

ULP5-04

Persuasion

A One-Round D&D® LIVING GREYHAWK™ Principality of Ulek Regional Adventure

Version 1.3

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What is the measure of heroism and what would you sacrifice for the greater good? Evil turns upon evil and from the darkest depths of a wicked heart a cry goes out for mercy. In a game of masters and servants, the shackles of servitude must be broken for justice to be served and the truth revealed. A Principality of Ulek regional adventure for APLs 2-12.

This adventure counts as a Royal Army and a Mine Rangers mission.

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

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

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the Appendices.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp 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

This is a regional adventure set in the Principality of Ulek in the RPGA LIVING GREYHAWK campaign. Below is some general background information.

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj. After recent events where a being known as the Warlord and his ally, a Nerull-worshipping necromancer were slain, the Principality of Ulek was able to regain some of land within the Disputed Territories. Despite this, much of the area is still contested and residents have been forced to flee their homes due to the humanoid invaders from the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins, and the like.

Months ago, a small flock of harpies and other creatures, led by a particularly smart and cunning harpy named Threnody, settled into an abandoned burrow somewhere in the Lortmil Hills between Fort Stonewall and Havenhill in the province of Corond. True to their wicked nature, the harpies found the area ripe with prey, often capturing loyal Principality of Ulek citizens, members of the armed forces, agents of the Pomarj, or adventurers and killing them for sport or food. This simple plan was fruitful in the beginning, as attacks from Threnody and her minions upon the Principality of Ulek citizens were blamed on Pomarj agents operating in the area. The Pomarj saw the deaths of their own as reprisal attacks by the Principality of Ulek forces for the atrocities of war they committed towards their citizens. For a time, Threnody had achieved her goal of pitting two bitter enemies against one another and using it as a smokescreen to hide the truth behind her ongoing depraved activities. Threnody had no interest in joining the war for either side. Her malevolent heart, as well as those of her sisters and monstrous minions took too much perverse pleasure in the suffering of others. Willingly aiding the Principality of Ulek against the Pomarj was out of the question. Even though the Pomarj and Threnody were a kindred evil, Threnody was too free-willed and the thought of being a servant to another was unacceptable to her and her minions. No one would own her black heart or control her actions.

Unfortunately for Threnody however, her wickedness caught the attention of one of the Earth Dragon's followers, a cleric named Serath Shadowscale, plus a Pomarj commander, a half-orc by the name of Galagrok Dwarf-Render, as well as that of a dwarven

merchant and former Principality of Ulek Royal Army officer named Rothgar Splinterstrike. Galagrok and Serath were convinced that the killing of the Pomarj agents was not perpetrated by Principality of Ulek agents because the killings were too animalistic, to the point of perverse pleasure. Rothgar's interest in the matter was of a family and business nature. From a business point of view, Threnody's actions in the area had unwittingly increased the Pomarj activity as well, making it more difficult and dangerous for the Principality of Ulek supply caravans to make it to their destinations safely; already two of his caravans have been hit. From a family point of view, his son Ethric, following in his father's footsteps, had joined the Royal Army months ago. During his duties of protecting one of the supply caravans that belonged to his father, the caravan was hit and Ethric disappeared. Ethric is believed to be dead and unfortunately, these presumptions are correct. Galagrok tortured him daily for his personal amusement until Ethric's body could hold out no longer and he succumbed to his wounds. Rothgar has refused to give up hope of finding Ethric and wants to hire adventurers to investigate the area and bring back any information about Ethric, for better or worse.

Galagrok, determined to find the real culprit behind the killings, used all of his resources, both magical and mundane, to trace the murders back to Threnody's burrow. Hidden from sight, they waited until Threnody and some of her minions had gone out to hunt and launched a tactical strike against those in the burrow, using magical weapons against the hides of damage resistant creatures and *silence* spells to nullify the harpies' song. When Threnody returned, Galagrok and his minions were standing outside the burrow and demanded that Threnody pay for her actions by serving the will of Turrosh Mak and if she did not do so willingly, she would do it to keep her eggs and family alive. If Threnody refused, Galagrok would order the immediate execution of her sisters, minions, and her unborn children. Infuriated, Threnody had no choice but to give in to Galagrok's blackmail.

ADVENTURE SUMMARY

The PCs are hired by Rothgar to investigate the area where the caravan attacks have taken place and to check into the possibility of a rogue ally in the area.

When the PCs reach the body of the first supply caravan, it is a horrid scene of slaughter. The human and dwarven bodies are horribly mutilated and dismembered but the supplies are still in the caravan. There is evidence of Threnody's involvement at the scene and a set of lone hoof prints moving away from the scene if the PCs search the area, as well as a few harpy feathers.

Following the hoof prints, the PCs come across a dwarven soldier named Betros who survived the massacre and is trying to remove his belongings from his dead war pony. He explains what happened during the

attack, including the fact that the supply caravan was broken into two parts in the hope that at least one would make it to its destination. Betros describes the hypnotic effect of Threnody's voice, her possible talent for magic and appearance, the inability of their weapons to penetrate the gargoyles stony hide, and the deadly accuracy of the manticores tail spikes.

Reaching the location of the second caravan, the PCs realize that Threnody and her minions have engaged the supply caravan's crew in combat and are winning. During the fight, if she is reduced to less than 75% of her hit points, she begs for mercy and tries to explain her motivations. If the PCs sympathize with her, she offers them a pact. If they assist in saving her family, she and her minions will leave the area forever. If they find Galagrok and deal with him, she would prefer that he live long enough to receive her own form of "retribution."

If the PCs agree to her pact, she shows them the location of her burrow and a way to avoid the traps around it. If they do not agree and turn on her, she fights to the death in one final bout of angst-ridden rage. If the PCs make it to the burrow, Threnody's sisters are imprisoned within and their magical song ability nullified. They are also guarded by a half-orc named Many-Skarrs and other Pomarj agents. Their job was also to kill Threnody and her allies or at least lead them into a well-devised ambush at Galagrok's encampment. Upon defeating the Pomarj minions, the PCs discover that Galagrok took the eggs to his encampment in case things went awry. After the battle, Threnody finds out from her sisters that Ethric's name was mentioned and it seemed to suggest he was still alive but being tortured. Since the meeting with Galagrok was for noon the next day, the PCs are offered the chance to rest in the burrow with Threnody and her minions in order to recover their spells and heal up. Needless to say, if they agree, it provides for a very interesting stay.

After the PCs rest, their last stop is Galagrok's encampment where Ethric is apparently being held captive. Other minions of the Pomarj, both seen and unseen, stand ready to oppose the PCs. Sections of the camp and surrounding areas are pocketed with *alarm* spells as well. Galagrok and his forces fight to the death since failure to Turrosh Mak and the Earth Dragon is unacceptable. If the PCs succeed, Threnody abides by her word, leaving with her minions for good but not before dropping her magical necklace Torment as one last gesture of kindness and cruelty.

The PCs are able to find Ethric's body in Galagrok's tent. When they return to the village of Appleton, and depending on the level of success of their mission, Rothgar rewards them accordingly.

PREPARATION FOR PLAY

This adventure counts as a Royal Army and a Mine Rangers mission.

INTRODUCTION

The light rain has subsided and as the first rays of sun break through the clouds once more, activity reawakens in the town of Appleton. Often used as a stopover point for travel between Fort Stonewall and Havenhill, Appleton earns its name from the lush orchards of apple trees that are cared for with absolute dedication. Bardic tales spun and often embellished have even referred to the savory drinks made from the apples grown there as “the nectar of the gods”.

In the wake of the ongoing chaos in the Disputed Territories after the apparent downfall of the would-be conqueror known as the Warlord, the Principality of Ulek has stepped up efforts to retake the area with relentless fervor. Nonetheless, the minions of Turrosh Mak, like scavenging vultures picking the scraps of meat off a carcass, have similar endeavors. The town of Appleton is a reflective mirror of this conflict, embracing both certain optimism from recent victories but also the hard realization that their old foe is not so easily broken.

If the PCs wish to explore the town of Appleton further, there are a few places of interest that they might want to check out. Below are just a few of them to choose from. Aside from these, there are the stereotypical places normally found within Principality of Ulek towns. Allow the PCs to roleplay interaction with these areas and NPCs as time allows, without breaking the flow of the adventure.

Habberdy's Horse and Barding

This establishment, run by a pair of halflings named Olifar and Omerat Habberdy is well-respected as an honestly run business but is also the crux of many jokes from the townsfolk of Appleton. During the first days of business, Olifar was attempting to put a horseshoe on a rather unruly war pony named Inferno when it reared back and kicked him in the head, knocking him unconscious. From that day forward Olifar has suffered a mild phobia, scared to come within kicking range of type of horse. Because of this, his brother Omerat, a retired halfling outrider, well skilled in handling such animals, had to come in and help out. Currently, Omerat handles the care and breeding of the horses while Olifar handles the making of the special barding and other related items. When Olifar is forced to come near any kind of horse, he becomes visibly nervous and dons a strange padded helmet to avoid history repeating itself.

PCs can purchase any non-magical gear related to horses from pages 131-132 of the *Player's Handbook* here.

Lady Cassandra's Apple Attractions

Lady Cassandra is a direct descendant of one of the town founders, a druid of Ehlonna. Treating it as a sacred duty, Cassandra has embraced the care of the orchards

and started this business, selling all manner of apple-based foods including pies, juice, and pastries. She is a middle aged woman of Suel-Oeridian mix who has lost both a husband and a son to the ongoing war. Despite this, she remains a strong-willed and cheerful woman who meets all customers with a warm smile and kind words.

Gorkley's Tools and Mechanical Wonders

Gorkley Boltforger is a gnomish wizard with a dream and insatiable ambition. He is also one of the most innovative makers of contraptions in the Principality of Ulek. Gorkley traded in a life of exciting adventure years ago for the much safer pursuit of building his mechanical wonders at home. Gorkley is obsessed with creating things capable of flight and combating the forces of the Pomarj. He envisions a squadron of his flying machines zooming above the heads of Pomarj forces, raining death and destruction upon them. Sadly, his dreams currently surpass his ability but he remains determined. When traveling through the town of Appleton, Gorkley is recognized by his curious companion, a mechanical black goose named Gander, similar to a spark guardian only less dangerous. Gorkley enjoys speaking to others of his passion. PCs with ranks in Knowledge (engineering) or Craft (any) talking about these skills with him will be amazed by his extensive knowledge and keen intellect.

PCs can purchase any mundane item that is related to mechanical engineering from the *Player's Handbook* here. In addition, the following items from the *Arms & Equipment Guide* are available for purchase: portable crane, collapsible grappling hook, periscope, sprayer, and metal tongs.

The Redoubtable Blade Inn and Tavern

Run by a semi-retired human ranger named Alkadier Wolvesbane, this establishment presents a very pleasant atmosphere, good food, and an excellent place to hear the latest gossip. The other odd feature is that there is a separate eating area designed to allow animals no larger than a war dog to sit and eat as well as their owners. When such animals are brought in, Alkadier uses his *speak with animals* spell if necessary and explains to the animal that as long as it behaves, it has the same rights to be there as its owner. Newcomers to Appleton are often surprised or alarmed to see themselves eating in the presence of dogs, small mountain cats, badgers, wolves, and various breeds of birds. Alkadier is a human in his late 30s with jet black hair and dark brown eyes. Covering both his forearms are leather bracers that hide gruesome scars left from a near fatal attack from a dire wolf belonging to an evil druid, the pelt of which he wears as an intimidating cape. Alkadier is reluctant to speak of this but with a successful Diplomacy check (DC 10 + APL), he will tell the story. The prices of the food, drink, and lodging are standard *Player's Handbook* prices and the inn consists of 4 rooms.

At any time during their movement within Appleton, the PCs can attempt to Gather Information and pick up stray bits of rumor or gossip (which may or may not be entirely true). A DC 5 check recovers one rumor, and each additional 5 by which the check is made recovers one additional rumor. The rumors are:

- There is talk that Prince Olinstaad may once again reconsider the return of a tax of some kind related to the war effort.
- Royal Army soldiers report a larger than number amount of half-orc and goblinoid bodies found rotting in areas near the Disputed Territories. Many think that without the Warlord to lead them, internal rivalries have sparked conflict between them.
- Captured forces of the recently slain Warlord report that Turrosh Mak has begun making a power play in the absence of their former leader. Turrosh Mak has told them that either they rejoin him and serve him with absolute loyalty or they will be put to the sword.
- The Scarlet Brotherhood is sending assassins to kill the most powerful clergy of Ulaa with the number one target being Karin Whytesmith. They seek to prevent the ritual that will bind the *Gems of Ulaa* to the *Axe of Corond*.
- There is civil war in Keoland and their King is dead, apparently slain by a weapon that devours souls. Many fear that if Keoland succumbs to absolute chaos, all of the Sheldomar Valley will fall with it.
- The adamantine mines are running low and the Mine Rangers are concerned. Attempts to find mines rich with adamantine ore have proven difficult at best.
- After the assassination of Prince Volimar by an elven agent of the Pomarj, it is whispered that another assassin – or perhaps the same one – is being sent to try to kill the lone remaining twin, Saroenn, in an attempt to end the Corond line once and for all.
- Clerics of Ulaa has reportedly been having terrible dreams lately depicting a horrible creature of stone, fangs, and a spined body grasping a jeweled ax in its claws and crushing it to dust.

Allow the PCs to enjoy the uniqueness and quirks that come with the town of Appleton but don't let the adventure get too bogged down in such things. Once they are done, continue to Encounter 1.

ENCOUNTER 1: A CALL TO HEROES

While the PCs are moving about the town of Appleton, Rothgar Splinterstrike is doing his best to recruit people for his mission.

The PCs can either overhear Rothgar urging on another potential NPC adventurer to go on the mission or can be brought into the mission via a metaorganization representative.

OVERHEARING ROTHGAR

If there are no members of the Royal Army, Mine Rangers, Royal Navy, Liegemen of the Prince, Keepers of the Soul Forge, or Valiant Host at the table, read the following:

Taking in the quaint pleasantries of the town of Appleton, you cannot help but overhear a low, somewhat gruff voice pleading with someone else ahead of you. Edging closer, you see standing before you a middle-aged dwarven male with a grim countenance, eyes sullen and devoid of hope. An oddly shaped darkwood cane of impeccable craftsmanship with stylized engravings on it help to support him as he clearly puts little or no weight on his left leg.

Any PC with ranks in Profession (weaponsmith) or Craft (weaponsmithing) who makes a successful DC 10 check or any PC that has the Craft Magic Arms and Armor feat realizes that the cane is partially designed to mimic a battleaxe, with Rothgar firmly grasping what would one side of the bladed portion of the weapon. Also, any PC that makes a successful DC 10 Knowledge (religion) check realizes that the engravings on the cane are representative of Clangeddin, a member of the dwarven pantheon. Dwarven PCs receive a +2 racial bonus to this roll and worshippers of Clangeddin succeed automatically.

"But I will pay you well," says the middle-aged dwarf frantically. "This is not just a chance to help the Principality of Ulek against its Pomarj aggressors but I ask your help as a father. My son is out there somewhere and I will not rest until he is found. He was serving his country when he went missing and I am in no condition to search for him myself."

The man he is speaking to, a human probably no older than 18 years of age scratches his head and says, "I would love to help you sir and I feel both your loss and your grief. However, I don't think I'm up to the task. The most I've ever done is chase away brigands trying to steal some animals off my parents' farm. Try the Redoubtable Blade and Inn though. I hear they get their fair share of

adventurers there, most of which are a hell of a lot less green than me." With that, he walks away.

If the PCs approach Rothgar, they may query him on the dire situation he is in. He introduces himself as Rothgar Splinterstrike. Closer inspection shows that he wears a few medals on his leather vest. Any member of the Royal Army, Royal Navy, Mine Rangers, or Liegemen of the Prince can clearly recognize them as awards for service and valor a member of the Royal Army. Some of the possible questions and their answers are listed below. If the PCs ask questions that are not listed, improvise based on the background story without giving away any sensitive information.

Q: What is your son's name?

"His name is Ethric."

Q: In what branch of the military did he (or does he) serve?

"He is a Corporal in the Principality of Ulek Royal Army. It has been a family tradition for the Splinterstrike clan to enlist in the Principality of Ulek armed forces. Personally, I feel that every able-bodied dwarf should serve his country this way. They say freedom is often paid for in blood and sacrifice but it's a small price to pay to avoid being crushed under the boot of that bastard despot Turrosh Mak."

Q: Where did he go missing and what was he doing when this happened?

"As I am no longer physically able to serve on the frontlines due to my leg injury, I pooled together all my money and established a small but profitable merchant business, specifically maintaining supply caravans for the Royal Army and other military branches. One of the most vital services during time of war is keeping your armed forces properly equipped. My son was assigned to guard one of my supply caravans that was headed to Fort Stonewall. That was weeks ago. The only thing we found was the supply wagon completely stripped and badly damaged with splatters of blood all over it but no sign of survivors. By now most people have given up hope and concluded that Ethric has become just another war casualty but I won't give up."

Q: What happened to your leg?

"While I served in the Royal Army, we got in one hellacious fight against bunch of goblin riders on some really feral worg. As much as I hate to admit it, they're pretty damned skilled at mounted combat and before I knew it, most of us were downed either by worgs bites or a lance in the gut. It came down to one last worg and his rider against me. Needless to say I took him down but only after the worg nearly chewed my leg off and the goblin shattered my kneecap with his lance. Never underestimate the

power of a well placed warhammer however. It makes a goblins skull crush as easily as an eggshell. They found me three days later and by that time, my leg had healed wrong. After that I was given an honorable discharge from the Royal Army." There is a distinct sense of depression in his voice as he finishes this last sentence.

Q: Do you have any idea who or what may have attacked the caravan and taken Ethric?

"Well obviously, the forces of the Pomarj. Also, there are still remnants of the Warlords forces out there fighting amongst themselves for leadership now that the Warlord is supposedly dead. In their eyes, the strong should rule the weak. Hell, I hope they kill each other off so we can concentrate on the Pomarj. It couldn't have been wild animals. The caravan was cleaned out of all the military supplies, a sign of a higher intelligence at work."

Q: How much will you pay us?

"Straight to the point, eh? I can pay you each 250 gp and put in a good word for you with the Royal Army. If you find any missing supplies from the caravan and can bring it back in tact, even better. If you happen to run into forces of the Pomarj or the Warlord and eliminate them, whatever is on them is yours to keep. My greatest concern is for my son Ethric. Everything else comes second."

Rothgar is unable to offer the PCs more than this at this time.

Q: Is there any further assistance you can offer us?

"I can supply you with riding horses and three days worth of trail rations. In addition to this, I have recently sent out two supply caravans to deliver goods to Fort Stonewall. Originally, it was supposed to be one shipment but I split it into two in the hopes that if one was hit, at least the other would make it to its destination. They have failed to arrive and their path took them near where my son disappeared. I can provide you with a map of the general route they were taking. Lastly, there is a strange rumor of someone or something slaughtering a large number of Pomarj and Warlord forces near this area. Their bodies have been found badly mutilated. If there is someone or something out there picking our enemies apart, perhaps we can establish a formal alliance with them. I saw an ogre praying before a shrine to Ulaa a few weeks ago so I'm convinced that anything is possible."

If the PCs agree to help Rothgar, he directs them to Habberdy's Horse and Barding where the horses necessary for the mission will be supplied to them. This also allows the PCs to interact with one of the more peculiar and amusing features of the town of Appleton.

METAORGANIZATION CONTACT

If any PCs are members of the Royal Army, Mine Rangers, Royal Navy, Liegemen of the Prince, Keepers of the Soul Forge, or Valiant Host, they are contacted as follows:

As you stand outside the door of the Redoubtable Inn and Tavern, a small dwarven boy approaches you. Calling you by name he says, "Excuse me <insert PC name here>. I was sent by <insert metaorganization here> to ask your aid for the Principality of Ulek and one of its fallen heroes. I was told to seek you out because you have demonstrated to be both valorous and proven adventurers. The mission at hand is not for the weak of heart but then you are said to be anything but weak. For further details, please be at Habberdy's Horse and Barding at two bells past noon and ask for a dwarf named Rothgar Splinterstrike. He will provide you with all the information you require."

The dwarven boy is named Ragnok Blacksteel and he works as a messenger for the town of Appleton. He speaks as if his job were far more important than it really is and gets very energetic when it deals with service to the military. He aspires to join the Royal Army someday and become a scout. If the PCs try to get more information from Ragnok, he says the following:

"Sorry but that's as much as I know. You can trust old Rothgar however. He's a good dwarf and a hero to the Principality of Ulek."

The boy also has small satchels for members of the various metaorganizations above. If they agree to go on the mission, he will give the satchels to the PCs in question. Each of these satchels contains one day's trail rations and a single *potion of cure light wounds*.

If the PCs turn down Rothgar's offer or ignore the summons to the mission that they read off the parchment then the adventure is over with and hand out the ARs. If any PCs that belong to the Royal Army, Mine Rangers, the Liegemen of the Prince, Royal Navy, Valiant Host, or Keepers of the Soul Forge refuse to accept the request to aid delivered by their respective metaorganizations by Ragnok then the adventure has ended and you may hand out the ARs. For these PCs in particular, there are severe penalties for refusing a direct order from their metaorganization.

Members of the Royal Army, Mine Rangers, and Royal Navy immediately lose 5 TU from being locked up in the brig for disobeying orders and are immediately reduced by one rank. If the PC was a Private then they lose the 5 TU from being locked up and suffer the penalties of a dishonorable discharge (-4 circumstance penalty to all Cha-based checks within their respective metaorganizations). The PC may not attempt to rejoin their respective metaorganization until at least 6 months

real time has passed and even if they do, they must start from the bottom.

If the PC is a member of the Liegemen of the Prince and refuses the order he or she suffers a -4 penalty to Cha-based skill checks with former Liegemen of the Prince members and also with any Principality of Ulek nobility. Furthermore, he or she is stripped of all item access and put in jail for 5 TU after which they are expelled from the Liegemen of the Prince. If expelled, they cannot apply for membership again until at least 6 months real time has passed.

If the PC is a member of the Valiant Host or Keepers of the Soul Forge, they are treated as if they had failed to meet the obligations of their church and are excommunicated immediately. Furthermore, the PC in question will find themselves cut off from their divine patron (no spells, ability to turn undead, domain abilities, class features from divine classes/prestige classes, etc.) and must have an *atonement* spell cast upon them and successfully meet whatever choice of action is imposed upon them in order to reintegrate themselves into their respective church and regain their divinely given abilities. During the time that they are excommunicated, he or she suffers a -4 penalty to Cha-based skill checks with any worshipper of a non-evil dwarven deity while in the Principality of Ulek.

AT HABBERDY'S

Once the PCs have assembled at Habberdy's Horse and Barding, Rothgar introduces himself to those who have not met him until now. Also, he summarizes the situation involving his son Ethric and answers whatever questions the PCs may have, along with supplying them with the map, the horses, and the trail rations. Again, refer to the questions in the previous section and their answers and improvise whenever or wherever necessary.

As the PCs prepare to depart, read the following:

As you gather your belongings for the trip ahead, you glance back one final time to meet the gaze of Rothgar. His eyes can barely contain the tears that have swelled up inside them caused by the terrible grief and uncertainty that gnaws at his soul. The sadness reflected in his look sears you to the very center of your heart and for a moment, it is as if you share the suffocating weight of Rothgar's pain. In your career as an adventurer, you have seen many horrors and felt many agonizing moments, perhaps even brushing ever so close to the specter of death itself. Nonetheless, you find yourself praying with absolute conviction in the silent hallways of your mind that you never have to endure the kind of suffering that Rothgar is dealing with, the kind that no cure spell can remedy.

"Good luck my friends," says Rothgar as you take off upon your steeds. "Bring my boy Ethric home alive. Bring a smile back to this old man's face."

ENCOUNTER 2: THE MASSACRE

With the map given to the PCs by Rothgar, it is not difficult to trace the path of the first and closest supply wagon. After about two hours travel towards the direction of Fort Stonewall, the PCs may make a DC 25 Spot check (subtracting 1 from the DC for every 10 ft. they come closer) to the sight where the supply wagon has apparently been run off the road after Threnody's attack. Once they come within 30 ft. of the supply wagon, read the following:

Unlike the previous days' weather, the sky is clear, making for a sultry day with stifling humidity that sticks to you like another layer of skin. Approaching the supply wagon ahead of you, it seems to have been forcibly run off the road. A horrible scene awaits you as your arrival scares off a flock of buzzards and other forms of birds feeding off the carrion that is the supply wagons former attendants. The bodies, three dwarven and two human are little more than lumps of ravaged meat, the tattered remains of their Royal Army uniforms shifting lazily in the soft breeze. Shattered weapons lay strewn about and sides of the supply wagon are riddled with deep cuts and dried blood. Strangely enough however, the supplies within the wagon are undisturbed.

The supplies are supposed to be picked up by Galagrok's minions once Threnody has confirmed that she has eliminated the supply wagons attendants. She was encouraged to be as sadistic as possible in the attack so as to scare away any potential and would-be heroes.

With careful inspection of the scene several clues can be deduced. A successful DC 15 Search check allows the PCs to find a couple of feathers clipped off Threnody's wings when one of the dwarven Royal Army officers resisted her entrancing song long enough to hit her with a crossbow bolt. A DC 18 Knowledge (arcana) check successfully identifies that the feathers come from a harpy. A similar check can be made to discover a manticores spike embedded on the side of the supply wagon at the appropriate APLs (8 to 12). A successful DC 15 Heal check tells the PCs that most of the wounds on the bodies came from claw and bite attacks, which coincide with the deep slice marks on the supply wagon rather than a hand held weapon. A DC 10 Search or Survival check also shows that within the soft layer of mud left from the previous days rain is a single set of war pony tracks leading away from the scene. These tracks belong to the lone survivor, a dwarven private named Betros Ungart, who fled the scene in search of help.

If the PCs check the supplies, they find two boxes of weapons containing battle axes, warhammers, a few longswords, and light crossbows. In another two boxes, the PCs find several suits of chain shirts and small steel

shields. All of the boxes are marked with the words "Royal Army Supplies."

At this point in time, the PCs have a choice to make. They can continue to the sight of the second supply wagon or they can follow the tracks, which are still somewhat fresh, to their source and speak to Betros who can give them even greater detail of the nature of the assault.

ENCOUNTER 3: LAST MAN STANDING

If the PCs decided to follow the tracks, this is a wise decision and it does not take them long to find their source. After about a half-hour's travel, allow them to make a Spot check DC 20 to see Betros in the distance and off the side of the road. At this point read the following:

In the distance, a lone figure, somewhat shorter in stature than the average human can be seen attempting to pull the saddlebags off the body of a warpony. Try as he might, the saddlebag is pinned under the weight of the animal, making it impossible for him to pull it out. Lashing out in failure and frustration, he slams his fist into the side of his dead mount. He pauses for a moment to catch his breath, and as he stretches his limbs and bends to try once more, he cringes in pain, clutching his lower back. As you draw closer, you can tell that the figure is that of a dwarven soldier in Royal Army attire bearing no weapons. The warpony lies in a pool of its own blood, a murky mass of red that has coagulated enough to resemble molasses. Several well-placed crossbow bolts jut out from its body.

If the PCs do not attempt to approach using stealth, then Betros sees them instantly. Give the PCs the impression that such chicanery is unnecessary. If they insist on doing so anyways then Betros is too distracted and tired to notice and is surprised. Betros is extremely paranoid and jittery after his ordeal and will be initially uneasy around the PCs. Betros reacts as follows upon seeing the PCs:

The dwarven figure raises his head to meet your gaze. His eyes are weary and exhaustion dances in them like a swarm of butterflies. He steps backward and grabs a rock from the floor at his feet and shakes it menacingly at you, saying, "That crone won't take me alive. She may have killed my friends but I'll get help. I'll come back and finish her once and for all and not even that blasphemous song of hers will save her."

Betros is hallucinating slightly, brought on by blood loss, a deep gash in his back and the mental trauma he's experienced. Furthermore, he has run out of food and water. This encounter is intended to be a roleplaying encounter, so let the PCs talk Betros down. Once he has

calmed down, Betros will ask for food and water, and will mention the nasty wound in his back and asks if anyone can heal him. It will take at least 5 points of healing to cure his wound. Once this occurs, he becomes lucid enough to speak to the PCs and answer their questions as best he can. Listed below are the most probable questions along with their answers. If the PCs ask questions not on this list, answer them as best you can but do not offer information that Betros would not know.

Q: What is your name and rank within the Royal Army?

"My name is Betros Ungart, Private in the Royal Army of the Principality of Ulek."

Q: Who or what attacked you?

"A disgusting looking crone that looked like a cross between a woman and a vulture. Only sin itself could be uglier than that witch."

At APLs 4-6, also include the description of gargoyles as "stone-skinned creatures with glowing red eyes" and at APLs 8-12 include the mantichore: "a flying creature with the body of a lion, wings of a dragon and spikes all over its body, especially its tail."

Q: What abilities or powers did your foes display?

"The crone sang a wicked hymn, sweet to the ears but before we knew it, she had us entranced and all we could do was stand there helplessly, all the while clawing and beating us to a pulp. It was the only time in my life that I prayed I'd been born deaf and blind."

At APLs 6 and above, also describe Threnody's arcane abilities and add the following:

"Our weapons struck the stony hides of her flying minions harmlessly. The wounds either sealed up immediately or our weapons shattered on impact. They attacked in a frenzy of claws, bites, and gores."

At APLs 8 and above, add:

"The flying draconic creatures attacked very similar to the stony-skinned monsters but they could also fire spikes from their bodies that struck as powerfully as a nail driven by a hammer."

Q: Did anyone else escape?

"No, I am the lone survivor. I was ordered to flee and get help. The crone pursued me and even as I fought off her song, she struck my warpony with several crossbow bolts. She seemed to grow tired of chasing me and broke off her attack and turned her attention back to the supply wagon. I rode my warpony as far as I could but it died from the exertion and the wounds sustained."

At APLs 8-12, also include a mantichore spike as one of the warpony's lethal injuries.

Q: Where were you headed after the attack?

"Back to Appleton and report to Rothgar what happened. Luckily you came along. Without a mount or food and water, I doubt I can make it back. That crone has to be the one responsible for the rash of sadistic attacks in the area."

Q: Did you spot any minions of the Pomarj or the Warlord that were clearly identifiable as such?

"No, but I wouldn't be surprised if that crone was working for the Pomarj or even the surviving tribes of the Warlord. I was there at the battle of the hill years ago and saw creatures like this. They reveled in their evil and the suffering they caused."

Q: Can you come with us to the second supply wagon?

"I would prefer to get back and tell Rothgar and my superiors what is happening. You all look like you have much more experience in these matters than I do. I hope the information I have given you can aid you in case you run into that crone."

Betros is a Dwarven War1 (Monster Manual, page 91) but he is without weapons unless the PCs give him one (but he still has his armor). Realistically, he is not ready to face the danger ahead and this should be made obvious to the PCs. He does explain to the PCs that the second caravan's route to their destination was longer than that of his. He recommends that the PCs follow the route listed on the map as quickly as possible.

ENCOUNTER 4: THREDONY'S LAMENT

Following both the advice of Betros and the general path of the second supply caravan, the PCs can easily arrive at the scene of what is a savage battle between Threnody alone or with her minions table and the guards of the second supply caravan. The battle is going very poorly for the members of the second supply caravan, as the aerial advantage and other factors are giving the villains the easy advantage. Emphasize to the PCs a sense of desperation in this combat.

At APL 2, Threnody is the only attacker of the supply caravan:

Nearing the scene of the second supply caravan, you arrive in the midst of a pitched battle between the forces of the Royal Army protecting the supply caravan and a horribly looking winged crone. Oddly enough, though it is apparent that some of those present of the Royal Army are not in immediate physical danger, some have started wandering aimlessly towards the crone with slow, shuffling steps, oblivious to the danger at hand. Others press

their palms to their ears tightly as a barely audible serenade echoes from her, a haunting melody that you might succumb to yourself, were you closer to her.

At APL 4 and above, Threnody and some of her minions are attacking the supply caravan:

Nearing the scene of the second supply caravan, you arrive in the midst of a pitched battle between the forces of the Royal Army protecting the supply caravan and a horrible looking winged crone. Along with her, other bestial creatures swoop towards the supply caravan, ripping into its defenders with claw and fang. Oddly enough, though it is apparent that some of those present of the Royal Army are not in immediate physical danger, some have started wandering aimlessly towards the crone with slow, shuffling steps, oblivious to the danger at hand. Others press their palms to their ears tightly as a barely audible serenade echoes from the crone, a haunting melody that you might succumb to yourself, were you closer to her.

Note: Remember that Threnody will parlay with the PCs once she is reduced to less than 75% of her total hp (see below).

APL 2 (EL 4)

☛ **Threnody:** Female Harpy; hp 42; see Appendix 1.

APL 4 (EL 6)

☛ **Threnody:** Female Harpy; hp 42; see Appendix 2.

☛ **Gargoyle (1):** hp 39; see *Monster Manual*, page 113.

APL 6 (EL 8)

☛ **Threnody:** Female Harpy Sor4; hp 63; see Appendix 3.

☛ **Gargoyles (2):** hp 39 each; see *Monster Manual*, page 113.

APL 8 (EL 10)

☛ **Threnody:** Female Harpy Sor8; hp 78; see Appendix 4.

☛ **Gargoyle, Advanced (1):** hp 66; see Appendix 4.

☛ **Manticore, Advanced (1):** hp 95; see Appendix 4.

APL 10 (EL 12)

☛ **Threnody:** Female Harpy Sor9; hp 81; see Appendix 5.

☛ **Gargoyles, Advanced (2):** hp 129 each; see Appendix 5.

☛ **Manticore, Advanced (1):** hp 135; see Appendix 5.

APL 12 (EL 14)

☛ **Threnody:** Female Harpy Sor10/Siren1; hp 89; see Appendix 6.

☛ **Gargoyles, Advanced (4):** hp 129 each; see Appendix 6.

☛ **Manticores, Advanced (2):** hp 135 each; see Appendix 6.

At this point, the PCs need to take some form of precaution against the entrancing song of Threnody. Do not volunteer this information to the PCs as they've had sufficient warning. If the PCs question whether the song will affect them at their current range, allow them a Knowledge (nature) check (DC 15 + APL) to know that the effects of the harpy song have a 300 ft. spread. Threnody's minions are unaffected by her song as a result of her necklace *Torment*, which allows her to segregate who will and will not be affected by her song.

Tactics: If alone, Threnody uses her captivating song to maximum affect, luring those who fall prey to it towards her so that she can claw and bludgeon them to death without any resistance from her victims. As a melee combatant, she is a fairly formidable opponent. At APL 4, Threnody orders the gargoyle to attack the PC that looks most vulnerable, such as those wearing light or no armor because of his damage reduction. At APLs 6 and higher, the combat strategy takes on a new element as Threnody now possesses magical ability beyond her racial ones. Gargoyles continue to go after weaker looking foes but will change targets if a particular foe seems to be turning the tide of battle against them and they are not above ganging up on one foe and shredding him or her in a storm of claws, bites, and gore attacks. Manticores light up their enemies with volleys of spikes first and then close in with their powerful physical attacks. The manticores and gargoyles are utterly loyal to Threnody and will follow her orders without question.

For purposes of adjudicating the actions of the NPC Royal Army members present, consider them War1, half of which are either unconscious or near death. There are two dwarves (*Monster Manual*, page 91), three humans (all unconscious/near death), and one gnome (*Monster Manual*, page 132) present in their group.

Threnody is a far more intelligent and cunning harpy than normal, made deadlier by her magical ability. Spells that affect the minds of their foes, such as *confusion* and *Tasha's hideous laughter*, are reserved for PCs who appear low on willpower, such as fighters. Area of effect spells such as *fireball*, are reserved for clustered foes, while precision strikes can come from her *scorching ray*, *prismatic ray*, *resonating bolt*, or *ray of enfeeblement* spells. When she has access to the *haste* spell, she will enhance as many of her allies as possible and she has no reluctance in using any scrolls or potions at her disposal to survive. Keep in mind Threnody is being blackmailed but there is still one last hope.

If at any time during the battle Threnody is reduced to less than 75% of her total hit points, proceed as follows. Strive to keep her alive (modify rolls as needed), as the PCs should get the opportunity to consider her offer:

As the tide of battle shifts in your favor, your battle prowess and wise tactical decisions pay off. Overwhelmed by the sheer force of your attack, the winged crone jostles violently in mid air, her feathery wings fluttering clumsily. Then, as a heavy stone launched from a ballista, she plummets to the earth screaming in pain. Just as you think she will smash to the ground, crushing every bone in her despicably grotesque body, she slows her descent dramatically.

"Mercy...mercy," she cries, "Please... I had no choice. He has taken my children from me and will slay them unless I do his bidding. Please, I ask for a chance to parlay. I swear I will not harm you but please let me speak."

If any of her minions are present, she barks out commands in Auran and Terran, and they stand down immediately but stay close to her in case the PCs turn to violence. This should provide a clue that she is serious about approaching this situation diplomatically. The PCs can make a Sense Motive check (DC 5 + APL); the ease of this roll reflects her honesty born of desperation. After one round has passed, Threnody explains her predicament.

As the crone runs her clawed hands through her muck-encrusted, tangled hair, she says, "My name is Threnody. I recently moved to your region and settled into a nearby hidden burrow with my sisters and other creatures of similar interests, interests of which to you would seem cruel and malevolent. I do not deny that I am an evil creature, whose heart is as black as a moonless night. Truthfully, if I were not in such a dire state, I would surely tear your still-beating hearts from your chests and devour them before you had even hit the ground dead. However, I am not in a position to do so as the lives of my unborn children are at stake. My wickedness is vast but it is paltry compared to the immense love I have for my unborn. Yes... love I say, the kind of love that a mother has for her children, a love that surpasses all other immoral inclinations I may have. I am clearly defeated and yet I will say this. If you will aid me in returning my children to me, I swear by their lives I will help deliver to you an enemy of your nation, an enemy that in some ways is far more rapacious and evil than I. You will strike a deep wound against the one called Turrosh Mak. If however, you are too driven by idiocy, rage, or foolishness to help me, then say so now so that we can finish this battle for I would rather die than endure the haunted memories of my dead children for the remainder of my sordid life."

If the PCs refuse to listen to her and/or react with any form of life threatening hostility, reroll initiative and restart combat with Threnody and all of her minions after the below:

Unwilling to listen to Threnody any further, she meets you with a rancorous scowl and screams "Idiots, all of you! I offer you the head of one of the Pomarj's champions upon a platter and you refuse it?! I do not suffer the presence of such fools!"

With that, the battle is renewed.

If the PCs kill Threnody and her minions then they must find other means of discovering the whereabouts of Ethric. If the PCs come up with a means by which you feel they could track him down, allow them to do so; adjust the remainder of the adventure accordingly.

If the PCs agree to listen to her, she will be open to questions and provide answers as honest as possible. Listed below are some of the possible questions PCs may ask along with their answers. If PCs ask questions not on the list, answer them as you deem appropriate based on what you know and feel you can safely reveal.

Q: What do you know of the rash of killings in the area recently?

"Those were our doing. Mine and my flock's. We have never played favorites when it comes to prey. Yes, we killed some of those who served your nation but the dried blood of many Pomarjians still stains our claws as well. However, the one named Galagrok has taken my children and now I am forced to do his bidding."

Q: Do you have any sort of alliance with the Pomarj or the remnants of the Warlords minions?

She sneers a bit. "I am nobody's lackey," she spits, "Especially not one such as the Warlord or the ones who followed him. Whether the Pomarj or your nation wins this war is no concern of mine. Your politics are as useful to me as the slobber of a rabid dog. I live only for my flock and do what I must to ensure their survival."

Q: Who has your children and how did he capture them?

"He is an arrogant bastard half-orc named Galagrok. He has other minions with him, of which I know one of them is a cleric of the Earth Dragon. Recently, after one of my hunts, I returned to my burrow and found him waiting for me outside. It seems that he was perturbed that some of those we had slain were his minions and my efficiency in doing so had surpassed his level of tolerance. He killed some of my flock and imprisoned my sisters within the burrow. Furthermore, he took the eggs of my unborn as hostages and threatened to smash them to a pulp unless I obeyed him. He wanted me to assault some supply caravans and eliminate those

protecting them. Once I did so, his minions would come in and steal the supplies. After striking the desired number of caravans, he would return my eggs and release my flock unharmed. To demonstrate his dominance, he pinned one of my sisters to the ground and drove his sword deep into her neck. As she bled to death, he took her egg and smashed it into her head, killing the child instantly. At that moment, my fate was sealed. Supposedly, he is keeping the eggs and my flock hostage in the burrow until I am done with his dirty deeds."

Q: How do you want us to help you?

"If I act directly against him, I know that he will punish my betrayal by slaughtering my flock and unborn. You however, are the wild card. If you were to assault the burrow and free my sisters, it would seem as if it was a random patrol or a reconnaissance team that just happened to uncover their location. I can tell you how to get around the natural traps surrounding the burrow as well as its infrastructure. Once you have done this, I swear to you that I will gather my flock and leave the Principality of Ulek forever. Your war has proven far too costly for us."

Q: Why should we trust you?

"If you really must ask that question then your stupidity is truly overwhelming."

Q: Do you know of a young dwarven man named Ethric?

"No, although Galagrok's smoldering enmity towards dwarves was impossible to hide when he spoke to me. Not all supply caravan attendants were slain so it is possible that those that fled may have been captured. Perhaps when you eliminate Galagrok and his minions, you will find the truth for yourself."

Q: What payment can you offer us?

"During our many hunts, we acquired some coin as well as a few magical trinkets that may prove useful to you. Also, it was readily apparent that Galagrok and his crew were well equipped. I can assure you that there is enough wealth and vengeance to feed your gluttony."

Q: What does your flock consist of?

"From time to time my flock has been able to gain the allegiance of certain creatures like gargoyles and manticores. We harpies, despite our loathsome appearance to you, are quite socially adept, at least with those that we do not deem immediate food sources which are rare moments indeed. We trust few, but there is no denying numerical superiority."

If the PCs have slain Threnody then the adventure will become much more difficult for them. If they agree to help her, she leaves with her flock but before doing so she tells the PCs one last thing.

A glimmer of hope flashes in Threnody's eyes. As she swoops upward into the air, she stops suddenly and says, "I ask one last thing of you. I know the fires of retribution burn strong within you. The suffering of your nation and your people is great. I understand this because I know the nature of suffering as I have dealt it out with impunity for a lifetime. However, I ask that if you defeat Galagrok and free my flock, let him live long enough to taste revenge at the end of our own claws. That mongrel dog deserves a fitting death, a death we are well versed in delivering. I will be watching from afar and when you have finished the task, signal me and I will gather my flock and leave your nation once and for all."

If the PCs wish for Threnody to ensure that any of Threnody's minions will not attack them during or after the rescue, Threnody resolves this as follows. She plucks off a feather and scribes something in Auran and Terran on a parchment after which she wraps the feather in it. Once this is done, she tells the PCs the following:

"Give this to my flock and they will show necessary restraint and not disembowel you on sight. However, do not use this as a tool of deception to harm them for if you do, they will defend themselves accordingly."

PCs who can read Auran and Terran can examine the parchment to confirm that Threnody has written a message to her flock asking them to recognize the bearer as being a non-enemy.

ENCOUNTER 5: RELUCTANT RESCUE

After being given the directions to Threnody's burrow, the PCs may prepare as they see fit. A Knowledge (geography) check (DC 10 + APL) tells the PCs that the area in question is pocketed with small but thick patches of brush as well as a series of small but clustered hills and underground burrows. If PCs refer to Threnody's information, they can easily avoid any traps which the minions of Galagrok may have not disabled themselves.

As the PCs approach the burrow, if they have the Track feat, they can attempt a Survival check DC 12 to notice several sets of tracks leading to and from it. Depending on the APL, there are a varying number of tracks that may include small and medium sized creatures (goblins and half-orcs), quadruped creatures (krenshars and worgs) and some with six-legs (displacer beasts). Refer to the specific APL information below if the PCs succeed on their check and/or have an animal with Scent to determine the exact numbers of each.

The villains within the burrow intend to betray Threnody as ordered by Galagrok Dwarf-Render. Galagrok intended to have Threnody killed when she returned to the burrow after finishing her caravan assaults. Her flock would also be slain and her burrow plundered of all wealth. As insurance, he has taken the liberty of ordering Threnody's sisters imprisoned within the burrow but took all the eggs back to his base camp. Galagrok plans to sell the eggs to the highest bidder back in the Pomarj for a hefty profit. The harpy sisters' captivating song has been rendered useless by a severe beating that was laid upon each of them, focusing the brunt of the blows on their throat area.

Threnody's burrow is broken down into three sections; the main chamber, the prisoner cells (where Threnody's sisters are held), and the treasure chamber; see *DM Aid: Maps*. When the battle breaks out, the harpies go into a frenzy, believing that Threnody has returned to rescue them. Their pained and hoarse voices will echo throughout the chamber.

Within the burrow is Many-Skarrrs and his allies, ready to ambush Threnody. Many-Skarrrs is perhaps one of the most fanatically loyal half-orcs the PCs may have met in terms of his faith in Gruumsh. His name speaks for itself; he is covered from head to toe in wounds from many combats and he wears them with pride. Though his clerical abilities are minimal, he has focused them on enhancing himself physically, becoming a devastating fighting machine when he taps into his divine and barbarian abilities. The goblins in his group, particularly the ones with rogue skills, are extremely resourceful. They prefer to hide and strike by surprise and have spent years together refining and coordinating their styles of attack. The goblin wizard of the group prefers to hammer the PCs with damage spells and may attempt to strike them as they enter the mouth of the burrow while the PCs are momentarily clustered. The creatures, including the krenshar, displacer beasts and worgs, are smart enough or well enough trained to attack independently of Many-Skarrrs.

Many-Skarrrs shares a deep hatred of dwarves but his primary target will be elves due to the injury that Corellon inflicted on Gruumsh by taking out his eye in combat. His fanaticism is such that he believes he is a vessel for the vengeance of his god against elves for the humiliation and pain Corellon caused Gruumsh. If no elves are present then he goes after dwarves. Please make special note to the PCs of his missing eye if he has levels in the Eye of Gruumsh prestige class.

At the start of combat, Many-Skarrrs will be at the front of the conflict along with any creatures such as the krenshar, displacer beasts, or worgs and if he has time, will buff up as much as possible. The goblin rogues will take to hiding, perhaps using the boulders or sleeping niches as cover. The goblin wizard will take a position in Threnody's lair and launch his spells from this position.

They will fight to the death and if the PCs don't kill them, Threnody and her sisters will.

At the entrance of the burrow is a large bush that must normally be pushed aside before entering. The goblins have tied a series of small camouflaged bells on it that will ring loud enough for Many-Skarrrs and his people to hear and avoid being surprised. This also grants them at least one round of preparation. If the PCs step away and take time to prepare to assault the burrow, however many rounds they take gives those in the burrow the same amount of prep time as well. In order to see the bells, the PCs must make a Spot check (DC 15 + APL) due to the tiny size and their camouflaged coloring. If the PCs alert Many-Skarrrs and his people to their presence and enter the burrow, read the following. If the PCs use alternative means to get inside the burrow such as *dimension door* or other similar magic, simply conduct the combat accordingly.

As you push aside the thick bush in front of the burrow entrance, the unmistakable sound of ringing bells goes off. Suddenly, you hear faint shifting within the burrow and moments later there is only silence.

Shortly thereafter, a growling voice barks out from within and says, "Be quick about it crone. My patience grows thin and you are in no position to aggravate me further."

At this point allow the PCs to decide their plan of action. If the PCs do not enter the burrow within 4 rounds of Many-Skarrrs speaking to them, he will become suspicious and send out one of his creatures to investigate. This also occurs if you feel the players are prolonging the game in real time. If the creature sees anything but Threnody, it will let loose some form of signal and retreat back into the burrow. After this, Many Skarrrs will order one of his minions to begin executing the harpy sisters. Also, the rogues will remain near the burrow entrance listening for anyone approaching.

If the PCs enter the burrow without using subterfuge and their presence is discovered before doing so, the villains get their surprise round after which the following occurs:

Before you stands a powerfully built half-orc whose body appears to be the canvass upon which the strokes of pain and suffering are rendered with perfection. He is covered in scars from head to toe and holds an orc double ax within his filthy calloused hands, waving it menacingly towards you in anticipation of battle. A holy symbol of a single grotesque eye hangs from a strap on his worn leather belt. At his side stand feral looking creatures that eye you with ominous intentions. Scanning your group individually he speaks in a cruel, grating voice, saying, "The witch follows orders poorly. I don't know who the hell you are or what you're doing here but my blade hasn't tasted blood in

hours. I think I'll sate its thirst with your flesh. Send these maggots to their maker!!!"

APL 2 (EL 4)

- ✦ **Many-Skarrrs:** Male Half-orc Bbn1; hp 11; see Appendix 1.
- ✦ **Goblins (5):** hp 7 each; see *Monster Manual*, page 133.
- ✦ **Krenshar:** hp 15; see *Monster Manual*, page 163.

APL 4 (EL 6)

- ✦ **Many-Skarrrs:** Male Half-orc Bbn1/Clr1 of Gruumsh; hp 18; see Appendix 2.
- ✦ **Monglar:** Male Goblin Rog1/Scout1; hp 14; see Appendix 2.
- ✦ **Zoltan:** Male Goblin Wiz2; hp 9; see Appendix 2.
- ✦ **Worg:** hp 36; see *Monster Manual*, page 256.

APL 6 (EL 8)

- ✦ **Many-Skarrrs:** Male Half-orc Bbn2/Clr2 of Gruumsh; hp 36; see Appendix 3.
- ✦ **Monglar:** Male Goblin Rog2/Scout1/Ftr1; hp 29; see Appendix 3.
- ✦ **Zoltan:** Male Goblin Wiz4; hp 21; see Appendix 3.
- ✦ **Worgs (2):** hp 36 each; see *Monster Manual*, page 256.

APL 8 (EL 10)

- ✦ **Many-Skarrrs:** Male Half-orc Bbn2/Ftr1/Clr2 of Gruumsh; hp 45; see Appendix 4.
- ✦ **Monglar:** Male Goblin Rog3/Scout1/Ftr1; hp 35; see Appendix 4.
- ✦ **Tibor:** Male Goblin Rog3/Scout1/Ftr1; hp 35; see Appendix 4.
- ✦ **Zoltan:** Male Goblin Wiz6; hp 32; see Appendix 4.
- ✦ **Displacer Beasts (2):** hp 59 each; see *Monster Manual*, page 66.

APL 10 (EL 12)

- ✦ **Many-Skarrrs:** Male Half-orc Bbn2/Ftr1/Rgr2/Clr2 of Gruumsh; hp 60; see Appendix 5.
- ✦ **Monglar:** Male Goblin Rog3/Scout3/Ftr1; hp 50; see Appendix 5.
- ✦ **Tibor:** Male Goblin Rog3/Scout3/Ftr1; hp 50; see Appendix 5.
- ✦ **Zoltan:** Male Goblin Wiz8; hp 42; see Appendix 5.
- ✦ **Displacer Beasts, Advanced (2):** hp 113 each; see Appendix 5.

APL 12 (EL 14)

- ✦ **Many-Skarrrs:** Male Half-orc Bbn2/Ftr2/Rgr2/Clr2/Eye of Gruumsh2; hp 90; see Appendix 6.
- ✦ **Monglar:** Male Goblin Rog3/Scout3/Ftr1/Stonedeath Assassin1; hp 56; see Appendix 6.
- ✦ **Tibor:** Male Goblin Rog3/Scout3/Ftr1/Stonedeath Assassin1; hp 56; see Appendix 6.
- ✦ **Zoltan:** Male Goblin Wiz10; hp 53; see Appendix 6.
- ✦ **Displacer Beasts, Advanced (2):** hp 169 each; see Appendix 6.

If the PCs try to release the harpies from their cells, they find at least three of them, one in each cell but only two of them are alive. In order to get them out, they must find a way to bypass the *arcane lock* spell that is cast on each one of them (CL 7th) so that they can pick the lock, or they can attempt to break the door itself. Furthermore, the locks themselves have been jammed with small pieces of metal to prevent them from being opened in case the *arcane lock* is dispelled.

- ✦ **Iron Cell Doors:** 2 in. thick; hardness 10; hp 60; Break DC 38 (DC 28 if *arcane lock* is removed); iron lock (Open Lock DC 35 only if *arcane lock* is removed, hardness 15, hp 30); *arcane lock* (CL 7th).

Even if the PCs open the locks and free the harpies, the harpies will not enter the battle as they are at half hp and do not trust the PCs. Only after the PCs have either been defeated or defeated Many-Skarrrs and his crew will they make their move.

All APLs (EL 4)

- ✦ **Threnody's Sisters:** Female Harpies (2); hp 21 each; see *Monster Manual*, page 150; neither harpy is able to use captivating song due to their injuries.

If the PCs have slain Threnody but somehow find the location of the burrow, they will have a serious problem. If the PCs free the harpy sisters and admit that they killed Threnody or show obvious evidence of having done so, the harpy sisters will attack them instantly, even in their wounded state, and to the death. No other creatures will be in the burrow, as they have either been slain by the PCs or by Galagrok's minions. At this point, the PCs will need someone with the Track feat to make a DC 13 Survival check (or perhaps use magical means) to discern the location of Galagrok's camp.

If the PCs defeat Many-Skarrrs and signal for Threnody to return, she arrives in two rounds along with any minions she has with her. During this time, her harpy sisters will attack the PCs if they do not show them the letter that Threnody gave them. When Threnody enters the burrow and realizes that her sisters have been severely beaten and some of her flock slain, she and her sisters will erupt in a bloodthirsty:

As the wounded harpies stand before you, the tension in the air is almost palpable. From behind you, you hear the momentary flapping of wings as Threnody enters the burrow and surveys the carnage before her. Her pleased expression as she leers at the dead Pomarjians turns to distress as she recognizes the wounds inflicted upon her sisters. Shrieking with fury, Threnody and her sisters pounce upon the body of the scarred half-orc and unleash the sickening evil in their twisted hearts, savagely rending his limp body with a flurry of claws and fangs. After about a minute of this sadism, they cease; not out of exhaustion or desire to halt, but because the body has been beaten to a smeared pulp. Threnody looks up to you and as the blood drips slowly from her mouth like a leaky faucet, she says, "My only regret is that I could not hear the ballad of his anguish as we tore him apart."

Turning to her sisters, Threnody speaks to them in some strange language. Infuriated by their response, she says, "That bastard Galagrok has betrayed me. He planned to use these minions to ambush me and eliminate us all. He has taken my eggs back to his base camp with intentions to sell them on the Pomarj market like common cattle. I am aware that you have expended your resources in this conflict and must rest to be strong for the battle against Galagrok."

Pausing for a moment and taking a deep breath she says, "I will offer you sanctuary in my home tonight so that you may rest, heal your wounds, and recover your spells. I swear by the lives of my unborn children that you will not be harmed. This burrow is a strategically defensible position and I can reset the traps outside against intruders. Furthermore, my agreement with Galagrok was to return to my burrow and confirm that I had assaulted the caravans in question. After this, he would release my flock and return my eggs. Through my guile I did convince him to tell me the location of his base camp so that I could find him in case plans went awry. Arrogance no doubt, brought on by his bargaining position loosened his tongue. I was to meet him at noon tomorrow and make the exchange. I will give you the location of his base camp so that you may plan your attack. Again, neither I nor any of my flock must interfere for if we do, our children will be forever lost to us. Lastly, my sisters mentioned that these lackeys often bragged about some captured slaves at Galagrok's camp. It is possible this Ethric you seek may be one of them. Will you stay the night with us here and gather your strength for tomorrow?"

If the PCs agree to stay the night in the burrow, Threnody and her flock abide by her word and do not harm them unless the PCs become hostile. The night turns out to be a very interesting affair as Threnody and

her flock view the PCs with a morbid curiosity. At one point, they begin to toy with one of the PCs as follows:

As you rest your weary bodies despite the strange company you are keeping, Threnody and her flock go about feasting on the mangled flesh of the goblin bodies, literally chewing the meat off their fingers like hard candy. As one of them turns to you and smiles through crimson teeth, she tears a lump of flesh from the body, splits it in half and tosses a piece to you and devours the other. She motions to you, urging you to do the same.

If any of the PCs actually decide to amuse Threnody and her sisters by eating the flesh, this seems to provide both an erotic and comical reaction from them. Responding with a malevolent giggle, one of the harpies says something to Threnody as she points to you. This in turn causes Threnody and her sisters to burst out in open laughter. If the PC asks Threnody what her sister said, she says:

"My sister is curious as to whether you would make better breeding material than a tasty morsel. You should be flattered. Coming from a harpy, that is quite a compliment."

If the PCs decide to take a tour of the burrow, Threnody warns them that they will find some things within it terribly offensive, reflecting her corrupt nature. She also warns the PCs to stay away from the treasure pit because it is magically trapped and trying to steal the treasure before retrieving the eggs is against their pact. If the PCs choose to ignore this, then they have only themselves to blame.

AREA A: MAIN CHAMBER AND SLEEPING NICHES

This is the area that the PCs will most probably be sleeping in. The floor has a few stone outcroppings but otherwise is relatively flat. To the northern and southern walls are several niches about 10 ft. off the ground and dug about 10 ft. into the walls themselves. This is where the manticores and the gargoyles rest.

AREA B: THERONDY AND HER SISTERS ROOM

This room is roughly 30 ft. long by 25 ft. wide. If the PCs decide to check this room out, read the following:

Within this room you see several treated animal hides used as blankets by the harpies. Scattered across the floor are small bony remains of past meals. Three bone clubs stained in the gory remnants of recent kills hang on hooks on the far wall. Otherwise there is nothing else remarkable about this chamber.

AREA C: ENTRANCE TO THE BURROW

There is nothing of interest here.

AREA D: PRISONER CELLS

Five in total, all of these cells are empty (once the PCs free Threnody's sisters) except the last two towards the southern end of the hallway. Each one is 5 ft. wide by 10 feet long. If the PCs investigate, they come across a gruesome discovery that will probably stir their anger and test their restraint.

Upon your perusal of this area, you come across a ghastly scene. Within one of the cells is a harpy corpse with a deep gash in the back of her neck. At her side is what looks to be the dead embryonic form of her child. Hating Threnody and her kind has come easy for you thus far but this sight is pitiful to behold. Looking into the next cell however, your pity is washed away in a wave of anger. The desiccated corpse of what appears to be an elf is chained to the wall within the cell.

If the PCs confront Threnody with this, she tells them the following:

"I have been honest with you from the start. I do not deny our evil nature. I stand by our agreement and I am prepared to honor it. The choice to believe me is yours."

If the PCs attack her in response to this, then run the combat using the same number and type of creatures from Encounter 4 as per the APL but add in the two wounded harpies from above. Although this may seem overwhelming and the PCs may feel that they have the right to attack Threnody and her minions, consider that they have been warned repeatedly of the harpy's evil nature.

AREA E: TREASURE AND TRASH PIT

This room is 20 ft. wide by 25 ft. long. The pit itself is 20 ft deep and takes up most of the room. At the bottom of the pit and mixed in with the garbage are some magic items and coinage that Threnody has collected over time and either discarded as worthless or has simply forgotten about. Remains of both Principality of Ulek forces and Pomarjians are strewn everywhere. This room is magically trapped. If the PCs attempt to bypass the trap to get to the wealth within the pit, let them suffer the effects of their avarice.

All APLs (EL 7)

➤ **Greater Shout Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*greater shout*, 16th level bard, DC 19 Fortitude partial or Reflex negates (object); Search DC 31; Disable Device DC 31.

After a night's rest, the PCs should be ready to assault Galagrok's camp to rescue the hostages and return the unborn children of the harpy flock.

ENCOUNTER 6: THE GREATER OF TWO EVILS

As the PCs approach the site of Galagrok's camp (see DM Aid: Maps), there are several things to take into consideration. First, the earth elemental at APLs 10 and 12 is constantly traveling through the ground using its earth glide ability, trying to sense the movement of others on the ground. At the same APLs, the invisible stalker is constantly flying high above and scanning below it for intruders. In its naturally invisible state it can easily surprise the PCs and its tracking skills are incredible. Lastly, there are *alarm* spells cast as a 6th level wizard (12 hour duration each) centered on each tent as well as the cage holding the prisoners. The command for each of these is a mental alarm. Even without these safeguards, Garvos Dreadblade, the stealthy goblin NPC, has taken a hidden position using the natural terrain and his own skills to remain virtually unseen. If the PCs are detected and they themselves do not notice the more stealthy NPCs as they alert their fellow NPCs to the PCs presence, the NPCs get one round of preparation per round that the PCs spend either preparing themselves or surveying the camp. Either way, no more than four rounds will pass until the NPCs decide to launch a counterattack.

As the PCs come within visual range of the camp, the scene is:

Nearing the edge of the camp, you see seven tents within it. In front of two of them, ebbing campfires are still visibly burning as wisps of smoke are carried off by a gentle wind. Towards the far end of the camp and between the last two tents is what appears to be a cage containing two medium figures and one small sized figure huddled together beneath common blankets. Prowling around the cage methodically are animals of some sort. Otherwise there seems to be no sign of activity whatsoever. The weather is mild and the sky is overcast.

If any of the PCs come within sight of the camp and are sensed by the invisible stalker or the earth elemental, either of these creatures will alert the villains. If the PCs accidentally set off an *alarm* spell, this also sets the combat in motion. Between the last two tents is a cage holding three hostages; a husband, wife, and small boy who were attacked while trying to make their way through the Disputed Territories to a safer area of the Principality of Ulek. They are Com1 and are headed straight into the hands of the Slavelords unless the PCs are successful in defeating the occupants of the camp.

Tactics: Once the PCs are detected, the flow of combat proceeds as follows. At APLs 2 and 4, Galagrok will go after any dwarven PCs first, if able and if it is a good tactical move. Serath is not fond of melee combat, preferring to let his summoned creatures, either by spell or by wand, dish out the physical combat. If pressed to do so or if he feels he is in a good position to take a PC out, he will enter combat. Otherwise he prefers to use his summoned creatures or ranged spells to fight with. This attitude carries itself throughout all APLs. The wolf/worg is relatively smart and tries to use its trip attack to set up the attacks of the fighter types. Garvos Dreadblade is an opportunist and picks his spots and Raleg Reaverflame will use the tents to buff himself unnoticed and then launch ranged damage spells at the PCs.

If there are any dwarven fighter types amongst the PCs, Galagrok will constantly challenge and berate them to one on one combat.

APL 2 (EL 4)

- **Galagrok Dwarf-Render:** Male Half-orc Ftr1/Bbn1; hp 20; see *Appendix 1*.
- **Serath Shadowscale:** Male Human Clr1 of the Earth Dragon; hp 8; see *Appendix 1*.
- **Orc:** hp 7; see *Monster Manual*, page 203.
- **Wolf:** hp 15; see *Monster Manual*, page 283.

APL 4 (EL 6)

- **Galagrok Dwarf-Render:** Male Half-orc Ftr1/Bbn1; hp 20; see *Appendix 2*.
- **Serath Shadowscale:** Male Human Clr2 of the Earth Dragon; hp 15; see *Appendix 2*.
- **Ongul Batenzor:** Male Orc Ftr2; hp 18; see *Appendix 2*.
- **Worg:** hp 36; see *Monster Manual*, page 256.

APL 6 (EL 8)

- **Galagrok Dwarf-Render:** Male Half-orc Ftr1/Bbn1/Rgr2; hp 35; see *Appendix 3*.
- **Serath Shadowscale:** Male Human Clr4 of the Earth Dragon; hp 30; see *Appendix 3*.
- **Ongul Batenzor:** Male Orc Ftr4; hp 36; see *Appendix 3*.
- **Garvos Dreadblade:** Male Goblin Rog1/Scout1; hp 14; see *Appendix 3*.
- **Worg:** hp 36; see *Monster Manual*, page 256.

APL 8 (EL 10)

- **Galagrok Dwarf-Render:** Male Half-orc Ftr1/Bbn2/Rgr2; hp 45; see *Appendix 4*.

➤ **Serath Shadowscale:** Male Human Clr5 of the Earth Dragon; hp 38; see *Appendix 4*.

➤ **Ongul Batenzor:** Male Orc Ftr4/Bbn1; hp 47; see *Appendix 4*.

➤ **Garvos Dreadblade:** Male Goblin Rog3/Scout1/Ftr1; hp 35; see *Appendix 4*.

➤ **Raleg Reaverflame:** Male Goblin Wiz5 (Evoker); hp 21; see *Appendix 4*.

➤ **Winter Wolf:** hp 59; see *Monster Manual*, page 256.

APL 10 (EL 12)

➤ **Galagrok Dwarf-Render:** Male Half-orc Ftr2/Bbn3/Rgr2; hp 65; see *Appendix 5*.

➤ **Serath Shadowscale:** Male Human Clr7/Thaumaturgist1 of the Earth Dragon; hp 57; see *Appendix 5*.

➤ **Serath's Lesser Planar Ally:** Advanced Earth Elemental; hp 50; see *Appendix 5*.

➤ **Ongul Batenzor:** Male Orc Ftr6/Bbn1; hp 65; see *Appendix 5*.

➤ **Garvos Dreadblade:** Male Goblin Rog3/Scout3/Ftr1; hp 50; see *Appendix 5*.

➤ **Raleg Reaverflame:** Male Goblin Wiz7 (Evoker); hp 29; see *Appendix 5*.

➤ **Invisible Stalker:** hp 60; see *Monster Manual*, page 160.

APL 12 (EL 14)

➤ **Galagrok Dwarf-Render:** Male Half-orc Ftr4/Bbn4/Rgr2; hp 93; see *Appendix 6*.

➤ **Serath Shadowscale:** Male Human Clr7/Thaumaturgist2 of the Earth Dragon; hp 62; see *Appendix 6*.

➤ **Serath's Lesser Planar Ally:** Advanced Earth Elemental; hp 50; see *Appendix 6*.

➤ **Ongul Batenzor:** Male Orc Ftr8/Bbn1; hp 83; see *Appendix 6*.

➤ **Garvos Dreadblade:** Male Goblin Rog3/Scout3/Ftr2; hp 59; see *Appendix 6*.

➤ **Raleg Reaverflame:** Male Goblin Wiz9 (Evoker); hp 36; see *Appendix 6*.

➤ **Invisible Stalker, Advanced:** hp 117; see *Appendix 6*.

If the PCs have defeated Galagrok and his minions and slain him in the process:

As your enemies fall before you, the sky above you fills with the cacophony of flapping wings and cruel screeches. Shortly thereafter, Threnody and her flock land before you, measuring the scene of the onslaught with vicious pride. Threnody strolls casually up to the body of Galagrok and stares at it with both menace and disappointment. Suddenly, she drives her claws into his chest, digging into it and cackling with depraved bliss. Then with a strong jerking motion, she pulls her claws out, squeezing a crimson fist-sized mass in her grasp. Taking a deep savory bite into it, she smiles wickedly and says, "I may be evil but unlike you, I'm not heartless."

If the PCs grant the right of exacting vengeance on Galagrok by keeping him alive as his group is defeated:

Your enemies defeated, you have managed enough restraint to keep Galagrok alive as per Threnody's request. Suddenly, the sky above you fills with the cacophony of flapping wings and cruel screeches.

"Where are our children you walking pus bag!!!" yells Threnody as she wraps her claws around his neck. Following in stride, her two sisters wrestle him to the ground.

"I'll take that secret to my grave you miserable sow!!" roars Galagrok as he spits in Threnody's face.

Their fury unchained, the harpies tear into Galagrok with uninhibited wrath. First there are the sounds of Galagrok's terrified cries as the air around him explodes in a crimson mist. Soon after, as the screams continue unabated, you step back to dodge the occasional severed finger flying towards you and you even catch the sight of a dislodged half-orc eyeball slowly rolling past your feet. Seconds later, their lust for vengeance appeased, Threnody and her sisters begin searching for the whereabouts of their eggs.

At this point in time Threnody and her flock begin ransacking the area, looking for the eggs. Galagrok took the liberty of burying them about three feet beneath his tent. If the PCs ask any of the surviving prisoners, they tell them that they overheard Galagrok say "Bury the eggs." A successful Search or Survival check (DC 10) allows them to find the burial spot. After digging up the area, the PCs uncover two locked chests roughly 3 feet wide and five feet long. In order to open them without the use of force or magic, the PCs must succeed at a DC 25 Open Lock check. Within one of the chests are two eggs and within the other is another. In each chest is a vial of some alchemical fluid that is providing the warmth the eggs need to keep the unborn alive. Once Threnody finds them:

Erupting in a frenzy of uncontrollable joy, the harpies grasp their respective eggs tightly and press them firmly to their bodies. In stark contrast, tears of happiness stream steadily down their faces,

mingling freely with the sanguine stains of gore and filth that accompany them. As Threnody returns her gaze to you, her look softens as if waking from a blissful dream as she says, "You have honored your agreement with us as shall we with you. We will leave you to your conflict with the Pomarj and believe it or not, we wish you well. However, our promise extends only to the borders of the Principality of Ulek." With that she gestures to her flock and they begin to fly away.

Seconds later, as the flock is so high above you that it is but a mere speck, a feathery necklace falls from the sky at your feet. You recognize it immediately as the one Threnody wore around her neck. One last gift no doubt, a gift of kindness born from a heart of darkness.

If anyone picks up the necklace and maintains possession of it for more than a few seconds, they are immediately subject to its curse (that PC received the **Torment** effect on the Adventure Record). Even if they do not wear it during the remainder of the adventure, let them know that aside from removing its curse, they find themselves unable to part with it. Furthermore if they simply insist on not ever wearing it, the next time they go to sleep and awaken, the necklace is around their neck, displacing any other magic item that takes up this slot until the curse is removed.

If the PCs search the camp, they will find Ethric's badly beaten, tortured, and dead body inside what was Galagrok's tent. It will be easy to identify him because he still has his Royal Army uniform on and has his identification papers in his pocket. Spikes have been driven through his hands and feet, and in a final act of cruelty, the holy symbol of Gruumsh has been branded into his forehead. A DC 15 Heal check will reveal that Ethric has some broken bones and most likely died of the accumulation of his injuries. They can either bury the body or bring it back to Appleton for proper burial.

CONCLUSION

PCS DEFEATED GALAGROK

With the news of Ethric's death, it seems that the only comforting news to ease the pain in Rothgar's heart is that his son's killers were also put to the blade. He thanks you for your heroism and actions on behalf of the Principality. As Rothgar steels himself against his sorrow, he asks that you help carry Ethric's body to the local church of Clangeddin so that it can be given a proper burial.

If any PCs were slain, Rothgar still uses his military contacts and influences within the church of Clangeddin to reduce the cost of the material component for a *raise dead* spell by 10%. He also offers the fallen PC a solemn prayer.

PCs gain the **Favor of Rothgar Splinterstrike** reward on the Adventure Record. Royal Army PCs gain a **Royal Army Commendation** reward on the Adventure Record. Mine Ranger PCs gain a **Mine Ranger Commendation** reward on the Adventure Record.

PCS FAILED TO DEFEAT GALAGROK

Upon hearing the news, Rothgar is wracked by the overwhelming sorrow. Visibly distraught, he asks that you respect a father's right to grieve and that you will be paid tomorrow morning. With that, he lowers his head in silent lament and trudges away listlessly.

Regardless of anything, if the PCs mention Threnody's involvement in the whole affair, Rothgar is very surprised but explains that by now he has come to expect all manner of evil things from the Pomarj. Nonetheless, he assures you that his friends in the military and the Principality of Ulek government will be told of her.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4

Slay Threnody and her minions (or get their agreement to leave the Principality)

- APL 2: 120 xp.
- APL 4: 180 xp.
- APL 6: 240 xp.
- APL 8: 300 xp.
- APL 10: 360 xp.
- APL 12: 420 xp.

Encounter 5

Defeat Many-Skarrrs and his minions

- APL 2: 120 xp.
- APL 4: 180 xp.
- APL 6: 240 xp.
- APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter 6

Defeat Galagrok and his minions

- APL 2: 120 xp.
- APL 4: 180 xp.
- APL 6: 240 xp.
- APL 8: 300 xp.
- APL 10: 360 xp.
- APL 12: 420 xp.

Discretionary roleplaying award

- APL 2: 90 xp.
- APL 4: 135 xp.
- APL 6: 180 xp.
- APL 8: 225 xp.
- APL 10: 270 xp.
- APL 12: 315 xp.

Total possible experience

- APL 2: 450 xp.
- APL 4: 675 xp.
- APL 6: 900 xp.
- APL 8: 1,125 xp.
- APL 10: 1,350 xp.
- APL 12: 1,575 xp.

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 4:

APL 2: L: 0 gp, C: 0 gp, M: 0 gp.

APL 4: L: 0 gp, C: 0 gp, M: 0 gp.

APL 6: L: 28 gp; C: 1 gp; M: *potion of barkskin* +3 (50 gp), *potion of resist energy* (fire) 30 (91 gp), *potion of greater mage armor* (CL 7th) (58 gp), *potion of cure moderate wounds* (25 gp), *potion of cat's grace* (25 gp), *potion of bear's endurance* (25 gp), Heward's handy haversack (166 gp).

APL 8: L: 28 gp; C: 1 gp; M: *potion of barkskin* +3 (50 gp), *potion of resist energy* (fire) 30 (91 gp), *potion of greater mage armor* (CL 7th) (58 gp), *potion of cure moderate wounds* (25 gp), *potion of cat's grace* (25 gp), *potion of bear's endurance* (25 gp), Heward's handy haversack (166 gp), *ring of protection* +1 (166 gp), *ring of feather falling* (183 gp).

APL 10: L: 119 gp; C: 1 gp; M: *potion of barkskin* +3 (50 gp), *potion of resist energy* (fire) 30 (91 gp), *potion of greater mage armor* (CL 7th) (58 gp), *potion of cure serious wounds* (62 gp), *potion of cat's grace* (25 gp), *potion of bear's endurance* (25 gp), Heward's handy haversack (166 gp), *ring of protection* +1 (166 gp), *ring of feather falling* (183 gp), *circlet of persuasion* (375 gp).

APL 12: L: 119 gp; C: 1 gp; M: *potion of barkskin* +3 (50 gp), *potion of resist energy* (fire) 30 (91 gp), *potion of greater mage armor* (CL 7th) (58 gp), *potion of cure serious wounds* (62 gp), *potion of cat's grace* (25 gp), *potion of*

bear's endurance (25 gp), *potion of haste*, Heward's handy haversack (166 gp), *ring of protection* +2 (666 gp), *ring of feather falling* (183 gp), *circlet of persuasion* (375 gp).

Encounter 5:

APL 2: L: 26 gp; C: 10 gp; M: *potion of jump* (4 gp), *potion of barkskin* +2 (25 gp), *oil of magic weapon* (4 gp).

APL 4: L: 113 gp; C: 10 gp; M: *potion of jump* (4 gp), *potion of barkskin* +2 (25 gp), *oil of magic weapon* (4 gp), *potion of protection from good* (4 gp), *oil of magic vestment* +2 (100 gp), *potion of cat's grace* (25 gp), *potion of invisibility* (25 gp), *potion of remove paralysis* (25 gp), *potion of magic fang* (4 gp), *potion of cure light wounds* (4 gp), *potion of barkskin* +3 (50 gp), *potion of fox's cunning* (50 gp), *potion of sanctuary* (4 gp), *potion of magic circle against good* (62 gp), *arcane scroll of benign transposition* (CL 1st) (2 gp), *arcane scroll of ray of enfeeblement* (CL 2nd) (4 gp), *arcane scroll of true strike* (CL 1st) (2 gp), 2 *arcane scrolls of mage armor* (CL 1st) (4 gp), 2 *arcane scrolls of shield* (CL 2nd) (8 gp), *arcane scroll of burning hands* (CL 2nd) (4 gp).

APL 6: L: 140 gp; C: 10 gp; M: *potion of jump* (4 gp), *potion of barkskin* +3 (50 gp), *oil of magic weapon* (4 gp), *potion of protection from good* (4 gp), *oil of magic vestment* +3 (150 gp), *potion of bull's strength* (25 gp), *potion of cat's grace* (25 gp), *potion of invisibility* (25 gp), *potion of remove paralysis* (25 gp), *potion of magic fang* (4 gp), *potion of shield of faith* +3 (25 gp), *cloak of resistance* +1 (83 gp), *potion of cure light wounds* (4 gp), *potion of barkskin* +3 (50 gp), *potion of fox's cunning* (25 gp), *potion of sanctuary* (4 gp), *potion of magic circle against good* (62 gp), *arcane scroll of benign transposition* (CL 1st) (2 gp), *arcane scroll of ray of enfeeblement* (CL 4th) (8 gp), *arcane scroll of true strike* (CL 1st) (2 gp), 2 *arcane scrolls of mage armor* (CL 1st) (4 gp), 2 *arcane scrolls of shield* (CL 4th) (16 gp), *arcane scroll of burning hands* (CL 4th) (8 gp), *arcane scroll of false life* (CL 4th) (8 gp), *arcane scroll of mirror image* (CL 3rd) (12 gp), *arcane scroll of color spray* (CL 1st) (2 gp), *arcane scroll of baleful transposition* (CL 3rd) (6 gp).

APL 8: L: 157 gp; C: 21 gp; M: +1 *chain shirt* (104 gp), *potion of jump* (4 gp), *potion of barkskin* +3 (50 gp), *oil of magic weapon* (4 gp), *potion of protection from good* (4 gp), *oil of magic vestment* +3 (150 gp), *potion of bull's strength* (25 gp), +1 *light wooden shield* (96 gp), *potion of cat's grace* (25 gp), *potion of invisibility* (25 gp), *potion of remove paralysis* (25 gp), *potion of magic fang* (4 gp), *potion of shield of faith* +3 (50 gp), *potion of jump* (4 gp), *potion of levitate* (4 gp), *oil of flame arrow* (62 gp), *potion of barkskin* +3 (50 gp), *potion of cure moderate wounds* (25 gp), *potion of cat's grace* (25 gp), *potion of invisibility* (25 gp), *potion of remove paralysis* (25 gp), *potion of magic fang* (4 gp), *potion of shield of faith* +3 (25 gp), *potion of jump* (4 gp), *potion of levitate* (4 gp), *oil of flame arrow* (62 gp), *potion of barkskin* +3 (50 gp), *potion of cure moderate wounds* (25 gp), *cloak of resistance* +2 (333 gp), *potion of cure moderate wounds* (25 gp), *potion of barkskin* +3 (50 gp), *potion of fox's cunning* (25 gp),

potion of sanctuary (4 gp), potion of magic circle against good (62 gp), arcane scroll of benign transposition (CL 1st) (2 gp), arcane scroll of ray of enfeeblement (CL 6th) (10 gp), arcane scroll of true strike (CL 1st) (2 gp), 2 arcane scrolls of greater mage armor (CL 5th) (83 gp), 2 arcane scrolls of shield (CL 6th) (25 gp), arcane scroll of burning hands (CL 6th) (12 gp), arcane scroll of false life (CL 6th) (12 gp), arcane scroll of mirror image (CL 6th) (25 gp), arcane scroll of color spray (CL 1st) (2 gp), arcane scroll of baleful transposition (CL 3rd) (6 gp), arcane scroll of haste (CL 5th) (31 gp).

APL 10: L: 198 gp; C: 21 gp; M: +1 chain shirt (104 gp), +1 masterwork orc double axe (221 gp), potion of jump (4 gp), potion of barkskin +3 (50 gp), oil of magic weapon (4 gp), potion of protection from good (4 gp), oil of magic vestment +4 (200 gp), potion of bull's strength (25 gp), potion of displacement (62 gp), +1 studded leather (97 gp), +1 light wooden shield (96 gp), potion of cat's grace (25 gp), potion of invisibility (25 gp), potion of remove paralysis (25 gp), potion of magic fang (4 gp), potion of shield of faith +3 (25 gp), potion of jump (4 gp), potion of levitate (4 gp), oil of flame arrow (62 gp), potion of barkskin +3 (50 gp), potion of cure serious wounds (62 gp), +1 studded leather (96 gp), +1 light wooden shield (96 gp), potion of cat's grace (25 gp), potion of invisibility (25 gp), potion of remove paralysis (25 gp), potion of magic fang (4 gp), potion of shield of faith +3, potion of jump, potion of levitate, oil of flame arrow, potion of barkskin +3, potion of cure serious wounds, cloak of resistance +2, headband of intellect +2, ring of protection +1, potion of cure moderate wounds, potion of barkskin +3, potion of fox's cunning, potion of sanctuary, potion of magic circle against good, arcane scroll of benign transposition (CL 1st), arcane scroll of ray of enfeeblement (CL 6th), arcane scroll of true strike (CL 1st), 2 arcane scrolls of greater mage armor (CL 5th), 2 arcane scrolls of shield (CL 6th), arcane scroll of burning hands (CL 6th), arcane scroll of false life (CL 6th), arcane scroll of mirror image (CL 6th), arcane scroll of color spray (CL 1st), arcane scroll of baleful transposition (CL 3rd), arcane scroll of haste (CL 5th).

APL 12: L: 416 gp; C: 21 gp; M: +1 chain shirt (104 gp), +1 maiming/+1 orc double axe (1721 gp), potion of jump, potion of barkskin +3, oil of magic weapon, potion of protection from good, oil of magic vestment +4, potion of bull's strength, potion of displacement, +1 studded leather, +1 light wooden shield, potion of cat's grace, potion of invisibility, potion of remove paralysis, potion of shield of faith +3, potion of jump, potion of levitate, oil of flame arrow, potion of barkskin +3, 2 potions of cure serious wounds, potion of greater magic fang +3, +1 studded leather, +1 light wooden shield, potion of cat's grace, potion of invisibility, potion of remove paralysis, potion of shield of faith +3, potion of jump, potion of levitate, oil of flame arrow, potion of barkskin +3, 2 potions of cure serious wounds, potion of greater magic fang +3, cloak of resistance +2, headband of intellect +4, ring of protection +1, potion of cure moderate wounds, potion of barkskin +3 (50 gp), potion of fox's cunning (25 gp), potion of sanctuary (4 gp), potion of magic circle against good (62 gp), arcane scroll of

benign transposition (CL 1st) (2 gp), arcane scroll of ray of enfeeblement (CL 6th) (12 gp), arcane scroll of true strike (CL 1st) (2 gp), 2 arcane scrolls of greater mage armor (CL 5th) (83 gp), 2 arcane scrolls of shield (CL 6th) (20 gp), arcane scroll of burning hands (CL 6th) (10 gp), arcane scroll of false life (CL 6th) (10 gp), arcane scroll of mirror image (CL 6th) (25 gp), arcane scroll of color spray (CL 1st) (2 gp), arcane scroll of baleful transposition (CL 3rd) (6 gp), arcane scroll of haste (CL 5th) (31 gp), arcane scroll of ice storm (CL 7th) (58 gp).

Encounter 6:

APL 2: L: 117 gp; C: 18 gp; M: potion of shield of faith +3 (25 gp), potion of jump (4 gp), oil of magic weapon (4 gp), potion of aid (25 gp), potion of cure light wounds (4 gp), potion of owl's wisdom (25 gp), divine scroll of cause fear (CL 1st) (2 gp), wand of cure light wounds (CL 1st, 5 charges) (6 gp), wand of summon monster I (CL 1st, 10 charges) (12 gp).

APL 4: L: 129 gp; C: 18 gp; M: potion of shield of faith +3 (25 gp), potion of jump (4 gp), oil of magic weapon (4 gp), potion of aid (25 gp), potion of cure light wounds (4 gp), potion of owl's wisdom (25 gp), divine scroll of cause fear (CL 1st) (2 gp), wand of cure light wounds (CL 1st, 10 charges) (12 gp), wand of summon monster I (CL 1st, 10 charges) (12 gp), potion of blur (25 gp), potion of barkskin +2 (25 gp), potion of protection from arrows 10/magic (25 gp), potion of shield of faith +2 (4 gp), potion of enlarge person (20 gp), potion of good hope (87 gp).

APL 6: L: 157 gp; C: 18 gp; M: +1 banded mail (116 gp), +1 light wooden shield (96 gp), potion of owl's wisdom (25 gp), divine scroll of cause fear (CL 1st) (2 gp), wand of cure moderate wounds (CL 3rd, 5 charges) (37 gp), wand of summon monster II (CL 3rd, 5 charges) (37 gp), potion of blur (25 gp), potion of barkskin +2 (25 gp), potion of protection from arrows 10/magic (25 gp), potion of shield of faith +4 (50 gp), 2 potions of enlarge person (41 gp), potion of good hope (87 gp), potion of lesser restoration (25 gp), potion of cure light wounds (4 gp), potion of shield of faith +3 (25 gp), potion of resist energy (cold) 10 (25 gp), elixir of sneaking (20 gp), elixir of hiding (20 gp).

APL 8: L: 207 gp; C: 37 gp; M: potion of shield of faith +4 (50 gp), potion of jump (4 gp), oil of greater magic weapon +2 (100 gp), potion of aid (25 gp), potion of cure light wounds (4 gp), potion of bear's endurance (25 gp), potion of heroism (62 gp), +1 banded mail (116 gp), potion of owl's wisdom (25 gp), divine scroll of cause fear (CL 1st) (2 gp), wand of cure moderate wounds (CL 3rd, 5 charges) (37 gp), wand of summon monster III (CL 5th, 5 charges) (93 gp), potion of blur (25 gp), potion of barkskin +2 (25 gp), potion of protection from arrows 10/magic (25 gp), +1 breastplate (112 gp), potion of shield of faith +4 (50 gp), 2 potions of enlarge person (41 gp), potion of good hope (87 gp), potion of lesser restoration (25 gp), potion of cure light wounds (4 gp), +1 light wooden shield (96 gp), potion of resist energy (cold) 20 (58 gp), elixir of sneaking (20 gp), elixir of hiding (20 gp), potion of shield of faith +4 (50 gp), potion of jump (4 gp), potion of barkskin +5 (100 gp),

potion of cure moderate wounds (25 gp), potion of delay poison (25 gp), 2 arcane scrolls of greater mage armor (CL 5th) (83 gp), 2 arcane scrolls of shield (CL 1st) (4 gp), arcane scroll of protection from arrows (CL 3rd) (6 gp), arcane scroll of bear's endurance (CL 3rd) (12 gp), arcane scroll of fox's cunning (CL 3rd) (12 gp), arcane scroll of Tasha's hideous laughter (CL 3rd) (12 gp), arcane scroll of glitterdust (CL 3rd) (12 gp), arcane scroll of resonating bolt (CL 5th) (31 gp), arcane scroll of fly (CL 5th) (31 gp), potion of cure serious wounds (62 gp), potion of shield of faith +3 (25 gp), potion of displacement (62 gp).

APL 10: L: 220 gp; C: 37 gp; M: potion of shield of faith +4 (50 gp), potion of jump (4 gp), oil of greater magic weapon +3 (150 gp), oil of magic vestment +4 (200 gp), potion of aid (25 gp), potion of cure light wounds (4 gp), potion of bear's endurance (25 gp), potion of heroism (62 gp), +1 banded mail (116 gp), potion of owl's wisdom (25 gp), divine scroll of cause fear (CL 1st) (2 gp), wand of cure serious wounds (CL 5th, 5 charges) (93 gp), wand of summon monster IV (CL 7th, 5 charges) (175 gp), potion of blur (25 gp), potion of barkskin +3 (50 gp), potion of protection from arrows 10/magic (25 gp), elemental gem (earth) (187 gp), divine scroll of invisibility purge (CL 5th) (31 gp), +1 breastplate (112 gp), large +1 falchion (197 gp), potion of shield of faith +4 (50 gp), 2 potions of enlarge person (41 gp), potion of good hope (87 gp), potion of lesser restoration (25 gp), potion of cure moderate wounds (25 gp), potion of fly (62 gp), 2 potions of jump (8 gp), +1 studded leather (96 gp), +1 light wooden shield (96 gp), potion of resist energy (cold) 20 (58 gp), elixir of sneaking (20 gp), elixir of hiding (20 gp), potion of shield of faith +4 (50 gp), potion of jump (4 gp), potion of barkskin +5 (100 gp), potion of cure moderate wounds (25 gp), potion of delay poison (25 gp), 2 arcane scrolls of greater mage armor (CL 5th) (83 gp), 2 arcane scrolls of shield (CL 1st) (4 gp), arcane scroll of protection from arrows (CL 3rd) (6 gp), arcane scroll of bear's endurance (CL 3rd) (12 gp), arcane scroll of fox's cunning (CL 3rd) (12 gp), arcane scroll of Tasha's hideous laughter (CL 3rd) (12 gp), arcane scroll of glitterdust (CL 3rd) (12 gp), arcane scroll of resonating bolt (CL 5th) (31 gp), arcane scroll of fly (CL 5th) (31 gp), potion of cure serious wounds (62 gp), potion of shield of faith +5 (75 gp), potion of displacement (62 gp), headband of intellect +2 (333 gp), potion of barkskin +5 (100 gp), arcane scroll of acid orb (CL 7th) (58 gp), arcane scroll of feeblemind (CL 9th) (93 gp).

APL 12: L: 336 gp; C: 37 gp; M: potion of shield of faith +4 (50 gp), potion of jump (4 gp), oil of greater magic weapon +4 (200 gp), oil of magic vestment +4 (200 gp), potion of aid (25 gp), potion of cure light wounds (4 gp), potion of bear's endurance (25 gp), potion of heroism (62 gp), potion of haste (62 gp), boots of striding and springing (458 gp), gauntlets of ogre power (333 gp), +1 banded mail (116 gp), potion of owl's wisdom (25 gp), divine scroll of cause fear (CL 1st) (2 gp), wand of cure serious wounds (CL 5th, 5 charges) (93 gp), wand of summon monster IV (CL 7th, 5 charges) (175 gp), potion of blur (25 gp), potion of barkskin +3 (50 gp), potion of protection from arrows 10/magic (25 gp), elemental gem (earth) (187 gp), divine scroll of invisibility purge (CL 5th) (37

gp), periapt of wisdom +2 (333 gp), +1 breastplate (112 gp), large +1 falchion (197 gp), potion of shield of faith +4 (50 gp), 2 potions of enlarge person (41 gp), potion of good hope (87 gp), potion of lesser restoration (25 gp), potion of cure serious wounds (62 gp), potion of fly (62 gp), 2 potions of jump (8 gp), oil of keen edge (62 gp), gauntlets of ogre power (333 gp), +1 studded leather (96 gp), +1 light wooden shield (96 gp), potion of resist energy (cold) 20 (58 gp), elixir of sneaking (20 gp), elixir of hiding (20 gp), potion of shield of faith +4 (50 gp), potion of jump (4 gp), potion of barkskin +5 (100 gp), potion of cure moderate wounds (25 gp), potion of delay poison (25 gp), ring of feather falling (183 gp), 2 arcane scrolls of greater mage armor (CL 5th) (41 gp), 2 arcane scrolls of shield (CL 1st) (4 gp), arcane scroll of protection from arrows (CL 3rd) (6 gp), arcane scroll of bear's endurance (CL 3rd) (12 gp), arcane scroll of fox's cunning (CL 3rd) (12 gp), arcane scroll of Tasha's hideous laughter (CL 3rd) (12 gp), arcane scroll of glitterdust (CL 3rd) (12 gp), arcane scroll of resonating bolt (CL 5th) (31 gp), arcane scroll of fly (CL 5th) (31 gp), potion of cure serious wounds (62 gp), potion of shield of faith +5 (75 gp), potion of displacement (62 gp), headband of intellect +2 (333 gp), potion of barkskin +5 (100 gp), arcane scroll of acid orb (CL 7th) (58 gp), arcane scroll of feeblemind (CL 9th) (93 gp).

Conclusion:

APL 2: L: 0 gp, C: 250 gp, M: 0 gp.

APL 4: L: 0 gp, C: 250 gp, M: 0 gp.

APL 6: L: 0 gp, C: 250 gp, M: 0 gp.

APL 8: L: 0 gp, C: 250 gp, M: 0 gp.

APL 10: L: 0 gp, C: 250 gp, M: 0 gp.

APL 12: L: 0 gp, C: 250 gp, M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 143 gp; C: 278 gp; M: 187 gp – Total: 608 gp (450 gp).

APL 4: L: 242 gp; C: 278 gp; M: 479 gp – Total: 999 gp (650 gp).

APL 6: L: 325 gp; C: 279 gp; M: 1,365 gp – Total: 1,969 gp (900 gp).

APL 8: L: 392 gp; C: 309 gp; M: 3,750 gp – Total: 4,451 gp (1,300 gp).

APL 10: L: 537 gp; C: 309 gp; M: 6,247 gp – Total: 7,093 gp (2,300 gp).

APL 12: L: 871 gp; C: 309 gp; M: 10,455 gp – Total: 11,635 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

✦ **Torment.** You have made the awful mistake of claiming Threnody's cursed magical necklace. It is made of odd stones, shells, and harpy feathers. It weighs 1 lb and radiates Moderate Transmutation and Necromancy magic. Anyone placing it around their neck is immediately aware of its powers and drawbacks.

When worn by a harpy, the necklace grants a +4 circumstance bonus to all Cha-based checks and a +1 insight bonus to all saving throws. This function only works for a true harpy; another creature that takes the form of a harpy through magical means does not count as a harpy for purposes of this effect. A harpy who wears *Torment* can also choose (as a free action) to exclude anyone within range of her captivating song ability from being affected by that ability.

When worn by a non-harpy, the necklace can be activated (requires a standard action) to grant a +4 circumstance bonus to all Cha-based checks and a +1 insight bonus to all saving throws for a continuous period of 10 rounds from the point of activation. This activation can only take place once per day. During the rest of the day (when the necklace isn't activated), the wearer instead receives a -4 profane penalty to all Cha-based checks and a -1 profane penalty to all saving throws.

A non-harpy cannot remove *Torment* once they have placed it around their neck. If they claim *Torment* without putting it on, they will find it around their neck after the next time they go to sleep (and any necklace they were previously wearing will instead be where they placed *Torment* before bed). The only way to remove *Torment* from around the neck of a non-harpy is by means of a *remove curse*, *break enchantment*, *limited wish*, *wish*, or *miracle* spell at CL 15th.

☛ **Favor of Rothgar Splinterstrike:** In gratitude for bringing back the body of his son Ethric, you have earned the favor of an influential merchant that specializes in military merchandise. With Rothgar's contacts, the PC with this favor gains access (Frequency: Regional) to purchase the following items and upgrades: +1 dwarvencraft battleplate (*Races of Stone*), armbands of might (*Complete Adventurer*), useful buckler (*Arms & Equipment Guide*), sonic weapon special ability (*Miniatures Handbook*), belt of dwarvenkind (*Dungeon Master's Guide*), acid resistance armor/shield special ability (*Dungeon Master's Guide*).

☛ **Commendation for the Principality of Ulek Mine Rangers:** You have received a commendation for the Mine Rangers, for successfully defeating Galagrok and his minions. Only current members of the Mine Rangers in good standing may earn this commendation.

☛ **Commendation for the Principality of Ulek Royal Army:** You have received a commendation for the Royal Army, for successfully defeating Galagrok and his minions. Only current members of the Royal Army in good standing may earn this commendation.

☛ **Zoltan's Spellbooks:** This PC gains access to one or more of Zoltan's spellbooks (the one at the APL played and all those at lower APLs):

- APL 4: 1st – *benign transposition* (*Miniatures Handbook*), *burning hands*, *color spray*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*. Market Price: 400 gp; Weight: 3 lbs.
- APL 6: 2nd – *baleful transposition* (*Miniatures Handbook*), *blindness/deafness*, *false life*, *glitterdust*, *mirror image*, *scorching ray*. Market Price: 600 gp; Weight: 3 lbs.
- APL 8: 3rd – *fireball*, *greater mage armor* (*Complete Arcane*), *haste*, *ray of exhaustion*, *resonating bolt* (*Complete Arcane*). Market Price: 750 gp; Weight: 3 lbs.
- APL 10: 4th – *enervation*, *ice storm*, *stoneskin*, *wrack* (*Complete Divine*). Market Price: 800 gp; Weight: 3 lbs.
- APL 12: 5th – *dragon breath* (*Complete Divine*), *prismatic ray* (*Complete Arcane*), *reciprocal gyre* (*Complete Arcane*), *wall of force*. Market Price: 1,000 gp; Weight: 3 lbs.

☛ **Raleg Reaverflame's Spellbooks:** This PC gains access to one or more of Raleg Reaverflame's spellbooks (the one at the APL played and all those at lower APLs):

- APL 8: 1st – *burning hands*, *enlarge person*, *lesser orb of cold* (*Complete Arcane*), *lesser orb of electricity* (*Complete Arcane*), *mage armor*, *magic missile*, *shield*, *shocking grasp*; 2nd – *bear's endurance*, *fireburst* (*Complete Arcane*), *fox's cunning*, *glitterdust*, *protection from arrows*, *scorching ray*, *Tasha's hideous laughter*, *touch of idiocy*; 3rd – *fireball*, *fly*, *greater mage armor* (*Complete Arcane*), *lightning bolt*, *resonating bolt* (*Complete Arcane*). Market Price: 1,950 gp; Weight: 3 lbs.
- APL 10: 4th – *blast of flame* (*Complete Arcane*), *defenestrating sphere* (*Complete Arcane*), *dimension door*, *orb of acid* (*Complete Arcane*). Market Price: 800 gp; Weight: 3 lbs.
- APL 12: 5th – *arc of lightning* (*Complete Arcane*), *cone of cold*, *feeblemind*, *greater fireburst* (*Complete Arcane*). Market Price: 1,000 gp; Weight: 3 lbs.

Item Access

APL 2:

- **Mundane Equipment:** Collapsible Grappling Hook, Metal Tongs, Periscope, Portable Crane, Sprayer (*Adventure; Arms & Equipment Guide*)

- *Potion of Good Hope* (Adventure; Dungeon Master's Guide)
- *Wands: Cure Light Wounds, Summon Monster I* (CL 1st, Adventure; Dungeon Master's Guide)

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

- *Arcane Scroll: Benign Transposition* (CL 1st, Adventure; Miniatures Handbook)
- *Arcane Scrolls: Burning Hands, Ray of Enfeeblement, Shield* (CL 2nd, Adventure; Dungeon Master's Guide)
- *Oil of Magic Vestment +2* (Adventure; Dungeon Master's Guide)
- *Zoltan's Spellbooks* (Adventure; See Above)

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

- *Arcane Scroll: Baleful Transposition* (CL 3rd, Adventure; Miniatures Handbook)
- *Arcane Scrolls: Burning Hands, False Life, Ray of Enfeeblement, Shield* (CL 4th, Adventure; Dungeon Master's Guide)
- *Elixir of Hiding* (Adventure; Dungeon Master's Guide)
- *Elixir of Sneaking* (Adventure; Dungeon Master's Guide)
- *Heward's Handy Haversack* (Adventure; Dungeon Master's Guide)
- *Large Masterwork Falchion* (Adventure; Player's Handbook)
- *Oil of Greater Magic Weapon +2* (Adventure; Dungeon Master's Guide)
- *Oil of Magic Vestment +3* (Adventure; Dungeon Master's Guide)
- *Potion of Greater Mage Armor* (CL 5th, Adventure; Complete Arcane)
- *Potion of Resist Energy (Fire) 30* (Adventure; Dungeon Master's Guide)
- *Wands: Cure Moderate Wounds, Summon Monster II* (CL 3rd, Adventure; Dungeon Master's Guide)

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

- *Arcane Scrolls: Greater Mage Armor, Resonating Bolt* (CL 5th, Adventure; Complete Arcane)
- *Arcane Scrolls: Burning Hands, False Life, Mirror Image, Ray of Enfeeblement, Shield* (CL 6th, Adventure; Dungeon Master's Guide)
- *Cloak of Resistance +2* (Adventure; Dungeon Master's Guide)
- *Potion of Barkskin +5* (Adventure; Dungeon Master's Guide)

- *Raleg Reaverflame's Spellbooks* (Adventure; See Above)
- *Ring of Feather Falling* (Adventure; Dungeon Master's Guide)
- *Wand: Summon Monster III* (CL 5th, Adventure; Dungeon Master's Guide)

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

- *+1 Large Falchion* (Adventure; Dungeon Master's Guide)
- *Circlet of Persuasion* (Adventure; Dungeon Master's Guide)
- *Elemental Gem - Earth* (Adventure; Dungeon Master's Guide)
- *Oil of Magic Vestment +4* (Adventure; Dungeon Master's Guide)
- *Wands: Cure Serious Wounds (CL 5th), Summon Monster IV (CL 7th)* (Adventure; Dungeon Master's Guide)

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

- *+1 Maiming/+1 Orc Double Axe* (Adventure; Miniatures Handbook)
- *Arcane Scroll of Acid Orb* (CL 7th, Adventure; Complete Arcane)
- *Arcane Scroll of Feeblemind* (CL 9th, Adventure; Dungeon Master's Guide)
- *Boots of Striding and Springing* (Adventure; Dungeon Master's Guide)
- *Headband of Intellect +4* (Adventure; Dungeon Master's Guide)
- *Oil of Greater Magic Weapon +4* (Adventure; Dungeon Master's Guide)
- *Potion of Greater Magic Fang +3* (Adventure; Dungeon Master's Guide)
- *Ring of Protection +2* (Adventure; Dungeon Master's Guide)

APPENDIX 1 – APL 2

ENCOUNTER 4

Threnody: Female Harpy; CR 4; Medium Monstrous Humanoid; HD 7d8; hp 42; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); Base Atk/Grp: +7/+6; Atk +6 melee (1d6-1, club); Full Atk +6/+1 melee (1d6-1, club) and +1 melee (1d3-1, 2 claws); SA captivating song; SQ darkvision 60 ft.; AL CE; SV Fort +2 (+3), Ref +7 (+8), Will +5 (+6); Str 9, Dex 15, Con 10, Int 8, Wis 10, Cha 19.

Skills and Feats: Bluff +12 (+16), Intimidate +8 (+12), Listen +6, Perform (oratory) +6 (+10), Spot +2; Dodge, Flyby Attack, Persuasive.

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

Captivating Song (Su): The most insidious ability of the harpy is its song. When Threnody sings, all creatures (other than harpies and Threnody's allies [due to *Torment*]) within a 300 ft. spread must succeed at a DC 17 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by Threnody's song for 24 hours. The save is Cha-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 ft. of Threnody stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Languages: Common, Harpy.

Possessions: club, *Torment*.

ENCOUNTER 5

Many-Skarrs: Male Half-orc Bbn1; CR 1; Medium Humanoid (Human, Orc); HD 1d12+2; hp 11; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +4 armor); Base Atk/Grp: +1/+5; Atk +6 melee (1d8+6/x3, masterwork orc double axe) or +5 melee (1d4+4/18-20, kukri) or +2 ranged (1d6+4, javelin); Full Atk +6 melee (1d8+6/x3, masterwork orc double axe) or +5 melee (1d4+4/18-20, kukri) or +2 ranged (1d6+4, javelin); SA rage 1/day; SQ darkvision 60 ft., fast movement, illiteracy; AL CE; SV Fort +4, Ref +1, Will +1; Str 18, Dex 12, Con 14, Int 8, Wis 13, Cha 7.

Skills and Feats: Climb +3, Intimidate +2, Jump +4, Listen +4, Survival +3; Exotic Weapon Proficiency (orc double axe).

Languages: Common, Orc.

Possessions: chain shirt, masterwork orc double axe, kukri, 3 javelins, *potion of jump*, *potion of barkskin* +2, *oil of magic weapon*.

Goblin: hp 7; see *Monster Manual*, page 133.

Krenshar: hp 15; see *Monster Manual*, page 163.

ENCOUNTER 6

Galagrok Dwarf-Render: Male Half-orc Ftr1/Bbn1; CR 2; Medium Humanoid (Human, Orc); HD 1d10+1d12+4; hp 20; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +2/+6; Atk +8 melee (1d8+6/19-20, masterwork longsword) or +7 melee (1d6+4/19-20, masterwork short sword) or +4 ranged (1d6+4/x3, composite shortbow (+4 Str bonus)); Full Atk +8 melee (1d8+6/19-20, masterwork longsword) or +7 melee (1d6+4/19-20, masterwork short sword) or +4 ranged (1d6+4/x3, composite shortbow (+4 Str bonus)); SA rage 1/day; SQ darkvision 60 ft., fast movement; AL NE; SV Fort +6, Ref +2, Will +0; Str 18, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +4, Intimidate +1, Jump +4, Listen +4, Ride +3, Survival +4; Power Attack, Weapon Focus (longsword).

Languages: Common, Orc.

Possessions: masterwork chain shirt, masterwork longsword, masterwork short sword, composite shortbow (+4 Str bonus), 20 arrows, sack of dwarven skulls, *potion of shield of faith* +3, *potion of jump*, *oil of magic weapon*, *potion of aid*, *potion of cure light wounds*.

Serath Shadowscale: Male Human Clr1 of the Earth Dragon; CR 1; Medium Humanoid (Human); HD 1d8+2; hp 8; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +6 armor, +2 shield); Base Atk/Grp: +0/+1; Atk +1 melee (1d6+1/x4, heavy pick) or +1 melee (1d8+1, heavy mace) or +1 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6+1/x4, heavy pick) or +1 melee (1d8+1, heavy mace) or +1 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead 4/day; SQ spontaneous casting, aura; AL NE; SV Fort +4, Ref +1, Will +4; Str 12, Dex 12, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +6, Diplomacy +2, Heal +3, Knowledge (arcana) +2, Knowledge (religion) +2, Spellcraft +2; Martial Weapon Proficiency (heavy pick), Spell Focus (conjunction).

Languages: Common.

Cleric Spells Prepared (3/2+1; save DC 12 + spell level, 13 + spell level for conjunction spells): 0 – *detect magic*, *guidance*, *resistance*; 1st – *protection from good*^D, *sanctuary*, *summon monster I*.

^DDomain Spell. **Domains:** Evil (evil spells at +1 CL), Earth (Su, turn air creatures or rebuke earth creatures, 4/day).

Possessions: banded mail, heavy steel shield, heavy pick, heavy mace, light crossbow, 10 bolts, silver holy symbol of the Earth Dragon, *potion of owl's wisdom*, *divine scroll of cause fear* (CL 1st), *wand of cure light wounds* (CL 1st, 5 charges), *wand of summon monster I* (CL 1st, 10 charges).

Orc: hp 7; see *Monster Manual*, page 203.

Wolf: hp 15; see *Monster Manual*, page 283.

APPENDIX 2 – APL 4

ENCOUNTER 4

Threnody: Female Harpy; CR 4; Medium Monstrous Humanoid; HD 7d8; hp 42; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural); Base Atk/Grp: +7/+6; Atk +6 melee (1d6-1, club); Full Atk +6/+1 melee (1d6-1, club) and +1 melee (1d3-1, 2 claws); SA captivating song; SQ darkvision 60 ft.; AL CE; SV Fort +2 (+3), Ref +7 (+8), Will +5 (+6); Str 9, Dex 15, Con 10, Int 8, Wis 10, Cha 19.

Skills and Feats: Bluff +12 (+16), Intimidate +8 (+12), Listen +6, Perform (oratory) +6 (+10), Spot +2; Dodge, Flyby Attack, Persuasive.

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

Captivating Song (Su): The most insidious ability of the harpy is its song. When Threnody sings, all creatures (other than harpies and Threnody's allies [due to *Torment*]) within a 300 ft. spread must succeed at a DC 17 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by Threnody's song for 24 hours. The save is Cha-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 ft. of Threnody stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Languages: Common, Harpy.

Possessions: club, *Torment*.

Gargoyle: hp 39; see *Monster Manual*, page 113.

ENCOUNTER 5

Many-Skarrs: Male Half-orc Bbn1/Clr1 of Gruumsh; CR 2; Medium Humanoid (Human, Orc); HD 1d12+1d8+4; hp 18; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +4 armor); Base Atk/Grp: +1/+5; Atk +6 melee (1d8+6/x3, masterwork orc double axe) or +5 melee (1d4+4/18-20, kukri) or +2 ranged (1d6+4, javelin); Full Atk +6 melee (1d8+6/x3, masterwork orc double axe) or +5 melee (1d4+4/18-20, kukri) or +2 ranged (1d6+4, javelin); SA rage 1/day, spells, rebuke undead; SQ darkvision 60 ft., fast movement, aura, spontaneous casting; AL CE; SV Fort +6, Ref +1, Will +3; Str 18, Dex 12, Con 14, Int 8, Wis 13, Cha 7.

Skills and Feats: Climb +3, Concentration +3, Intimidate +2, Jump +4, Listen +4, Survival +3; Exotic Weapon Proficiency (orc double axe).

Languages: Common, Orc.

Cleric Spells Prepared (3/2+1; save DC 11 + spell level):
0 – *detect magic*, *guidance*, *resistance*; 1st – *enlarge person*^D, *obscuring mist*, *shield of faith*.

^DDomain Spell. **Domains:** Evil (evil spells at +1 CL), Strength (Su, enhancement bonus to Str equal to cleric level for 1 round, 1/day, activate as free action).

Possessions: chain shirt, masterwork orc double axe, kukri, 3 javelins, *potion of jump*, *potion of barkskin* +2, *oil of magic weapon*, *potion of protection from good*, *oil of magic vestment* +2.

Monglar: Male Goblin Rog1/Scout1; CR 2; Small Humanoid (Goblinoid); HD 1d6+1d8+4; hp 14; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 15 (+1 size, +3 Dex, +3 armor, +1 shield); Base Atk/Grp: +0/-3; Atk +3 melee (1d4+1/19-20, masterwork short sword) or +2 melee (1d3+1/19-20, dagger) or +5 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); Full Atk +3 melee (1d4+1/19-20, masterwork short sword) or +2 melee (1d3+1/19-20, dagger) or +5 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); SA sneak attack +1d6, skirmish +1d6; SQ darkvision 60 ft., trapfinding; AL NE; SV Fort +2, Ref +7, Will +0; Str 12, Dex 17, Con 14, Int 12, Wis 10, Cha 8. *Complete Adventurer*, page 10.

Skills and Feats: Balance +4, Climb +2, Craft (trapmaking) +3, Decipher Script +2, Disable Device +5, Escape Artist +6, Hide +12, Listen +4, Move Silently +12, Open Lock +4, Ride +9, Search +6, Spot +4, Survival +2 (+4 following tracks), Tumble +7; Dodge.

Languages: Common, Goblin, Orc.

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

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10

feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Possessions: masterwork studded leather, masterwork light wooden shield, masterwork short sword, dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, *potion of cat's grace*, *potion of invisibility*, *potion of remove paralysis*, *potion of magic fang*.

Zoltan: Male Goblin Wizz; CR 2; Small Humanoid (Goblinoid); HD 2d4+4; hp 9; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11 (+1 size, +3 Dex); Base Atk/Grp: +1/-5; Atk +0 melee (1d3-2/19-20, dagger) or +0 melee (1d4-2, club) or +6 ranged (1d6/19-20, masterwork light crossbow); Full Atk +0 melee (1d3-2/19-20, dagger) or +0 melee (1d4-2, club) or +6 ranged (1d6/19-20, masterwork light crossbow); SA spells; SQ darkvision 60 ft., summon familiar (Skrawl, rat, +2 bonus on Fort saves); AL NE; SV Fort +4, Ref +3, Will +3; Str 6, Dex 17, Con 15, Int 16, Wis 10, Cha 6.

Skills and Feats: Concentration +7, Hide +7, Knowledge (arcana) +8, Knowledge (architecture and engineering) +5, Knowledge (dungeoneering) +5, Knowledge (nature) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Listen +0, Move Silently +7, Ride +7, Spellcraft +10, Spot +0; Eschew Materials, Scribe Scroll.

Languages: Common, Draconic, Gnoll, Goblin, Orc.

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

Wizard Spells Prepared (4/3; save DC 13 + spell level): 0 – *detect magic*, *mage hand*, *ray of frost*, *touch of fatigue*; 1st – *color spray*, *magic missile*, *ray of enfeeblement*.

Spellbook: 1st – *benign transposition**, *burning hands*, *color spray*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*. *Miniatures Handbook.

Possessions: club, dagger, masterwork light crossbow, 20 bolts, spellbook, *potion of cure light wounds*, *potion of barkskin* +3, *potion of fox's cunning*, *potion of sanctuary*, *potion of magic circle against good*, *arcane scroll of benign transposition** (CL 1st), *arcane scroll of ray of enfeeblement* (CL 2nd), *arcane scroll of true strike* (CL 1st), 2 *arcane scrolls of mage armor* (CL 1st), 2 *arcane scrolls of shield* (CL 2nd), *arcane scroll of burning hands* (CL 2nd). *Miniatures Handbook.

Skrawl: male rat familiar; Tiny magical beast; HD 2d8; hp 4; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 15, touch 14, flat-footed 13 (+2 size, +2 Dex, +1 natural); Base Atk/Grp: +1/-11; Atk/Full Atk +5 melee (1d3-4, bite); Space/Reach 2½ ft./0 ft.; SA –; SQ low-light vision, scent, +4 racial bonus on Hide and Move Silently checks, +8 racial bonus on Balance, Climb, and Swim checks, can take 10 on Climb checks even if rushed or threatened, can use Dex modifier instead of Str modifier for Climb and Swim checks, +8 racial bonus on Swim check to perform some special action or avoid a hazard, can

take 10 on Swim check even if distracted or endangered, can use run action while swimming in a straight line, alertness, improved evasion, share spells, empathic link; AL N; SV Fort +2, Ref +4, Will +4; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Concentration +5, Hide +16, Knowledge (arcana) +3, Knowledge (architecture and engineering) +0, Knowledge (dungeoneering) +0, Knowledge (nature) +0, Knowledge (religion) +0, Knowledge (the planes) +0, Move Silently +12, Spellcraft +5, Swim +10; Stealthy, Weapon Finesse^B.

Worg: hp 36; see *Monster Manual*, page 256.

ENCOUNTER 6

Galagrok Dwarf-Render: Male Half-orc Ftr1/Bbn1; CR 2; Medium Humanoid (Human, Orc); HD 1d10+1d12+4; hp 20; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +2/+6; Atk +8 melee (1d8+6/19-20, masterwork longsword) or +7 melee (1d6+4/19-20, masterwork short sword) or +4 ranged (1d6+4/x3, composite shortbow (+4 Str bonus)); Full Atk +8 melee (1d8+6/19-20, masterwork longsword) or +7 melee (1d6+4/19-20, masterwork short sword) or +4 ranged (1d6+4/x3, composite shortbow (+4 Str bonus)); SA rage 1/day; SQ darkvision 60 ft., fast movement; AL NE; SV Fort +6, Ref +2, Will +0; Str 18, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +4, Intimidate +1, Jump +4, Listen +4, Ride +3, Survival +4; Power Attack, Weapon Focus (longsword).

Languages: Common, Orc.

Possessions: masterwork chain shirt, masterwork longsword, masterwork short sword, composite shortbow (+4 Str bonus), 20 arrows, sack of dwarven skulls, *potion of shield of faith* +3, *potion of jump*, *oil of magic weapon*, *potion of aid*, *potion of cure light wounds*.

Serath Shadowscale: Male Human Clr2 of the Earth Dragon; CR 2; Medium Humanoid (Human); HD 2d8+4; hp 15; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +6 armor, +2 shield); Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1/x4, heavy pick) or +2 melee (1d8+1, heavy mace) or +2 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d6+1/x4, heavy pick) or +2 melee (1d8+1, heavy mace) or +2 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead 4/day; SQ spontaneous casting, aura; AL NE; SV Fort +5, Ref +1, Will +5; Str 12, Dex 12, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +7, Diplomacy +2, Heal +3, Knowledge (arcana) +2, Knowledge (religion) +2, Knowledge (the planes) +2, Spellcraft +2; Martial Weapon Proficiency (heavy pick), Spell Focus (conjunction).

Languages: Common.

Cleric Spells Prepared (4/3+1; save DC 12 + spell level, 13 + spell level for conjunction spells): 0 – *detect magic*, *guidance*, *light*, *resistance*; 1st – *protection from good*^D, *sanctuary*, *shield of faith*, *summon monster I*.

^DDomain Spell. Domains: Evil (evil spells at +1 CL), Earth (Su, turn air creatures or rebuke earth creatures, 4/day).

Possessions: banded mail, heavy steel shield, heavy pick, heavy mace, light crossbow, 10 bolts, silver holy symbol of the Earth Dragon, *potion of owl's wisdom*, *divine scroll of cause fear* (CL 1st), *wand of cure light wounds* (CL 1st, 10 charges), *wand of summon monster I* (CL 1st, 10 charges), *potion of blur*, *potion of barkskin* +2, *potion of protection from arrows* 10/magic.

Ongul Batenzor: Male Orc Ftr2; CR 2; Medium Humanoid (Orc); HD 2d10+4; hp 18; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk/Grp: +2/+6; Atk +8 melee (2d4+6/18-20, masterwork falchion) or +4 ranged (1d8+4/x3, spear); Full Atk +8 melee (2d4+6/18-20, masterwork falchion) or +4 ranged (1d8+4/x3, spear); SA —; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +2, Will +0; Str 19, Dex 14, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Intimidate +3, Jump +5, Ride +3; Dodge, Power Attack, Weapon Focus (falchion).

Languages: Common, Orc.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: masterwork breastplate, 3 spears, masterwork falchion, *potion of shield of faith* +2, *potion of enlarge person*, *potion of good hope*.

Worg: hp 36; see *Monster Manual*, page 256.

APPENDIX 3 – APL 6

ENCOUNTER 4

Threnody: Female Harpy Sor4; CR 6; Medium Monstrous Humanoid; HD 7d8+4d4+11; hp 63; Init +3; Spd 20 ft., fly 80 ft. (average); AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural); Base Atk/Grp: +9/+9; Atk +9 melee (1d6, club) or +12 ranged (1d8/19-20, masterwork light crossbow); Full Atk +9/+4 melee (1d6, club) and +4 melee (1d3, 2 claws) or +12 ranged (1d8/19-20, masterwork light crossbow); SA captivating song; SQ darkvision 60 ft., summon familiar (Shredder, hawk, +3 bonus on spot checks in bright light); AL CE; SV Fort +4 (+5), Ref +9 (+10), Will +9 (+10); Str 10, Dex 17, Con 12, Int 10, Wis 10, Cha 22.

Skills and Feats: Bluff +16 (+20), Concentration +5, Intimidate +12 (+16), Knowledge (arcana) +2, Listen +8, Perform (oratory) +10 (+14), Spellcraft +2, Spot +4; Combat Casting, Dodge, Flyby Attack, Persuasive.

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

Captivating Song (Su): The most insidious ability of the harpy is its song. When Threnody sings, all creatures (other than harpies and Threnody's allies [due to *Torment*]) within a 300 ft. spread must succeed at a DC 21 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by Threnody's song for 24 hours. The save is Cha-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 ft. of Threnody stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Sorcerer Spells Known (6/8/5; save DC 16 + spell level):
0 – acid splash, detect magic, ghost sound, mage hand, read magic, resistance; 1st – color spray, ray of enfeeblement, shield; 2nd – scorching ray.

Languages: Common, Harpy.

Possessions: club, masterwork light crossbow, dagger, *Torment*, *potion of barkskin* +3, *potion of resist energy* (fire) 30, *potion of greater mage armor* (CL 7th)*, *potion of cure moderate wounds*, *potion of cat's grace*, *potion of bear's endurance*, *Heward's handy haversack*. *Complete Arcane.

Shredder: female hawk familiar; Tiny magical beast; HD 4d8; hp 31; Init +3; Spd 10 ft., fly 60 ft. (average); AC 19, touch 15, flat-footed 16 (+2 size, +3 Dex, +4 natural); Base Atk/Grp: +9/-1; Atk/Full Atk +15 melee (1d4-2, talons); Space/Reach 2½ ft./0 ft.; SA –;

SQ alertness, low-light vision, deliver touch spells, empathic link, improved evasion, share spells, +8 racial bonus on Spot checks; AL N; SV Fort +3, Ref +9, Will +11; Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Bluff +4, Concentration +4, Intimidate +4, Knowledge (arcana) +0, Listen +8, Spellcraft +0, Spot +16; Alertness, Weapon Finesse^B.

Gargoyle: hp 39; see *Monster Manual*, page 113.

ENCOUNTER 5

Many-Skarrs: Male Half-orc Bbn2/Clr2 of Gruumsh; CR 4; Medium Humanoid (Human, Orc); HD 2d12+2d8+8; hp 36; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 15 (+1 Dex, +4 armor); Base Atk/Grp: +3/+7; Atk +9 melee (1d8+6/x3, masterwork orc double axe) or +7 melee (1d4+4/18-20, kukri) or +4 ranged (1d6+4, javelin); Full Atk +9 melee (1d8+6/x3, masterwork orc double axe) or +7 melee (1d4+4/18-20, kukri) or +4 ranged (1d6+4, javelin); SA rage 1/day, spells, rebuke undead; SQ darkvision 60 ft., fast movement, aura, spontaneous casting, uncanny dodge; AL CE; SV Fort +8, Ref +1, Will +5; Str 18, Dex 12, Con 14, Int 8, Wis 14, Cha 7.

Skills and Feats: Climb +4, Concentration +3, Intimidate +3, Jump +4, Listen +6, Spellcraft +0, Survival +4; Exotic Weapon Proficiency (orc double axe), Weapon Focus (orc double axe).

Languages: Common, Orc.

Cleric Spells Prepared (4/3+1; save DC 12 + spell level):
0 – detect magic, guidance, resistance, virtue; 1st – divine favor, enlarge person^D, obscuring mist, shield of faith.

^DDomain Spell. **Domains:** Evil (evil spells at +1 CL), Strength (Su, enhancement bonus to Str equal to cleric level for 1 round, 1/day, activate as free action).

Possessions: chain shirt, masterwork orc double axe, kukri, 3 javelins, *potion of jump*, *potion of barkskin* +3, *oil of magic weapon*, *potion of protection from good*, *oil of magic vestment* +3, *potion of bull's strength*.

Monglar: Male Goblin Rog2/Scout1/Ftr1; CR 4; Small Humanoid (Goblinoid); HD 2d6+1d8+1d10+8; hp 29; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (+1 size, +4 Dex, +3 armor, +2 shield); Base Atk/Grp: +2/-1; Atk +8 melee (1d4+1/19-20, masterwork short sword) or +7 melee (1d3+1/19-20, dagger) or +8 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); Full Atk +8 melee (1d4+1/19-20, masterwork short sword) or +7 melee (1d3+1/19-20, dagger) or +8 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); SA sneak attack +1d6, skirmish +1d6; SQ darkvision 60 ft., trapfinding, evasion; AL NE; SV Fort +4, Ref +9, Will +2; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 8. *Complete Adventurer*, page 10.

Skills and Feats: Balance +7, Climb +4, Craft (trapmaking) +4, Decipher Script +2, Disable Device +6, Escape Artist +7, Hide +15, Jump +5, Listen +4, Move Silently +15, Open Lock +5, Ride +11, Search +6, Spot +4, Survival +2 (+4 following tracks), Tumble +9; Dodge, Iron Will, Weapon Finesse.

Languages: Common, Goblin, Orc.

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

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Possessions: masterwork studded leather, +1 light wooden shield, masterwork short sword, dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, *potion of cat's grace*, *potion of invisibility*, *potion of remove paralysis*, *potion of magic fang*, *potion of shield of faith* +3.

Zoltan: Male Goblin Wiz4; CR 4; Small Humanoid (Goblinoid); HD 4d4+12; hp 21; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11 (+1 size, +3 Dex); Base Atk/Grp: +2/-4; Atk +1 melee (1d3-2/19-20, dagger) or +1 melee (1d4-2, club) or +7 ranged (1d6/19-20, masterwork light crossbow); Full Atk +1 melee (1d3-2/19-20, dagger) or +1 melee (1d4-2, club) or +7 ranged (1d6/19-20, masterwork light crossbow); SA spells; SQ darkvision 60 ft., summon familiar (Skrawl, rat, +2 bonus on Fort saves); AL NE; SV Fort +6 (+7), Ref +4 (+5), Will +4 (+5); Str 6, Dex 17, Con 16, Int 16, Wis 10, Cha 6.

Skills and Feats: Concentration +10, Hide +7, Knowledge (arcana) +10, Knowledge (architecture and engineering) +6, Knowledge (dungeoneering) +6, Knowledge (nature) +5, Knowledge (religion) +6, Knowledge (the planes) +6, Listen +2, Move Silently +7, Ride +7, Spellcraft +12, Spot +2; Combat Casting, Eschew Materials, Scribe Scroll.

Languages: Common, Draconic, Gnoll, Goblin, Orc.

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

Wizard Spells Prepared (4/4/3; save DC 13 + spell level): 0 – *detect magic*, *mage hand*, *ray of frost*, *touch of fatigue*; 1st – *burning hands*, *magic missile* x2, *ray of enfeeblement*; 2nd – *blindness/deafness*, *glitterdust*, *scorching ray*.

Spellbook: 1st – *benign transposition**, *burning hands*, *color spray*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd – *baleful transposition**, *blindness/deafness*, *false life*, *glitterdust*, *mirror image*, *scorching ray*. *Miniatures Handbook.

Possessions: club, dagger, masterwork light crossbow, 20 bolts, spellbook, *cloak of resistance* +1, *potion of cure light wounds*, *potion of barkskin* +3, *potion of fox's cunning*, *potion of sanctuary*, *potion of magic circle against good*, *arcane scroll of benign transposition** (CL 1st), *arcane scroll of ray of enfeeblement* (CL 4th), *arcane scroll of true strike* (CL 1st), 2 *arcane scrolls of mage armor* (CL 1st), 2 *arcane scrolls of shield* (CL 4th), *arcane scroll of burning hands* (CL 4th), *arcane scroll of false life* (CL 4th), *arcane scroll of mirror image* (CL 3rd), *arcane scroll of color spray* (CL 1st), *arcane scroll of baleful transposition** (CL 3rd). *Miniatures Handbook.

Skrawl: male rat familiar; Tiny magical beast; HD 4d8; hp 10; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 16, touch 14, flat-footed 14 (+2 size, +2 Dex, +2 natural); Base Atk/Grp: +2/-10; Atk/Full Atk +6 melee (1d3-4, bite); Space/Reach 2½ ft./0 ft.; SA –; SQ low-light vision, scent, +4 racial bonus on Hide and Move Silently checks, +8 racial bonus on Balance, Climb, and Swim checks, can take 10 on Climb checks even if rushed or threatened, can use Dex modifier instead of Str modifier for Climb and Swim checks, +8 racial bonus on Swim check to perform some special action or avoid a hazard, can take 10 on Swim check even if distracted or endangered, can use run action while swimming in a straight line, alertness, improved evasion, share spells, empathic link, deliver touch spells; AL N; SV Fort +2, Ref +4, Will +5; Str 2, Dex 15, Con 10, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Concentration +7, Hide +16, Knowledge (arcana) +5, Knowledge (architecture and engineering) +1, Knowledge (dungeoneering) +1, Knowledge (nature) +0, Knowledge (religion) +1, Knowledge (the planes) +1, Move Silently +12, Spellcraft +7, Swim +10; Stealthy, Weapon Finesse^B.

Worg: hp 36; see *Monster Manual*, page 256.

ENCOUNTER 6

Galagrok Dwarf-Render: Male Half-orc Ftr1/Bbn1/Rgr2; CR 4; Medium Humanoid (Human, Orc); HD 1d10+1d12+2d8+8; hp 35; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +4/+8; Atk +10 melee (1d8+4/19-20, masterwork longsword) or +9 melee (1d6+4/19-20, masterwork short sword) or +6 ranged (1d6+4/x3,

composite shortbow (+4 Str bonus)); Full Atk +8 melee (1d8+4/19-20, masterwork longsword) and +7 melee (1d6+2/19-20, masterwork short sword) or +10 melee (1d8+6/19-20, masterwork longsword) or +9 melee (1d6+4/19-20, masterwork short sword) or +6 ranged (1d6+4/x3, composite shortbow (+4 Str bonus)); SA rage 1/day, favored enemy (humanoid (dwarf) +2); SQ darkvision 60 ft., fast movement, wild empathy; AL NE; SV Fort +9, Ref +5, Will +2; Str 19, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +6, Intimidate +1, Jump +6, Listen +6, Ride +5, Survival +6; Iron Will, Power Attack, Track^B, Two-Weapon Fighting^B, Weapon Focus (longsword).

Languages: Common, Orc.

Possessions: masterwork chain shirt, masterwork longsword, masterwork short sword, composite shortbow (+4 Str bonus), 20 arrows, sack of dwarven skulls, *potion of shield of faith* +3, *potion of jump*, *oil of greater magic weapon* +2, *potion of aid*, *potion of cure light wounds*, *potion of bear's endurance*.

Serath Shadowscale: Male Human Clr4 of the Earth Dragon; CR 4; Medium Humanoid (Human); HD 4d8+8; hp 30; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +7 armor, +2 shield); Base Atk/Grp: +3/+4; Atk +4 melee (1d6+1/x4, heavy pick) or +4 melee (1d8+1, heavy mace) or +4 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6+1/x4, heavy pick) or +4 melee (1d8+1, heavy mace) or +4 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead 4/day; SQ spontaneous casting, aura; AL NE; SV Fort +6, Ref +2, Will +7; Str 12, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Diplomacy +6, Heal +4, Knowledge (arcana) +2, Knowledge (religion) +2, Knowledge (the planes) +2, Spellcraft +2; Augment Summoning, Martial Weapon Proficiency (heavy pick), Spell Focus (conjunction).

Languages: Common.

Cleric Spells Prepared (5/4+1/3+1; save DC 13 + spell level, 14 + spell level for conjunction spells): 0 – *detect magic*, *guidance*, *light*, *resistance* x2; 1st – *divine favor*, *protection from good*^D, *sanctuary*, *shield of faith*, *summon monster* I; 2nd – *bear's endurance*, *soften earth* and *stone*^D, *spiritual weapon*, *summon monster* II.

^DDomain Spell. **Domains:** Evil (evil spells at +1 CL), Earth (Su, turn air creatures or rebuke earth creatures, 4/day).

Possessions: +1 banded mail, heavy steel shield, heavy pick, heavy mace, light crossbow, 10 bolts, silver holy symbol of the Earth Dragon, *potion of owl's wisdom*, *divine scroll of cause fear* (CL 1st), *wand of cure moderate wounds* (CL 3rd, 5 charges), *wand of summon monster* II (CL 3rd, 5 charges), *potion of blur*, *potion of barkskin* +2, *potion of protection from arrows* 10/magic.

Ongul Batenzor: Male Orc Ftr4; CR 4; Medium Humanoid (Orc); HD 4d10+8; hp 36; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk/Grp: +4/+9; Atk +9 melee (2d6+9/18-20, large masterwork falchion) or +6 ranged (1d8+5/x3, spear); Full

Atk +9 melee (2d6+9/18-20, large masterwork falchion) or +6 ranged (1d8+5/x3, spear); SA –; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +3, Will +1; Str 20, Dex 14, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Intimidate +5, Jump +8, Ride +3; Dodge, Monkey Grip*, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion). *Complete Warrior.

Languages: Common, Orc.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: masterwork breastplate, 3 spears, large masterwork falchion, *potion of shield of faith* +4, 2 *potions of enlarge person*, *potion of good hope*, *potion of lesser restoration*, *potion of cure light wounds*.

Garvos Dreadblade: Male Goblin Rog1/Scout1; CR 2; Small Humanoid (Goblinoid); HD 1d6+1d8+4; hp 14; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 15 (+1 size, +3 Dex, +3 armor, +1 shield); Base Atk/Grp: +0/-3; Atk +3 melee (1d4+1/19-20, masterwork short sword) or +2 melee (1d3+1/19-20, dagger) or +5 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); Full Atk +3 melee (1d4+1/19-20, masterwork short sword) or +2 melee (1d3+1/19-20, dagger) or +5 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); SA sneak attack +1d6, skirmish +1d6; SQ darkvision 60 ft., trapfinding; AL NE; SV Fort +2, Ref +7, Will +0; Str 12, Dex 17, Con 14, Int 12, Wis 10, Cha 8. *Complete Adventurer*, page 10.

Skills and Feats: Balance +4, Climb +2, Craft (trapmaking) +3, Decipher Script +2, Disable Device +5, Escape Artist +6, Hide +12, Listen +4, Move Silently +12, Open Lock +4, Ride +9, Search +6, Spot +4, Survival +2 (+4 following tracks), Tumble +7; Dodge.

Languages: Common, Goblin, Orc.

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

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A

scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Possessions: masterwork studded leather, masterwork light wooden shield, masterwork short sword, dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, *potion of shield of faith* +3, *potion of resist energy (cold)* 10, *elixir of sneaking*, *elixir of hiding*.

Worg: hp 36; see *Monster Manual*, page 256.

ENCOUNTER 4

Threnody: Female Harpy Sor8; CR 8; Medium Monstrous Humanoid; HD 7d8+8d4+15; hp 78; Init +8; Spd 20 ft., fly 80 ft. (average); AC 16, touch 15, flat-footed 12 (+4 Dex, +1 natural, +1 deflection); Base Atk/Grp: +11/+11; Atk +11 melee (1d6, club) or +15 ranged (1d8/19-20, masterwork light crossbow); Full Atk +11/+6/+1 melee (1d6, club) and +6 melee (1d3, 2 claws) or +15 ranged (1d8/19-20, masterwork light crossbow); SA captivating song; SQ darkvision 60 ft., summon familiar (Shredder, hawk, +3 bonus on spot checks in bright light); AL CE; SV Fort +5 (+6), Ref +11 (+12), Will +11 (+12); Str 10, Dex 18, Con 12, Int 10, Wis 10, Cha 22.

Skills and Feats: Bluff +16 (+20), Concentration +9, Intimidate +12 (+16), Knowledge (arcana) +2, Listen +8, Perform (oratory) +14 (+18), Spellcraft +2, Spot +4; Combat Casting, Dodge, Force of Personality*, Flyby Attack, Improved Initiative, Persuasive. *Complete Adventurer.

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

Captivating Song (Su): The most insidious ability of the harpy is its song. When Threnody sings, all creatures (other than harpies and Threnody's allies [due to *Torment*]) within a 300 ft. spread must succeed at a DC 23 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by Threnody's song for 24 hours. The save is Cha-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 ft. of Threnody stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Sorcerer Spells Known (6/8/8/6/4; save DC 16 + spell level): 0 – acid splash, daze, detect magic, ghost sound, mage hand, prestidigitation, read magic, resistance; 1st – charm person, color spray, orb of sound (lesser)*, ray of enfeeblement, shield; 2nd – eagle's splendor, protection from arrows, scorching ray; 3rd – fireball, haste; 4th – confusion. *Complete Arcane.

Languages: Common, Harpy.

Possessions: club, masterwork light crossbow, 10 bolts, dagger, *Torment*, *potion of barkskin* +3, *potion of resist energy* (fire) 30, *potion of greater mage armor* (CL 7th)*, *potion of cure moderate wounds*, *potion of cat's grace*, *potion of bear's endurance*, Heward's handy haversack, ring of protection +1, ring of feather falling. *Complete Arcane.

Shredder: female hawk familiar; Tiny magical beast; HD 8d8; hp 39; Init +3; Spd 10 ft., fly 60 ft. (average); AC 21, touch 15, flat-footed 18 (+2 size, +3 Dex, +6 natural); Base Atk/Grp: +11/+1; Atk/Full Atk +17 melee (1d4-2, talons); Space/Reach 2½ ft./0 ft.; SA –; SQ alertness, low-light vision, deliver touch spells, empathic link, improved evasion, share spells, +8 racial bonus on Spot checks, speak with master, speak with animals of its kind; AL N; SV Fort +4, Ref +10, Will +13; Str 6, Dex 17, Con 10, Int 9, Wis 14, Cha 6.

Skills and Feats: Bluff +4, Concentration +8, Intimidate +4, Knowledge (arcana) +0, Listen +8, Spellcraft +0, Spot +16; Alertness, Weapon Finesse^B.

Gargoyle, Advanced: CR 6; Large Monstrous Humanoid (Earth); HD 7d8+45; hp 66; Init +1; Spd 40 ft., fly 60 ft. (average); AC 16, touch 10, flat-footed 15 (-1 size, +1 Dex, +6 natural); Base Atk/Grp: +7/+17; Atk +13 melee (1d6+6, claw); Full Atk +13 melee (1d6+6, 2 claws) and +10 melee (1d8+3, bite) and +10 melee (1d8+3, gore); Space/Reach: 10 ft./10 ft.; SA –; SQ DR 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +8, Ref +6, Will +5; Str 23, Dex 12, Con 22, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +3*, Listen +5, Spot +5; Multiattack, Toughness, Weapon Focus (claws).

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

Freeze (Ex): A gargoyle can hold itself so still that it appears to be a statue. An observer must make a successful Spot check (DC 20) to notice it is really alive.

Languages: Common, Terran.

Manticore, Advanced: CR 6; Large Magical Beast; HD 9d10+36; hp 95; Init +3; Spd 30 ft., fly 50 ft. (clumsy); AC 18, touch 12, flat-footed 15 (-1 size, +3 Dex, +6 natural); Base Atk/Grp: +9/+18; Atk +13 melee (2d4+5, claw) or +12 ranged (1d8+2/19-20, 6 spikes); Full Atk +13 melee (2d4+5, 2 claws) and +11 melee (1d8+2, bite) or +12 ranged (1d8+2/19-20, 6 spikes); Space/Reach: 10 ft./5 ft.; SA spikes; SQ darkvision 60 ft., low-light vision, scent; AL LE; SV Fort +10, Ref +9, Will +4; Str 20, Dex 16, Con 19, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +6, Spot +10, Survival +2; Flyby Attack, Multiattack, Point Blank Shot, Track^B, Weapon Focus (spikes).

Skills: Manticores have a +4 racial bonus on Spot checks.

Languages: Common.

Spikes (Ex): With a snap of the tail, a manticore can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within

30 feet of each other. The creature can launch only 24 spikes in any 24 hour period.

ENCOUNTER 5

Many-Skarrs: Male Half-orc Bbn2/Ftr1/Clr2 of Gruumsh; CR 5; Medium Humanoid (Human, Orc); HD 2d12+1d10+2d8+10; hp 45; Init +1; Spd 40 ft.; AC 16, touch 11, flat-footed 16 (+1 Dex, +5 armor); Base Atk/Grp: +4/+8; Atk +10 melee (1d8+6/x3, masterwork orc double axe) or +8 melee (1d4+4/18-20, kukri) or +5 ranged (1d6+4, javelin); Full Atk +10 melee (1d8+6/x3, masterwork orc double axe) or +8 melee (1d4+4/18-20, kukri) or +5 ranged (1d6+4, javelin); SA rage 1/day, spells, rebuke undead; SQ darkvision 60 ft., fast movement, aura, spontaneous casting, uncanny dodge; AL CE; SV Fort +10, Ref +1, Will +5; Str 18, Dex 12, Con 14, Int 8, Wis 14, Cha 7.

Skills and Feats: Climb +5, Concentration +3, Intimidate +4, Jump +5, Listen +6, Spellcraft +0, Survival +4; Exotic Weapon Proficiency (orc double axe), Intimidating Rage*, Weapon Focus (orc double axe).

*Complete Warrior.

Languages: Common, Orc.

Cleric Spells Prepared (4/3+1; save DC 12 + spell level):
0 – detect magic, guidance, resistance, virtue; 1st – divine favor, enlarge person^D, obscuring mist, shield of faith.

^DDomain Spell. Domains: Evil (evil spells at +1 CL), Strength (Su, enhancement bonus to Str equal to cleric level for 1 round, 1/day, activate as free action).

Possessions: +1 chain shirt, masterwork orc double axe, kukri, 3 javelins, *potion of jump*, *potion of barkskin* +3, *oil of magic weapon*, *potion of protection from good*, *oil of magic vestment* +3, *potion of bull's strength*.

Monglar: Male Goblin Rog3/Scout1/Ftr1; CR 5; Small Humanoid (Goblinoid); HD 3d6+1d8+1d10+10; hp 35; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (+1 size, +4 Dex, +3 armor, +2 shield); Base Atk/Grp: +3/+0; Atk +9 melee (1d4+1/19-20, masterwork short sword) or +8 melee (1d3+1/19-20, dagger) or +9 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); Full Atk +9 melee (1d4+1/19-20, masterwork short sword) or +8 melee (1d3+1/19-20, dagger) or +9 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); SA sneak attack +2d6, skirmish +1d6; SQ darkvision 60 ft., trapfinding, evasion, trap sense +1; AL NE; SV Fort +5, Ref +9, Will +3; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 8. *Complete Adventurer*, page 10.

Skills and Feats: Balance +7, Climb +4, Craft (trapmaking) +5, Decipher Script +2, Disable Device +7, Escape Artist +8, Hide +16, Jump +8, Listen +4, Move Silently +16, Open Lock +5, Ride +11, Search +7, Spot +4, Survival +2 (+4 following tracks), Tumble +11; Dodge, Iron Will, Weapon Finesse.

Languages: Common, Goblin, Orc.

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

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra

1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Possessions: masterwork studded leather, +1 light wooden shield, masterwork short sword, dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, *potion of cat's grace*, *potion of invisibility*, *potion of remove paralysis*, *potion of magic fang*, *potion of shield of faith* +3, *potion of jump*, *potion of levitate*, *oil of flame arrow*, *potion of barkskin* +3, *potion of cure moderate wounds*.

Timor: Male Goblin Rog3/Scout1/Ftr1; CR 5; Small Humanoid (Goblinoid); HD 3d6+1d8+1d10+10; hp 35; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (+1 size, +4 Dex, +3 armor, +2 shield); Base Atk/Grp: +3/+0; Atk +9 melee (1d4+1/19-20, masterwork short sword) or +8 melee (1d3+1/19-20, dagger) or +9 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); Full Atk +9 melee (1d4+1/19-20, masterwork short sword) or +8 melee (1d3+1/19-20, dagger) or +9 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); SA sneak attack +2d6, skirmish +1d6; SQ darkvision 60 ft., trapfinding, evasion, trap sense +1; AL NE; SV Fort +5, Ref +9, Will +3; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 8. *Complete Adventurer*, page 10.

Skills and Feats: Balance +7, Climb +4, Craft (trapmaking) +5, Decipher Script +2, Disable Device +7, Escape Artist +8, Hide +16, Jump +8, Listen +4, Move Silently +16, Open Lock +5, Ride +11, Search +7, Spot +4, Survival +2 (+4 following tracks), Tumble +11; Dodge, Iron Will, Weapon Finesse.

Languages: Common, Goblin, Orc.

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

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's

turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Possessions: masterwork studded leather, +1 light wooden shield, masterwork short sword, dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, *potion of cat's grace*, *potion of invisibility*, *potion of remove paralysis*, *potion of magic fang*, *potion of shield of faith* +3, *potion of jump*, *potion of levitate*, oil of flame arrow, *potion of barkskin* +3, *potion of cure moderate wounds*.

Zoltan: Male Goblin Wiz6; CR 6; Small Humanoid (Goblinoid); HD 6d4+18; hp 32; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11 (+1 size, +3 Dex); Base Atk/Grp: +3/-3; Atk +2 melee (1d3-2/19-20, dagger) or +2 melee (1d4-2, club) or +8 ranged (1d6/19-20, masterwork light crossbow); Full Atk +2 melee (1d3-2/19-20, dagger) or +2 melee (1d4-2, club) or +8 ranged (1d6/19-20, masterwork light crossbow); SA spells; SQ darkvision 60 ft., summon familiar (Skrawl, rat, +2 bonus on Fort saves); AL NE; SV Fort +7 (+9), Ref +5 (+7), Will +5 (+7); Str 6, Dex 17, Con 16, Int 16, Wis 10, Cha 6.

Skills and Feats: Concentration +12, Hide +7, Knowledge (arcana) +12, Knowledge (architecture and engineering) +7, Knowledge (dungeoneering) +7, Knowledge (nature) +6, Knowledge (religion) +6, Knowledge (the planes) +7, Listen +2, Move Silently +7, Ride +7, Spellcraft +14, Spot +2; Combat Casting, Craft Wondrous Item, Eschew Materials, Scribe Scroll, Silent Spell.

Languages: Common, Draconic, Gnoll, Goblin, Orc.

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

Wizard Spells Prepared (4/4/4/3; save DC 13 + spell level): 0 – *detect magic*, *mage hand*, *ray of frost*, *touch of fatigue*; 1st – *burning hands*, *magic missile* x2, *ray of enfeeblement*; 2nd – *blindness/deafness*, *glitterdust*, *silent benign transposition**, *scorching ray*; 3rd – *fireball*, *ray of exhaustion*, *resonating bolt***.

*Miniatures Handbook, **Complete Arcane.

Spellbook: 1st – *benign transposition**, *burning hands*, *color spray*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd – *baleful transposition**, *blindness/deafness*, *false*

life, *glitterdust*, *mirror image*, *scorching ray*; 3rd – *fireball*, *greater mage armor***, *haste*, *ray of exhaustion*, *resonating bolt***. *Miniatures Handbook, **Complete Arcane.

Possessions: club, dagger, masterwork light crossbow, 20 bolts, spellbook, *cloak of resistance* +2, *potion of cure moderate wounds*, *potion of barkskin* +3, *potion of fox's cunning*, *potion of sanctuary*, *potion of magic circle against good*, *arcane scroll of benign transposition** (CL 1st), *arcane scroll of ray of enfeeblement* (CL 6th), *arcane scroll of true strike* (CL 1st), 2 *arcane scrolls of greater mage armor*** (CL 5th), 2 *arcane scrolls of shield* (CL 6th), *arcane scroll of burning hands* (CL 6th), *arcane scroll of false life* (CL 6th), *arcane scroll of mirror image* (CL 6th), *arcane scroll of color spray* (CL 1st), *arcane scroll of baleful transposition** (CL 3rd), *arcane scroll of haste* (CL 5th). *Miniatures Handbook, **Complete Arcane.

Skrawl: male rat familiar; Tiny magical beast; HD 6d8; hp 16; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 17, touch 14, flat-footed 15 (+2 size, +2 Dex, +3 natural); Base Atk/Grp: +3/-9; Atk/Full Atk +7 melee (1d3-4, bite); Space/Reach 2½ ft./0 ft.; SA –; SQ low-light vision, scent, +4 racial bonus on Hide and Move Silently checks, +8 racial bonus on Balance, Climb, and Swim checks, can take 10 on Climb checks even if rushed or threatened, can use Dex modifier instead of Str modifier for Climb and Swim checks, +8 racial bonus on Swim check to perform some special action or avoid a hazard, can take 10 on Swim check even if distracted or endangered, can use run action while swimming in a straight line, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master; AL N; SV Fort +2, Ref +4, Will +6; Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Concentration +9, Hide +16, Knowledge (arcana) +8, Knowledge (architecture and engineering) +3, Knowledge (dungeoneering) +3, Knowledge (nature) +2, Knowledge (religion) +2, Knowledge (the planes) +3, Move Silently +12, Spellcraft +10, Swim +10; Stealthy, Weapon Finesse^B.

Displacer Beast: hp 59; see Monster Manual, page 66.

ENCOUNTER 6

Galagrok Dwarf-Render: Male Half-orc Ftr1/Bbn2/Rgr2; CR 5; Medium Humanoid (Human, Orc); HD 1d10+2d12+2d8+10; hp 45; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 16 (+2 Dex, +4 armor); Base Atk/Grp: +5/+9; Atk +11 melee (1d8+4/19-20, masterwork longsword) or +10 melee (1d6+4/19-20, masterwork short sword) or +7 ranged (1d6+4/x3, composite shortbow (+4 Str bonus)); Full Atk +9 melee (1d8+4/19-20, masterwork longsword) and +8 melee (1d6+2/19-20, masterwork short sword) or +11 melee (1d8+6/19-20, masterwork longsword) or +10 melee (1d6+4/19-20, masterwork short sword) or +7 ranged (1d6+4/x3, composite shortbow (+4 Str bonus)); SA rage 1/day, favored enemy (humanoid (dwarf) +2); SQ darkvision 60 ft., fast movement, wild empathy, uncanny

dodge; AL NE; SV Fort +10, Ref +5, Will +2; Str 19, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +6, Intimidate +4, Jump +6, Listen +6, Ride +5, Survival +6; Iron Will, Power Attack, Track^B, Two-Weapon Fighting^B, Weapon Focus (longsword).

Languages: Common, Orc.

Possessions: masterwork chain shirt, masterwork longsword, masterwork short sword, composite shortbow (+4 Str bonus), 20 arrows, sack of dwarven skulls, *potion of shield of faith* +4, *potion of jump*, *oil of greater magic weapon* +2, *potion of aid*, *potion of cure light wounds*, *potion of bear's endurance*, *potion of heroism*.

Serath Shadowscale: Male Human Clr5 of the Earth Dragon; CR 5; Medium Humanoid (Human); HD 5d8+10; hp 38; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +7 armor, +2 shield); Base Atk/Grp: +3/+4; Atk +4 melee (1d6+1/x4, heavy pick) or +4 melee (1d8+1, heavy mace) or +4 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6+1/x4, heavy pick) or +4 melee (1d8+1, heavy mace) or +4 ranged (1d8/19-20, light crossbow); SA spells, rebuke undead 4/day; SQ spontaneous casting, aura; AL NE; SV Fort +6, Ref +2, Will +7; Str 12, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +8, Heal +4, Knowledge (arcana) +2, Knowledge (religion) +2, Knowledge (the planes) +2, Spellcraft +2; Augment Summoning, Martial Weapon Proficiency (heavy pick), Spell Focus (conjunction).

Languages: Common.

Cleric Spells Prepared (5/4+1/3+1/2+1; save DC 13 + spell level, 14 + spell level for conjunction spells): 0 – *detect magic*, *guidance*, *light*, *resistance* x2; 1st – *divine favor*, *protection from good*^D, *sanctuary*, *shield of faith*, *summon monster I*; 2nd – *bear's endurance*, *soften earth and stone*^D, *spiritual weapon*, *summon monster II*; 3rd – *magic circle against good*^D, *slashing darkness*^{*}, *summon monster III*. *Miniatures Handbook.

^DDomain Spell. Domains: Evil (evil spells at +1 CL), Earth (Su, turn air creatures or rebuke earth creatures, 4/day).

Possessions: +1 banded mail, heavy steel shield, heavy pick, heavy mace, light crossbow, 10 bolts, silver holy symbol of the Earth Dragon, *potion of owl's wisdom*, *divine scroll of cause fear* (CL 1st), *wand of cure moderate wounds* (CL 3rd, 5 charges), *wand of summon monster III* (CL 5th, 5 charges), *potion of blur*, *potion of barkskin* +2, *potion of protection from arrows* 10/magic.

Ongul Batenzor: Male Orc Ftr4/Bbn1; CR 5; Medium Humanoid (Orc); HD 4d10+1d12+10; hp 47; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 armor); Base Atk/Grp: +5/+10; Atk +10 melee (2d6+9/18-20, large masterwork falchion) or +7 ranged (1d8+5/x3, spear); Full Atk +10 melee (2d6+9/18-20, large masterwork falchion) or +7 ranged (1d8+5/x3, spear); SA rage 1/day; SQ darkvision 60 ft., light sensitivity, fast movement; AL CE; SV Fort +8, Ref +3, Will +1; Str 20, Dex 14, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Intimidate +6, Jump +10, Ride +4; Dodge, Monkey Grip*, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion). *Complete Warrior.

Languages: Common, Orc.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 breastplate, 3 spears, large masterwork falchion, *potion of shield of faith* +4, 2 *potions of enlarge person*, *potion of good hope*, *potion of lesser restoration*, *potion of cure light wounds*.

Garvos Dreadblade: Male Goblin Rog3/Scout1/Ftr1; CR 5; Small Humanoid (Goblinoid); HD 3d6+1d8+1d10+10; hp 35; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (+1 size, +4 Dex, +3 armor, +2 shield); Base Atk/Grp: +3/+0; Atk +9 melee (1d4+1/19-20, masterwork short sword) or +8 melee (1d3+1/19-20, dagger) or +9 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); Full Atk +9 melee (1d4+1/19-20, masterwork short sword) or +8 melee (1d3+1/19-20, dagger) or +9 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); SA sneak attack +2d6, skirmish +1d6; SQ darkvision 60 ft., trapfinding, evasion, trap sense +1; AL NE; SV Fort +5, Ref +9, Will +3; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 8. Complete Adventurer, page 10.

Skills and Feats: Balance +7, Climb +4, Craft (trapmaking) +5, Decipher Script +2, Disable Device +7, Escape Artist +8, Hide +16, Jump +8, Listen +4, Move Silently +16, Open Lock +5, Ride +11, Search +7, Spot +4, Survival +2 (+4 following tracks), Tumble +11; Dodge, Iron Will, Weapon Finesse.

Languages: Common, Goblin, Orc.

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

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she

gains the skirmish ability from another class, the bonuses stack.

Possessions: masterwork studded leather, +1 light wooden shield, masterwork short sword, dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, *potion of resist energy (cold)* 20, *elixir of sneaking*, *elixir of hiding*, *potion of shield of faith* +4, *potion of jump*, *potion of barkskin* +5, *potion of cure moderate wounds*, *potion of delay poison*.

Raleg Reaverflame: Male Goblin Wiz5 (Evoker); CR 5; Small Humanoid (Goblinoid); HD 5d4+8; hp 21; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11 (+1 size, +3 Dex); Base Atk/Grp: +2/-3; Atk +2 melee (1d3-1/19-20, dagger) or +2 melee (1d4-1, club) or +7 ranged (1d6/19-20, masterwork light crossbow); Full Atk +2 melee (1d3-1/19-20, dagger) or +2 melee (1d4-1, club) or +7 ranged (1d6/19-20, masterwork light crossbow); SA spells; SQ darkvision 60 ft., summon familiar (Croaker, toad, +3 hp); AL NE; SV Fort +2, Ref +4, Will +4; Str 8, Dex 16, Con 12, Int 17, Wis 10, Cha 10.

Skills and Feats: Concentration +9, Craft (alchemy) +7, Hide +7, Knowledge (arcana) +11, Knowledge (nature) +7, Knowledge (the planes) +11, Listen +0, Move Silently +7, Ride +7, Spellcraft +13, Spot +0; Energy Substitution* (Cold, Electricity), Reach Spell**, Scribe Scroll. *Complete Arcane, **Complete Divine.

Languages: Common, Aquan, Auran, Draconic, Goblin.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Evokers have a +2 bonus on Spellcraft checks to learn evocation spells.

Wizard Spells Prepared (4+1/4+1/3+1/2+1; save DC 13 + spell level; prohibited schools – illusion, necromancy): 0 – *acid splash*, energy substituted (cold) *acid splash*, *detect magic*, energy substituted (electricity) *ray of frost*, *ray of frost**; 1st – energy substituted (cold) *burning hands*, *enlarge person*, *lesser orb of cold*, *lesser orb of electricity*, *magic missile**; 2nd – energy substituted (cold) *fireburst*, energy substituted (cold) *scorching ray*, energy substituted (electricity) *scorching ray*, *scorching ray**; 3rd – energy substituted (cold) *fireball*, *fireball**, energy substituted (cold) *lightning bolt*. *Bonus evocation spell.

Spellbook: 1st – *burning hands*, *enlarge person*, *lesser orb of cold**, *lesser orb of electricity**, *mage armor*, *magic missile*, *shield*, *shocking grasp*; 2nd – *bear's endurance*, *fireburst**, *fox's cunning*, *glitterdust*, *protection from arrows*, *scorching ray*, *Tasha's hideous laughter*, *touch of idiocy*; 3rd – *fireball*, *fly*, *greater mage armor**, *lightning bolt*, *resonating bolt**. *Complete Arcane.

Possessions: club, dagger, masterwork light crossbow, 20 bolts, spellbook, spell components pouch, 2 arcane scrolls of greater mage armor (CL 5th), 2 arcane scrolls of shield (CL 1st), arcane scroll of protection from arrows (CL 3rd), arcane scroll of bear's endurance (CL 3rd), arcane scroll of fox's cunning (CL 3rd), arcane scroll of Tasha's hideous laughter (CL 3rd), arcane scroll of glitterdust (CL 3rd), arcane scroll of resonating bolt* (CL 5th), arcane scroll of fly (CL 5th), *potion of cure serious wounds*, *potion of shield of faith* +3, *potion of displacement*. *Complete Arcane.

Croaker: male toad familiar; Diminutive magical beast; HD 5d8; hp 10; Init +1; Spd 5 ft.; AC 18, touch 15, flat-footed 17 (+4 size, +1 Dex, +3 natural); Base Atk/Grp: +2/-15; Atk/Full Atk —; Space/Reach 1 ft./0 ft.; SA —; SQ low-light vision, amphibious, +4 racial bonus on Hide checks, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master; AL N; SV Fort +2, Ref +3, Will +6; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills and Feats: Concentration +8, Hide +21, Knowledge (arcana) +7, Knowledge (nature) +3, Knowledge (the planes) +7, Listen +4, Spellcraft +9, Spot +4; Alertness.

Winter Wolf: hp 59; see *Monster Manual*, page 256.

APPENDIX 5 – APL 10

ENCOUNTER 4

Threnody: Female Harpy Sor9; CR 9; Medium Monstrous Humanoid; HD 7d8+9d4+16; hp 81; Init +8; Spd 20 ft., fly 80 ft. (average); AC 16, touch 15, flat-footed 12 (+4 Dex, +1 natural, +1 deflection); Base Atk/Grp: +11/+11; Atk +11 melee (1d6, club) or +15 ranged (1d8/19-20, masterwork light crossbow); Full Atk +11/+6/+1 melee (1d6, club) and +6 melee (1d3, 2 claws) or +15 ranged (1d8/19-20, masterwork light crossbow); SA captivating song; SQ darkvision 60 ft., summon familiar (Shredder, hawk, +3 bonus on spot checks in bright light); AL CE; SV Fort +6 (+7), Ref +12 (+13), Will +11 (+12); Str 10, Dex 18, Con 12, Int 10, Wis 10, Cha 23.

Skills and Feats: Bluff +16 (+23), Concentration +11, Intimidate +12 (+19), Knowledge (arcana) +2, Listen +8, Perform (oratory) +14 (+21), Spellcraft +2, Spot +4; Combat Casting, Dodge, Force of Personality*, Flyby Attack, Improved Initiative, Persuasive. *Complete Adventurer.

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

Captivating Song (Su): The most insidious ability of the harpy is its song. When Threnody sings, all creatures (other than harpies and Threnody's allies [due to *Torment*]) within a 300 ft. spread must succeed at a DC 24 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by Threnody's song for 24 hours. The save is Cha-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 ft. of Threnody stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Sorcerer Spells Known (6/8/8/7/5; save DC 16 + spell level): 0 – acid splash, daze, detect magic, ghost sound, mage hand, prestidigitation, read magic, resistance; 1st – charm person, color spray, orb of sound (lesser)*, ray of enfeeblement, shield; 2nd – eagle's splendor, protection from arrows, scorching ray, Tasha's hideous laughter; 3rd – fireball, haste, resonating bolt*; 4th – confusion, ice storm. *Complete Arcane.

Languages: Common, Harpy.

Possessions: club, masterwork light crossbow, 10 bolts, dagger, *Torment*, potion of barkskin +3, potion of resist energy (fire) 30, potion of greater mage armor (CL 7th)*, potion of cure serious wounds, potion of cat's grace, potion of bear's endurance,

Heward's handy haversack, ring of protection +1, ring of feather falling, circlet of persuasion. *Complete Arcane.

Shredder: female hawk familiar; Tiny magical beast; HD 9d8; hp 40; Init +3; Spd 10 ft., fly 60 ft. (average); AC 22, touch 15, flat-footed 19 (+2 size, +3 Dex, +7 natural); Base Atk/Grp: +11/+11; Atk/Full Atk +17 melee (1d4-2, talons); Space/Reach 2½ ft./0 ft.; SA –; SQ alertness, low-light vision, deliver touch spells, empathic link, improved evasion, share spells, +8 racial bonus on Spot checks, speak with master, speak with animals of its kind; AL N; SV Fort +5, Ref +11, Will +13; Str 6, Dex 17, Con 10, Int 10, Wis 14, Cha 6.

Skills and Feats: Bluff +4, Concentration +10, Intimidate +4, Knowledge (arcana) +0, Listen +8, Spellcraft +0, Spot +16; Alertness, Weapon Finesse^B.

Gargoyle, Advanced: CR 8; Large Monstrous Humanoid (Earth); HD 12d8+75; hp 129; Init +1; Spd 40 ft., fly 60 ft. (average); AC 16, touch 10, flat-footed 15 (-1 size, +1 Dex, +6 natural); Base Atk/Grp: +12/+23; Atk +19 melee (1d6+7, claw); Full Atk +19 melee (1d6+7, 2 claws) and +16 melee (1d8+3, bite) and +16 melee (1d8+3, gore); Space/Reach: 10 ft./10 ft.; SA –; SQ DR 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +10, Ref +9, Will +9; Str 24, Dex 12, Con 22, Int 6, Wis 12, Cha 7.

Skills and Feats: Hide +4*, Listen +8, Spot +8; Multiattack, Power Attack, Roll With It*, Toughness, Weapon Focus (claws). *Savage Species.

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

Freeze (Ex): A gargoyle can hold itself so still that it appears to be a statue. An observer must make a successful Spot check (DC 20) to notice it is really alive.

Languages: Common, Terran.

Manticore, Advanced: CR 7; Large Magical Beast; HD 12d10+60; hp 135; Init +3; Spd 30 ft., fly 50 ft. (clumsy); AC 18, touch 12, flat-footed 15 (-1 size, +3 Dex, +6 natural); Base Atk/Grp: +12/+21; Atk +16 melee (2d6+5, claw) or +15 ranged (1d8+2/19-20, 6 spikes); Full Atk +16 melee (2d6+5, 2 claws) and +14 melee (1d8+2, bite) or +15 ranged (1d8+2/19-20, 6 spikes); Space/Reach: 10 ft./5 ft.; SA spikes; SQ darkvision 60 ft., low-light vision, scent; AL LE; SV Fort +13, Ref +11, Will +5; Str 20, Dex 16, Con 20, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +7, Spot +11, Survival +3; Flyby Attack, Improved Natural Attack (claws), Multiattack, Point Blank Shot, Track^B, Weapon Focus (spikes).

Skills: Manticores have a +4 racial bonus on Spot checks.

Languages: Common.

Spikes (Ex): With a snap of the tail, a manticore can loose a volley of six spikes as a standard action (make an

attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24 hour period.

ENCOUNTER 5

Many-Skarrs: Male Half-orc Bbn2/Ftr1/Rgr2/Clr2 of Gruumsh; CR 7; Medium Humanoid (Human, Orc); HD 2d12+1d10+4d8+14; hp 60; Init +1; Spd 40 ft.; AC 16, touch 11, flat-footed 16 (+1 Dex, +5 armor); Base Atk/Grp: +6/+10; Atk +12 melee (1d8+7/x3, +1 orc double axe) or +10 melee (1d4+4/18-20, kukri) or +7 ranged (1d6+4, javelin); Full Atk +12/+7 melee (1d8+7/x3, +1 orc double axe) or +10/+5 melee (1d8+5/x3, +1 orc double axe) and +10 melee (1d8+2/x3, masterwork orc double axe) or +10/+5 melee (1d4+4/18-20, kukri) or +7/+2 ranged (1d6+4, javelin); SA rage 1/day, spells, rebuke undead, favored enemy (humanoid (elf) +2); SQ darkvision 60 ft., fast movement, aura, spontaneous casting, uncanny dodge, wild empathy; AL CE; SV Fort +13, Ref +4, Will +5; Str 18, Dex 12, Con 14, Int 8, Wis 14, Cha 7.

Skills and Feats: Climb +7, Concentration +3, Intimidate +4, Jump +7, Listen +6, Spellcraft +0, Spot +6, Survival +5; Exotic Weapon Proficiency (orc double axe), Intimidating Rage*, Power Attack, Track^B, Two-Weapon Fighting^B, Weapon Focus (orc double axe). *Complete Warrior.

Languages: Common, Orc.

Cleric Spells Prepared (4/3+1; save DC 12 + spell level):
0 – detect magic, guidance, resistance, virtue; 1st – divine favor, enlarge person^D, obscuring mist, shield of faith.

^DDomain Spell. Domains: Evil (evil spells at +1 CL), Strength (Su, enhancement bonus to Str equal to cleric level for 1 round, 1/day, activate as free action).

Possessions: +1 chain shirt, +1/masterwork orc double axe, kukri, 3 javelins, *potion of jump*, *potion of barkskin* +3, *oil of magic weapon*, *potion of protection from good*, *oil of magic vestment* +4, *potion of bull's strength*, *potion of displacement*.

Monglar: Male Goblin Rog3/Scout3/Ftr1; CR 7; Small Humanoid (Goblinoid); HD 3d6+3d8+1d10+14; hp 50; Init +5; Spd 40 ft.; AC 21, touch 15, flat-footed 21 (+1 size, +4 Dex, +4 armor, +2 shield); Base Atk/Grp: +5/+2; Atk +11 melee (1d4+1/19-20, masterwork short sword) or +11 melee (1d3+1/19-20, masterwork dagger) or +11 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); Full Atk +11 melee (1d4+1/19-20, masterwork short sword) or +11 melee (1d3+1/19-20, masterwork dagger) or +11 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); SA sneak attack +2d6, skirmish (+1d6, +1 AC); SQ darkvision 60 ft., trapfinding, evasion, trap sense +1, battle fortitude +1, uncanny dodge, fast movement +10 ft., trackless step; AL NE; SV Fort +7, Ref +10, Will +4; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 8. Complete Adventurer, page 10.

Skills and Feats: Balance +7, Climb +4, Craft (trapmaking) +5, Decipher Script +2, Disable Device +7, Escape Artist +8, Hide +18, Jump +8, Knowledge (dungeoneering) +4, Listen +8, Move Silently +18, Open

Lock +5, Ride +11, Search +7, Spot +8, Survival +5 (+7 following tracks), Tumble +11; Combat Reflexes, Dodge, Iron Will, Weapon Finesse.

Languages: Common, Goblin, Orc.

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

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Possessions: +1 studded leather, +1 light wooden shield, masterwork short sword, masterwork dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, *potion of cat's grace*, *potion of invisibility*, *potion of remove paralysis*, *potion of magic fang*, *potion of shield of faith* +3, *potion of jump*, *potion of levitate*, *oil of flame arrow*, *potion of barkskin* +3, *potion of cure serious wounds*.

Timor: Male Goblin Rog3/Scout3/Ftr1; CR 7; Small Humanoid (Goblinoid); HD 3d6+3d8+1d10+14; hp 50; Init +5; Spd 40 ft.; AC 21, touch 15, flat-footed 21 (+1 size, +4 Dex, +4 armor, +2 shield); Base Atk/Grp: +5/+2; Atk +11 melee (1d4+1/19-20, masterwork short sword) or +11 melee (1d3+1/19-20, masterwork dagger) or +11 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); Full Atk +11 melee (1d4+1/19-20, masterwork short sword) or +11 melee (1d3+1/19-20, masterwork dagger) or +11 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); SA sneak attack +2d6, skirmish (+1d6, +1 AC); SQ darkvision 60 ft., trapfinding, evasion, trap sense +1, battle fortitude +1, uncanny dodge, fast movement +10 ft., trackless step; AL NE; SV Fort +7, Ref +10, Will +4; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 8. *Complete Adventurer*, page 10.

Skills and Feats: Balance +7, Climb +4, Craft (trapmaking) +5, Decipher Script +2, Disable Device +7, Escape Artist +8, Hide +18, Jump +8, Knowledge (dungeoneering) +4, Listen +8, Move Silently +18, Open Lock +5, Ride +11, Search +7, Spot +8, Survival +5 (+7 following tracks), Tumble +11; Combat Reflexes, Dodge, Iron Will, Weapon Finesse.

Languages: Common, Goblin, Orc.

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

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Possessions: +1 studded leather, +1 light wooden shield, masterwork short sword, masterwork dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, *potion of cat's grace*, *potion of invisibility*, *potion of remove paralysis*, *potion of magic fang*, *potion of shield of faith* +3, *potion of jump*, *potion of levitate*, *oil of flame arrow*, *potion of barkskin* +3, *potion of cure serious wounds*.

Zoltan: Male Goblin Wiz8; CR 8; Small Humanoid (Goblinoid); HD 8d4+24; hp 42; Init +4; Spd 30 ft.; AC 16, touch 16, flat-footed 12 (+1 size, +4 Dex, +1 deflection); Base Atk/Grp: +4/-2; Atk +3 melee (1d3-2/19-20, dagger) or +3 melee (1d4-2, club) or +10 ranged (1d6/19-20, masterwork light crossbow); Full Atk +3 melee (1d3-2/19-20, dagger) or +3 melee (1d4-2, club) or +10 ranged (1d6/19-20, masterwork light crossbow); SA spells; SQ darkvision 60 ft., summon familiar (Skrawl, rat, +2 bonus on Fort saves); AL NE; SV Fort +7 (+9), Ref +6 (+8), Will +6 (+8); Str 6, Dex 18, Con 16, Int 16 (18), Wis 10, Cha 6.

Skills and Feats: Concentration +14, Hide +8, Knowledge (arcana) +15, Knowledge (architecture and engineering) +8, Knowledge (dungeoneering) +9, Knowledge (nature) +8, Knowledge (religion) +8, Knowledge (the planes) +9, Listen +2, Move Silently +8, Ride +8, Spellcraft +17, Spot +2; Combat Casting, Craft Wondrous Item, Eschew Materials, Scribe Scroll, Silent Spell.

Languages: Common, Draconic, Gnoll, Goblin, Orc.

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

Wizard Spells Prepared (4/5/4/4/3; save DC 14 + spell level): 0 – *detect magic*, *mage hand*, *ray of frost*, *touch of fatigue*; 1st – *burning hands* x2, *magic missile* x2, *ray of enfeeblement*; 2nd – *blindness/deafness*, *glitterdust*, *silent benign transposition**, *scorching ray*; 3rd – *fireball*, *haste*, *ray of exhaustion*, *resonating bolt***; 4th – *enervation*, *ice storm*, *stoneskin*. **Miniatures Handbook*, ***Complete Arcane*.

Spellbook: 1st – *benign transposition**, *burning hands*, *color spray*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd – *baleful transposition**, *blindness/deafness*, *false life*, *glitterdust*, *mirror image*, *scorching ray*; 3rd – *fireball*, *greater mage armor***, *haste*, *ray of exhaustion*, *resonating bolt***; 4th – *enervation*, *ice storm*, *stoneskin*, *wrack****. **Miniatures Handbook*, ***Complete Arcane*, ****Complete Divine*.

Possessions: club, dagger, masterwork light crossbow, 20 bolts, spellbook, *cloak of resistance* +2, *headband of*

intellect +2, ring of protection +1, potion of cure moderate wounds, potion of barkskin +3, potion of fox's cunning, potion of sanctuary, potion of magic circle against good, arcane scroll of benign transposition* (CL 1st), arcane scroll of ray of enfeeblement (CL 6th), arcane scroll of true strike (CL 1st), 2 arcane scrolls of greater mage armor** (CL 5th), 2 arcane scrolls of shield (CL 6th), arcane scroll of burning hands (CL 6th), arcane scroll of false life (CL 6th), arcane scroll of mirror image (CL 6th), arcane scroll of color spray (CL 1st), arcane scroll of baleful transposition* (CL 3rd), arcane scroll of haste (CL 5th).
 *Miniatures Handbook, **Complete Arcane.

Skrawl: male rat familiar; Tiny magical beast; HD 8d8; hp 21; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 18, touch 14, flat-footed 16 (+2 size, +2 Dex, +4 natural); Base Atk/Grp: +4/-8; Atk/Full Atk +8 melee (1d3+4, bite); Space/Reach 2½ ft./0 ft.; SA –; SQ low-light vision, scent, +4 racial bonus on Hide and Move Silently checks, +8 racial bonus on Balance, Climb, and Swim checks, can take 10 on Climb checks even if rushed or threatened, can use Dex modifier instead of Str modifier for Climb and Swim checks, +8 racial bonus on Swim check to perform some special action or avoid a hazard, can take 10 on Swim check even if distracted or endangered, can use run action while swimming in a straight line, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind; AL N; SV Fort +2, Ref +4, Will +7; Str 2, Dex 15, Con 10, Int 9, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Concentration +11, Hide +16, Knowledge (arcana) +10, Knowledge (architecture and engineering) +3, Knowledge (dungeoneering) +4, Knowledge (nature) +3, Knowledge (religion) +3, Knowledge (the planes) +4, Move Silently +12, Spellcraft +12, Swim +10; Stealthy, Weapon Finesse^B.

Displacer Beast, Advanced: CR 6; Huge Magical Beast; HD 10d10+50; hp 113; Init +2; Spd 40 ft.; AC 18, touch 10, flat-footed 16 (-2 size, +2 Dex, +8 natural); Base Atk/Grp: +10/+26; Atk +16 melee (1d8+8, tentacle); Full Atk +16 melee (1d8+8, 2 tentacles) and +11 melee (2d6+4, bite); Space/Reach 15 ft./10 ft. (20 ft. with tentacles); SA –; SQ darkvision 60 ft., displacement, low-light vision, resistance to ranged attacks; AL LE; SV Fort +12, Ref +9, Will +4; Str 26, Dex 14, Con 20, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +7, Listen +6, Move Silently +8, Spot +6; Alertness, Combat Reflexes, Dodge, Stealth.

Languages: Common.

Skills: A displacer beast has a +8 racial bonus on Hide checks, thanks to its displacement ability.

Displacement (Su): A light-bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50 % miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any

ranged magical attack that specifically targets it (except for ranged touch attacks).

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Galagrok Dwarf-Render: Male Half-orc Ftr2/Bbn3/Rgr2; CR 8; Medium Humanoid (Human, Orc); HD 2d10+3d12+2d8+14; hp 65; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 16 (+2 Dex, +4 armor); Base Atk/Grp: +7/+11; Atk +13 melee (1d8+4/19-20, masterwork longsword) or +13 melee (1d6+4/19-20, masterwork short sword) or +9 ranged (1d6+4/x3, composite shortbow (+4 Str bonus)); Full Atk +11/+6 melee (1d8+4/19-20, masterwork longsword) and +11 melee (1d6+2/19-20, masterwork short sword) or +13/+8 melee (1d8+6/19-20, masterwork longsword) or +13/+8 melee (1d6+4/19-20, masterwork short sword) or +9/+4 ranged (1d6+4/x3, composite shortbow (+4 Str bonus)); SA rage 1/day, favored enemy (humanoid (dwarf) +2); SQ darkvision 60 ft., fast movement, wild empathy, uncanny dodge, trap sense +1; AL NE; SV Fort +11, Ref +6, Will +3; Str 19, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +6, Intimidate +8, Jump +6, Listen +6, Ride +5, Survival +6; Favored Power Attack*, Iron Will, Power Attack, Track^B, Two-Weapon Fighting^B, Weapon Focus (longsword, short sword). *Complete Warrior.

Languages: Common, Orc.

Possessions: masterwork chain shirt, masterwork longsword, masterwork short sword, composite shortbow (+4 Str bonus), 20 arrows, sack of dwarven skulls, *potion of shield of faith* +4, *potion of jump*, *oil of greater magic weapon* +3, *oil of magic vestment* +4, *potion of aid*, *potion of cure light wounds*, *potion of bear's endurance*, *potion of heroism*.

Serath Shadowscale: Male Human Clr7/Thaumaturgist1 of the Earth Dragon; CR 7; Medium Humanoid (Human); HD 7d8+1d4+16; hp 57; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +7 armor, +2 shield); Base Atk/Grp: +5/+6; Atk +7 melee (1d6+1/x4, masterwork heavy pick) or +6 melee (1d8+1, heavy mace) or +6 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d6+1/x4, masterwork heavy pick) or +6 melee (1d8+1, heavy mace) or +6 ranged (1d8/19-20, light crossbow); SA spells (add Thaumaturgist levels to Clr levels), rebuke undead 4/day; SQ spontaneous casting, aura, improved ally (see below); AL NE; SV Fort +7, Ref +3, Will +10; Str 12, Dex 12, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +13, Diplomacy +12, Heal +4, Knowledge (arcana) +2, Knowledge (religion) +2, Knowledge (the planes) +3, Speak Language +1, Spellcraft +2; Augment Summoning, Elemental Healing*, Martial Weapon Proficiency (heavy pick), Spell Focus (conjunction). *Complete Divine.

Languages: Common, Terran.

Cleric Spells Prepared (6/5+1/4+1/2+1; save DC 13 + spell level, 14 + spell level for conjunction spells): 0 – *detect magic*, *guidance* x2, *light*, *resistance* x2; 1st – *bless*, *divine favor*, *protection from good*^D, *sanctuary*, *shield of faith*, *summon*

monster I; 2nd – bear's endurance, soften earth and stone^D, spiritual weapon, summon monster II, wave of grief^{**}; 3rd – dispel magic, magic circle against good^D, magic vestment, slashing darkness^{*}, summon monster III; 4th – divine power, spike stones^D, summon monster IV. *Miniatures Handbook, **Complete Divine.

^DDomain Spell. Domains: Evil (evil spells at +1 CL), Earth (Su, turn air creatures or rebuke earth creatures, 4/day).

Possessions: +1 banded mail, heavy steel shield, masterwork heavy pick, heavy mace, light crossbow, 10 bolts, silver holy symbol of the Earth Dragon, potion of owl's wisdom, divine scroll of cause fear (CL 1st), wand of cure serious wounds (CL 5th, 5 charges), wand of summon monster IV (CL 7th, 5 charges), potion of blur, potion of barkskin +3, potion of protection from arrows 10/magic, elemental gem (earth), divine scroll of invisibility purge (CL 5th).

Serath's Improved Lesser Planar Ally: Advanced Medium Earth Elemental; CR 4; Medium Elemental (Earth, Extraplanar); HD 6d8+18; hp 50; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 18 (-1 Dex, +9 natural); Base Atk/Grp: +4/+9; Atk +9 melee (1d8+7, slam); Full Atk +9 melee (1d8+7, slam); SA earth mastery, push; SQ darkvision 60 ft., earth glide, elemental traits; AL LE; SV Fort +8, Ref +1, Will +2; Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +4; Cleave, Great Cleave, Power Attack.

Languages: Terran.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers are not included in the statistics block.

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery above, also apply to the elemental's opposed Str checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Ongul Batenzor: Male Orc Ftr6/Bbn1; CR 7; Medium Humanoid (Orc); HD 6d10+1d12+14; hp 65; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 armor); Base Atk/Grp: +7/+12; Atk +12 melee (2d6+10/18-20, large +1 falchion) or +9 ranged (1d8+5/x3, spear); Full Atk +12/+7 melee (2d6+10/18-20, large +1 falchion) or +9 ranged (1d8+5/x3, spear); SA rage 1/day; SQ darkvision 60 ft., light sensitivity, fast movement; AL CE; SV Fort +9, Ref +4, Will +2; Str 20, Dex 14, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Intimidate +8, Jump +12, Ride +4; Dodge, Leap Attack^{**}, Mobility, Monkey Grip^{*}, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion). *Complete Warrior, **Complete Adventurer.

Languages: Common, Orc.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: +1 breastplate, 3 spears, large +1 falchion, potion of shield of faith +4, 2 potions of enlarge person, potion of good hope, potion of lesser restoration, potion of cure moderate wounds, potion of fly, 2 potions of jump.

Garvos Dreadblade: Male Goblin Rog3/Scout3/Ftr1; CR 7; Small Humanoid (Goblinoid); HD 3d6+3d8+1d10+14; hp 50; Init +5; Spd 40 ft.; AC 21, touch 15, flat-footed 21 (+1 size, +4 Dex, +4 armor, +2 shield); Base Atk/Grp: +5/+2; Atk +11 melee (1d4+1/19-20, masterwork short sword) or +11 melee (1d3+1/19-20, masterwork dagger) or +11 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); Full Atk +11 melee (1d4+1/19-20, masterwork short sword) or +11 melee (1d3+1/19-20, masterwork dagger) or +11 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); SA sneak attack +2d6, skirmish (+1d6, +1 AC); SQ darkvision 60 ft., trapfinding, evasion, trap sense +1, battle fortitude +1, uncanny dodge, fast movement +10 ft., trackless step; AL NE; SV Fort +7, Ref +10, Will +4; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 8. *Complete Adventurer*, page 10.

Skills and Feats: Balance +7, Climb +4, Craft (trapmaking) +5, Decipher Script +2, Disable Device +7, Escape Artist +8, Hide +18, Jump +8, Knowledge (dungeoneering) +4, Listen +8, Move Silently +18, Open Lock +5, Ride +11, Search +7, Spot +8, Survival +5 (+7 following tracks), Tumble +11; Combat Reflexes, Dodge, Iron Will, Weapon Finesse.

Languages: Common, Goblin, Orc.

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

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2

at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Possessions: +1 studded leather, +1 light wooden shield, masterwork short sword, dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, *potion of resist energy (cold)* 20, *elixir of sneaking*, *elixir of hiding*, *potion of shield of faith* +4, *potion of jump*, *potion of barkskin* +5, *potion of cure moderate wounds*, *potion of delay poison*.

Raleg Reaverflame: Male Goblin Wiz7 (Evoker); CR 7; Small Humanoid (Goblinoid); HD 7d4+10; hp 29; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11 (+1 size, +3 Dex); Base Atk/Grp: +3/-2; Atk +3 melee (1d3-1/19-20, dagger) or +3 melee (1d4-1, club) or +8 ranged (1d6/19-20, masterwork light crossbow); Full Atk +3 melee (1d3-1/19-20, dagger) or +3 melee (1d4-1, club) or +8 ranged (1d6/19-20, masterwork light crossbow); SA spells; SQ darkvision 60 ft., summon familiar (Croaker, toad, +3 hp); AL NE; SV Fort +3, Ref +5, Will +5; Str 8, Dex 16, Con 12, Int 17 (19), Wis 10, Cha 10.

Skills and Feats: Concentration +11, Craft (alchemy) +9, Hide +7, Knowledge (arcana) +14, Knowledge (nature) +9, Knowledge (the planes) +14, Listen +0, Move Silently +7, Ride +7, Spellcraft +16, Spot +0; Energy Substitution* (Cold, Electricity), Reach Spell**, Scribe Scroll, Spell Focus (Evocation). *Complete Arcane, **Complete Divine.

Languages: Common, Aquan, Auran, Draconic, Goblin.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Evokers have a +2 bonus on Spellcraft checks to learn evocation spells.

Wizard Spells Prepared (4+1/5+1/4+1/3+1/2+1; save DC 14 + spell level, DC 15 + spell level for evocation spells; prohibited schools – illusion, necromancy): 0 – *acid splash*, energy substituted (cold) *acid splash*, *detect magic*, energy substituted (electricity) *ray of frost*, *ray of frost**; 1st – energy substituted (cold) *burning hands*, energy

substituted (electricity) *burning hands*, *enlarge person*, *lesser orb of cold*, *lesser orb of electricity*, *magic missile**; 2nd – energy substituted (cold) *fireburst*, energy substituted (electricity) *fireburst*, energy substituted (cold) *scorching ray*, energy substituted (electricity) *scorching ray*, *scorching ray**; 3rd – energy substituted (cold) *fireball*, energy substituted (electricity) *fireball*, *fireball**, energy substituted (cold) *lightning bolt*; 4th – *defenestrating sphere**, *dimension door*, *reach touch of idiocy*. *Bonus evocation spell.

Spellbook: 1st – *burning hands*, *enlarge person*, *lesser orb of cold**, *lesser orb of electricity**, *mage armor*, *magic missile*, *shield*, *shocking grasp*; 2nd – *bear's endurance*, *fireburst**, *fox's cunning*, *glitterdust*, *protection from arrows*, *scorching ray*, *Tasha's hideous laughter*, *touch of idiocy*; 3rd – *fireball*, *fly*, *greater mage armor**, *lightning bolt*, *resonating bolt**; 4th – *blast of flame**, *defenestrating sphere**, *dimension door*, *orb of acid**. *Complete Arcane.

Possessions: club, dagger, masterwork light crossbow, 20 bolts, spellbook, spell components pouch, 2 arcane scrolls of greater mage armor (CL 5th), 2 arcane scrolls of shield (CL 1st), arcane scroll of protection from arrows (CL 3rd), arcane scroll of bear's endurance (CL 3rd), arcane scroll of fox's cunning (CL 3rd), arcane scroll of Tasha's hideous laughter (CL 3rd), arcane scroll of glitterdust (CL 3rd), arcane scroll of resonating bolt* (CL 5th), arcane scroll of fly (CL 5th), *potion of cure serious wounds*, *potion of shield of faith* +3, *potion of displacement*, *headband of intellect* +2. *Complete Arcane.

Croaker: male toad familiar; Diminutive magical beast; HD 7d8; hp 14; Init +1; Spd 5 ft.; AC 19, touch 15, flat-footed 18 (+4 size, +1 Dex, +4 natural); Base Atk/Grp: +3/-14; Atk/Full Atk —; Space/Reach 1 ft./0 ft.; SA —; SQ low-light vision, amphibious, +4 racial bonus on Hide checks, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind; AL N; SV Fort +2, Ref +3, Will +7; Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4.

Skills and Feats: Concentration +10, Hide +21, Knowledge (arcana) +9, Knowledge (nature) +4, Knowledge (the planes) +9, Listen +4, Spellcraft +11, Spot +4; Alertness.

Invisible Stalker: hp 60; see *Monster Manual*, page 160.

ENCOUNTER 4

Threnody: Female Harpy Sor10/Siren1; CR 10; Medium Monstrous Humanoid; HD 7d8+11d4+18; hp 89; Init +8; Spd 20 ft., fly 80 ft. (average); AC 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 deflection); Base Atk/Grp: +12/+12; Atk +12 melee (1d6, club) or +16 ranged (1d8/19-20, masterwork light crossbow); Full Atk +12/+7/+2 melee (1d6, club) and +7 melee (1d3, 2 claws) or +16 ranged (1d8/19-20, masterwork light crossbow); SA captivating song; SQ darkvision 60 ft., summon familiar (Shredder, hawk, +3 bonus on spot checks in bright light); AL CE; SV Fort +6 (+7), Ref +12 (+13), Will +14 (+15); Str 10, Dex 18, Con 12, Int 10, Wis 10, Cha 23. *Savage Species*, page 84.

Skills and Feats: Bluff +18 (+25), Concentration +13, Intimidate +12 (+19), Knowledge (arcana) +2, Listen +8, Perform (oratory) +16 (+23), Spellcraft +2, Spot +4; Ability Focus (captivating song)^B, Combat Casting, Dodge, Extra Spell (*solid fog*)*, Force of Personality*, Flyby Attack, Improved Initiative, Persuasive. *Complete Adventurer. **Complete Arcane.

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

Captivating Song (Su): The most insidious ability of the harpy is its song. When Threnody sings, all creatures (other than harpies and Threnody's allies [due to *Torment*]) within a 300 ft. spread must succeed at a DC 27 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by Threnody's song for 24 hours. The save is Cha-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 ft. of Threnody stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Sorcerer Spells Known (6/8/8/7/6/4; save DC 16 + spell level): 0 – acid splash, daze, detect magic, ghost sound, mage hand, prestidigitation, ray of frost, read magic, resistance; 1st – charm person, color spray, orb of sound (lesser)*, ray of enfeeblement, shield; 2nd – eagle's splendor, protection from arrows, scorching ray, Tasha's hideous laughter; 3rd – fireball, haste, resonating bolt*; 4th – confusion, ice storm, solid fog; 5th – prismatic ray*. *Complete Arcane.

Languages: Common, Harpy.

Possessions: club, masterwork light crossbow, 10 bolts, dagger, Torment, potion of barkskin +3, potion of resist energy

(fire) 30, potion of greater mage armor (CL 7th)*, potion of cure serious wounds, potion of cat's grace, potion of bear's endurance, potion of haste, Heward's handy haversack, ring of protection +2, ring of feather falling, circlet of persuasion. *Complete Arcane.

Shredder: female hawk familiar; Tiny magical beast; HD 10d8; hp 44; Init +3; Spd 10 ft., fly 60 ft. (average); AC 22, touch 15, flat-footed 19 (+2 size, +3 Dex, +7 natural); Base Atk/Grp: +12/+2; Atk/Full Atk +18 melee (1d4-2, talons); Space/Reach 2½ ft./0 ft.; SA –; SQ alertness, low-light vision, deliver touch spells, empathic link, improved evasion, share spells, +8 racial bonus on Spot checks, speak with master, speak with animals of its kind; AL N; SV Fort +5, Ref +11, Will +16; Str 6, Dex 17, Con 10, Int 10, Wis 14, Cha 6.

Skills and Feats: Bluff +6, Concentration +12, Intimidate +4, Knowledge (arcana) +0, Listen +8, Spellcraft +0, Spot +16; Alertness, Weapon Finesse^B.

Gargoyle, Advanced: CR 8; Large Monstrous Humanoid (Earth); HD 12d8+75; hp 129; Init +1; Spd 40 ft., fly 60 ft. (average); AC 16, touch 10, flat-footed 15 (-1 size, +1 Dex, +6 natural); Base Atk/Grp: +12/+23; Atk +19 melee (1d6+7, claw); Full Atk +19 melee (1d6+7, 2 claws) and +16 melee (1d8+3, bite) and +16 melee (1d8+3, gore); Space/Reach: 10 ft./10 ft.; SA –; SQ DR 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +10, Ref +9, Will +9; Str 24, Dex 12, Con 22, Int 6, Wis 12, Cha 7.

Skills and Feats: Hide +4*, Listen +8, Spot +8; Multiattack, Power Attack, Roll With It*, Toughness, Weapon Focus (claws). *Savage Species.

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

Freeze (Ex): A gargoyle can hold itself so still that it appears to be a statue. An observer must make a successful Spot check (DC 20) to notice it is really alive.

Languages: Common, Terran.

Manticore, Advanced: CR 7; Large Magical Beast; HD 12d10+60; hp 135; Init +3; Spd 30 ft., fly 50 ft. (clumsy); AC 18, touch 12, flat-footed 15 (-1 size, +3 Dex, +6 natural); Base Atk/Grp: +12/+21; Atk +16 melee (2d6+5, claw) or +15 ranged (1d8+2/19-20, 6 spikes); Full Atk +16 melee (2d6+5, 2 claws) and +14 melee (1d8+2, bite) or +15 ranged (1d8+2/19-20, 6 spikes); Space/Reach: 10 ft./5 ft.; SA spikes; SQ darkvision 60 ft., low-light vision, scent; AL LE; SV Fort +13, Ref +11, Will +5; Str 20, Dex 16, Con 20, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +7, Spot +11, Survival +3; Flyby Attack, Improved Natural Attack (claws), Multiattack, Point Blank Shot, Track^B, Weapon Focus (spikes).

Skills: Manticores have a +4 racial bonus on Spot checks.

Languages: Common.

Spikes (Ex): With a snap of the tail, a manticores can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24 hour period.

ENCOUNTER 5

Many-Skarrs: Male Half-orc Bbn2/Ftr2/Rgr2/Clr2/Eye of Gruumsh2; CR 10; Medium Humanoid (Human, Orc); HD 4d12+2d10+4d8+20; hp 90; Init +1; Spd 40 ft.; AC 16, touch 11, flat-footed 16 (+1 Dex, +5 armor); Base Atk/Grp: +9/+13; Atk +15 melee (1d8+7/19-20/random multiplier (roll 1d6), +1 maiming orc double axe) or +13 melee (1d4+4/18-20, kukri) or +10 ranged (1d6+4, javelin); Full Atk +15/+10 melee (1d8+7/19-20/random multiplier (roll 1d6), +1 maiming orc double axe) or +13/+8 melee (1d8+5/19-20/random multiplier (roll 1d6), +1 maiming orc double axe) and +13 melee (1d8+3/19-20/x3, +1 orc double axe) or +13/+8 melee (1d4+4/18-20, kukri) or +10/+5 ranged (1d6+4, javelin); SA rage 2/day (Bbn and EoG levels stack), spells, rebuke undead, favored enemy (humanoid (elf) +2); SQ darkvision 60 ft., fast movement, aura, spontaneous casting, uncanny dodge, wild empathy, command the horde, swing blindly; AL CE; SV Fort +17, Ref +4, Will +5; Str 18, Dex 12, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Climb +7, Concentration +3, Intimidate +8, Jump +7, Listen +6, Spellcraft +0, Spot +6, Survival +5; Blind-Fight^B, Exotic Weapon Proficiency (orc double axe), Improved Critical (orc double axe), Intimidating Rage*, Power Attack, Power Critical (orc double axe)*, Track^B, Two-Weapon Fighting^B, Weapon Focus (orc double axe). *Complete Warrior.

Languages: Common, Orc.

Cleric Spells Prepared (4/3+1; save DC 12 + spell level): 0 – detect magic, guidance, resistance, virtue; 1st – divine favor, enlarge person^D, obscuring mist, shield of faith.

^DDomain Spell. Domains: Evil (evil spells at +1 CL), Strength (Su, enhancement bonus to Str equal to cleric level for 1 round, 1/day, activate as free action).

Command the Horde (Ex): An eye of Gruumsh can direct the actions of any nongood orcs or half-orcs that are within 30 feet of him and whose Hit Dice are lower than his character level. Those who follow the character's orders gain a +2 morale bonus on Will saves. Any eligible orc or half-orc who willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

Swing Blindly (Ex): An eye of Gruumsh's rage becomes more powerful when he reaches 2nd level, but at the cost of lowered defenses. The character adds an extra +4 Strength while in a rage, but his Armor Class penalty goes from -2 to -4.

Possessions: +1 chain shirt, +1 maiming/+1 orc double axe*, kukri, 3 javelins, potion of jump, potion of barkskin +3, oil of magic weapon, potion of protection from good, oil of magic vestment +4, potion of bull's strength, potion of displacement. *Miniatures Handbook.

Monglar: Male Goblin Rog3/Scout3/Ftr1/Stonedeath Assassin1; CR 8; Small Humanoid (Goblinoid); HD 4d6+3d8+1d10+16; hp 56; Init +5; Spd 40 ft.; AC 21, touch 15, flat-footed 21 (+1 size, +4 Dex, +4 armor, +2 shield); Base Atk/Grp: +5/+2; Atk +11 melee (1d4+1/19-20, masterwork short sword) or +11 melee (1d3+1/19-20, masterwork dagger) or +11 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); Full Atk +11 melee (1d4+1/19-20, masterwork short sword) or +11 melee (1d3+1/19-20, masterwork dagger) or +11 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); SA sneak attack +2d6, skirmish (+1d6, +1 AC); SQ darkvision 60 ft., trapfinding, evasion, trap sense +1, battle fortitude +1, uncanny dodge, fast movement +10 ft., trackless step, meld into stone; AL NE; SV Fort +7, Ref +12, Will +4; Str 12, Dex 19, Con 14, Int 12, Wis 10, Cha 8. *Complete Adventurer*, page 10; *Races of Stone*, page 124.

Skills and Feats: Balance +7, Climb +4, Craft (trapmaking) +5, Decipher Script +3, Disable Device +8, Escape Artist +9, Hide +18, Jump +8, Knowledge (dungeoneering) +4, Listen +9, Move Silently +18, Open Lock +6, Ride +11, Search +8, Spot +9, Survival +5 (+7 following tracks), Tumble +11; Combat Reflexes, Dodge, Iron Will, Weapon Finesse.

Languages: Common, Goblin, Orc.

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

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Meld into Stone (Sp): Once per day per class level, a stonedeath assassin can use *meld into stone* as the spell of the same name as if cast by a cleric equal to the stonedeath assassin's class level.

Possessions: +1 studded leather, +1 light wooden shield, masterwork short sword, masterwork dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, *potion of cat's grace*, *potion of invisibility*, *potion of remove paralysis*, *potion of shield of faith* +3, *potion of jump*, *potion of levitate*, *oil of flame arrow*, *potion of barkskin* +3, 2 *potions of cure serious wounds*, *potion of greater magic fang* +3.

Tibor: Male Goblin Rog3/Scout3/Ftr1/Stonedeath Assassin1; CR 8; Small Humanoid (Goblinoid); HD 4d6+3d8+1d10+16; hp 56; Init +5; Spd 40 ft.; AC 21, touch 15, flat-footed 21 (+1 size, +4 Dex, +4 armor, +2 shield); Base Atk/Grp: +5/+2; Atk +11 melee (1d4+1/19-20, masterwork short sword) or +11 melee (1d3+1/19-20, masterwork dagger) or +11 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); Full Atk +11 melee (1d4+1/19-20, masterwork short sword) or +11 melee (1d3+1/19-20, masterwork dagger) or +11 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); SA sneak attack +2d6, skirmish (+1d6, +1 AC); SQ darkvision 60 ft., trapfinding, evasion, trap sense +1, battle fortitude +1, uncanny dodge, fast movement +10 ft., trackless step, *meld into stone*; AL NE; SV Fort +7, Ref +12, Will +4; Str 12, Dex 19, Con 14, Int 12, Wis 10, Cha 8. *Complete Adventurer*, page 10; *Races of Stone*, page 124.

Skills and Feats: Balance +7, Climb +4, Craft (trapmaking) +5, Decipher Script +3, Disable Device +8, Escape Artist +9, Hide +18, Jump +8, Knowledge (dungeoneering) +4, Listen +9, Move Silently +18, Open Lock +6, Ride +11, Search +8, Spot +9, Survival +5 (+7 following tracks), Tumble +11; Combat Reflexes, Dodge, Iron Will, Weapon Finesse.

Languages: Common, Goblin, Orc.

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

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies

against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Meld into Stone (Sp): Once per day per class level, a stonedeath assassin can use *meld into stone* as the spell of the same name as if cast by a cleric equal to the stonedeath assassin's class level.

Possessions: +1 studded leather, +1 light wooden shield, masterwork short sword, masterwork dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, *potion of cat's grace*, *potion of invisibility*, *potion of remove paralysis*, *potion of shield of faith* +3, *potion of jump*, *potion of levitate*, *oil of flame arrow*, *potion of barkskin* +3, 2 *potions of cure serious wounds*, *potion of greater magic fang* +3.

Zoltan: Male Goblin Wiz10; CR 10; Small Humanoid (Goblinoid); HD 10d4+30; hp 53; Init +8; Spd 30 ft.; AC 16, touch 16, flat-footed 12 (+1 size, +4 Dex, +1 deflection); Base Atk/Grp: +5/-1; Atk +4 melee (1d3-2/19-20, dagger) or +4 melee (1d4-2, club) or +11 ranged (1d6/19-20, masterwork light crossbow); Full Atk +4 melee (1d3-2/19-20, dagger) or +4 melee (1d4-2, club) or +11 ranged (1d6/19-20, masterwork light crossbow); SA spells; SQ darkvision 60 ft., summon familiar (Skrawl, rat, +2 bonus on Fort saves); AL NE; SV Fort +8 (+10), Ref +7

(+9), Will +6 (+8); Str 6, Dex 18, Con 16, Int 16 (20), Wis 10, Cha 6.

Skills and Feats: Concentration +16, Hide +8, Knowledge (arcana) +18, Knowledge (architecture and engineering) +10, Knowledge (dungeoneering) +11, Knowledge (nature) +10, Knowledge (religion) +10, Knowledge (the planes) +10, Listen +2, Move Silently +8, Ride +8, Spellcraft +20, Spot +2; Combat Casting, Craft Wondrous Item, Eschew Materials, Improved Initiative, Scribe Scroll, Silent Spell, Still Spell.

Languages: Common, Draconic, Gnoll, Goblin, Orc.

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

Wizard Spells Prepared (4/6/5/4/4/3; save DC 15 + spell level): 0 – detect magic, mage hand, ray of frost, touch of fatigue; 1st – burning hands x2, magic missile x2, ray of enfeeblement x2; 2nd – blindness/deafness, glitterdust, mirror image, silent benign transposition*, scorching ray; 3rd – fireball, haste, ray of exhaustion, resonating bolt**, 4th – enervation, ice storm, stoneskin, wrack***; 5th – dragon breath***, reciprocal gyre**, wall of force. *Miniatures Handbook, **Complete Arcane, ***Complete Divine.

Spellbook: 1st – benign transposition*, burning hands, color spray, mage armor, magic missile, ray of enfeeblement, shield, true strike; 2nd – baleful transposition*, blindness/deafness, false life, glitterdust, mirror image, scorching ray; 3rd – fireball, greater mage armor**, haste, ray of exhaustion, resonating bolt**, 4th – enervation, ice storm, stoneskin, wrack***, 5th – dragon breath***, prismatic ray**, reciprocal gyre**, wall of force. *Miniatures Handbook, **Complete Arcane, ***Complete Divine.

Possessions: club, dagger, masterwork light crossbow, 20 bolts, spellbook, cloak of resistance +2, headband of intellect +4, ring of protection +1, potion of cure moderate wounds, potion of barkskin +3, potion of fox's cunning, potion of sanctuary, potion of magic circle against good, arcane scroll of benign transposition* (CL 1st), arcane scroll of ray of enfeeblement (CL 6th), arcane scroll of true strike (CL 1st), 2 arcane scrolls of greater mage armor** (CL 5th), 2 arcane scrolls of shield (CL 6th), arcane scroll of burning hands (CL 6th), arcane scroll of false life (CL 6th), arcane scroll of mirror image (CL 6th), arcane scroll of color spray (CL 1st), arcane scroll of baleful transposition* (CL 3rd), arcane scroll of haste (CL 5th), arcane scroll of ice storm (CL 7th). *Miniatures Handbook, **Complete Arcane.

Skrawl: male rat familiar; Tiny magical beast; HD 10d8; hp 26; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 19, touch 14, flat-footed 17 (+2 size, +2 Dex, +5 natural); Base Atk/Grp: +5/-7; Atk/Full Atk +9 melee (1d3-4, bite); Space/Reach 2½ ft./0 ft.; SA –; SQ low-light vision, scent, +4 racial bonus on Hide and Move Silently checks, +8 racial bonus on Balance, Climb, and Swim checks, can take 10 on Climb checks even if rushed or threatened, can use Dex modifier instead of Str modifier for Climb and Swim checks, +8 racial bonus on Swim check to perform some special action or avoid a hazard, can take 10 on Swim check even if distracted or endangered, can use run action while swimming in a straight line, alertness, improved evasion, share spells, empathic

link, deliver touch spells, speak with master, speak with animals of its kind; AL N; SV Fort +3, Ref +5, Will +8; Str 2, Dex 15, Con 10, Int 10, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Concentration +13, Hide +16, Knowledge (arcana) +13, Knowledge (architecture and engineering) +5, Knowledge (dungeoneering) +6, Knowledge (nature) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Move Silently +12, Spellcraft +15, Swim +10; Stealthy, Weapon Finesse^B.

Displacer Beast, Advanced: CR 8; Huge Magical Beast; HD 15d10+75; hp 169; Init +2; Spd 40 ft.; AC 18, touch 10, flat-footed 16 (-2 size, +2 Dex, +8 natural); Base Atk/Grp: +15/+31; Atk +21 melee (1d8+8, tentacle); Full Atk +21 melee (1d8+8, 2 tentacles) and +16 melee (2d6+4, bite); Space/Reach 15 ft./10 ft. (20 ft. with tentacles); SA –; SQ darkvision 60 ft., displacement, low-light vision, resistance to ranged attacks; AL LE; SV Fort +14, Ref +11, Will +6; Str 26, Dex 15, Con 20, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +9, Listen +7, Move Silently +9, Spot +7; Alertness, Combat Reflexes, Dodge, Large and In Charge*, Power Attack, Stealthy. *Draconomicon.

Languages: Common.

Skills: A displacer beast has a +8 racial bonus on Hide checks, thanks to its displacement ability.

Displacement (Su): A light-bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50 % miss chance unless the attacker can locate the beast by some means other than sight. A true seeing effect allows the user to see the beast's position, but see invisibility has no effect.

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

ENCOUNTER 6

Galagrok Dwarf-Render: Male Half-orc Ftr4/Bbn4/Rgr2; CR 10; Medium Humanoid (Human, Orc); HD 4d10+4d12+2d8+20; hp 93; Init +2; Spd 50 ft.; AC 16, touch 12, flat-footed 16 (+2 Dex, +4 armor); Base Atk/Grp: +10/+16; Atk +18 melee (1d8+8/19-20, masterwork longsword) or +18 melee (1d6+8/19-20, masterwork short sword) or +12 ranged (1d6+4/x3, composite shortbow (+4 Str bonus)); Full Atk +16/+11 melee (1d8+8/19-20, masterwork longsword) and +16 melee (1d6+5/19-20, masterwork short sword) or +18/+13 melee (1d8+11/19-20, masterwork longsword) or +18/+13 melee (1d6+8/19-20, masterwork short sword) or +12/+7 ranged (1d6+4/x3, composite shortbow (+4 Str bonus)); SA rage 2/day, favored enemy (humanoid (dwarf) +2); SQ darkvision 60 ft., fast movement, wild empathy, uncanny dodge, trap sense +1; AL NE; SV Fort +13, Ref +7, Will +4; Str 20 (22), Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +10, Intimidate +11, Jump +13, Listen +6, Ride +5, Survival +6; Favored Power Attack*, Iron Will, Power Attack, Track^B, Two-Weapon Fighting^B,

Weapon Focus (longsword, short sword), Weapon Specialization (longsword, short sword). *Complete Warrior.

Languages: Common, Orc.

Possessions: masterwork chain shirt, masterwork longsword, masterwork short sword, composite shortbow (+4 Str bonus), 20 arrows, sack of dwarven skulls, *potion of shield of faith* +4, *potion of jump*, *oil of greater magic weapon* +4, *oil of magic vestment* +4, *potion of aid*, *potion of cure light wounds*, *potion of bear's endurance*, *potion of heroism*, *potion of haste*, *boots of striding and springing*, *gauntlets of ogre power*.

Serath Shadowscale: Male Human Clr7/Thaumaturgist2 of the Earth Dragon; CR 9; Medium Humanoid (Human); HD 7d8+2d4+18; hp 62; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +7 armor, +2 shield); Base Atk/Grp: +6/+7; Atk +8 melee (1d6+1/x4, masterwork heavy pick) or +7 melee (1d8+1, heavy mace) or +7 ranged (1d8/19-20, light crossbow); Full Atk +8/+3 melee (1d6+1/x4, masterwork heavy pick) or +7/+2 melee (1d8+1, heavy mace) or +7 ranged (1d8/19-20, light crossbow); SA spells (add Thaumaturgist levels to Clr levels), rebuke undead 4/day; SQ spontaneous casting, aura, improved ally (see below); AL NE; SV Fort +7, Ref +3, Will +12; Str 12, Dex 12, Con 14, Int 10, Wis 17 (19), Cha 12.

Skills and Feats: Concentration +14, Diplomacy +13, Heal +5, Knowledge (arcana) +2, Knowledge (religion) +3, Knowledge (the planes) +3, Speak Language +1, Spellcraft +2; Augment Summoning^B, Divine Metamagic* (Rapid Spell), Elemental Healing*, Martial Weapon Proficiency (heavy pick), Rapid Spell*, Spell Focus (conjunction). *Complete Divine.

Languages: Common, Terran.

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; save DC 14 + spell level, 15 + spell level for conjuration spells): 0 – detect magic, guidance x2, light, resistance x2; 1st – bless, divine favor, protection from good^D, sanctuary, shield of faith, summon monster I; 2nd – bear's endurance, living undead* x2, soften earth and stone^D, spiritual weapon, summon monster II, wave of grief^{**}; 3rd – dispel magic, magic circle against good^D, magic vestment, slashing darkness*, summon monster III; 4th – divine power, freedom of movement, spike stones^D, summon monster IV; 5th – summon monster V, wall of stone^D. *Miniatures Handbook, **Complete Divine.

^DDomain Spell. Domains: Evil (evil spells at +1 CL), Earth (Su, turn air creatures or rebuke earth creatures, 4/day).

Possessions: +1 banded mail, heavy steel shield, masterwork heavy pick, heavy mace, light crossbow, 10 bolts, silver holy symbol of the Earth Dragon, *potion of owl's wisdom*, *divine scroll of cause fear* (CL 1st), *wand of cure serious wounds* (CL 5th, 5 charges), *wand of summon monster IV* (CL 7th, 5 charges), *potion of blur*, *potion of barkskin* +3, *potion of protection from arrows* 10/magic, elemental gem (earth), *divine scroll of invisibility purge* (CL 5th), *periapt of wisdom* +2.

Serath's Improved Lesser Planar Ally: Advanced Medium Earth Elemental; CR 4; Medium Elemental (Earth, Extraplanar); HD 6d8+18; hp 50; Init -1; Spd 20 ft.;

AC 18, touch 9, flat-footed 18 (-1 Dex, +9 natural); Base Atk/Grp: +4/+9; Atk +9 melee (1d8+7, slam); Full Atk +9 melee (1d8+7, slam); SA earth mastery, push; SQ darkvision 60 ft., earth glide, elemental traits; AL LE; SV Fort +8, Ref +1, Will +2; Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +4; Cleave, Great Cleave, Power Attack.

Languages: Terran.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers are not included in the statistics block.

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery above, also apply to the elemental's opposed Str checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Ongul Batenzor: Male Orc Ftr8/Bbn1; CR 9; Medium Humanoid (Orc); HD 8d10+1d12+18; hp 65; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 armor); Base Atk/Grp: +9/+15; Atk +15 melee (2d6+12/18-20, large +1 falchion) or +11 ranged (1d8+6/x3, spear); Full Atk +15/+10 melee (2d6+12/18-20, large +1 falchion) or +11 ranged (1d8+6/x3, spear); SA rage 1/day; SQ darkvision 60 ft., light sensitivity, fast movement; AL CE; SV Fort +10, Ref +4, Will +2; Str 20 (22), Dex 14, Con 15, Int 10, Wis 10, Cha 6.

Skills and Feats: Intimidate +10, Jump +15, Ride +4; Dodge, Elusive Target*, Leap Attack**, Mobility, Monkey Grip*, Power Attack, Power Critical* (falchion), Weapon Focus (falchion), Weapon Specialization (falchion). *Complete Warrior, **Complete Adventurer.

Languages: Common, Orc.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 breastplate, 3 spears, large +1 falchion, *potion of shield of faith* +4, 2 *potions of enlarge person*, *potion of good hope*, *potion of lesser restoration*, *potion of cure serious wounds*, *potion of fly*, 2 *potions of jump*, *oil of keen edge*, *gauntlets of ogre power*.

Garvos Dreadblade: Male Goblin Rog3/Scout3/Ftr2; CR 8; Small Humanoid (Goblinoid); HD 3d6+3d8+2d10+16; hp 59; Init +5; Spd 40 ft.; AC 21, touch 15, flat-footed 21 (+1 size, +4 Dex, +4 armor, +2 shield); Base Atk/Grp: +6/+3; Atk +12 melee (1d4+1/19-20, masterwork short sword) or +12 melee (1d3+1/19-20, masterwork dagger) or +12 ranged (1d4+1/x3,

masterwork composite shortbow (+1 Str bonus)); Full Atk +12/+7 melee (1d4+1/19-20, masterwork short sword) or +12/+7 melee (1d3+1/19-20, masterwork dagger) or +12/+5 ranged (1d4+1/x3, masterwork composite shortbow (+1 Str bonus)); SA sneak attack +2d6, skirmish (+1d6, +1 AC); SQ darkvision 60 ft., trapfinding, evasion, trap sense +1, battle fortitude +1, uncanny dodge, fast movement +10 ft., trackless step; AL NE; SV Fort +8, Ref +10, Will +4; Str 12, Dex 19, Con 14, Int 12, Wis 10, Cha 8. *Complete Adventurer*, page 10.

Skills and Feats: Balance +7, Climb +5, Craft (trapmaking) +5, Decipher Script +2, Disable Device +7, Escape Artist +8, Hide +18, Jump +9, Knowledge (dungeoneering) +4, Listen +8, Move Silently +18, Open Lock +5, Ride +12, Search +7, Spot +8, Survival +5 (+7 following tracks), Tumble +11; Combat Reflexes, Dodge, Mobility, Iron Will, Weapon Finesse.

Languages: Common, Goblin, Orc.

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

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See

the monk class feature, page 41 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Possessions: +1 studded leather, +1 light wooden shield, masterwork short sword, dagger, masterwork composite shortbow (+1 Str bonus), 20 arrows, *potion of resist energy (cold)* 20, *elixir of sneaking*, *elixir of hiding*, *potion of shield of faith* +4, *potion of jump*, *potion of barkskin* +5, *potion of cure moderate wounds*, *potion of delay poison*, *ring of feather falling*.

Raleg Reaverflame: Male Goblin Wiz9 (Evoker); CR 9; Small Humanoid (Goblinoid); HD 9d4+12; hp 36; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11 (+1 size, +3 Dex); Base Atk/Grp: +4/-1; Atk +4 melee (1d3-1/19-20, dagger) or +4 melee (1d4-1, club) or +9 ranged (1d6/19-20, masterwork light crossbow); Full Atk +4 melee (1d3-1/19-20, dagger) or +4 melee (1d4-1, club) or +9 ranged (1d6/19-20, masterwork light crossbow); SA spells; SQ darkvision 60 ft., summon familiar (Croaker, toad, +3 hp); AL NE; SV Fort +4, Ref +6, Will +6; Str 8, Dex 16, Con 12, Int 18 (20), Wis 10, Cha 10.

Skills and Feats: Concentration +13, Craft (alchemy) +11, Hide +7, Knowledge (arcana) +17, Knowledge (nature) +11, Knowledge (the planes) +17, Listen +0, Move Silently +7, Ride +7, Spellcraft +19, Spot +0; Energy Substitution* (Cold, Electricity), Lord of the Uttercold*, Reach Spell**, Scribe Scroll, Spell Focus (Evocation). *Complete Arcane, **Complete Divine.

Languages: Common, Aquan, Auran, Draconic, Goblin.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Evokers have a +2 bonus on Spellcraft checks to learn evocation spells.

Wizard Spells Prepared (4+1/6+1/5+1/4+1/3+1/2+1; save DC 15 + spell level, DC 16 + spell level for evocation spells; prohibited schools – illusion, necromancy): 0 – *acid splash*, uttercold energy substituted (cold) *acid splash*, *detect magic*, energy substituted (electricity) *ray of frost*, uttercold *ray of frost**; 1st – uttercold energy substituted (cold) *burning hands*, energy substituted (electricity) *burning hands*, *enlarge person*, uttercold *lesser orb of cold*, *lesser orb of electricity*, *magic missile** x2; 2nd – uttercold energy substituted (cold) *fireburst*, energy substituted (electricity) *fireburst*, uttercold energy substituted (cold) *scorching ray*, energy substituted (electricity) *scorching ray*, *scorching ray**; 3rd – uttercold energy substituted (cold) *fireball*, energy substituted (electricity) *fireball*, *fireball**, uttercold energy substituted (cold) *lightning bolt*, *lightning bolt**; 4th – uttercold energy substituted (cold) *blast of flame*, *defenestrating sphere**, *dimension door*, *reach touch of idiocy*; 5th – *arc of lightning*, uttercold *cone of cold**, uttercold energy substituted (cold) *greater fireburst*. *Bonus evocation spell.

Spellbook: 1st – *burning hands*, *enlarge person*, *lesser orb of cold**, *lesser orb of electricity**, *mage armor*, *magic missile*, *shield*, *shocking grasp*; 2nd – *bear's endurance*, *fireburst**, *fox's cunning*, *glitterdust*, *protection from arrows*, *scorching ray*, *Tasha's*

hideous laughter, touch of idiocy; 3rd – fireball, fly, greater mage armor*, lightning bolt, resonating bolt*; 4th – blast of flame*, defenestrating sphere*, dimension door, orb of acid*; 5th – arc of lightning*, cone of cold, feeblemind, greater fireburst*.
*Complete Arcane.

Possessions: club, dagger, masterwork light crossbow, 20 bolts, spellbook, spell components pouch, 2 arcane scrolls of greater mage armor (CL 5th), 2 arcane scrolls of shield (CL 1st), arcane scroll of protection from arrows (CL 3rd), arcane scroll of bear's endurance (CL 3rd), arcane scroll of fox's cunning (CL 3rd), arcane scroll of Tasha's hideous laughter (CL 3rd), arcane scroll of glitterdust (CL 3rd), arcane scroll of resonating bolt* (CL 5th), arcane scroll of fly (CL 5th), potion of cure serious wounds, potion of shield of faith +5, potion of displacement, headband of intellect +2, potion of barkskin +5, arcane scroll of acid orb* (CL 7th), arcane scroll of feeblemind (CL 9th).
*Complete Arcane.

Croaker: male toad familiar; Diminutive magical beast; HD 9d8; hp 18; Init +1; Spd 5 ft.; AC 20, touch 15, flat-footed 19 (+4 size, +1 Dex, +5 natural); Base Atk/Grp: +4/-13; Atk/Full Atk —; Space/Reach 1 ft./0 ft.; SA —; SQ low-light vision, amphibious, +4 racial bonus on Hide checks, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind; AL N; SV Fort +3, Ref +4, Will +8; Str 1, Dex 12, Con 11, Int 10, Wis 14, Cha 4.

Skills and Feats: Concentration +12, Hide +21, Knowledge (arcana) +12, Knowledge (nature) +6, Knowledge (the planes) +12, Listen +4, Spellcraft +14, Spot +4; Alertness.

Invisible Stalker, Advanced: CR 9; Huge Elemental (Air, Extraplanar); HD 13d8+52; hp 117; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 21, touch 12, flat-footed 15 (-2 size, +4 Dex, +7 natural); Base Atk/Grp: +9/+25; Atk +16 melee (4d6+8, slam); Full Atk +16 melee (4d6+8, 2 slams); Space/Reach 15 ft./15 ft.; SA —; SQ darkvision 60 ft., elemental traits, natural invisibility, improved tracking; AL NE; SV Fort +8, Ref +12, Will +6; Str 26, Dex 18, Con 18, Int 14, Wis 15, Cha 11.

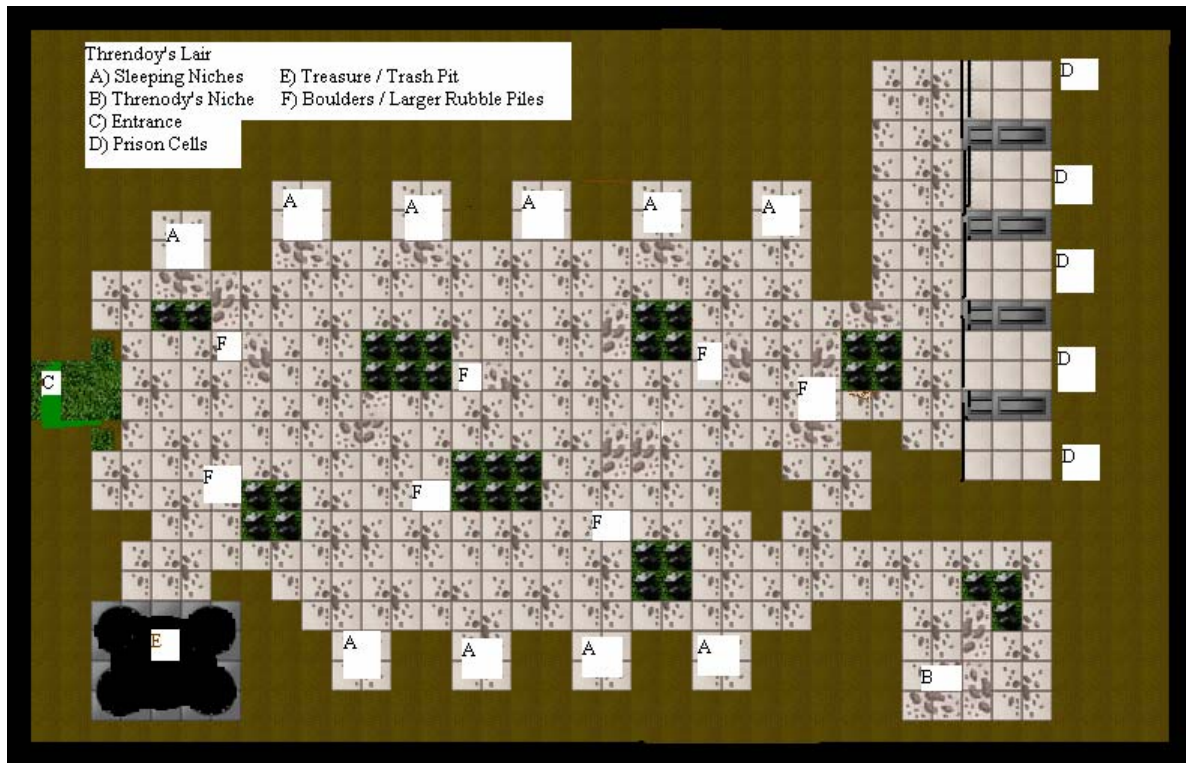
Skills and Feats: Listen +18, Move Silently +20, Search +18, Spot +18, Survival +2 (+4 following tracks); Combat Reflexes, Improved Initiative, Improved Natural Attack (slam), Power Attack, Weapon Focus (slam).

Languages: Common (understand only), Auran.

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the invisibility purge spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

DM AID – MAPS



DM AID – NEW RULES ITEMS

NEW FEATS

Divine Metamagic (*Complete Divine*)

You can channel energy into some of your divine spells to make them more powerful.

Prerequisites: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat that you have. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to divine spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Elemental Healing (*Complete Divine*)

You can channel elemental energy to heal creatures of a specific elemental subtype.

Prerequisites: Ability to rebuke creatures with an elemental subtype.

Benefit: You can spend a rebuke attempt as a standard action to send a burst of healing energy in a 60-foot burst. This affects all creatures with an elemental subtype that you could normally rebuke; such creatures are healed of 1d8 points of damage per two cleric levels. For example, a cleric with the Earth domain could use this to heal an earth elemental or any creature with the earth subtype (since he would normally rebuke creatures with the earth subtype with his domain power).

Special: You may only activate this feat by spending a rebuke attempt that would normally be used to rebuke creatures with a specific elemental subtype (air, earth, fire, or water). Unlike other divine feats, you can't use a turn or rebuke undead attempt (or other turning attempt) to activate the feat.

Elusive Target (*Complete Warrior*)

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, BAB +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if the attempt fails.

Energy Substitution (*Complete Arcane*)

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefits: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* spell composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Extra Spell (*Complete Arcane*)

You learn an additional spell.

Prerequisites: CL 3rd.

Benefit: You learn one additional spell at any level up to one lower than the highest level spell you can currently cast.

Special: You may take this feat multiple times, learning a new spell each time.

Favored Power Attack (*Complete Warrior*)

You are able to deal more damage against your favored enemies.

Prerequisites: Favored enemy ability, Power Attack, BAB +4.

Benefit: When you use the Power Attack feat against a favored enemy, you may subtract a number from your melee attack rolls and add twice that number to your melee damage rolls. If you attack with a weapon in two hands, add three times the number. The normal restrictions of the Power Attack feat apply.

Force of Personality (*Complete Adventurer*)

You have cultivated an unshakable belief in your self-worth. Your sense of self and purpose are so strong that they bolster your willpower.

Prerequisites: Cha 13.

Benefit: You add your Cha modifier (instead of your Wis modifier) to Will saves against mind-affecting spells and abilities.

Intimidating Rage (*Complete Warrior*)

Your rage engenders fear in your opponents.

Prerequisites: Rage or frenzy ability.

Benefit: While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see Intimidate skill, page 76 of the *Player's Handbook*). A foe that you successfully demoralize is shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

Large and In Charge (*Draconomicon*)

You can prevent opponents from closing inside your reach.

Prerequisites: Natural reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for each 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther in this round.

Leap Attack (*Complete Adventurer*)

You can combine a powerful charge and a mighty leap into one devastating attack.

Prerequisites: Jump 8 ranks, Power Attack.

Benefit: You can combine a jump with a charge against an opponent. If you cover at least 10 feet of horizontal distance with your jump, and you end your jump in a square from which you threaten the target, you can double the extra damage dealt by the use of the Power Attack feat. If you use this tactic with a two-handed weapon, you instead triple the extra damage from the Power Attack. This attack must follow all the normal rules for using the Jump skill and for making a charge, except that you ignore rough terrain in any squares you jump over.

Lord of the Uttercold (*Complete Arcane*)

Through careful study of the Elemental Planes and their interactions with the Negative Energy Plane, you have learned to wield the uttercold.

Prerequisites: Knowledge (the planes) 9 ranks, Energy Substitution (cold), ability to cast a spell with the cold descriptor.

Benefit: You can turn spells with the cold descriptor into uttercold spells. Half the damage dealt by an uttercold spell is cold damage, and the other half is negative energy damage. The spell's saving throw remains unchanged, but creatures can apply cold resistance or immunity to cold only to the cold portion of the damage. An undead creature can be healed by the negative energy damage of an uttercold spell, though if it doesn't have resistance to cold, the effects of the damage and healing cancel each other out. An uttercold spell uses a spell slot of the spell's normal level.

Monkey Grip (*Complete Warrior*)

You are able to use a larger weapon than other people your size.

Prerequisites: BAB +1.

Benefit: You can use melee weapons one size category larger than you are with a -2 penalty on the attack roll, but the amount of effort it takes you to use the weapon does not change. For instance, a Large longsword (a one-handed weapon for a Large creature) is considered a two-handed weapon for a Medium creature that does not have this feat. For a Medium creature with this feat, it is still considered a one-handed weapon. You can wield a larger light weapon as a light weapon, or a larger two-handed weapon in two hands. You cannot wield a larger weapon in your off-hand, and you cannot use this feat with a double weapon.

Special: You can use melee weapons one size category larger than you are with a -2 penalty on the attack roll, and the amount of effort it takes you to use the weapon increases. A larger light weapon is considered a one-handed weapon, a larger one-handed weapon is considered a two-handed weapon, and you cannot use a larger two-handed weapon at all.

Power Critical (*Complete Warrior*)

Choose one weapon. With that weapon you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, BAB +4.

Benefit: When using the weapon selected, you gain a +4 bonus on the roll to confirm a threat.

Special: You may take this feat multiple times. Each time you take this feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack. A fighter may select this feat as a fighter bonus feat.

Rapid Spell (*Complete Divine*)

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Reach Spell (*Complete Divine*)

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Roll With It (*Savage Species*)

You are adept at lessening the effects of blows.

Prerequisites: Con 20, Toughness.

Benefit: You gain DR 2/-. This applies in addition to any DR you already possess from other sources.

Special: You may take this feat multiple times.

NEW ITEMS

Maiming Weapon Special Ability (Miniatures Handbook)

A weapon with this special ability twists and digs into the flesh of the creature it strikes true. This weapon has a random multiplier for critical hits. If the weapon normally has a x2 critical multiplier, roll 1d4 each time you successfully score a critical hit to determine your multiplier. For weapons with a x3 multiplier, roll 1d6; for a x4 multiplier, roll 1d8. Faint Transmutation; CL 5th; Craft Magic Arms and Armor, *keen edge*, Price: +1 bonus.

NEW SPELLS

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 (Miniatures Handbook)

Conjuration (Teleportation)

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Two creatures of up to Large size

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Two target creatures, of which you may be one, instantly swap positions. The creatures must be connected by a solid object, such as the ground, a bridge, or a rope. Both targets must be within range. Objects carried by the subject must be within range. Objects carried by the subject 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 (Miniatures Handbook)

Conjuration (Teleportation)

Level: Sor/Wiz 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Two willing creatures of up to Large size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Two target creatures, of which you may be one, instantly swap positions. Both targets must be within range. Objects carried by the target 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.

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.

Defenestrating Sphere (Complete Arcane)

Evocation [Air]

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 2 ft. radius sphere

Duration: 1 round/level (D)

Saving Throw: Fort partial; see text

Spell Resistance: Yes

A cloudy gray sphere of whirling air and howling wind flies to attack your enemies and hurl them to the sky. As a move action, you can make the sphere travel up to 30 feet per round and strike the creature or object you indicate as a ranged touch attack. Any creature struck by the sphere takes 3d6 points of damage from the force of its winds. In addition, Medium or smaller creatures must succeed on a Fortitude save or be knocked prone. Creatures that fall prone must then succeed on a second Fortitude save or be swept up by the sphere and driven 1d8x10 feet into the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal.

If some obstacle prevents the target creature from reaching its expelled height, it takes 1d6 points of damage for every 10 feet of movement it was unable to complete, so that a creature hurled 50 feet up in a room with a 20 foot ceiling would take 3d6 points of damage from the impact, then take 2d6 points of damage when it falls back to the ground.

The sphere can affect a maximum of one creature or object per round, and winks out if it exceeds the spell's range.

Focus: A gray pearl worth at least 100 gp.

Dragon Breath (Complete Divine)

Evocation [Good or Evil]

Level: Clr 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level.

You gain the ability to breathe a gout of energy that mimics a dragon's breath as a standard action. Once you've used the breath attack, you must wait 1d4 rounds before doing so again. When you cast *dragon breath*, you choose one true dragon whose breath you're emulating. If you choose a chromatic dragon, then *dragon breath* gains the evil descriptor. If you choose a metallic dragon, then *dragon breath* gains the good descriptor.

Dragon	Breath	Saving Throw
Black	30-ft. line of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Blue	30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8)	Reflex half
Green	15-ft. cone of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Red	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half
White	15-ft. cone of cold, 1d8/2 caster levels (maximum 10d8)	Reflex half
Brass	15-ft. cone of <i>sleep</i> , last 1d6 rounds	Will negates
Bronze	30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8)	Reflex half
Copper	15-ft. cone of <i>slow</i> , last 1d6 rounds	Will negates
Gold	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half
Silver	15-ft. cone of paralysis, last 1d6 rounds	Fort negates

Fireburst (Complete Arcane)

Evocation [Fire]

Level: Sor/Wiz 2, Warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 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 (Complete Arcane)

Evocation [Fire]

Level: Sor/Wiz 5, Warmage 5

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

Greater 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 15d8).

Material Component: A bit of sulfur.

Living Undeath (Miniatures Handbook)

Necromancy

Level: Clr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Fort negates (harmless)

Spell Resistance: Yes (harmless)

This spell imparts a physical transformation upon the subject, not unlike the process that produces a zombie. While the subject does not actually become an undead, its vital processes are temporarily bypassed with no seeming ill effect. The subject becomes not subject to sneak attacks and critical hits, just as undead are. While the spell is in effect, the subject takes a -4 penalty to his Charisma score (to a minimum of 1).

Mage Armor, Greater (Complete Arcane)

Conjuration (Creation) [Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

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 (Complete Arcane)

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

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 1st, your orb does an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th 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 1st, your orb does an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th 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 1st, your orb does an additional 1d6 points of damage: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

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).

Reciprocal Gyre (Complete Arcane)

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./1 level)

Targets: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fort negates; see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 pts of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is *hasted* (3rd level), *flying* (3rd level), and protected by a *stoneskin* spell (4th level wizard version) takes 10d6 damage (Will save for half). In addition, any creature that fails its save must then succeed on a Fort save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area (such as *invisibility sphere* or *solid fog*) can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spells can be – for example, the magic of a *cloak of resistance* can't be used by *reciprocal gyre*, but a spell cast by a *wand of invisibility* could be.

Material Component: A tiny closed loop of copper wire.

Resonating Bolt (Complete Arcane)

Evocation [Sonic]

Level: Brd 4, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60 ft. line

Duration: Instantaneous

Saving Throw: Ref half

Spell Resistance: Yes

You unleash a tremendous bolt of sonic energy from your open hand, dealing 1d4 points of sonic damage per caster level (maximum 10d4) to each creature within its area. In addition, a resonating bolt deals full damage to objects and can easily shatter or break interposing barriers. If the bolt destroys a barrier, it can continue beyond if its range permits; otherwise, it stops.

Slashing Darkness (Miniatures Handbook)

Evocation

Level: Clr 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A hissing, hurtling ribbon of pure darkness flies from your hand. A creature struck by this ray of darkness takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature instead heals 1d8 points of damage per two caster levels (maximum 5d8).

Wave of Grief (Complete Divine)

Enchantment [Evil, Mind-Affecting]

Level: Brd 2, Blackguard 2, Clr 2

Components: S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a -3 penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

Wrack (Complete Divine)

Necromancy [Evil]

Level: Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5ft./2 levels)

Area: One Humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions. Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves and skill checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.