [lasts 10 rounds]

**Feats** Alertness, Toughness, Track, Silent Spell, Iron Will, Combat Reflexes

**Skills** Survival +4, Listen +10, Move Silently +11, Climb +11, Tumble +9, Balance +8, Concentration +9

**Possessions** combat gear plus holy symbol of Erevan Ilesere (sunburst with asymmetrical rays; trickster elven god)

**WHEN RAGED:** +2 to hit, +2 grapple, +4 damage, +18 hit points from con, FORT +2, WILL +2, AC -2

**Rage (Ex):** In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

**Alternate Form (Su):** A were dire-wolverine can assume a bipedal hybrid form or the form of a dire wolverine. This latter form these will not take for fear of dying.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a were dire wolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolverine Empathy (Ex):** Communicate with wolverine and dire wolverine, and +4 racial bonus on Charisma-based checks against wolverine and dire wolverine.

**Uncanny Dodge (Ex):** At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

**Weasel Familiar (51 hp), remains hidden on person, has shared the protection/law:**

**Protection/Law:** +2 deflection/save vs. lawful creatures, and effects that exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person) do not grant control; and prevents summoned creatures using natural attacks against him.

**Description** A hulking beast, with a wedged shaped part animal par elf head, with blonde fur and sharp claws, he bears a greatsword and bow a bit small for him, and a great sword just the right size.. [when he dies, he appears as a blonde haired muscular elf – wood elf]

**GEORGE [G] WERE DIRE-WOLVERINE; HYBRID FORM (WOOD ELF); BARBARIAN1 SORCERER8 CR 9**

CN Large Humanoid (Elf, Shapechanger)

**Init** +7; **Senses** Listen +12, Spot +5

**Languages** Common, Elven

**AC** 27 touch 17, flat-footed 19

(-1 size, +8 Dex, +4 shield, +6 natural) [+2 deflection vs. lawful creatures]

**hp** 127 (13 HD); DR 10/silver; electricity & fire resistance 30 (from two resist energy spells)

Immune to sleep spells and effects; +2 save versus enchantment spells

**Fort** +16 **Ref** +17, **Will** +15 (+2 saving thrown versus lawful creatures)

**Speed** 70 ft. in no armor (14 squares), base movement 40 ft.; 60 ft fly speed (good)

**Melee** large greatsword +15/+10 (3d6+13/19-20 x2) AND Bite +9 (1d8+4) or 2 claws +14 (1d6+8) AND Bite +9 (1d8+4)

**Ranged** composite (str +2) longbow +13/+8 (1d8+2) or Ranged Touch Attack +15

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

**Base Atk** +8; **Grp** +18

**Atk Options** melee or ranged attack with weapons

**Special Actions**, barbarian rage, spells. Can only cast silent metamagic spells in hybrid form, but cannot cast spells when raged. He will almost never rage, but if trapped or helpless he can do so to increase strength to break free

**Combat Gear** two large greatsword +1, , masterwork composite longbow (str +2), 100 arrows, 2 potions of remove blindness/deafness, potion of fly, tattooed amulet of health +2, tattooed Cloak of charisma +2, tattooed vest of resistance +2, tattooed headband of intellect +2, scrolls of see invisibility;

Class Spells Known (CL 12th): (14 + spell level)

4th (4/day)— orb of force

3rd (4/day)— fly, magic circle vs. law

2nd (5/day)— resist energy, scorching ray, glitterdust

1st (5/day)— expeditious retreat, lesser acid orb, shield, magic missile, ray of enfeeblement

0 (6/day)— detect magic, open/close, dancing lights, resistance, mage hand, read magic

**Already cast:** Has just recently cast shield, fly & expeditious retreat (9 minute of each left), and resist energy (fire) & resist energy (electricity) (38 minutes left each). **Magic circle vs. Law** (90 minutes left) Has 10 minutes left on CL3 see invisibility from scroll.

**Silent Spell:** Can spontaneously cast silent spells in Hybrid form; spells are 1 level higher and take a full round action to cast.

**Metamagic Specialist:** Gives up Familiar may use Meta Magic without bumping level of spells for 4 times per day.

**Abilities** Str 24, Dex 26, Con 22, Int 12, Wis 12, Cha 18

**SQ** Scent, Low Light Vision, Rage 1/day [lasts 11 rounds]

**Feats** Alertness, Toughness, Track, Eschew Materials, Iron Will, Practiced Spell Caster, Silent Spell

**Skills** Survival +4, Listen +11, Spellcraft +4, Climb +11, Tumble +10, Balance +8, Concentration +11

**Possessions** combat gear plus holy symbol of Erevan Ilesere (sunburst with asymmetrical rays; trickster elven god (CN)),

**WHEN RAGED:** +2 to hit, +2 grapple, +3 damage, +24 hit points from con, FORT +2, WILL +2, AC -2

**Rage (Ex):** In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

**Alternate Form (Su):** A were dire-wolverine can assume a bipedal hybrid form or the form of a dire wolverine. This latter form these will not take for fear of dying.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a were dire-wolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolverine Empathy (Ex):** Communicate with wolverine and dire wolverine, and +4 racial bonus on Charisma-based checks against wolverine and dire wolverine.

**Protection vs. Law:** +2 deflection/save vs. lawful creatures, and effects that exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person) do not grant control; and prevents summoned creatures using natural attacks against him.

**Description** A hulking beast, with a wedged shaped part animal par elf head, with black fur and sharp claws, he bears a bow a bit small for him, and two properly sized great swords. [when he dies, he appears as a black haired average build wood elf]

**KORRIK [K] WERE DIRE-WOLVERINE; HYBRID FORM; BARBARIAN2 SORCERER2 RANGER3 CR 9**

N Large Humanoid (Elf, Shapechanger)

**Init** +7; **Senses** Listen +20, Spot +5

**Languages** Common, Elven

**AC** 28 touch 18, flat-footed 21

(-1 size, +7 Dex, +4 armor (mage armor), +2 deflection, +6 natural)

**hp** 133 (12 HD); DR 10/silver

Immune to sleep spells and effects; +2 save versus enchantment spells

**Fort** +15 **Ref** +16, **Will** +11 (+2 saving thrown versus lawful creatures)

**Speed** 40 ft. in light armor (14 squares), base movement 40 ft.;

**Melee** 2 large sickles +13/+13/+8 (1d8+7 & 1d8+4) AND Bite +10 (1d8+3)

or 2 medium sickles +11/+11/+6 (1d6+7 & 1d6+4) and Bite +10 (1d8+3)

or 2 claws +14 (1d6+6) AND Bite +9 (1d8+3)

**Ranged** large composite (str +6) longbow +16/+11 (2d6+7)

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

**Base Atk** +9; **Grp** +19

**Atk Options** melee or ranged attack with weapons; trip attack (initial touch attack, +14 TRIP opposed roll; and if trips gets a follow up attack)

**Special Actions** barbarian rage, spells. Can only cast 0<sup>th</sup> level spells in hybrid form (as a 1<sup>st</sup> level spell), nor when raged.; Favored Enemy: Dwarves.

**Combat Gear** Four large sickles +1, two medium sickles +1, +1 Large composite longbow (str +6), 100 arrows, potion of remove blindness/deafness, potion of fly, tattooed ring of protection +2

Class Spells Known (CL 2nd):

1st (3/day)—mage armor, protection/law

0 (6/day)—detect magic, dancing lights, resistance, mage hand, read magic

**Already cast:** Has just recently cast Protection/Law (1 minute left)& mage armor (2 hours left)

**Abilities** Str 22, Dex 25, Con 20, Int 13, Wis 12, Cha 12  
**SQ** Scent, Low Light Vision, Rage 1/day [lasts 10 rounds]

**Feats** Alertness, Toughness, Track, Combat Expertise, Iron Will, Combat Reflexes, Two weapon fighting, Endurance, Improved Trip

**Skills** Survival +9, Listen +20, Move Silently +16, Climb +15, Tumble +13, Balance +12 [5 ranks], Concentration +11

**Possessions** combat gear plus holy symbol of Erevan Ilesere (sunburst with asymmetrical rays; trickster elven god)

**WHEN RAGED:** +2 to hit, +2 grapple, +4 damage, +18 hit points from con, FORT +2, WILL +2, AC -2

**Rage (Ex):** In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. **CANNOT USE COMBAT**



**EXPERTISE/Improved Trip IN RAGE, and so unless especially “dire” he will not.**

**Alternate Form (Su):** A were dire-wolverine can assume a bipedal hybrid form or the form of a dire wolverine. This latter form these will not take for fear of dying.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a were dire wolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolverine Empathy (Ex):** Communicate with wolverine and dire wolverine, and +4 racial bonus on Charisma-based checks against wolverine and dire wolverine.

**Uncanny Dodge (Ex):** At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

**Favored Enemy: Dwarves (Ex):** +2 damage against dwarves; also +2 sense motive, spot, listen survival against dwarves.

**Weasel Familiar (66 hp), remains hidden on person, has shared the protection/law:**

**Protection/Law:** +2 deflection/save vs. lawful creatures, and effects that exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person) do not grant control; and prevents summoned creatures using natural attacks against him.

**Description** A hulking beast, with a wedged shaped part animal par elf head, with blonde fur and sharp claws, he bears many sickles of different sizes and bow just right for him for him, [when he dies, he appears as a blonde haired muscular elf – wood elf]

## ENCOUNTER 10, WAVE ONE

**[T1] Area Dispel Magic Magic Trap CR5**

**Description:** Person who moves into area (within 5 feet of floor) center of spell effect is right corner of door so the effect spills outside..

**Search DC 28 Type:** spell

**Trigger:** Vision, True Seeing in area.

**Effect** Caster Level 10 Area Dispel Magic

**Duration:** Instant (trap resets every two rounds)

**Disarm:** Disable Device DC 28

**[T2] Maximized Transdimensional Searing Light Magic Trap CR9**

**Description:** Person who moves into area (within 5 feet of floor) is hit by maximized transdimensional CL 13 searing light starting in their square

**Search DC 28 Type:** spell

**Trigger:** Vision, True Seeing in area.

**Effect** is started in upper right corner of square entered and directed at being that activated trap; **Caster Level 11; +11 to hit; 40 points of damage.**

**Duration:** Instant (trap resets every two rounds)

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**Disarm:** Disable Device DC 28

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**[T3] Area Dispel Magic Magic Trap CR5**

**Description:** Person who moves into area (within 5 feet of floor) center of spell effect is center of area.

**Search DC 28 Type:** spell

**Trigger:** Vision, True Seeing in area.

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**Effect** Caster Level 10 Area Dispel Magic

**Duration:** Instant (trap resets every two rounds)

**Disarm:** Disable Device DC 28

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## APPENDIX 6 – APL 12

### ENCOUNTER 2 – WAVE ONE

#### THUG1, THUG2

CR 10

Male Human Warmage 10

LE Medium Human (Suel)

**Init** +8; **Senses** Listen +6, Spot +4**Languages** Common, Suloise**AC** 21, touch 14, flat-footed 17

(+0 size, +4 Dex, +0 class, +6 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

**hp** 60 (10 HD); **+20 from bear's endurance potion****Resistance 20 Fire** (from CL 7 Potion)**Fort** +7, **Ref** +9, **Will** +9**Speed** 30 ft. in mithril breastplate (6 squares), base movement 30 ft.;**Melee** dagger +7 (1d4-1/x2);**Ranged**); Ranged Touch attack +10**Space** 5 ft.; **Reach** 5 ft**Base Atk** +5; **Grp** +4

**Combat Gear** cloak of charisma +2, buckler, gloves of dexterity +2, masterwork daggers, mithril breastplate +1, ~~Potion Resist Energy: (Fire 20)~~, ~~Potion Cure Moderate Wounds x2~~, two Potions of Remove Blindness/Deafness, Tunic of Steady Spell Casting, broach of shielding, bear's endurance potion, ~~bear's endurance potion~~, ~~bull's strength potion~~

**Warmage Spells Known** (CL 10th):

5th (3/day) Arc of Lightning, Cloudkill, Cone of Cold, Mass Fire Shield, , Greater Fireburst, Flame Strike, Prismatic Ray.

4th (5/day) Blast of Flame, Evard's Black Tentacles, Orb of Acid, Orb of Cold, Orb of Electricity, Orb of Fire, Orb of Force, Orb of Sound, Phantasmal Killer, Shout, Wall of Fire,.

3rd (6/day) Fire Shield, Fireball, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud,

2nd (7/day) --Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade.

1st (7/day)—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity, Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, Tensor's Floating Disk, True Strike  
0 (6/day)— Acid Splash, Disrupt Undead, Light, Ray of Frost

Already cast See invisibility. Under effects of Hero's Feast (CL 13), Bull's Strength (CL3), Bear's Endurance (CL 3)

**Abilities** Str (12) 8, Dex 18, Con (18) 14, Int 12, Wis 10, Cha 16**Special:** Has a +2 profane bonus to all saving throws (included above)**SQ** Armored Mage (light), Warmage Edge (+1 damage)

**Feats** Still Spell, Eschew Materials , Weapon Focus: Ranged Touch Attack, Sudden Extend, Sculpt Spell, Improved Initiative, Silent Spell

**Skills** Concentration 20, Intimidate +4, Knowledge (Arcana) +13, Listen +6, Spellcraft +9, Spot +4,**Possessions** combat gear plus 2 sunrods, wooden holy symbol of Heironeous.

**Description** A mixed blooded Sueloise human, he stands 6 feet tall, with a wiry build, tanned skin and black hair. He has the 22nd Battle emblem tattooed on his right shoulder (Black Shield with three white crossed longswords (two pointing down, one pointing up))

#### THUG4

CR 12

Female Human Sorcerer 12

N Medium Human (Suel)

**Init** +3; **Senses** Listen +5, Spot +2**Languages** Common, Suel**AC** 23, touch 15, flat-footed 15

(+3 Dex, +4 armor, +4 Shield, +2 deflection,)

**hp** 60 (12 HD); **+24 more from bear's endurance****Fort** +8, **Ref** +10, **Will** +10**Speed** 30 ft., swim 7.5 ft; fly 60 ft.**Melee** Dagger +5 (1d4-1/19-20 x2)**Ranged** light crossbow +11 (1d8/19-20 x2) or Ranged Touch Attack +11**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +5**Atk Options** Spells unless somehow prevented from casting.

**Combat Gear** masterwork light crossbow, two daggers, 30 bolts, Vest of Resistance +2, Cloak of Charisma +4, Broach of Shielding, two cure critical wounds potions (CL 7), two remove blindness/deafness potions, scroll of wind wall (CL 5<sup>th</sup>), Ring of Protection +2, Gloves of Dexterity +2, two tanglefoot bags

**Class Spells Known** (CL 12th): Saving Throw = 15 + spell level (17 + spell level for **Enchantment** spells)

6th (3/day)— mislead

5th (5/day)— **mind fog**, **hold monster**4th (6/day)— **confusion**, ray deflection, ice storm3rd (7/day)— fly, **hold person**, dispel magic, anticipate teleportation

2nd (7/day)— glitterdust, invisibility, see invisibility, resist energy, gust of wind

1st (7/day)— mage armor, ray of enfeeblement, magic missile, obscuring mist, shield

0 (6/day)— acid spray, ray of frost, detect magic, read magic, light, detect poison, mage hand, prestidigitation

‡ Already cast: two invisibility (one on self, one on familiar), one fly, one mage armor, one shield, one anticipate teleportation (on her familiar); under effects of hero's feast (CL 13), bear's endurance (CL 3)

**Abilities** Str 8, Dex 16, Con 15, Int 10, Wis 12, Cha 20

**Feats** Still Spell, Eschew Materials, skill focus: concentration, Silent Spell, Spell Focus: Enchantment, Greater Spell Focus: Enchantment  
**Skills** Concentration +18, Spellcraft +11, Swim +3,  
**Possessions** combat gear plus two sunrods and a wood holy symbol of Heironeous worn openly.

**Bat Familiar (Ex)** While on person gives +2 Spot and +5 Listen. Bat has Blind Sense and can communicate to its master of what it sees to help direct his spells if he is blinded.

Thug Bat: Diminutive Animal; HD 12 - hp 30

Speed: 5 ft (1 square), fly 40 ft. (good)

Space/Reach: 1 ft./0 ft.

Armor Class: 22, touch 16, flat-footed 20 (+4 size, +2 Dex, +6 natural)

Special Qualities: Blindsense 20 ft., improved evasion, low-light vision, SR 17

Saves: Fort +4, Ref +6, Will +10

Abilities: Str 1, Dex 15, Con 10, Int 11, Wis 14, Cha 4

Skills: Hide +14, Listen +8\*, Move Silently +6, Spot +8\*

Feats: Alertness

Blindsense (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Starts Encounter with invisibility and anticipate teleportation cast on it. has a tiny platinum and crystal hourglass tied to foot. Its duties are to fly with above and to the side of PCs, until it sees an Evard's Black Tentacles or similar movement restricting spell and fly closer so use of close r

**Note:** Ray Deflection protects against All Range Touch Attacks, not just Rays.

**Sources,** Anticipate Teleportation, *Ray Deflection*, (*Spell Compendium*)

## ENCOUNTER 5

**SAMAL [S] WERE DIRE-WOLVERINE; HYBRID FORM; BARBARIAN6 SORCERER4 CR 11**

CN Large Humanoid (Elf, Shapechanger)

**Init** +9; **Senses** Listen +10, Spot +5

**Languages** Common, Elven

**AC** 30 touch 20, flat-footed 21

(-1 size, +9 Dex, +4 armor (mage armor)+2 deflection, +6 natural)

**hp** 166 (15 HD);DR 10/silver

Immune to sleep spells and effects; +2 save versus enchantment spells

**Fort** +18 **Ref** +21, **Will** +15 (+2 saving throw vs. effects from lawful creatures) **Speed** 70 ft. in light armor with expeditious retreat (14 squares), base movement 40 ft.; fly 60 ft (good) fly spell from George.

**Melee** large adamantine greatsword +19/+12/+7 (3d6+12/19-20 x2) AND Bite +13 (1d8+3) or medium MW greatsword +16/+11/+5 (2d6+11/19-20 x2) AND

Bite +13 (1d8+3) or 2 claws +17 (1d6+7) AND Bite +13 (1d8+3)

**Ranged** composite (str +2) longbow +17/+12/+7 (1d8+2)

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

**Base Atk** +11; **Grp** +22

**Atk Options** melee or ranged attack with weapons and bite.

**Special Actions** barbarian rage, spells. Can only cast 1st level spells in hybrid form (as a 2nd level spell using silent spell metamagic), Cannot cast when raged.

**Combat Gear** large adamantine greatsword +2, masterwork greatsword, masterwork composite longbow (str +2), 160 arrows, potion of remove blindness/deafness, potion of fly, tattooed ring of protection +2, tattoo vest of resistance +3.

Class Spells Known (CL 4th):

2nd (2/day)— cat's grace

1st (4/day)— expeditious retreat, mage armor, protection from law

0 (6/day)— detect magic, dancing lights, resistance, mage hand, read magic, flare

**Already cast:** Has just recently cast **protection/law**, cat's grace & expeditious retreat (3 minutes of each left); mage armor (4 hours left). **GEORGE** cast a FLY spell on Samal.

**Abilities** Str 27, Dex (24) 28, Con 20, Int 8, Wis 12, Cha 12

**SQ** Scent, Low Light Vision, Rage 2/day [lasts 10 rounds]

**Feats** Alertness, Toughness, Track, Silent Spell, Iron Will, Combat Reflexes, Eschew Materials, Blind Fighting

**Skills** Survival +4, Listen +10, Move Silently +13, Climb +11, Tumble +13, Balance +13 [5 ranks], Concentration +7

**Possessions** combat gear plus holy symbol of Erevan Ilesere (sunburst with asymmetrical rays; trickster elven god)

**WHEN RAGED:** +2 to hit, +2 grapple, +4 damage, +30 hit points from con, FORT +2, WILL +2, AC -2

**Rage (Ex):** In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

**Alternate Form (Su):** A were dire-wolverine can assume a bipedal hybrid form or the form of a dire wolverine. This latter form these will not take for fear of dying.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a were dire wolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolverine Empathy (Ex):** Communicate with wolverine and dire wolverine, and +4 racial bonus on Charisma-based checks against wolverine and dire wolverine.

**Uncanny Dodge (Ex):** At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

**Improved Uncanny Dodge (Ex):** At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

**Trap Sense (Ex):** Gains +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

**Weasel Familiar (83 hp), remains hidden on person, has shared the protection/law:**

**Protection/Law:** +2 deflection/save vs. lawful creatures, and effects that exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person) do not grant control; and prevents summoned creatures using natural attacks against him.

**Description** A hulking beast, with a wedged shaped part animal par elf head, with blonde fur and sharp claws, he bears a greatsword and bow a bit small for him, and a great sword just the right size.. [when he dies, he appears as a blonde haired muscular elf – wood elf]

**GEORGE [G] WERE DIRE-WOLVERINE;  
HYBRID FORM (WOOD ELF); BARBARIAN1  
SORCERER10 CR 11**

CN Large Humanoid (Elf, Shapechanger)

**Init** +10; **Senses** Listen +12, Spot +5

**Languages** Common, Elven

**AC** 33 touch 19, flat-footed 23

(-1 size, +10 Dex, , +4 armor (mage armor), +4 shield, +6 natural) [+2 deflection vs. lawful creatures]

**hp** 147 (16 HD); **DR** 10/silver; electricity & fire resistance 30 (from two resist energy spells)

Immune to sleep spells and effects; +2 save versus enchantment spells

**Fort** +17 **Ref** +20, **Will** +16 (+2 saving thrown versus lawful creatures)

**Speed** 40 ft. in no armor (8 squares), base movement 40 ft.; 60 ft fly speed (good)

**Melee** Bite +9 (1d8+3) or 2 claws +14 (1d6+7)

**Ranged** composite (str +2) longbow +16/+11 (1d8+2) or Ranged Touch Attack +18

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

**Base Atk** +9; **Grp** +19

**Atk Options** melee or ranged attack with weapons

**Special Actions**, barbarian rage, spells. Can only cast silent metamagic spells in hybrid form, but cannot cast spells when raged. He will almost never rage, but if trapped or helpless he can do so to increase strength to break free

**Combat Gear** masterwork composite longbow (str +2), 100 arrows, 2 potions of remove blindness/deafness, potion of fly, tattooed gloves of dexterity +4, tattooed amulet of health +2, tattooed Cloak of charisma +4, tattooed vest of resistance +2, tattooed headband of intellect +2, ~~scrolls of see invisibility~~;

**Class Spells Known (CL 14th):** (15 + spell level)

5th (4/day)— cone of cold

4th (6/day)— orb of force, solid fog

3rd (3/day)— fly, magic circle vs. law, dispel magic

2nd (3/day)— resist energy, scorching ray, glitterdust, see invisibility

1st (6/day)— mage armor lesser acid orb, shield, magic missile, ray of enfeeblement

0 (6/day)— detect magic, open/close, dancing lights, resistance, mage hand, read magic, ghost sounds, mending

**Already cast:** Has just recently cast shield, fly, fly on samal, fly on Korrik (9 minute of each left), and resist energy (fire) & resist energy (electricity), resist energy (fire) on Korrik, see invisibility (70 minutes left each).

**Magic circle vs. Law** (90 minutes left) , mage armor

**Silent Spell:** Can spontaneously cast silent spells in Hybrid form; spells are 1 level higher and take a full round action to cast.

**Metamagic Specialist:** Gives up Familiar may use Meta Magic without bumping level of spells for 4 times per day.

**Abilities** Str 24, Dex 30, Con 22, Int 12, Wis 12, Cha 21

**SQ** Scent, Low Light Vision, Rage 1/day [lasts 11 rounds]

**Feats** Alertness, Toughness, Track, Eschew Materials, Iron Will , Practiced Spell Caster, Silent Spell Still Spell

**Skills** Survival +4, Listen +11, Spellcraft +4, Climb +11, Tumble +10 , Balance +8 , Concentration +15

**Possessions** combat gear plus holy symbol of Erevan Ilesere (sunburst with asymmetrical rays; trickster elven god (CN)),

**WHEN RAGED:** +2 to hit, +2 grapple, +3 damage, +24hit points from con, **FORT** +2, **WILL** +2, **AC** -2

**Rage (Ex):** In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely

end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

**Alternate Form (Su):** A were dire-wolverine can assume a bipedal hybrid form or the form of a dire wolverine. This latter form these will not take for fear of dying.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a were dire-wolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolverine Empathy (Ex):** Communicate with wolverine and dire wolverine, and +4 racial bonus on Charisma-based checks against wolverine and dire wolverine.

**Protection vs. Law:** +2 deflection/save vs. lawful creatures, and effects that exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person) do not grant control; and prevents summoned creatures using natural attacks against him.

**Description** A hulking beast, with a wedged shaped part animal par elf head, with black fur and sharp claws, he bears a bow a bit small for him,. [when he dies, he appears as a black haired average build wood elf]

**KORRIK [K] WERE DIRE-WOLVERINE; HYBRID FORM; BARBARIAN2 SORCERER2 FIGHTER2 RANGER3 CR 11**

N Large Humanoid (Elf, Shapechanger)

**Init** +8; **Senses** Listen +20, Spot +5

**Languages** Common, Elven

**AC** 29 touch 19, flat-footed 21

(-1 size, +8 Dex, , +4 armor (mage armor), +2 deflection, +6 natural)

**hp** 157 (14 HD); DR 10/silver

Immune to sleep spells and effects; +2 save versus enchantment spells. Fire resistance 30 (resist fire spell by George CL 14)

**Fort** +21 **Ref** +20, **Will** +14 (+2 saving thrown versus lawful creatures)

**Speed** 40 ft. in light armor (14 squares), base movement 40 ft.; Fly 60 feet (good) [George's Fly spell CL 14]

**Melee** 2 large sickles +17/+17/+12/+7 (1d8+7 & 1d8+4) AND Bite +13 (1d8+3)  
or 2 medium sickles +15/+15/+10/+5 (1d6+7 & 1d6+4) and Bite +13 (1d8+3)  
or 2 claws +18 (1d6+6) AND Bite +13 (1d8+3)

**Ranged** large composite (str +6) longbow +19/+14/+9 (2d6+7)

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

**Base Atk** +11; **Grp** +21

**Atk Options** melee or ranged attack with weapons; trip attack (initial touch attack, +14 TRIP opposed roll; and if trips gets a follow up attack)

**Special Actions** barbarian rage, spells. Can only cast 0<sup>th</sup> level spells in hybrid form (as a 1<sup>st</sup> level spell), nor when raged.; Favored Enemy: Dwarves; Dodge vs. one opponent each round adds +1 AC; combat expertise often for +4 AC/-4 Hit on touch attacks.

**Combat Gear** Four large sickles +1, two medium sickles +1, +1 Large composite longbow (str +6), 100 arrows, potion of remove blindness/deafness, potion of fly, tattooed ring of protection +2, tattoo's gloves of dexterity +2, tattooed vest of resistance +3

Class Spells Known (CL 2nd):

1st (3/day)— mage armor, protection/law

0 (6/day)— detect magic, dancing lights, resistance, mage hand, read magic

**Already cast:** Has just recently cast Protection/Law (1 minute left)& mage armor (2 hours left). George cast a Fly (9 minutes left) and resist energy fire (30)

**Abilities** Str 22, Dex 27, Con 20, Int 13, Wis 12, Cha 12

**SQ** Scent, Low Light Vision, Rage 1/day [lasts 10 rounds]

**Feats** Alertness, Toughness, Track, Combat Expertise, Iron Will, Combat Reflexes, Two weapon fighting, Endurance, Improved Trip, Weapon Finesse, Dodge

**Skills** Survival +9, Listen +20, Move Silently +16, Climb +15, Tumble +16, Balance +14 [5+ ranks], Concentration +11

**Possessions** combat gear plus holy symbol of Erevan Ilesere (sunburst with asymmetrical rays; trickster elven god)

**WHEN RAGED:** +0 to hit, +2 grapple, +2 to Trip attacks, +4 damage, +28 hit points from con, FORT +2, WILL +2, AC -2

**Rage (Ex):** In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. **CANNOT USE COMBAT EXPERTISE/Improved Trip IN RAGE, and so unless especially "dire" he will not.**

**Alternate Form (Su):** A were dire-wolverine can assume a bipedal hybrid form or the form of a dire wolverine. This latter form these will not take for fear of dying.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a were dire wolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolverine Empathy (Ex):** Communicate with wolverine and dire wolverine, and +4 racial bonus on Charisma-based checks against wolverine and dire wolverine.

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**Uncanny Dodge (Ex):** At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

**Favored Enemy: Dwarves (Ex):** +2 damage against dwarves; also +2 sense motive, spot, listen survival against dwarves.

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**Weasel Familiar (78 hp), remains hidden on person, has shared the protection/law:**

**Protection/Law:** +2 deflection/save vs. lawful creatures, and effects that exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person) do not grant control; and prevents summoned creatures using natural attacks against him.

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**Description** A hulking beast, with a wedged shaped part animal part elf head, with blonde fur and sharp claws, he bears many sickles of different sizes and bow just right for him for him, [when he dies, he appears as a blonde haired muscular elf – wood elf]

## ENCOUNTER 10, WAVE ONE

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### [T1] Area Greater Dispel Magic Magic Trap CR 8

**Description:** Person who moves into area (within 5 feet of floor) center of spell effect is right corner of door so the effect spills outside..

**Search DC 31 Type:** spell

**Trigger:** Vision, True Seeing in area.

---

**Effect** Caster Level 13 Area Greater Dispel Magic

**Duration:** Instant (trap resets every rounds)

**Disarm:** Disable Device DC 28

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### [T2] Maximized Transdimensional Searing Light Magic Trap CR9

**Description:** Person who moves into area (within 5 feet of floor) is hit by maximized transdimensional CL 13 searing light starting in their square

**Search DC 32 Type:** spell

**Trigger:** Vision, True Seeing in area.

---

**Effect** is started in upper right corner of square entered and directed at being that activated trap; **Caster Level 13; +13 to hit; 40 points of damage.**

**Duration:** Instant (trap resets every two rounds)

**Disarm:** Disable Device DC 32

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### [T3] Empowered Searing Light Magic Trap CR7

**Description:** Person who moves into area (within 5 feet of floor) is hit by empowered Searing Light CL 9 searing light starting in their square

**Search DC 30 Type:** spell

**Trigger:** Vision, True Seeing in area.

---

**Effect** Caster Level 9; **+9 to hit** searing light doing 4d8 \*1.5 damage

**Duration:** Instant (trap resets every two rounds)

**Disarm:** Disable Device DC 30

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## APPENDIX 7 – APL 14

### ENCOUNTER 1

**FIENDISH, ELDER, STORM ELEMENTAL, SORCERER 1 CR 14**

NE huge elemental (evil, air, extraplanar)

**Init** +6; **Senses** darkvision 60 ft., Listen +27, Spot +27

**Languages** Auran

**AC** 33, touch 10, flat-footed 23

(-2 size, +2 Dex, +15 natural, armor +4, shield +4)

**hp** 260 (25 HD); **DR** 10/-; **SR** 25; 10 fire resistance, 10 cold resistance

**Immune** electricity, sonic, poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking

**Fort** +14, **Ref** +16, **Will** +14

**Speed** 50 ft. (4 squares), fly 100 ft. (perfect)

**Melee** 2 slams +26 (3d6+10/19-20 + 2d6 electricity)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +18; **Grp** +38

**Special Actions** Shock, Thunder and Lightning

**Abilities** Str 30, Dex 15, Con 22, Int 13, Wis 14, Cha 12

**SQ** air mastery, electrical and sonic healing, elemental traits, smite good, dark vision 60 ft; slams count as magic weapons for bypassing DR, do not eat, sleep, or breathe

**Feats** Combat Expertise, Blind-Fight, Cleave, Combat Reflexes, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Iron Will, Power Attack

**Skills** Listen +27, Spot +27 **Class Spells Known** (CL 1st) Saving Throw is 11 + Spell Level:

1st (2/day)— Mage Armor, Shield

0 (5/day)— Acid Spray, Ray of Frost, Detect Magic

Already cast: mage armor, shield

**Air Mastery (Ex)** Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

**Shock (Su)** Once per round as free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals nonlethal electricity damage to living opponents. Fortitude DC 28 half, 12d4 damage. The save DC is Constitution-based.

**Smite Good (Su):** Once per day this creature may make an attack adding +20 damage to normal against a good foe

**Thunder and Lightning (Su)** Once per minute as a full round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning. The thunder deals sonic damage to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage. The lightning is a 120-foot long line that deals electricity. A Reflex save halves this damage. The save DCs are Constitution-based. Sonic damage 12d6, Fortitude DC 28 half. Electricity damage 24d6, Reflex DC 28 half.

### Electrical and Sonic Healing (Ex)

Storm elementals take no damage from electricity and sonic attacks.

Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental can't heal hit points by attacking itself.

**Description** A dark storm cloud crackles with red lightning and reverberates with the dull rumble of thunder.

**Sources** *Monster Manual III* (page 48)

### ENCOUNTER 2 – WAVE ONE

**THUG1, THUG2, THUG3 CR 10**

Male Human Warmage 10

LE Medium Human (Suel)

**Init** +8; **Senses** Listen +6, Spot +4

**Languages** Common, Suloise

**AC** 21, touch 14, flat-footed 17

(+0 size, +4 Dex, +0 class, +6 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

**hp** 60 (10 HD); **+20 from bear's endurance potion**

**Resistance** 20 Fire (from CL 7 Potion)

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

**Speed** 30 ft. in mithril breastplate (6 squares), base movement 30 ft.;

**Melee** dagger +7 (1d4-1/x2);

**Ranged**; Ranged Touch attack +10

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

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

**Combat Gear** cloak of charisma +2, buckler, gloves of dexterity +2, masterwork daggers, mithril breastplate +1, ~~Potion Resist Energy: (Fire 20)~~, Potion Cure Moderate Wounds x2, two Potions of Remove Blindness/Deafness, Tunic of Steady Spell Casting, broach of shielding, bear's endurance potion, ~~bear's endurance potion~~, ~~bull's strength potion~~

**Warmage Spells Known** (CL 10th):

5th (3/day) Arc of Lightning, Cloudkill, Cone of Cold, Mass Fire Shield, , Greater Fireburst, Flame Strike, Prismatic Ray.

4th (5/day) Blast of Flame, Evard's Black Tentacles, Orb of Acid, Orb of Cold, Orb of Electricity, Orb of Fire, Orb of Force, Orb of Sound, Phantasmal Killer, Shout, Wall of Fire,.

3rd (6/day) Fire Shield, Fireball, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud,

2nd (7/day) --Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade.

1st (7/day)—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity,

Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, Tensor's Floating Disk, True Strike  
0 (6/day)— Acid Splash, Disrupt Undead, Light, Ray of Frost

Already cast See invisibility. Under effects of Heroes Feast (CL 13), Bull's Strength (CL3), Bear's Endurance (CL 3)

**Abilities** Str (12) 8, Dex 18, Con (18) 14, Int 12, Wis 10, Cha 16

**Special:** Has a +2 profane bonus to all saving throws (included above)

**SQ** Armored Mage (light), Warmage Edge (+1 damage)

**Feats** Still Spell, Eschew Materials, Weapon Focus: Ranged Touch Attack, Sudden Extend, Sculpt Spell, Improved Initiative, Silent Spell

**Skills** Concentration 20, Intimidate +4, Knowledge (Arcana) +13, Listen +6, Spellcraft +9, Spot +4,

**Possessions** combat gear plus 2 sunrods, wooden holy symbol of Heironeous.

**Description** A mixed blooded Sueloise human, he stands 6 feet tall, with a wiry build, tanned skin and black hair. He has the 22nd Battle emblem tattooed on his right shoulder (Black Shield with three white crossed longswords (two pointing down, one pointing up))

#### THUG4, THUG5, THUG6

CR 12

Female Human Sorcerer 12

N Medium Human (Suel)

**Init** +3; **Senses** Listen +5, Spot +2

**Languages** Common, Suel

**AC** 23, touch 15, flat-footed 15

(+3 Dex, +4 armor, +4 Shield, +2 deflection,)

**hp** 60 (12 HD); **+24 more from bear's endurance**

**Fort** +8, **Ref** +10, **Will** +10

**Speed** 30 ft., swim 7.5 ft; fly 60 ft.

**Melee** Dagger +5 (1d4-1/19-20 x2)

**Ranged** light crossbow +11 (1d8/19-20 x2) or Ranged Touch Attack +11

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

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

**Atk Options** Spells unless somehow prevented from casting.

**Combat Gear** masterwork light crossbow, two daggers, 30 bolts, Vest of Resistance +2, Cloak of Charisma +4, Broach of Shielding, two cure critical wounds potions (CL 7), two remove blindness/deafness potions, scroll of wind wall (CL 5<sup>th</sup>), Ring of Protection +2, Gloves of Dexterity +2, two tanglefoot bags

**Class Spells Known** (CL 12th): Saving Throw = 15 + spell level (17 + spell level for **Enchantment** spells)

6th (3/day)— mislead

5th (5/day)— **mind fog**, **hold monster**

4th (6/day)— **confusion**, ray deflection, ice storm

3rd (7/day)— fly, **hold person**, dispel magic, anticipate teleportation

2nd (7/day)— glitterdust, invisibility, see invisibility, resist energy, gust of wind

1st (7/day)— mage armor, ray of enfeeblement, magic missile, obscuring mist, shield

0 (6/day)— acid spray, ray of frost, detect magic, read magic, light, detect poison, mage hand, prestidigitation

‡ Already cast: two invisibility (one on self, one on familiar), one fly, one mage armor, one shield, one anticipate teleportation (on her familiar); under effects of heroes feast (CL 13), bear's endurance (CL 3)

**Abilities** Str 8, Dex 16, Con 15, Int 10, Wis 12, Cha 20

**Feats** Still Spell, Eschew Materials, skill focus: concentration, Silent Spell, Spell Focus: Enchantment, Greater Spell Focus: Enchantment

**Skills** Concentration +18, Spellcraft +11, Swim +3,

**Possessions** combat gear plus two sunrods and a wood holy symbol of Heironeous worn openly.

**Bat Familiar (Ex)** While on person gives +2 Spot and +5 Listen. Bat has Blind Sense and can communicate to its master of what it sees to help direct his spells if he is blinded.

Thug Bat: Diminutive Animal; HD 12 - hp 30

Speed: 5 ft (1 square), fly 40 ft. (good)

Space/Reach: 1 ft./0 ft.

Armor Class: 22, touch 16, flat-footed 20 (+4 size, +2 Dex, +6 natural)

Special Qualities: Blindsense 20 ft., improved evasion, low-light vision, SR 17

Saves: Fort +4, Ref +6, Will +10

Abilities: Str 1, Dex 15, Con 10, Int 11, Wis 14, Cha 4

Skills: Hide +14, Listen +8\*, Move Silently +6, Spot +8\*

Feats: Alertness

Blindsense (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Starts Encounter with invisibility and anticipate teleportation cast on it. has a tiny platinum and crystal hourglass tied to foot. Its duties are to fly with above and to the side of PCs, until it sees an Evard's Black Tentacles or similar movement restricting spell and fly closer so use of close r

**Note:** Ray Deflection protects against All Range Touch Attacks, not just Rays.

**Sources**, Anticipate Teleportation, *Ray Deflection*, (*Spell Compendium*)

## ENCOUNTER 5

**SAMAL [S] WERE DIRE-WOLVERINE; HYBRID FORM; BARBARIAN8 SORCERER6 CR 14**

CN Large Humanoid (Elf, Shapechanger)

**Init** +9; **Senses** Listen +13, Spot +5

**Languages** Common, Elven

**AC** 34 touch 20, flat-footed 25

(-1 size, +9 Dex, +4 armor (mage armor), +4 shield (shield spell) +2 deflection, +6 natural)

**hp** 203 (19 HD); DR 10/silver or DR 1/-



Immune to sleep spells and effects; +2 save versus enchantment spells. Magic circle makes him immune from mental control. Fire resistance 20, sonic resistance 20 (both from CL 10 resist energy)

**Fort** +20 **Ref** +22, **Will** +16 (+2 saving throw vs. effects from lawful creatures) **Speed** 70 ft. in light armor with expeditious retreat (14 squares), base movement 40 ft.; fly 60 ft (good) fly spell from George.

**Melee** large adamantine greatsword +26/+21/+16 (3d6+17/19-20 x2) AND Bite +19 (1d8+6) or medium MW greatsword +23/+18/+13 (2d6+12/19-20 x2) AND Bite +19 (1d8+5) or 2 claws +24 (1d6+11) AND Bite +19 (1d8+5)

**Ranged** composite (str +2) longbow +21/+16/+11 (1d8+2) or ranged touch attack +22

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

**Base Atk** +14; **Grp** +29

**Atk Options** melee or ranged attack with weapons and bite.

**Special Actions** barbarian rage, spells. Can only cast 1st level spells in hybrid form (as a 2nd level spell using silent spell metamagic). Cannot cast when raged.

**Combat Gear** large adamantine greatsword +2, masterwork greatsword, masterwork composite longbow (str +2), 160 arrows, two potion of remove blindness/deafness, potion of fly, tattooed ring of protection +2, tattoo vest of resistance +3, tattoo belt of giant strength +4

**Class Spells Known** (CL 10th):

3rd (2/day)— magic circle vs. law

2nd (5/day)— cat's grace, resist energy

1st (4/day)— expeditious retreat, mage armor, shield, ray of enfeeblement

0 (6/day)— detect magic, dancing lights, resistance, mage hand, read magic, flare

**Already cast:** Has just recently cast, cat's grace, shield & expeditious retreat (8 minutes of each left); mage armor (6 hours left); **magic circle vs. law**, resist energy (fire 20) & resist energy (sonic 20) [each 90 minutes left]; **GEORGE** cast a FLY spell on Samal (10 minutes left)

**Abilities** Str 32, Dex (24) 28, Con 20, Int 8, Wis 12, Cha 13

**SQ** Scent, Low Light Vision, Rage 3/day [lasts 10 rounds]

**Feats** Alertness, Toughness, Track, Silent Spell, Iron Will, Combat Reflexes, Eschew Materials, Blind Fighting, Practiced Spellcaster

**Skills** Survival +4, Listen +9, Move Silently +10, Climb +11, Tumble +14, Balance +13 [5 ranks], Concentration +11, Spellcraft +3

**Possessions** combat gear plus holy symbol of Erevan Ilesere (sunburst with asymmetrical rays; trickster elven god)

**WHEN RAGED:** +2 to hit, +2 grapple, +4 damage, +38 hit points from con, FORT +2, WILL +2, AC -2

**Rage (Ex):** In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution

increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

**Alternate Form (Su):** A were dire-wolverine can assume a bipedal hybrid form or the form of a dire wolverine. This latter form these will not take for fear of dying.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a were dire wolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolverine Empathy (Ex):** Communicate with wolverine and dire wolverine, and +4 racial bonus on Charisma-based checks against wolverine and dire wolverine.

**Uncanny Dodge (Ex):** At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

**Improved Uncanny Dodge (Ex):** At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

**Trap Sense (Ex):** Gains +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

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**Weasel Familiar (101 hp), remains hidden on person, has shared all spells except fly.**

**Magic Circle vs. Law:** +2 deflection/save vs. lawful creatures, and effects that exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person) do not grant control; and prevents summoned creatures using natural attacks against him.

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**Description** A hulking beast, with a wedged shaped part animal par elf head, with blonde fur and sharp claws, he bears a greatsword and bow a bit small for him, and a great sword just the right size.. [when he dies, he appears as a blonde haired muscular elf – wood elf]

**GEORGE [G] WERE DIRE-WOLVERINE;  
HYBRID FORM (WOOD ELF); BARBARIAN1  
SORCERER13 CR 14**

CN Large Humanoid (Elf, Shapechanger)

**Init** +14; **Senses** Listen +12, Spot +5

**Languages** Common, Elven

**AC** 35 touch 21, flat-footed 25

(-1 size, +10 Dex, , +4 armor (mage armor), +4 shield, +2 deflection, +6 natural)

**hp** 162 (19 HD); DR 10/silver; electricity & fire resistance 30 (from two resist energy spells)

Immune to sleep spells and effects; +2 save versus enchantment spells

**Fort** +18 **Ref** +21, **Will** +17 (+2 saving thrown versus lawful creatures)

**Speed** 40 ft. in no armor (8 squares), base movement 40 ft.; 60 ft fly speed (good)

**Melee** Bite +11 (1d8+3) or 2 claws +16 (1d6+7)

**Ranged** composite (str +2) longbow +19/+14 (1d8+3) or Ranged Touch Attack +19

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

**Base Atk** +10; **Grp** +20

**Atk Options** melee or ranged attack with weapons

**Special Actions**, barbarian rage, spells. Can only cast silent metamagic spells in hybrid form, but cannot cast spells when raged. He will almost never rage, but if trapped or helpless he can do so to increase strength to break free

**Combat Gear** +1 composite longbow (str +2), 100 arrows, 2 potions of remove blindness/deafness, potion of fly, tattooed gloves of dexterity +4, tattooed amulet of health +2, tattooed ring of protection +2, tattooed Cloak of charisma +4, tattooed vest of resistance +2, tattooed headband of intellect +2 -

Class Spells Known (CL 17th): (15 + spell level)

6th (4/day)— greater dispel magic, chain lightning

5th (7/day)— cone of cold, dominate person, wall of force

4th (7/day)— orb of force, solid fog, fire shield, ray deflection

3rd (3/day)— fly, magic circle vs. law, dispel magic, wind wall

2nd (3/day)— resist energy, scorching ray, glitterdust, see invisibility, invisibility

1st (6/day)— mage armor lesser acid orb, shield, magic missile, ray of enfeeblement

0 (6/day)— detect magic, open/close, dancing lights, resistance, mage hand, read magic, ghost sounds, mending

**Already cast:** Has just recently cast shield, fly, fly on samal, fly on Korrik (9 minute of each left), and resist energy (fire) & resist energy (electricity), resist energy (fire) on Korrik, see invisibility (70 minutes left each).

**Magic circle vs. Law** (90 minutes left) , mage armor

**Silent Spell:** Can spontaneously cast silent spells in Hybrid form; spells are 1 level higher and take a full round action to cast.

**Metamagic Specialist:** Gives up Familiar may use Meta Magic without bumping level of spells for 4 times per day.

Note that as a sorcerer he can use a higher level slot to cast a lower level spell without use of metamagic or needing a longer casting time.

**Abilities** Str 24, Dex 30, Con 22, Int 12, Wis 12, Cha 21  
**SQ** Scent, Low Light Vision, Rage 1/day [lasts 11 rounds]

**Feats** Alertness, Toughness, Track, Eschew Materials, Iron Will , Practiced Spell Caster, Silent Spell Still Spell, Improved Initiative

**Skills** Survival +4, Listen +11, Spellcraft +4, Climb +11, Tumble +10 , Balance +8 , Concentration +21

**Possessions** combat gear plus holy symbol of Erevan Ilesere (sunburst with asymmetrical rays; trickster elven god (CN)),

**WHEN RAGED:** +2 to hit, +2 grapple, +3 damage, +24 hit points from con, FORT +2, WILL +2, AC -2

**Rage (Ex):** In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

**Alternate Form (Su):** A were dire-wolverine can assume a bipedal hybrid form or the form of a dire wolverine. This latter form these will not take for fear of dying.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a were dire-wolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolverine Empathy (Ex):** Communicate with wolverine and dire wolverine, and +4 racial bonus on Charisma-based checks against wolverine and dire wolverine.

**Protection vs. Law:** +2 deflection/save vs. lawful creatures, and effects that exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person) do not grant control; and prevents summoned creatures using natural attacks against him.

**Description** A hulking beast, with a wedged shaped part animal par elf head, with black fur and sharp claws, he bears a bow a bit small for him,. [when he dies, he appears as a black haired average build wood elf]

**KORRIK [K] WERE DIRE-WOLVERINE; HYBRID FORM; BARBARIAN2 SORCERER2 FIGHTER2 RANGER6 CR 14**

N Large Humanoid (Elf, Shapechanger)

**Init** +11; **Senses** Listen +20, Spot +5

**Languages** Common, Elven

**AC** 32 touch 22, flat-footed 21

(-1 size, +11 Dex, +4 armor (mage armor), +2 deflection, +6 natural)

**hp** 187 (17 HD); DR 10/silver

Immune to sleep spells and effects; +2 save versus enchantment spells. Fire resistance 30 (resist fire spell by George CL 14)

**Fort** +22 **Ref** +24, **Will** +15 (+2 saving thrown versus lawful creatures)

**Speed** 40 ft. in light armor (14 squares), base movement 40 ft.; Fly 60 feet (good) [George's Fly spell CL 14]

**Melee** 2 large sickles +23/+23/+18/+18/+13 (1d8+7 & 1d8+4) AND Bite +19 (1d8+3)

or 2 medium sickles +21/+21/+16/+16/+11 (1d6+7 & 1d6+4) and Bite +19 (1d8+3)

or 2 claws +24 (1d6+6) AND Bite +19 (1d8+3)

**Ranged** large composite (str +6) longbow +25/+20/+15 (2d6+7)

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

**Base Atk** +14; **Grp** +24

**Atk Options** melee or ranged attack with weapons; trip attack (initial touch attack, +14 TRIP opposed roll; and if trips gets a follow up attack)

**Special Actions** barbarian rage, spells. Can only cast 0<sup>th</sup> level spells in hybrid form (as a 1<sup>st</sup> level spell), nor when raged.; Favored Enemy: Dwarves, favored Enemy: humans; Dodge vs. one opponent each round adds +1 AC; combat expertise often for +4 AC/-4 Hit on touch attacks; Karmic Strike on those that hit him (he gets an AoO in return).

**Combat Gear** Four large sickles +1, two medium sickles +1, +1 Large composite longbow (str +6), 100 arrows, potion of remove blindness/deafness, potion of fly, tattooed ring of protection +2, tattoo's gloves of dexterity +6, tattooed vest of resistance +3

Class Spells Known (CL 2nd):

1st (3/day)— mage armor, protection/law

0 (6/day)— detect magic, dancing lights, resistance, mage hand, read magic

Class Spells Prepared (CL 3<sup>rd</sup>)

1<sup>st</sup> -- entangle, delay poison

**Already cast:** Has just recently cast Protection/Law (1 minute left)& mage armor (2 hours left). George cast a Fly (9 minutes left) and resist energy fire (30)

**Abilities** Str 22, Dex 32, Con 20, Int 13, Wis 12, Cha 12

**SQ** Scent, Low Light Vision, Rage 1/day [lasts 10 rounds]

**Feats** Alertness, Toughness, Track, Combat Expertise, Iron Will, Combat Reflexes, Two weapon fighting, Endurance, Improved Trip, Weapon Finesse, Dodge, Karmic Strike

**Skills** Survival +9, Listen +20, Move Silently +19, Climb +15, Tumble +19, Balance +17 [5+ ranks], Concentration +11

**Possessions** combat gear plus holy symbol of Erevan Ilesere (sunburst with asymmetrical rays; trickster elven god)

**WHEN RAGED:** +0 to hit, +2 grapple, +2 to Trip attacks, +4 damage, +28 hit points from con, FORT +2, WILL +2, AC -2

**Rage (Ex):** In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. **CANNOT USE COMBAT EXPERTISE/Improved Trip IN RAGE, and so unless especially "dire" he will not.**

**Alternate Form (Su):** A were dire-wolverine can assume a bipedal hybrid form or the form of a dire wolverine. This latter form these will not take for fear of dying.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a were dire wolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolverine Empathy (Ex):** Communicate with wolverine and dire wolverine, and +4 racial bonus on Charisma-based checks against wolverine and dire wolverine.

**Uncanny Dodge (Ex):** At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

**Favored Enemy: Dwarves (Ex):** +4 damage against dwarves; also +4 sense motive, spot, listen survival against dwarves.

**Favored Enemy: Humans (Ex):** +2 damage against dwarves; also +2 sense motive, spot, listen survival against dwarves.

**Weasel Familiar (78 hp), remains hidden on person, has shared the protection/law:**

**Protection/Law:** +2 deflection/save vs. lawful creatures, and effects that exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person) do not grant control; and prevents summoned creatures using natural attacks against him.

**Description** A hulking beast, with a wedged shaped part animal par elf head, with blonde fur and sharp claws, he bears many sickles of different sizes and bow just right for him for him, [when he dies, he appears as a blonde haired muscular elf – wood elf]

Animal Companion: eagle not present.

## ENCOUNTER 10, WAVE ONE

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### [T1] Area Greater Dispel Magic Magic Trap CR 8

**Description:** Person who moves into area (within 5 feet of floor) center of spell effect is right corner of door so the effect spills outside..

**Search** DC 31 **Type:** spell

**Trigger:** Vision, True Seeing in area.

**Effect** Caster Level 15 Area Greater Dispel Magic

**Duration:** Instant (trap resets every round)

**Disarm:** Disable Device DC 31

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### [T2] Maximized Transdimensional Enervation Magic Trap CR 10

**Description:** Person who moves into area (within 5 feet of floor) is hit by maximized transdimensional C15 enervation starting in their square

**Search** DC 32 **Type:** spell

**Trigger:** Vision, True Seeing in area.

**Effect** is started in upper right corner of square entered and directed at being that activated trap; **Caster Level 15; +15 to hit; 4 negative levels**

**Duration:** Instant (trap resets every two rounds)

**Disarm:** Disable Device DC 32

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### [T3] Empowered Orb of Force Magic Trap CR 8

**Description:** Person who moves into area (within 5 feet of floor) is hit by empowered Orb of Force CL 11 searing light starting in their square

**Search** DC 30 **Type:** spell

**Trigger:** Vision, True Seeing in area.

**Effect** Caster Level 11; **+11 to hit** orb of force doing 10d6 \*1.5 damage

**Duration:** Instant (trap resets every round)

**Disarm:** Disable Device DC 30

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## APPENDIX 8 – APL 16

### ENCOUNTER 2 – WAVE ONE

#### THUG1, THUG2, THUG3

CR 10

Male Human Warmage 10

LE Medium Human (Suel)

**Init** +8; **Senses** Listen +6, Spot +4**Languages** Common, Sueloise**AC** 21, touch 14, flat-footed 17

(+0 size, +4 Dex, +0 class, +6 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

**hp** 60 (10 HD); **+20 from bear's endurance potion****Resistance 20 Fire** (from CL 7 Potion)**Fort** +7, **Ref** +9, **Will** +9**Speed** 30 ft. in mithril breastplate (6 squares), base movement 30 ft.;**Melee** dagger +7 (1d4-1/x2);**Ranged**); Ranged Touch attack +10**Space** 5 ft.; **Reach** 5 ft**Base Atk** +5; **Grp** +4

**Combat Gear** cloak of charisma +2, buckler, gloves of dexterity +2, masterwork daggers, mithril breastplate +1, ~~Potion Resist Energy: (Fire 20)~~, ~~Potion Cure Moderate Wounds x2~~, two Potions of Remove Blindness/Deafness, Tunic of Steady Spell Casting, broach of shielding, bear's endurance potion, ~~bear's endurance potion~~, ~~bull's strength potion~~

**Warmage Spells Known** (CL 10th):

5th (3/day) Arc of Lightning, Cloudkill, Cone of Cold, Mass Fire Shield, , Greater Fireburst, Flame Strike, Prismatic Ray.

4th (5/day) Blast of Flame, Evard's Black Tentacles, Orb of Acid, Orb of Cold, Orb of Electricity, Orb of Fire, Orb of Force, Orb of Sound, Phantasmal Killer, Shout, Wall of Fire,.

3rd (6/day) Fire Shield, Fireball, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud,

2nd (7/day) --Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade.

1st (7/day)—Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity, Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, Tensor's Floating Disk, True Strike  
0 (6/day)— Acid Splash, Disrupt Undead, Light, Ray of Frost

Already cast See invisibility. Under effects of Heroes Feast (CL 13), Bull's Strength (CL3), Bear's Endurance (CL 3)

**Abilities** Str (12) 8, Dex 18, Con (18) 14, Int 12, Wis 10, Cha 16**Special:** Has a +2 profane bonus to all saving throws (included above)**SQ** Armored Mage (light), Warmage Edge (+1 damage)

**Feats** Still Spell, Eschew Materials , Weapon Focus: Ranged Touch Attack, Sudden Extend, Sculpt Spell, Improved Initiative, Silent Spell

**Skills** Concentration 20, Intimidate +4, Knowledge (Arcana) +13, Listen +6, Spellcraft +9, Spot +4,**Possessions** combat gear plus 2 sun rods, wooden holy symbol of Heironeous.

**Description** A mixed blooded Sueloise human, he stands 6 feet tall, with a wiry build, tanned skin and black hair. He has the 22nd Battle emblem tattooed on his right shoulder (Black Shield with three white crossed long spears (two pointing down, one pointing up))

#### THUG4, THUG5, THUG6

CR 12

Female Human Sorcerer 12

N Medium Human (Suel)

**Init** +3; **Senses** Listen +5, Spot +2**Languages** Common, Suel**AC** 23, touch 15, flat-footed 15

(+3 Dex, +4 armor, +4 Shield, +2 deflection,)

**hp** 60 (12 HD); **+24 more from bear's endurance****Fort** +8, **Ref** +10, **Will** +10**Speed** 30 ft., swim 7.5 ft; fly 60 ft.**Melee** Dagger +5 (1d4-1/19-20 x2)**Ranged** light crossbow +11 (1d8/19-20 x2) or Ranged Touch Attack +11**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +5**Atk Options** Spells unless somehow prevented from casting.

**Combat Gear** masterwork light crossbow, two daggers, 30 bolts, Vest of Resistance +2, Cloak of Charisma +4, Broach of Shielding, two cure critical wounds potions (CL 7), two remove blindness/deafness potions, scroll of wind wall (CL 5<sup>th</sup>), Ring of Protection +2, Gloves of Dexterity +2, two tanglefoot bags

**Class Spells Known** (CL 12th): Saving Throw = 15 + spell level (17 + spell level for **Enchantment** spells)

6th (3/day)—mislead

5th (5/day)—**mind fog**, **hold monster**4th (6/day)—**confusion**, ray deflection, ice storm3rd (7/day)—fly, **hold person**, dispel magic, anticipate teleportation

2nd (7/day)—glitterdust, invisibility, see invisibility, resist energy, gust of wind

1st (7/day)—mage armor, ray of enfeeblement, magic missile, obscuring mist, shield

0 (6/day)—acid spray, ray of frost, detect magic, read magic, light, detect poison, mage hand, prestidigitation

‡ Already cast: two invisibility (one on self, one on familiar), one fly, one mage armor, one shield, one anticipate teleportation (on her familiar); under effects of heroes feast (CL 13), bear's endurance (CL 3)

**Abilities** Str 8, Dex 16, Con 15, Int 10, Wis 12, Cha 20

**Feats** Still Spell, Eschew Materials, skill focus: concentration, Silent Spell, Spell Focus: Enchantment, Greater Spell Focus: Enchantment  
**Skills** Concentration +18, Spellcraft +11, Swim +3,  
**Possessions** combat gear plus two sun rods and a wood holy symbol of Heironeous worn openly.

**Bat Familiar (Ex)** While on person gives +2 Spot and +5 Listen. Bat has Blind Sense and can communicate to its master of what it sees to help direct his spells if he is blinded.

Thug Bat: Diminutive Animal; HD 12 - hp 30

Speed: 5 ft (1 square), fly 40 ft. (good)

Space/Reach: 1 ft./0 ft.

Armor Class: 22, touch 16, flat-footed 20 (+4 size, +2 Dex, +6 natural)

Special Qualities: Blindsense 20 ft., improved evasion, low-light vision, SR 17

Saves: Fort +4, Ref +6, Will +10

Abilities: Str 1, Dex 15, Con 10, Int 11, Wis 14, Cha 4

Skills: Hide +14, Listen +8\*, Move Silently +6, Spot +8\*

Feats: Alertness

Blindsense (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Starts Encounter with invisibility and anticipate teleportation cast on it. has a tiny platinum and crystal hourglass tied to foot. Its duties are to fly with above and to the side of PCs, until it sees an Evard's Black Tentacles or similar movement restricting spell and fly closer so use of close r

**Note:** Ray Deflection protects against All Range Touch Attacks, not just Rays.

**Sources**, Anticipate Teleportation, *Ray Deflection*, (*Spell Compendium*)

**ELRIK AGAR (ELRIK THOTEC)** **CR 16**  
**N** Male Human (Suel) Duskblade 7 Pious Templar9 (Kelanen)  
**Init** +7; **Senses** Listen +2, Spot +6  
**Languages** Common, Sueloise

**AC** 35, touch 24\*, flat-footed 32  
 (+3 Dex, +11 armor, +8 shield\*, +3 deflection)

**Special:** DR 2/-; Energy Immunity: Fire (CL 30); immunity to fear or poison (hero's feast; CL 24); immune to mental control or domination; freedom of movement

**hp** 156 (16 HD);

**Fort** +19, **Ref** +13 **Will** +19

**Speed** 30 ft (6 squares); fly with spell 40 (good)

**Melee** +1 human bane bastard sword +27/+22/+17/+12 (2d4+9/15-20); with corrupt weapon on, all threats are confirmed criticals against good characters. Is an extra +2 to hit, and 2d6+2 extra damage against

humans [if bull's strength is dispelled he loses +2 hit, +2 damage]

**Or** Mithril spikes +25/+20/+15/+10 (1d6+8)

**Ranged** +1 long composite bow +21/+16/+11/+5 (1d8+4)

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

**Base Atk** +18 (2 from Hell's 12th ring); **Grp** +23

**Atk Options** bastard sword, channeling spells through weapon, smite good 2/day, , combat expertise,

**Combat Gear:** *anklet of translocation*, +1 long composite bow (Str +3), 60 cold iron arrows), +3 *spiked mithril plate*, +5 *heavy dark wood shield*, tattoo *peripart of wisdom* +2, tattoo *vest of resistance* +5, *gloves of dexterity* +2, tattoo *ring of protection* +3, +1 *human bane adamantite bastard sword with lesser crystal of security (with a CL 24 greater magic weapon cast on it)*, **tattoo ring of freedom of movement**, three *potions of invisibility*, two *potions of fly left* (CL 8), two *potions of remove blindness/deafness*; plain cold iron ring that does not appear magical (but is part of an artifact; has a non-detection CL 30) that he cannot remove, nor does he ever want to. This ring (Hell's 12th ring) makes him immune to domination or mental control; gives him +2 BAB and fast healing 2; and it does not take up a ring slot to wear.

**Arcane Class Spells Known** (CL 7th) Save = 11+ spell level:

0th (6/day) – ray of frost, prestidigitation

1st (7/day) – ray of enfeeblement, kelgore's fire bolt, protection from law

2nd (4/day) – mirror image, see invisibility, resist energy

**Divine Class Spells Prepared** (CL 9th) Save = 13 + spell level

1st – corrupt weapon, corrupt weapon (pg 182 DMG), inflict light wounds

2nd – cure moderate wounds, inflict moderate wounds, ~~bull's strength~~

3rd – cure serious wounds, cure serious wounds

4th – inflict critical wounds

**Spells Cast on him:** he comes to the meet with an *Extended Energy Immunity: Fire* (CL 30), *Extended Hero's Feast* (CL 24), *Extended Healthful Rest* (CL 24); *Greater Magic Weapon* (CL 24) cast on both mithril spikes and adamantite bastard sword cast bull's strength (CL 9); fly (CL 8; 4 minutes left), see invisibility (CL 7)

**Abilities** Str 20 (16), Dex 16, Con 16, Int 12, Wis 16, Cha 14

**SQ** Arcane Attunement (Su), Armored Mage (Ex), Arcane Channeling (Su), Quick Cast (Su), Spell Power (Ex)

**Feats** Shield Specialization, Weapon Focus: bastard sword, Combat Casting, True Believer, Improved Initiative, Shield Ward\*, Weapon Specialization: Bastard sword, Improved Critical: bastard sword, Exotic Weapon: Bastard Sword, Eschew Materials, Blind-Fight

**Skills** Concentration +19 [+23 casting on defensive or in grapple], Knowledge (Religion) +13, Listen +2, Spellcraft +11, Sense Motive +7, Spot +6, Hide +9,

Search +7, **Mettle (Su)**: If he makes a successful Will or Fortitude against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect.

**Lesser Crystal of Security on Bastard sword** means he gets +5 bonus to avoid being disarmed.

**Tattoo items**, are items that have been tattooed to the flesh and cannot be removed. The tattoo looks like the item in question, and takes up that slot for magic items.

**Arcane Attunement (Sp)**: He can use the spell like powers *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined four times per day. These spell-like powers do not count against his total of spells known or spells per day.

**Armored Mage (Ex)**: he can wear light and medium armor and use shields (not tower shield) with no arcane spell failure

**Arcane Channeling (Su)**: Can deliver touch spells as a standard action through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attacks deals damage normally; then the effect of the spell is resolved.

**Smite Good**: Twice per day he can Smite Good, +4 to hit, +7 to damage.

**Quick Cast**: He can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

**Spell Power (Ex)**: If he has injured an opponent with a melee attack, he gains a +2 bonus on his caster level check to overcome spell resistance for the remainder of the encounter. **Description** A six foot, five inch tall human with very pale skin and jet black hair. He has a black bladed bastard sword, mithril full plate armor, and dark wood wooden shield. Much of his magical equipment has been tattooed on him, so he can never lose it. Of the rest of his equipment, only his bastard sword, crystal, long composite bow and cold iron ring (Hell's 12th ring are free of the Gran March military mark (made during military service and retained by military when creator leaves). Elrik Thotec is wearing his Knight Colonel's insignia which he earned under the name Elrik Agar; he retired four years ago to begin setting up the Swords of Kelanen. He took the name Thotec, when he joined Nolar Thotec's inner circle. He is one of only two non-Hextorite in that circle.

**Shield Ward feat**: Allows this NPC to apply his shield bonus (+8) to touch attacks and to avoid being bull rushed, tripped and disarmed.

**Sources** Duskblade, *kelgore's fire bolt* (Player's Handbook II), Improved turn Resistance, , Pious Templar, True Believer (Complete Divine); shield ward & shield specialization (Player's Handbook II)

## ENCOUNTER 5

**SAMAL [S] WERE DIRE-WOLVERINE; HYBRID FORM; BARBARIAN11 SORCERER6 CR 17**

CN Large Humanoid (Elf, Shapechanger)

Init +9; **Senses** Listen +13, Spot +5

**Languages** Common, Elven

**AC** 35 touch 21, flat-footed 26

(-1 size, +9 Dex, +4 armor (mage armor), +4 shield (shield spell) +3 deflection, +6 natural)

**hp** 233 (22 HD); DR 10/silver or DR 2/-

Immune to sleep spells and effects; +2 save versus enchantment spells. Magic circle makes him immune from mental control. Fire resistance 20, sonic resistance 20 (both from CL 10 resist energy)

**Fort +21 Ref +23, Will +17** (+2 saving throw vs. effects from lawful creatures) **Speed** 70 ft. in light armor with expeditious retreat (14 squares), base movement 40 ft.; fly 60 ft (good) fly spell from George.

**Melee** large adamantite greatsword +30/+25/+20/+15 (3d6+20/17-20 x2) AND Bite +23 (1d8+7) or medium MW greatsword +27/+22/+17/+12 (2d6+18/17-20 x2) AND Bite +19 (1d8+7) or 2 claws +28 (1d6+12) AND Bite +23 (1d8+7)

**Ranged** composite (str +2) longbow +24/+19/+14/+9 (1d8+2) or ranged touch attack +25

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

**Base Atk** +17; **Grp** +33

**Atk Options** melee or ranged attack with weapons and bite.

**Special Actions** greater barbarian rage, spells. Can only cast 2nd level spells in hybrid form (as a 3rd level spell using silent spell metamagic), Cannot cast when raged.

**Combat Gear** large adamantite greatsword +2, masterwork greatsword, masterwork composite longbow (str +2), 160 arrows, two potion of remove blindness/deafness, potion of fly, tattooed ring of protection +3, tattoo vest of resistance +3, tattoo belt of giant strength +6, tattoo gloves of dexterity +4

**Class Spells Known** (CL 10th):

3rd (2/day)— magic circle vs. law

2nd (5/day)— cat's grace, resist energy

1st (4/day)— expeditious retreat, mage armor, shield, ray of enfeeblement

0 (6/day)— detect magic, dancing lights, resistance, mage hand, read magic, flare

**Already cast**: Has just recently cast, cat's grace, shield & expeditious retreat (8 minutes of each left); mage armor (6 hours left); **magic circle vs. law**, resist energy (fire 20) & resist energy (sonic 20) [each 90 minutes left]; **GEORGE** cast a FLY spell on Samal (10 minutes left)

**Abilities** Str 34, Dex 28, Con 20, Int 8, Wis 12, Cha 13

**SQ** Scent, Low Light Vision, Rage 3/day [lasts 10 rounds]

**Feats** Alertness, Toughness, Track, Silent Spell, Iron Will , Combat Reflexes, Eschew Materials, Blind Fighting, Practiced Spellcaster, Improved Critical: Great Sword

**Skills** Survival +4, Listen +9, Move Silently +10, Climb +11, Tumble +14, Balance +13 [5 ranks], Concentration +11, Spellcraft +3

**Possessions** combat gear plus holy symbol of Erevan Ilesere (sunburst with asymmetrical rays; trickster elven god)

**WHEN GREATER RAGED:** +3 to hit, +3 grapple, +4 damage, +66 hit points from con, FORT +32, WILL +3, AC -2

**Rage (Ex):** In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

**Alternate Form (Su):** A were dire-wolverine can assume a bipedal hybrid form or the form of a dire wolverine. This latter form these will not take for fear of dying.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a were dire wolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolverine Empathy (Ex):** Communicate with wolverine and dire wolverine, and +4 racial bonus on Charisma-based checks against wolverine and dire wolverine.

**Uncanny Dodge (Ex):** At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

**Improved Uncanny Dodge (Ex):** At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

**Trap Sense (Ex):** Gains +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

**Weasel Familiar (117 hp), remains hidden on person, has shared all spells except fly.**

**Magic Circle vs. Law:** +2 deflection/save vs. lawful creatures, and effects that exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person) do not grant control; and

prevents summoned creatures using natural attacks against him.

**Description** A hulking beast, with a wedged shaped part animal part elf head, with blonde fur and sharp claws, he bears a greatsword and bow a bit small for him, and a great sword just the right size.. [when he dies, he appears as a blonde haired muscular elf – wood elf]

**GEORGE [G] WERE DIRE-WOLVERINE; HYBRID FORM (WOOD ELF); BARBARIAN1 SORCERER16 CR 17**

CN Large Humanoid (Elf, Shapechanger)

**Init** +14; **Senses** Listen +12, Spot +5

**Languages** Common, Elven

**AC** 35 touch 21, flat-footed 25

(-1 size, +10 Dex, +4 armor (mage armor), +4 shield, +2 deflection, +6 natural)

**hp** 184 (22 HD); DR 10/silver; electricity & fire resistance 30 (from two resist energy spells)

Immune to sleep spells and effects; +2 save versus enchantment spells

**Fort** +22 **Ref** +25, **Will** +22 (+2 saving thrown versus lawful creatures)

**Speed** 40 ft. in no armor (8 squares), base movement 40 ft.; 60 ft fly speed (good)

**Melee** Bite +13 (1d8+3) or 2 claws +18 (1d6+7)

**Ranged** composite (str +2) longbow +21/+16/+11 (1d8+3) or Ranged Touch Attack +21

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

**Base Atk** +12; **Grp** +22

**Atk Options** melee or ranged attack with weapons

**Special Actions**, barbarian rage, spells. Can only cast silent metamagic spells in hybrid form, but cannot cast spells when raged. He will almost never rage, but if trapped or helpless he can do so to increase strength to break free

**Combat Gear** +1 composite longbow (str +2), 100 arrows, 2 potions of remove blindness/deafness, potion of fly, tattooed gloves of dexterity +4, tattooed amulet of health +2, tattooed ring of protection +2, tattooed Cloak of charisma +4, tattooed vest of resistance +5, tattooed headband of intellect +4 -

**Class Spells Known (CL 20th):** (16 + spell level)

8th (3/day)— power word stun

7th (5/day)— limited wish, waves of exhaustion

6th (7/day)— greater dispel magic, chain lightning, acid fog

5th (7/day)— cone of cold, dominate person, wall of force, greater fireburst

4th (6/day)— orb of force, greater invisibility, fire shield, ray deflection

3rd (3/day)— fly, magic circle vs. law, dispel magic, wind wall

2nd (3/day)— resist energy, scorching ray, glitterdust, see invisibility, invisibility

1st (6/day)— mage armor lesser acid orb, shield, magic missile, ray of enfeeblement



0 (6/day)— detect magic, open/close, dancing lights, resistance, mage hand, read magic, ghost sounds, mending

**Already cast:** Has just recently cast shield, fly, fly on samal, fly on Korrik (9 minute of each left), and resist energy (fire) & resist energy (electricity), resist energy (fire) on Korrik, see invisibility (70 minutes left each).

**Magic circle vs. Law** (90 minutes left) , mage armor; ray deflection (5 rounds left)

**Silent Spell:** Can spontaneously cast silent spells in Hybrid form; spells are 1 level higher and take a full round action to cast.

**Quicken Spell:** Can ONLY quicken spells with a use of the Metamagic Specialist Alternative Ability

**Metamagic Specialist:** Gives up Familiar may use Meta Magic without bumping level of spells for 5 times per day.

Note that as a sorcerer he can use a higher level slot to cast a lower level spell without use of metamagic or needing a longer casting time.

**Abilities** Str 24, Dex 30, Con 22, Int 14, Wis 12, Cha 22  
**SQ** Scent, Low Light Vision, Rage 1/day [lasts 11 rounds]

**Feats** Alertness, Toughness, Track, Eschew Materials, Iron Will , Practiced Spell Caster, Silent SpellStill Spell, Improved Initiative, Quicken Spell

**Skills** Survival +4, Listen +11, Spellcraft +4, Climb +11, Tumble +10 , Balance +8 , Concentration +27

**Possessions** combat gear plus holy symbol of Erevan Ilesere (sunburst with asymmetrical rays; trickster elven god (CN)),

**WHEN RAGED:** +2 to hit, +2 grapple, +3 damage, +24hit points from con, FORT +2, WILL +2, AC -2

**Rage (Ex):** In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

**Alternate Form (Su):** A were dire-wolverine can assume a bipedal hybrid form or the form of a dire wolverine. This latter form these will not take for fear of dying.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a were dire-wolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolverine Empathy (Ex):** Communicate with wolverine and dire wolverine, and +4 racial bonus on Charisma-based checks against wolverine and dire wolverine.

**Protection vs. Law:** +2 deflection/save vs. lawful creatures, and effects that exercise mental control

over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person) do not grant control; and prevents summoned creatures using natural attacks against him.

**Description** A hulking beast, with a wedged shaped part animal par elf head, with black fur and sharp claws, he bears a bow a bit small for him,. [when he dies, he appears as a black haired average build wood elf]

**KORRIK [K] WERE DIRE-WOLVERINE; HYBRID FORM; BARBARIAN2 SORCERER2 FIGHTER2 RANGER9 CR 17**

N Large Humanoid (Elf, Shapechanger)

**Init** +11; **Senses** Listen +28, Spot +5

**Languages** Common, Elven

**AC** 33 touch 23, flat-footed 22

(-1 size, +11 Dex, , +4 armor (mage armor),+3 deflection, +6 natural)

**hp** 216 (20 HD);DR 10/silver

Immune to sleep spells and effects; +2 save versus enchantment spells. Fire resistance 30 (resist fire spell by George CL 14)

**Fort** +24 **Ref** +26, **Will** +18 (+2 saving thrown versus lawful creatures) [evasion]

**Speed** 40 ft. in light armor (14 squares), base movement 40 ft.; Fly 60 feet (good) [George's Fly spell CL 14]

**Melee** 2 large sickles +27/+27/+22/+22/+17/+12 (1d8+7 & 1d8+4) AND Bite +22 (1d8+3)

or 2 medium sickles +25/+25/+20/+20/+15/+10 (1d6+7 & 1d6+4) and Bite +12 (1d8+3)

or 2 claws +26 (1d6+6) AND Bite +121 (1d8+3)

**Ranged** large composite (str +6) longbow +28/+23/+18/+13 (2d6+7)

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

**Base Atk** +17; **Grp** +27

**Atk Options** melee or ranged attack with weapons; trip attack (initial touch attack, +14 TRIP opposed roll; and if trips gets a follow up attack)

**Special Actions** barbarian rage, spells. Can only cast 0<sup>th</sup> level spells in hybrid form (as a 1<sup>st</sup> level spell), nor when raged.; Favored Enemy: Dwarves, favored Enemy: humans; Dodge vs. one opponent each round adds +1 AC; combat expertise often for +4 AC/-4 Hit on touch attacks; Karmic Strike on those that hit him (he gets an AoO in return).; evasion, woodland stride, swift tracker

**Combat Gear** Four large sickles +1, two medium sickles +1, headband of intellect +2, +1 Large composite longbow (str +6), 160 arrows, potion of remove blindness/deafness, potion of fly, tattooed ring of protection +3, tattoo's gloves of dexterity +6, tattooed vest of resistance +4, tattoo's periapt of wisdom +2

Class Spells Known (CL 2nd):

1st (3/day)— mage armor, protection/law

0 (6/day)— detect magic, dancing lights, resistance, mage hand, read magic

Class Spells Prepared (CL 4th)

2<sup>nd</sup> – spiked growth

1<sup>st</sup> -- entangle, delay poison

**Already cast:** Has just recently cast Protection/Law (1 minute left)& mage armor (2 hours left). George cast a Fly (9 minutes left) and resist energy fire (30)

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**Abilities** Str 22, Dex 33, Con 20, Int 15, Wis 14, Cha 12

**SQ** Scent, Low Light Vision, Rage 1/day [lasts 10 rounds]

**Feats** Alertness, Toughness, Track, Combat Expertise, Iron Will, Combat Reflexes, Two weapon fighting, Endurance, Improved Trip, Weapon Finesse, Dodge, Karmic Strike, Weapon focus: Sickle

**Skills** Survival +9, Listen +28, Move Silently +20, Climb +15, Tumble +19, Balance +17 [5+ ranks], Concentration +11, Escape Artist +15

**Possessions** combat gear plus holy symbol of Erevan Ilesere (sunburst with asymmetrical rays; trickster elven god)

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**WHEN RAGED:** +0 to hit, +2 grapple, +2 to Trip attacks, +4 damage, +28 hit points from con, FORT +2, WILL +2, AC -2

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**Rage (Ex):** In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. **CANNOT USE COMBAT EXPERTISE/Improved Trip IN RAGE, and so unless especially "dire" he will not.**

**Alternate Form (Su):** A were dire-wolverine can assume a bipedal hybrid form or the form of a dire wolverine. This latter form these will not take for fear of dying.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a were dire wolverine's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Wolverine Empathy (Ex):** Communicate with wolverine and dire wolverine, and +4 racial bonus on Charisma-based checks against wolverine and dire wolverine.

**Uncanny Dodge (Ex):** At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

**Favored Enemy: Dwarves (Ex):** +4 damage against dwarves; also +4 sense motive, spot, listen survival against dwarves.

**Favored Enemy: Humans (Ex):** +2 damage against dwarves; also +2 sense motive, spot, listen survival against dwarves.

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**Woodland Stride (Ex):** A ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

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

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

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**Weasel Familiar (108 hp), remains hidden on person, has shared the protection/law:**

**Protection/Law:** +2 deflection/save vs. lawful creatures, and effects that exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person) do not grant control; and prevents summoned creatures using natural attacks against him.

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**Description** A hulking beast, with a wedged shaped part animal par elf head, with blonde fur and sharp claws, he bears many sickles of different sizes and bow just right for him for him, [when he dies, he appears as a blonde haired muscular elf – wood elf]

Animal Companion: eagle not present.

## ENCOUNTER 10, WAVE ONE

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**[T1] Two Area Greater Dispel Magic Magic Trap**  
**CR 8 x2**

**Description:** Person who moves into area (within 5 feet of floor) center of spell effect is right corner of door so the effect spills outside..

**Search DC 31 Type:** spell

**Trigger:** Vision, True Seeing in area.

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**Effect** Caster Level 15 Area Greater Dispel Magic

**Duration:** Instant (trap resets every round)

**Disarm:** Disable Device DC 31

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**[T2] [T3] Maximized Transdimensional Blasphemy Magic Trap**  
**CR 13**

**Description:** Person who moves into area (within 5 feet of floor) is hit by maximized transdimensional C15 blasphemy centered in center of area closest to person who set it off

**Search DC 35 Type:** spell

**Trigger:** Vision, True Seeing in area.

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**Effect** is started in upper right corner of square entered and directed at being that activated trap; **Caster Level 15; all dice maximized and effects ethereal space**  
**Duration:** Instant (trap resets every two rounds)  
**Disarm:** Disable Device DC 35

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## ENCOUNTER 1

### GENERIC SAINT CUTHBERT RABBLE ROUSER CR 4

Favored Soul 4

LN Medium Human (Oridean)

**Init** +1; **Senses** Listen +0, Spot +0

**Languages** Common

**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 armor, +0 deflection, +0 insight, +0 natural)

**hp** 30 (4d8+8)

**Fort** +6, **Ref** +5, **Will** +4

**Speed** 30 ft. in light armor (6 squares).

**Melee** masterwork club +7 (1d6+3) or dagger +5 (1d4+2, 19-20/x2)

**Ranged** light crossbow +4 (1d8/19-20 x2)

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

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

**Combat Gear** Chain shirt, two masterwork clubs, light crossbow, 30 bolts, spiked gauntlet, two spell component pouch, silver holy symbol of Saint Cuthbert;

**Class Spells Known** (CL 4th): Saving throw is 10 + spell level

2nd (4/day)— Silence, Close Wounds, Divine Insight

1st (7/day)— Shield of Faith, Cure Light Wounds, Divine Favor, Magic Weapon

0 (6/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light

† Already cast Divine Insight

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

**Feats** Skill Focus: Concentration, Augment Healing, Martial Proficiency: Falchion, Heavy Armor Proficiency, Weapon Focus: Falchion

**Skills** Concentration +11, Heal +4, Swim +4, ,

**Possessions** combat gear plus

**Special Attack/Quality (XX)**

**Special Attack/Quality (XX)**

**Description** Has a tattoo on right shoulder of a scimitar, rapier and dagger in parallel, hilts even. Five foot eight inch, red hair, Flan female human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.

**Sources** Favored Soul (Complete Divine), Close Wounds (Spell Compendium)

### MOB OF RIOTERS CR 8

N Gargantuan Humanoid (mob of Medium humans)

**Init** +4; **Senses** Listen +4, Spot +4

**Languages** Common

**AC** 6, touch 6, flat-footed 6

**hp** 135 (30 HD); Cannot be flanked, tripped, or bull rushed. It cannot be grappled unless it initiates the

## APPENDIX 9 – ALL APLS

grapple. Is not subject to critical hits, sneak or precise attacks. Removing individual units of mobs from spells or effects that target individuals bestow 2 negative levels; when 30 levels are bestowed the mob breaks up.

**Fort** +11, **Ref** +9, **Will** +17

**Speed** 20 ft. (4 squares).

**Melee** Mob 5d6

**Space** 20 ft.; **Reach** 0 ft.

**Base Atk** +22; **Grp** +34

**Abilities** Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

**SQ** expert grappler, trample 2d6, mob anatomy

**Feats** Improved Initiative, Great Fortitude, Improved Bull Rush, Improved Overrun.

**Skills** Listen +4, Spot +4

**Expert Grappler (Ex)** Can maintain a grapple without penalty and still make attacks against other targets.

A mob is never considered flat-footed when grappling.

**Mob damage (Ex)** Mobs are similar to swarms. A mob does 5d6 damage of bludgeoning damage to any creature whose space it occupies at the end of its move, with no attack roll needed. Mobs attacks ignore concealment and cover. If a mob moves through creatures in its movement and does not end its turn in their square it tramples for 2d6 damage.

The victim of the trample may either take an attack of opportunity or reflex save (DC 25) to take half damage.

**Sources** Mobs (DMG 2)

## ENCOUNTER 5

### Captain and Lord LT

#### OFFICERS

CR 15

Male Human Rogue 15, Warrior 1

N Medium humanoid (human)

**Init** +9; **Senses** Listen +18, Spot +18

**Languages** Common

**AC** 22, touch 18, flat-footed 17

(+6 Dex, +7 armor, +2 deflection, +1 shield)

**hp** 100 (16 HD)

**Fort** +7 **Ref** +14, **Will** +5

**Speed** 30 ft. in Mithril chain shirt (6 squares), base movement 30 ft.

**Melee** +1 keen human bane shortsword (with GMW +4) +17/+12/+7 (1d6+5; 17-20/x2; +2D6 vs. humans) and +1 keen dwarf bane shortsword (with GMW +4) +17/+12/+7 (1d6+5; 17-20/x2; +2D6 vs. dwarves)

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

**Base Atk** +12; **Grp** +14

**Atk Options** Blind Fight, Sneak Attack (8d6), Greater Two-Weapon Fighting

**Special Actions** Improved Evasion (Ex, half damage if fail save), Opportunist (Ex, once per round may make an attack of opportunity against an opponent who has been struck for damage in melee by another character)

**Combat Gear** +3 moderate fortification Mithril chain shirt, +1 keen human bane shortsword, +1 keen dwarf bane shortsword, belt of giant strength +4; gloves of dexterity +2, ring of protection +2, ~~Cat's grace potion, vigor potion~~

**Abilities** Str 16, Dex 23, Con 14, Int 12, Wis 10, Cha 10

**Feats** Blind Fight, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (shortsword)

**Skills** Disable Device +20, Hide +24, Jump +23, Listen +18, Move Silently +24, Escape Artist +24, Search +18, Spot +18, Tumble +25

**Possessions** combat gear plus masterwork thieves' tools, 30 gp

**Description** These men wear Mithril chain shirt and officer tabards

## ENCOUNTER SEVEN

**HANNAH**

**CR 10**

Female Favored Soul 10 (Xan Yae)

N Medium Human (Baklunish)

**Init** +1; **Senses** Listen +0, Spot +0

**Languages** Common

**AC** 17, touch 13, flat-footed 16

(+1 Dex, +4 armor, +2 deflection, +0 insight, +0 natural)

**hp** 75 (10HD)

**Resist** Fire 10 (favored soul 5<sup>th</sup>), Lightning 10 (favored soul 10<sup>th</sup>);

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

**Speed** 30 ft. in light armor (6 squares)

**Melee** masterwork falchion +11/+6 (2d4+4/18-20x2) or dagger +9/+4 (1d4+2, 19-20/x2)

**With Divine Power Up: Melee** +1 falchion +17/+11 (2d4+8/18-20x2) or dagger +13/+8 (1d4+2, 19-20/x2)

**With Divine Power and Righteous Might: Melee** +1 falchion +21/+16 (2d6+14/18-20x2) or dagger +19/+14 (1d6+9)

**Ranged** light crossbow +8 (1d8/19-20 x2)

**Space** 5 ft.; **Reach** 5 ft. (increases to 10/10 with Righteous Might)

**Base Atk** +7; **Grp** +9 (+12 with Divine Power)

**Special Actions** Augment Healing adds +2 times the level of the conjuration(healing) spell to the points healed.

**Combat Gear** Mithril Chain shirt, one falchion+1, one masterwork falchion, light crossbow, 30 bolts, spiked gauntlet, tattoo Ring of Protection +2, tattoo Vest of Resistance +2. two spell component pouch, silver holy symbol of Xan Yae, three wooden holy symbols of Xan Yae.

**Class Spells Known** (CL 8th): Saving throw is 10 + spell level

5th (x/day)— Righteous Might, Flame Strike, Divine Agility

4th (3/day)— Freedom of Movement, Divine Power, Cure Critical Wounds

3rd (5/day)— Water Walk, Remove Blindness/Deafness, Cure Serious Wounds, Dispel Magic

2nd (7/day)— Bear's Endurance, Close Wounds, Align Weapon, Cure Moderate Wounds, Resist Energy

1st (7/day)— Shield of Faith, Cure Light Wounds, Divine Favor, Magic Weapon, Deathwatch, Obscuring Mist

0 (6/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light, Red Magic, Detect Poison

‡ Already cast , Deathwatch, Freedom of Movement,

**Under effects of Heroes Feast (CL 13)**

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

**Feats** Skill Focus: Concentration, Augment Healing, Martial Proficiency: Falchion, Iron Will, Weapon Focus: Falchion, Silent Spell, Power Attack

**Skills** Concentration +18, Heal +4, Swim +5, Spellcraft +2,

**Possessions** combat gear plus two corked sun rods

**Description** a five and a half foot tall baklunish woman in mithril chain shirt with several falchions and a light cross bow. She wears a lotus holy symbol.

**Sources** Favored Soul (Complete Divine), Close Wounds, Divine Insight, Weapon of Energy (Spell Compendium),

**With Divine Power Up:** Add +6 Str, 10 temporary Hit Points, raise BAB +3

**With Righteous Might Up:** Add +4 Str, +4 Con (+20 hit points), +4 Natural armor, gain DR 3/evil, -1 size penalty to attack and AC; increases one size category.

## APPENDIX 10 – SQUIRE ALISTER

### APL 4-6

#### JUNIOR SQUIRE ALISTER

CR 5

Male Favored Soul (Pholtus) 4, Ranger1  
LN Medium Human (Oridean)

**Init** +2; **Senses** Listen +4, Spot +4

**Languages** Common

**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor, +0 deflection, +0 insight, +0 natural)

**hp** 30 (4HD)

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

**Speed** 30 ft. in light armor (6 squares),

**Melee** quarterstaff +7/+7 (1D6+4/1D6+2)

**Ranged** long composite (str +2) bow +5 (1d8+2)

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

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

**Special Actions** Augment Healing adds +2 times the level of the conjuration(healing) spell to the points healed.

**Combat Gear** Mithril Chain shirt, +1 quarterstaff, long composite bow (str +2), 40 arrows, spiked gauntlet, **cure light wounds wand** (25 charges), Vest of Resistance +1, two spell component pouches, silver holy symbol of Pholtus, gauntlets of ogre power +2

**Class Spells Known** (CL 4th): Saving throw is 10 + spell level

2nd (4/day)— Cure Moderate Wounds, Close Wounds, Resist Energy

1st (7/day)— Bless, Cure Light Wounds, Divine Favor, Magic Weapon

0 (6/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light

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

**Feats** Track, Mounted Combat, Augment Healing, Two Weapon Fighting, Weapon Focus: Quarterstaff

**Skills** Concentration +9, Heal +7, Survival +4, Listen +4, Spot +4, Ride +6, Craft (weaponsmith) +1, Craft (armorsmith) +1, Knowledge (Nature) +2

**Favored Enemy: Evil Outsiders:** He does +2 damage and adds to Spot and Listen and Sense Motive against evil outsiders.

**Sources** Favored Soul (Complete Divine), Close Wounds (Spell Compendium)

**Speed** 30 ft. in light armor (6 squares),

**Melee** quarterstaff +10/+10/+6 (1D6+4/1D6+2) or quarterstaff +12/+7 (1D6+4)

**Ranged** long composite (str +2) bow +10/+5 (1d8+2)

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

**Base Atk** +7; **Grp** +10

**Special Actions** Augment Healing adds +2 times the level of the conjuration(healing) spell to the points healed.

**Combat Gear** Mithril Chain shirt, +1 quarterstaff, long composite bow (str +2), 40 arrows, ring of protection +2, spiked gauntlet, **cure light wounds wand** (25 charges), Vest of Resistance +3, silver holy symbol of Pholtus, gauntlets of ogre power +2

**Class Spells Known** (CL 4th): Saving throw is 10 + spell level

2nd (4/day)— Cure Moderate Wounds, Close Wounds, Resist Energy

1st (7/day)— Bless, Cure Light Wounds, Divine Favor, Magic Weapon

0 (6/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light

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

**Feats** Track, Mounted Combat, Augment Healing, Two Weapon Fighting, Weapon Focus: Quarterstaff, Die Hard, Eschew Materials

**Skills** Concentration +13, Heal +11, Survival +8, Listen +8, Spot +8, Ride +6, Craft (weaponsmith) +1, Craft (armorsmith) +1, Knowledge (Nature) +3

**Favored Enemy: Evil Outsiders:** He does +2 damage and adds to Spot and Listen and Sense Motive against evil outsiders.

**Animal Companion:** Eagle (not present in game)

**Sources** Favored Soul (Complete Divine), Close Wounds (Spell Compendium)

### APL 8+

#### JUNIOR SQUIRE ALISTER

CR 8

Male Favored Soul (Pholtus) 4, Ranger4  
LN Medium Human (Oridean)

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

**Languages** Common

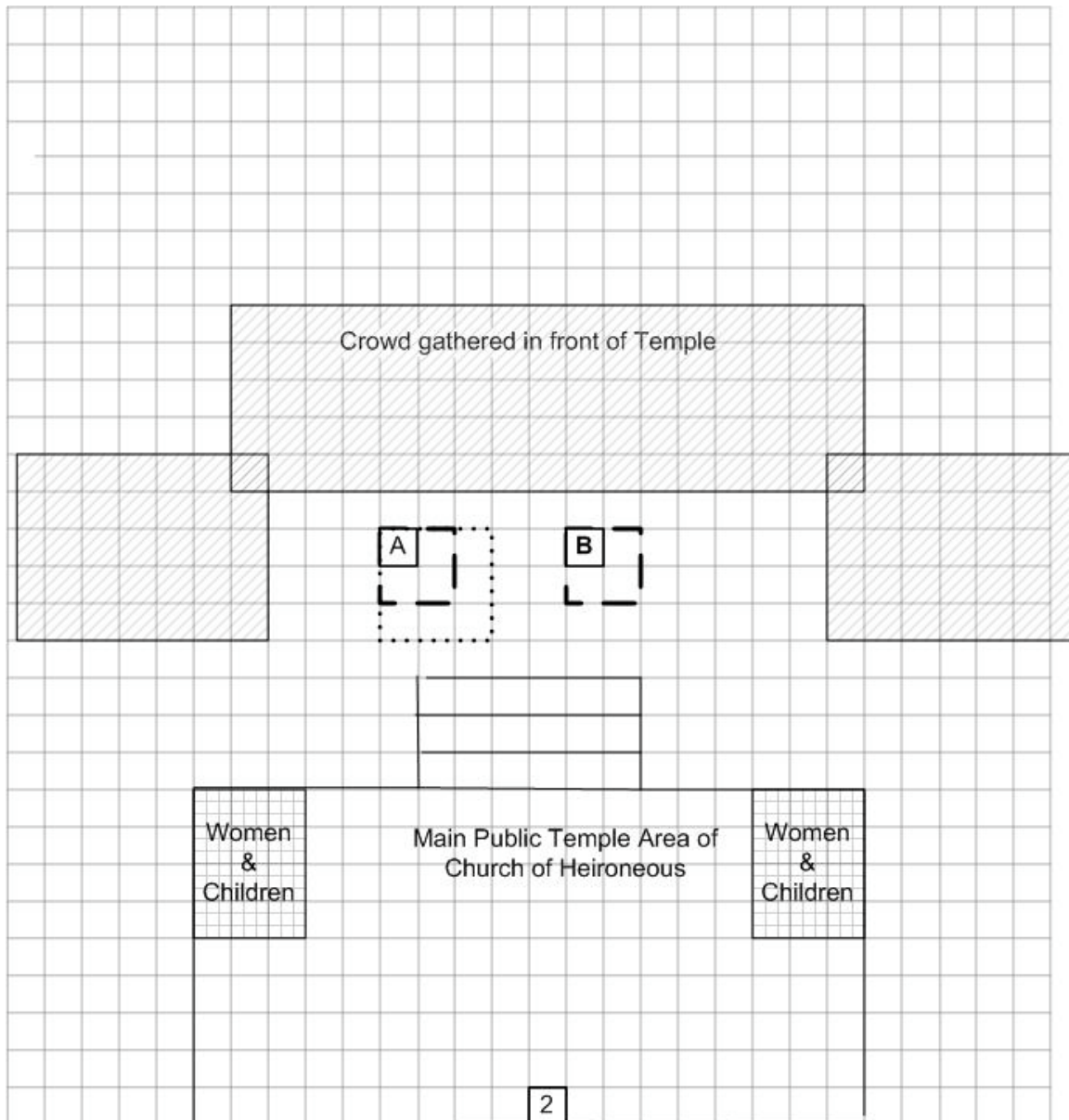
**AC** 19, touch 15, flat-footed 16

(+3 Dex, +4 armor, +2 deflection,)

**hp** 56 (8HD)

**Fort** +12, **Ref** +12, **Will** +8

## DM AID: MAP #1 – TEMPLE ENCOUNTER

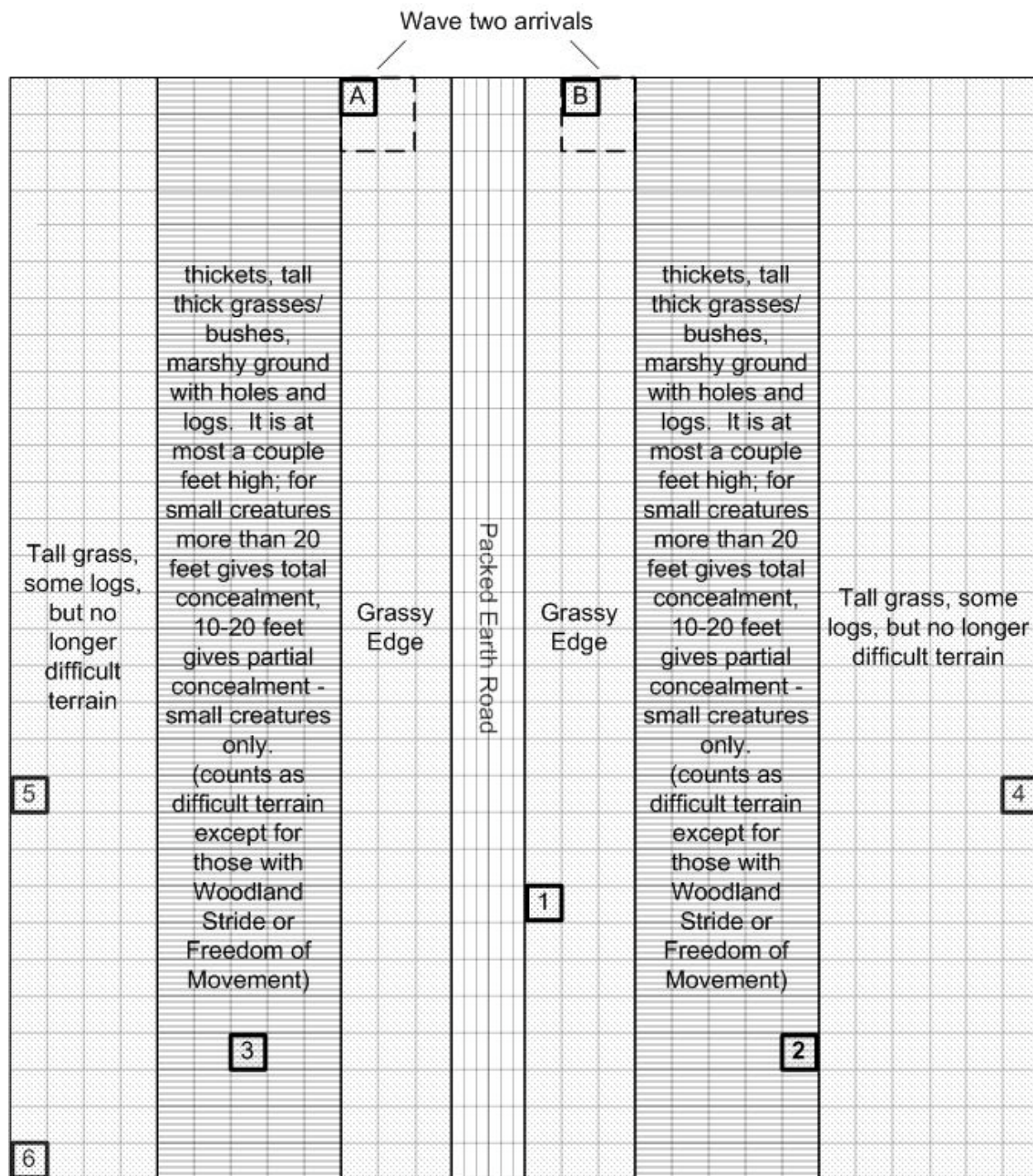


Five per square

#2 is the location of the pool of molten adamantine. This is also the center of the 200 foot “blast.”



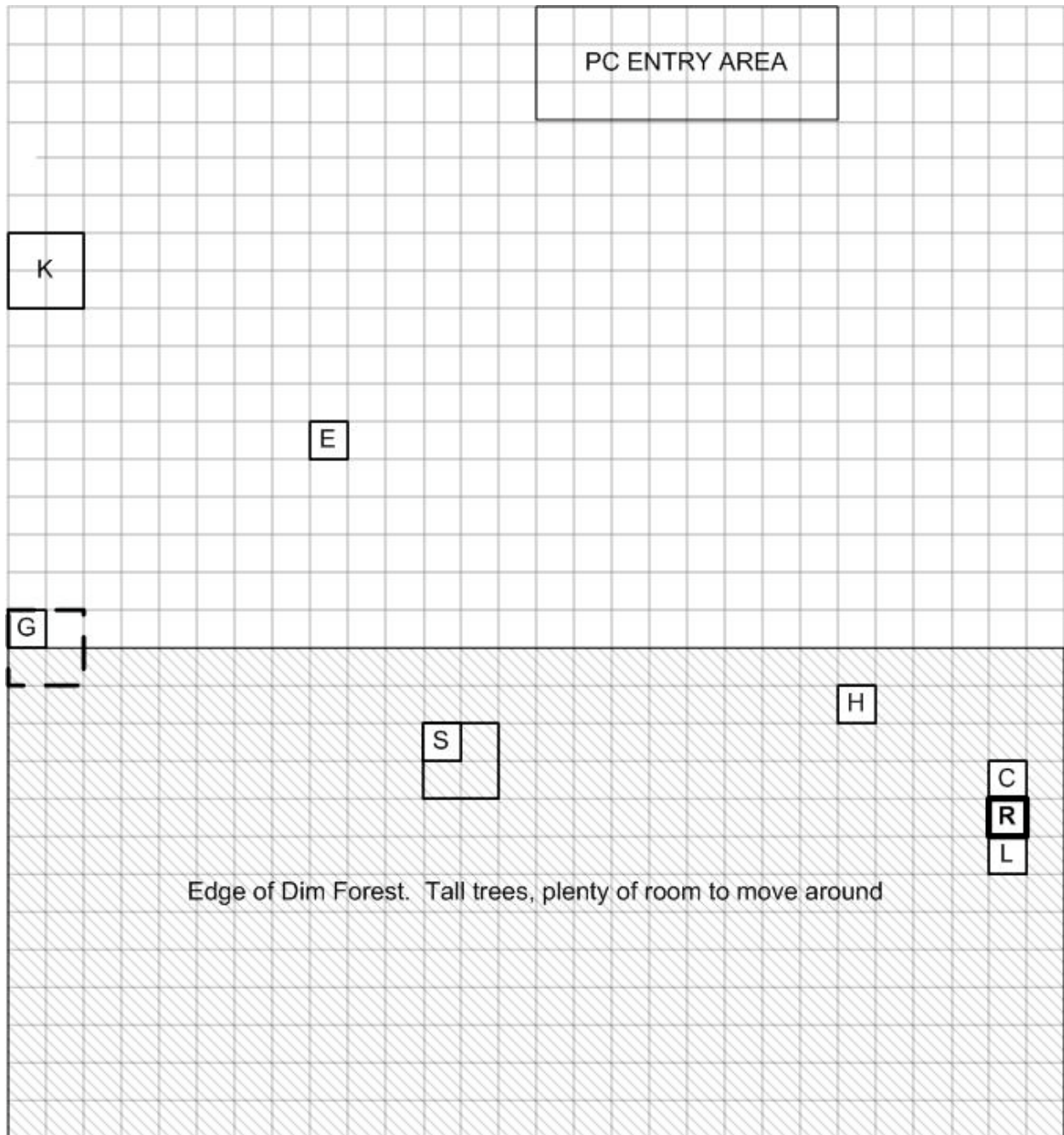
## DM AID: MAP #2 – THUG ATTACK



5 feet per square



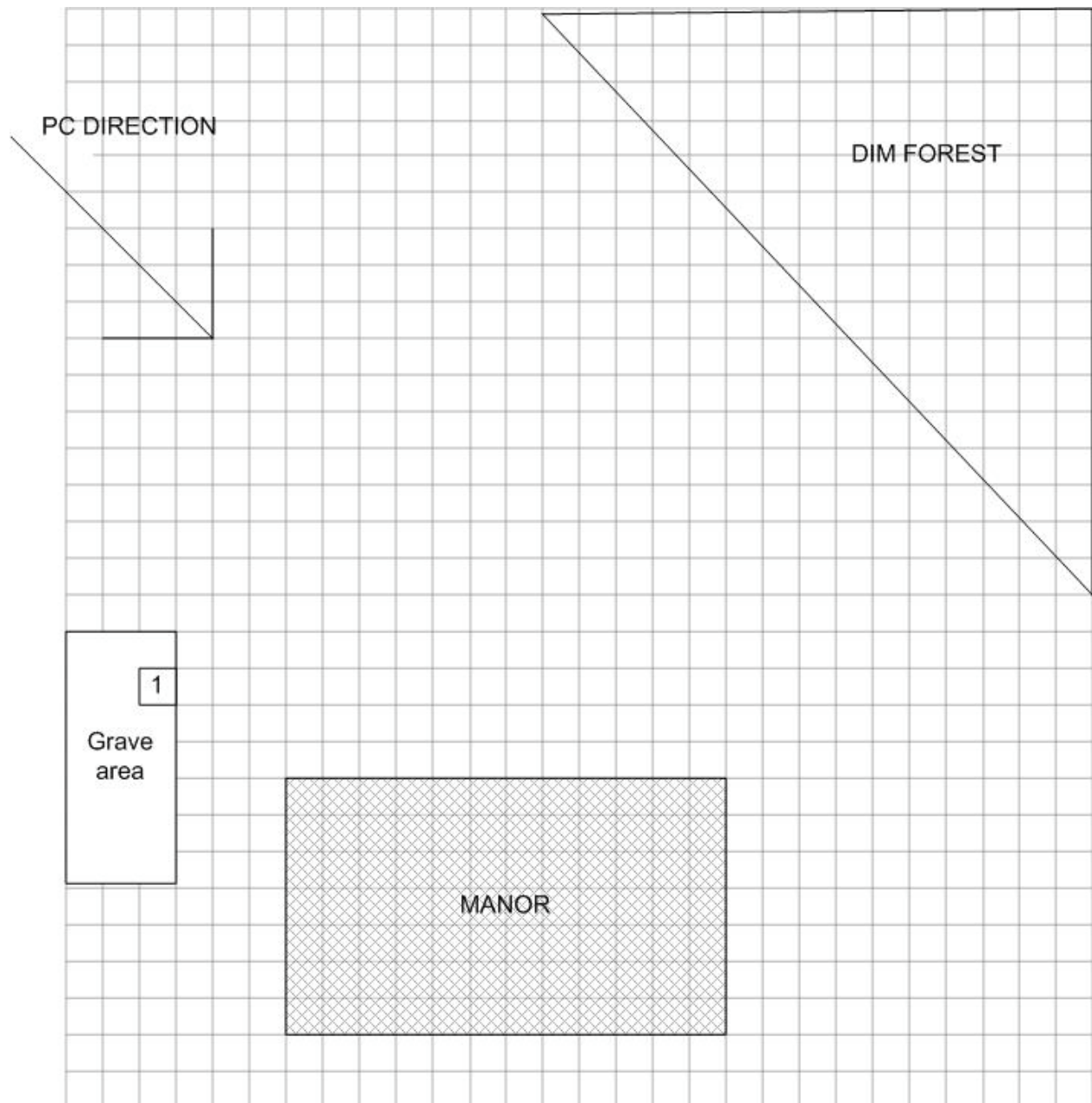
## DM AID: MAP #3 – ELECTOR GARENTI



C: Captain L: Lord Lieutenant R: Ridemaster or Elector Garenti H – Laughing Knight

5 feet per square

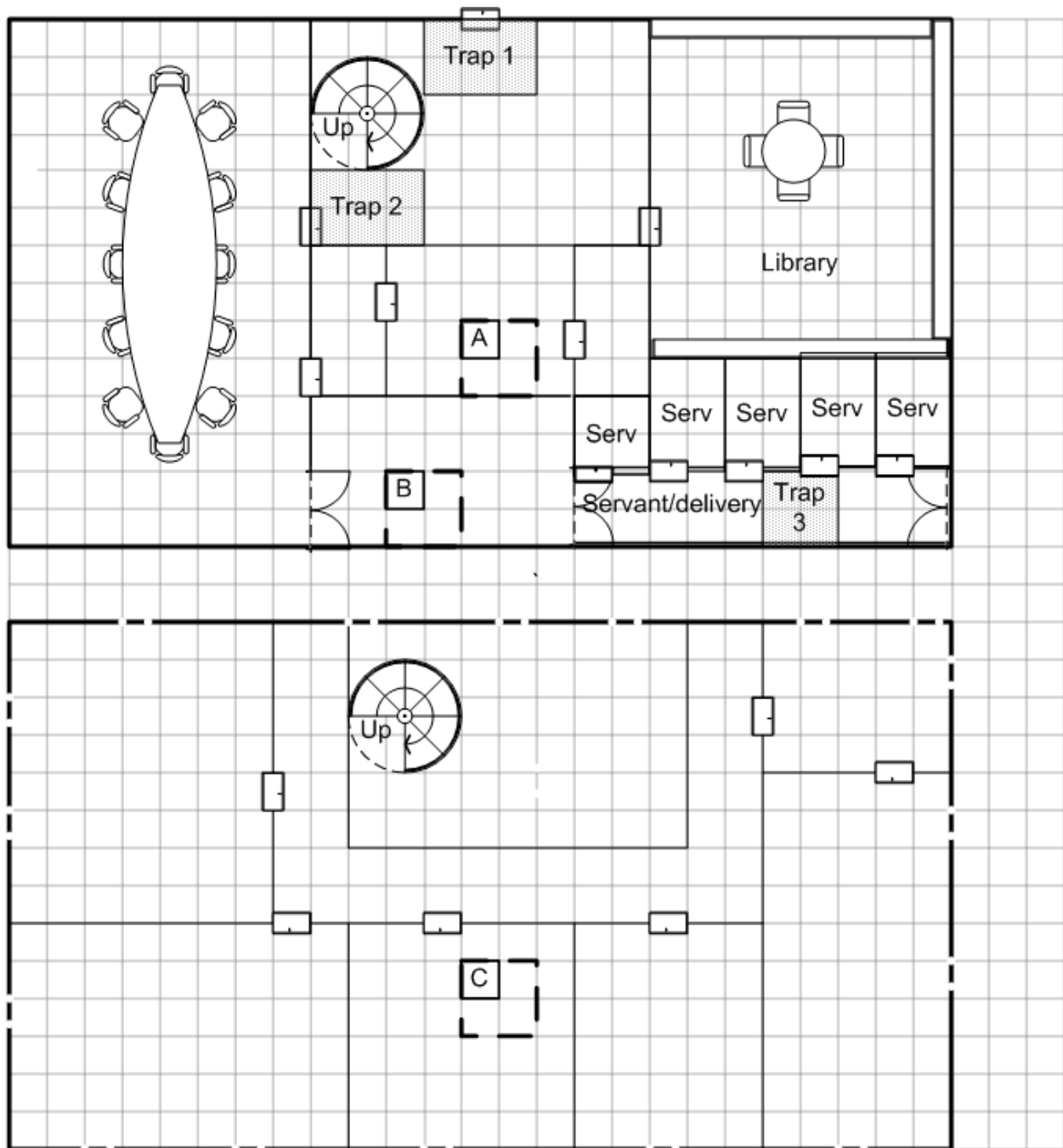
## DM AID: MAP #4 – OUTSIDE OF MANOR



5 feet per square

(1) is location of person doing services over graves

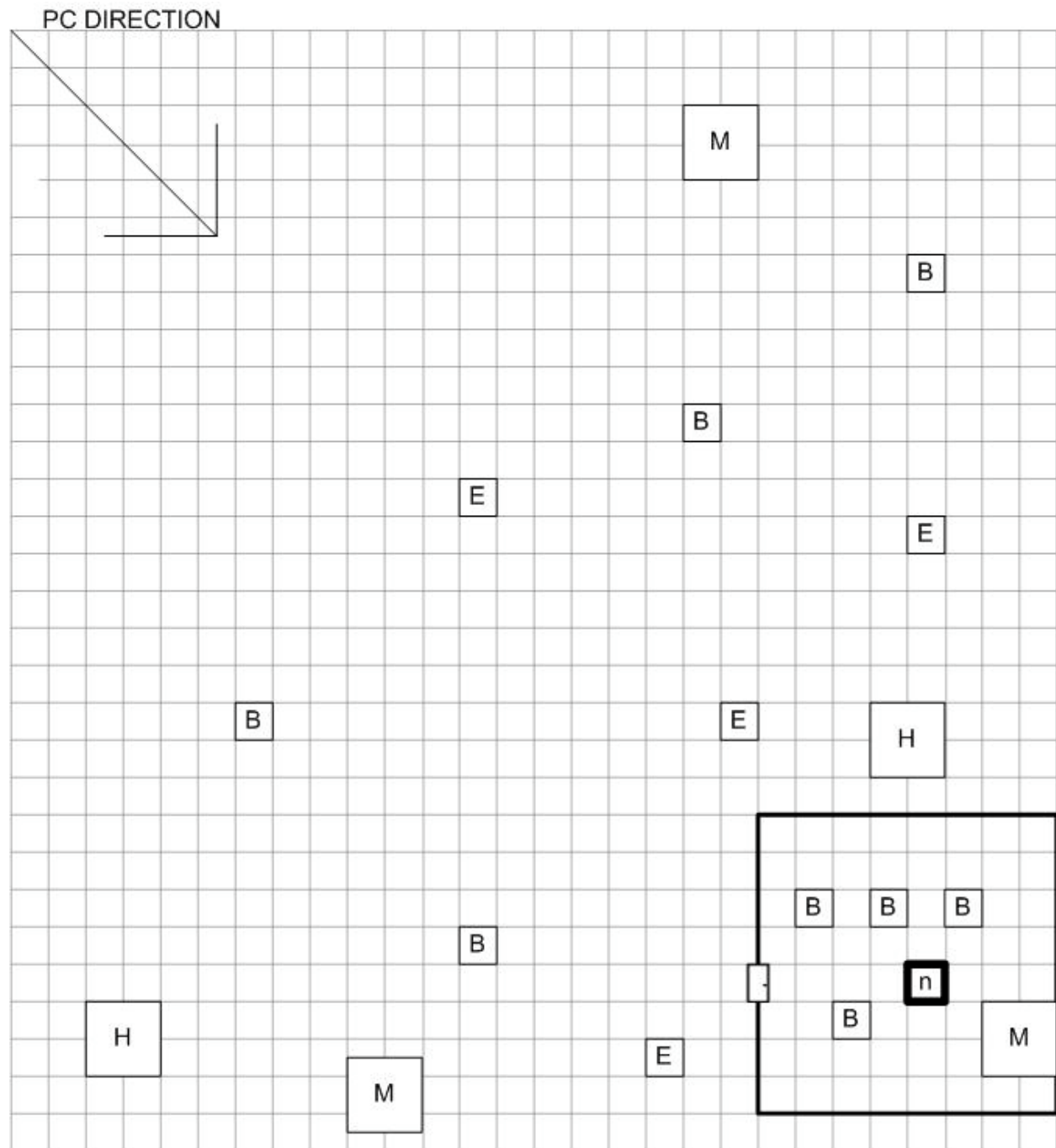
# DM AID: MAP #5 – MANOR



5 feet per square. Upper map is 1st floor, with front door near trap 1. Trap 1 is not on the door or doorway, it is whether someone moves within area. Corner of spells is left side of door.

The table doesn't really take up all that room, it is a representation

## DM AID: MAP #6 – NOLAR’S PLACE



5 feet per square. B = Barbed Devil. M = Marilith. E = Erinyes H: Horned Devil n = Nolar Thotec

## DM AID: NEW RULES

### NEW FEATS

#### **Augment Healing (*Complete Divine*)**

**Prerequisite:** Heal 4 ranks.

**Benefit:** Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

#### **Practiced Spell caster [General] (*Complete Arcane*)**

You can cast a spell to maximum effect without special preparation.

**Prerequisites:** Spellcraft 4 ranks

**Benefit:** Your caster level for the chosen spell casting 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 non-spellcasting 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 spell casting 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 spell casting 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.

#### **Karmic Strike (*Complete Warrior*)**

You have learned to strike when your opponent is most vulnerable – the same instant your opponent strikes you.

**Prerequisites:** Dex 13, Combat Expertise, Dodge.

**Benefit:** You can make an attack of opportunity against an opponent that hits you in melee. On your action, you can choose to take a -4 penalty to your Armor Class in exchange for the ability to make an attack of opportunity against any creature that makes a successful melee attack or melee touch attack against you. The opponent that hits you must be in your threatened area, and this feat does not grant you more attacks of opportunity than you are normally allowed in a round. You specify on your turn that you are activating this feat, and the change to your Armor Class and your ability to make these special attacks of opportunity last until your next turn.

#### **Shield Specialization (*Players Handbook II*)**

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

**Prerequisite:** Proficiency with shields.

**Benefit:** Choose one type of shield from the following list: buckler, heavy or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

**Special:** You can select this feat more than once. Each time you select it, choose a different type of shield.

A fighter can select Shield Specialization as one of his fighter bonus feats.

#### **Shield Ward (*Players Handbook II*)**

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

**Prerequisite:** Proficiency with shields, Shield Specialization.

**Benefit:** You apply your shield bonus to your Touch AC, and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

**Special:** A fighter can select Shield Ward as one of his fighter bonus feats.

**Sculpt Spell (Complete Arcane)**

You can alter the area of your spells.

**Prerequisite:** Any metamagic feat.

**Benefit:** You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread. A sculpted spell uses up a spell slot one level higher than the spell's actual level.

**Sudden Widen (Complete Arcane)**

You can increase a spell's area without special preparation.

**Benefit:** Once per day, you can apply the effect of the Widen Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Widen Spell normally if you have it.

**Transdimensional Spell [Complete Arcane]**

**Benefit:** A transdimensional spell has its full normal effect on incorporeal creatures, creatures on the ethereal plane or the plane of shadows and creatures within an extradimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are blinking, shadow walking, manifested ghosts and creatures within extradimensional space of a rope trick, portable hole or familiar pocket.

A transdimensional spell uses up a spell slot one level higher than the usual spell.

**True Believer (Complete Divine)**

Your deity rewards your unquestioning faith and dedication.

**Prerequisite:** Must choose a single deity to worship. Must be within one step of that god's alignment.

**Benefit:** Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic of the deity you worship.

**NEW ITEMS****Vest of Resistance (Complete Arcane)**

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5<sup>th</sup>; Craft Wondrous Item, *resistance*, caster's level must be at least three times the vest's bonus; *Price* 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

**Anklet of Translocation (Magic Item Compendium)**

**Price:** 1,400 gp (item level 5th)

**Body Slot:** Feet

**Caster Level:** 7th

**Aura:** Moderate (DC 18) conjuration

**Activation:** Swift (command)

A pewter chime hangs from this simple feather ankle-band.

An anklet of translocation allows you to make short dimensional hops. When it activates, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into the space occupied by another creature, nor can you teleport into a solid object. If you attempt to do so the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An anklet of translocation functions two times per day.

## **NEW SPELLS**

### **Accuracy (CA p96)**

Transmutation

**Level:** Warmage 1, wu jen 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One thrown weapon/level touched or one projectile weapon touched

**Duration:** 10 min./level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless object)

When you cast this spell, you enhance one or more thrown weapons or one projectile weapon to improve its chance of hitting distant targets. For the duration of the spell, the range increment for the affected weapon or weapons is doubled.

*Material Component:* Ink used to scribe a mystical character on each weapon affected by the spell.

### **Anticipate Teleportation**

Abjuration

**Level:** Sorcerer/wizard 3

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** One willing creature touched

**Area:** 5-ft./level radius emanation from touched creature

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** No

*The arcane words that activate this spell linger in the air for a moment. As they fade from your hearing, you become more aware of both your surroundings and the possibility of intrusion.*

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay. Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival. The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

*Focus:* A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

### **Arc of Lightning (Complete Arcane)**

Conjuration (Creation) [Electricity]

**Level:** Drd 4, Sor/Wiz 5, Warmage 5

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** A line between two creatures

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them. Both creatures must be in range, and you must be able to target them (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space.

*Arcane Material Component:* Two small iron rods.

### ***Baleful Transposition (Spell Compendium)***

Conjuration (Teleportation)

**Level:** Sor/Wiz 2

**Components:** V

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** Two creatures of up to Large size

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Seeing your friend imperiled, you cast about for a likely target and settle upon a nearby foe. With a word, your ally stands free while your foe faces death.*

Two target creatures, of which you can be one, instantly swap positions. A solid object, such as the ground, a bridge, or a rope, must connect the creatures. Both subjects must be within range. Objects carried by the subject must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke an attack of opportunity. If either creature succeeds on its Will save, the spell is negated.

### ***Benign Transposition (Spell Compendium)***

Conjuration (Teleportation)

**Level:** Sor/Wiz 1

**Components:** V

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** Two willing creatures of up to Large size

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*Calling out the arcane words, you suddenly stand where your companion was, and he has taken your place, outside the reach of his foes.*

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

### ***Clades of Fire (Spell Compendium p31)***

Conjuration (Creation) [Fire]

**Level:** Ranger 2, sorcerer/wizard 2, warmage 2

**Components:** V

**Casting Time:** 1 swift action

**Range:** Touch

**Targets:** Up to two melee weapons you are wielding



**Duration:** 1 round

**Saving Throw:** None

**Spell Resistance:** No

Flames sheathe your melee weapons, harming neither you nor the weapons but possibly burning your opponents. Your melee weapons each deal an extra 1d6 points of fire damage. This damage stacks with any energy damage your weapons already deal.

### ***Blast of Flame (Complete Arcane)***

Conjuration (Creation) [Fire]

**Level:** Sor/Wiz 4, Warmage 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped blast

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

*Material Component:* A bit of wick soaked in oil.

### ***Blessed Aim (Spell Compendium)***

Divination

**Level:** Blackguard 1, Cleric 1, Paladin 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 50 ft.

**Effect:** 50-ft. radius spread centered on you

**Duration:** 1 minute/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

*With the blessing of your deity, you bolster your allies' aim with an exhortation.*

This spell grants your allies within the spread a +2 morale bonus on all ranged attack rolls.

### ***Close Wounds (Spell Compendium)***

Conjuration (Healing)

**Level:** Clr 2

**Components:** V

**Casting Time:** 1 immediate action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless); see text

**Spell Resistance:** Yes (harmless)

*Your ally falls from a crushing blow, but you don't have time to reach him. You quickly speak words of power, and the worst of his injuries glow golden and begin to heal.*

This spell cures 1d4 points of damage +1 point per caster level (maximum +5). If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points but stable. Used against an undead creature, *close wounds* deals damage instead of curing the creature (which takes half damage if it makes its Will saving throw).

### ***Divine Agility (Complete Divine)***

Transmutation

**Level:** Cleric 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living Creature Touched

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

Calling on the divine power of your patron, you imbue a living creature with agility and skill in combat. You confer the base Reflex save bonus of a rogue of your total character level, a +4 enhancement bonus to Dex, and the Spring Attack feat on the target for the duration of the spell.

### ***Divine Insight (Spell Compendium)***

Divination

**Level:** Clr 2, Pal 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level or until discharged (D)

*Clutching the focus of your spells to your chest, you let your eyes flutter shut. As you complete the short prayer you feel your deity's presence fill you with confidence.*

Once during the spell's duration, you can choose to use its effect. This spell grants you an insight bonus equal to 5 + your caster level (maximum bonus of +15) on any single skill check. Activating the effect requires an immediate action. You must choose to use the insight bonus before you make the check you want to modify. Once used, the spell ends. You can't have more than one *divine insight* effect active on you at the same time.

### ***Fireburst (Spell Compendium)***

Evocation [Fire]

**Level:** Sor/Wiz 2, Warmage 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Effect:** Burst of fire extending 10 ft. from you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

*With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.*

*Fireburst* causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

*Material Component:* A bit of sulfur.

### ***Fireburst, Greater (Spell Compendium)***

Evocation [Fire]

**Level:** Sor/Wiz 5, Warmage 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Effect:** Burst of fire extending 15 ft. from you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

*With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.*

*Greater fireburst* causes a powerful explosion of flame to burst from you, damaging anyone within 15 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d10 points of fire damage per caster level (maximum 15d10).

*Material Component:* A bit of sulfur.

### ***Fist of Stone (Complete Arcane)***

Transmutation [Earth]

**Level:** Sor/Wiz 1, Warmage 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute

**Saving Throw:** No

**Spell Resistance:** No

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack as a standard action, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty (or -2 penalty if you have the Multiattack feat; see page 304 of *Monster Manual*) as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher). Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

*Material Component:* A pebble inscribed with a stylized fist design.

### ***Hail of Stone (Spell Compendium p108)***

Conjuration (Creation) [Earth]

**Level:** Wu jen 1 (earth), warmage 1

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Cylinder (5-ft. radius, 40 ft. high)

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

*Material Component:* A piece of jade worth 5 gp.

**Healthful Rest***Conjuration (Healing)***Level:** Bard 1, cleric 1 druid 1**Components:** V, S**Casting Time:** 10 minutes**Range:** Close (25 ft. + 5 ft./2 levels)**Targets:** One creature/level, no two of which are more than 30 ft. apart**Duration:** 24 hours**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

*A diffuse glow of golden light spreads from you, wrapping those you have chosen in a soft nimbus. The subjects of your spell look relaxed and rested, the stresses of the day forgotten.*

*Healthful rest doubles the subjects' natural healing rate. Each affected creature regains twice the hit points and ability damage it otherwise would have regained during that day, depending on its activity level (PH 76).*

**Ice Knife (Spell Compendium p119)***Conjuration (Creation) [Cold]***Level:** Assassin 2, Wu Jen 2 (water), Warmage 2**Components:** S, M**Casting Time:** 1 standard action**Range:** Long (400 ft. + 40 ft./level)**Effect:** One icy missile**Duration:** Instantaneous**Saving Throw:** See text**Spell Resistance:** Yes

A magical shard of ice blasts from your hand and speeds to its target. You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage plus 2 points of Dexterity damage (no Dexterity damage on a successful Fortitude save). Creatures that have immunity to cold damage also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, page 158 of the *Player's Handbook*, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area of the effect (Reflex half).

*Material Component:* A drop of water or piece of ice.

**Orb of Acid (Complete Arcane)***Conjuration (Creation) [Acid]***Level:** Sor/Wiz 4, Warmage 4**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft. / 2 levels)**Effect:** One orb of acid**Duration:** Instantaneous**Saving Throw:** Fort partial**Spell Resistance:** No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

**Orb of Cold, Lesser (Spell Compendium)**

Conjuration (Creation) [Cold]

**Level:** Sor/Wiz 1, Warmage 1**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft. / 2 levels)**Effect:** One orb of cold**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

*Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete this spell. From your chilled palm flies an orb composed of blue ice.*

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1<sup>st</sup>, your orb does an additional 1d8 points of damage: 2d8 at 3<sup>rd</sup> level, 3d8 at 5<sup>th</sup> level, 4d8 at 7<sup>th</sup> level, and the maximum of 5d8 at 9<sup>th</sup> level or higher.

**Orb of Electricity, Lesser (Complete Arcane)**

Conjuration (Creation) [Electricity]

**Level:** Sor/Wiz 1, Warmage 1**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft. / 2 levels)**Effect:** One orb of electricity**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

An orb of electricity about 2 inches across shoots from your palm at its target, dealing 1d8 points of electricity damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1<sup>st</sup>, your orb does an additional 1d8 points of damage: 2d8 at 3<sup>rd</sup> level, 3d8 at 5<sup>th</sup> level, 4d8 at 7<sup>th</sup> level, and the maximum of 5d8 at 9<sup>th</sup> level or higher.

**Orb of Fire (Complete Arcane)**

Conjuration (Creation) [Fire]

**Level:** Sor/Wiz 4, Warmage 4**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft. / 2 levels)**Effect:** One orb of fire**Duration:** Instantaneous**Saving Throw:** Fortitude partial**Spell Resistance:** No

An orb of fire about three inches across shoots from your palm at its target, dealing 1d6 points of fire damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target. A creature struck by the orb takes damage and becomes dazed for 1 round. A successful Fortitude save negates the dazed effect but does not reduce the damage.

**Orb of Fire, Lesser (Spell Compendium)**

Conjuration (Creation) [Fire]

**Level:** Sor/Wiz 1, Warmage 1**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft. / 2 levels)**Effect:** One orb of fire**Duration:** Instantaneous**Saving Throw:** None

**Spell Resistance:** No

*Your hand heats to an uncomfortable temperature just moments before you release the spell's energy in the form of an orb of white flames speeding from your outward-facing palm.*

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1<sup>st</sup>, your orb does an additional 1d8 points of damage: 2d8 at 3<sup>rd</sup> level, 3d8 at 5<sup>th</sup> level, 4d8 at 7<sup>th</sup> level, and the maximum of 5d8 at 9<sup>th</sup> level or higher.

**Orb of Sound, Lesser (Complete Arcane)**

Conjuration (Creation) [Sonic]

**Level:** Sor/Wiz 1, Warmage 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Effect:** One orb of sound energy

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

An orb of sound about 2 inches across shoots from your palm at its target, dealing 1d6 points of sonic damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1<sup>st</sup>, your orb does an additional 1d6 points of damage: 2d6 at 3<sup>rd</sup> level, 3d6 at 5<sup>th</sup> level, 4d6 at 7<sup>th</sup> level, and the maximum of 5d6 at 9<sup>th</sup> level or higher.

**Panacea (Spell Compendium)**

Conjuration (Healing)

**Level:** Clr 4, Drd 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless); see text

**Spell Resistance:** Yes (harmless)

*You kneel next to your afflicted comrade and speak the soft words of this spell. At your touch a golden radiance infuses your companion.*

This spell channels positive energy into a creature to wipe away afflictions. It immediately ends any of the following conditions affecting the target: blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened and stunned. It negates sleep effects and the effect of the *feblemind* spell, and ends any additional effects from poison, as the *neutralize poison* spell. It also cures 1d8 points of damage +1 point per caster level (maximum +20). *Panacea* does not remove ability damage, negative levels, or drained levels. Used against an undead creature, *panacea* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw), but it has no other effect.

**Prismatic Ray (Complete Arcane)**

Evocation

**Level:** Sor/Wiz 5, Warmage 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** Yes

A single beam of brilliantly colored light shoots from your outstretched hand. On a successful ranged touch attack, creatures with 6 HD or fewer are blinded for 2d4 rounds by the prismatic ray in addition to

suffering a randomly determined effect: 1 – red beam – 20 pts. fire damage (Ref half); 2 – orange beam – 40 pts. acid damage (Ref half); 3 – yellow beam – 80 pts. electricity damage (Ref half); 4 – green beam – poison (kills; Fort partial, take 1d6 Con damage instead); 5 – blue beam – turned to stone (Fort negates); 6 – indigo – insane (as *insanity* spell; Will negates).

### Ray Deflection (Spell Compendium)

Abjuration

**Level:** Bard 4, sorcerer/wizard 4

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

*As the spell is cast, a brief shimmering field appears around you. Small motes of silver float within the field.*

For the duration of the spell, you are protected against ranged touch attacks, including ray spells and ray attacks made by creatures. Any ray attack directed at you is automatically reflected harmlessly away.

*Focus:* A glass prism.

### Ray of Clumsiness (Spell Compendium)

Transmutation

**Level:** Sorcerer/wizard 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Ray

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes

*A crackling ray leaps from your outstretched hand. The green ray seems almost sluggish in reaching its target, though it takes only an eyeblink to do so.*

You must succeed on a ranged touch attack with the ray to strike a target. The energy of the ray stiffens the subject's muscles and joints, making it more difficult for the subject to move. The subject takes a penalty to Dexterity

equal to 1d6+1 per two caster levels (maximum penalty 1d6+5, minimum Dexterity 1).

### Ray of Dizziness (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Bard 3, sorcerer/wizard 3

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Ray

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

*You release a drab violet ray from your palm. The ray shoots toward your target in a spiraling corkscrew.*

You strike out at your enemy with a ray that causes intense feelings of vertigo. You must succeed on a ranged touch attack with the ray to strike a target. A struck subject experiences strong feelings of vertigo and can take only a move action or a standard action each round (but not both, and it cannot take a full-round action).

*Focus:* A small top.

**Ring of Blades (Spell Compendium p177)**

Conjuration (Creation)

**Level:** Cleric 3, warmage 3**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 min./level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into any squares adjacent to your space, and it moves with you as you move. Each round on your turn, starting when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

The blades conjured by a lawful aligned cleric are cold iron, those conjured by a chaotic-aligned cleric are silver, and those conjured by a cleric who is neither lawful nor chaotic are steel.

*Material Component:* A small dagger.

**Wall of Dispel Magic (Spell Compendium)**

Abjuration

**Level:** Cleric 5, sorcerer/wizard 5**Components:** V, S, DF**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** A straight wall whose area is up to one 10-ft. square/level**Duration:** 1 minute/level**Saving Throw:** None**Spell Resistance:** No

This spell creates a transparent, permeable barrier. Anyone passing through it becomes the target of a *dispel magic*

effect (*PH* 223) at your caster level. A summoned creature targeted in this way can be dispelled by the effect.

A *wall of dispel magic* **cannot be seen or felt by ordinary means**, or even with a *see invisibility* spell.

*Detect magic* indicates the presence of the effect, and *true seeing* reveals its presence.

**Weapon of Energy (Spell Compendium)**

Transmutation [see text]

**Level:** Cleric 3, sorcerer/wizard 3**Components:** V, S**Casting Time:** 1 standard action**Range:** Touch**Target:** One weapon**Duration:** 1 round/level**Saving Throw:** Fortitude negates (object, harmless)**Spell Resistance:** Yes (harmless object)

You cause a weapon to gain the ability to deal energy damage in addition to its other abilities, similar to how a flaming burst weapon deals extra fire damage on a hit or a critical hit. The weapon can deal acid, cold, electricity, or fire damage, chosen by you at the time of casting. The weapon deals an extra 1d6 points of damage of that energy

type on a successful hit. On a critical hit, the weapon deals an additional 1d10 points of energy damage. If the

weapon's critical multiplier is  $\times 3$ , add 2d10 points of energy damage instead, and if the multiplier is  $\times 4$ , add 3d10

points of energy damage. This spell can be cast on a weapon that already deals energy damage, and if the weapon already creates the same type of damage as the spell, the effects stack. For example, if cast on a *+1 flaming longsword* to give it additional fire damage, the weapon now deals an extra 2d6 points of fire damage per hit.



This spell has a descriptor that is the same as the energy created by the target weapon. For example, *weapon of energy* is a fire spell when used to give a weapon bonus fire damage.

### **Whirling Blade (Spell Compendium)**

Transmutation

**Level:** Bard 2, sorcerer/wizard 2, warmage 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Effect:** 60-ft. line

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

As you cast this spell, you hurl a single slashing weapon at your foes, magically striking at all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you attacked with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence or Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attack rolls, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

*Focus:* A slashing melee weapon that the caster hurls.

## **NEW ALTERNATE CLASS FEATURES**

### **Metamagic Specialist**

**Level:** 1st

**Replaces:** If you select this class feature, you do not gain a familiar.

**Benefit:** You can apply metamagic feats that you know to sorcerer spells without increasing the casting time. This benefit even lets you quicken your sorcerer spells with the Quicken spell feat.

You can use this class features a number of times per day equal to 3 + your Int modifier (minimum 1). This is an extraordinary ability.