

ULP7-06

Portents of the Matron

A One-Round D&D[®] LIVING GREYHAWK[™]

Principality of Ulek Regional Adventure

Version 0.5.1

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Playtesters: X

One chose the path of serenity and introspection. He is the calm. The other chose the path of would-be conqueror; she is the storm that will not relent until all lay broken at her feet. Though bound by blood and fate, the Matron has only watched... until now. What dark secret could she carry that will bind all of the Principality of Ulek to her web. A Principality of Ulek regional adventure for APLs 4-12, and part of the Reclamation series.

Note: This adventure will be of particular interest to PCs who have done most of the Reclamation series scenarios, monks, and those inclined towards nature.

Resources: In addition to the Core books mentioned in the Appendix, non-Core book entitled "Book of Vile Darkness" by Monte Cook was also used for this scenario.

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 scon40@aol.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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

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

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

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

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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 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 Sheldomar Valley. Characters native to

the Sheldomar Valley pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

Deep beneath the earth under the Lortmill Hills their lives a powerful aranea named Lady Senja, also known as the Matron of the Webs. Lady Senja rules a region beneath the hills with many other insectoid creatures as her vassals. A sorceress of great power, she rules her people under the edict that they abstain from extended involvement in the affairs of the surface world. She did this because she cares little for the conflict between the Pomarj and the Principality of Ulek, unless the battle is brought to her from either side. She is also bitter about the circumstances surrounding the birth of her children. Also, she sees this as a means of self-preservation, unwilling to bring the full strength of either side to bear against her. Prior to this edict, Lady Senja has always indulged her curiosity about the surface world and from time to time traveled the land above under the guise of a beautiful human woman.

During one of these adventures, Lady Senja found herself in an area controlled by the Pomarj near the Jewel River. While there, she met a handsome

human Pomarj soldier and worshipper of the Earth Dragon, named Artile Steelfang. Always a bit of a slave to her carnal desires, she spent a night of passion with Artile and left the next day to return to her underground lair. Artile was totally unaware of her true nature.

Weeks later, she discovered that she had become pregnant. The idea of offspring comforted her and filled her with happiness because it meant she would have an heir to her small empire. Near the end of her pregnancy, she sent a vassal to find Artile and tell him about the children and the truth about her. Repulsed by the idea that he had mated with such a creature, he sent an emissary back to her with the severed head of her vassal in a box and told her that if she pursued this matter, he would bring the wrath of the Pomarj forces down upon her head. He even went so far as to call her a repulsive freak.

When the children were born, she named the boy Tristen and the girl Adeline. She raised them with love and understanding, while also doing her best to limit their exposure to the surface world. As they grew however, it became apparent that their personalities were quite different. Tristen often seemed confused and troubled with the feeling that he simply didn't belong where he was. In short, he longed to see the world and find a purpose for himself beyond the monotony of living below ground. Adeline had a similar outlook but she carried an insatiable lust for power, one that became increasingly evil as time passed. Lady Senja realized this but believed she could temper Adeline and bring Tristen into the fold and give him the inner peace he longed for so badly. In both respects, she failed.

Lady Senja was forced to expel Adeline from her underground lair after Adeline murdered one of Lady Senja's advisors that had discovered Adeline's plot to create a coupe and overthrow Lady Senja. Adeline had convinced some of the disgruntled members of Lady Senja's vassals that unlike Lady Senja's weak-willed existence, she could lead them to rule not just what was beneath the ground but the surface world as well. Lady Senja discovered the treachery of her daughter and expelled her from her lair permanently. Had Adeline not been her daughter, Lady Senja would have slain her instantly.

Shortly thereafter, Tristen approached Lady Senja with his belongings packed and requested permission to leave. He explained that he felt incomplete as a being under her rule and had no aspirations to be her heir. Lady Senja told him that

it was unlikely that the world above would accept him and perhaps even try to destroy him. Tristen told her he was willing to take that chance. Though deeply saddened, Lady Senja provided him with a few magic items and told him that he was welcome to return with open arms whenever he wanted.

Renaming herself Red Mantis, Adeline created her own underground lair and began to recruit insectile-like creatures to her cause such as driders and ettercaps who shared her sense of alienation, evil, and lust for power. Shortly thereafter, she was contacted by a vermin lord named Vetrovox who had taken over the Cow Home in the Pomarj (See Slavers book pg. 56) with the blessing of Turrosh Mak and Markessa. Even before he took over the Cow Home, the Cow Home had a trade alliance with the Pomarj for manufactured weapons but had vowed never to send its people as soldiers in the war for any conflict the Pomarj was involved in. Under the evil rule of Vetrovox however, all of this changed. Not only did Vetrovox increase the amount of weapons created for Turrosh Mak but he also began experimenting and breeding special soldiers to be used as shock troops. His only wish was to be given complete rule of Cow Home without interference by the Pomarj. Seeing a kindred spirit in Red Mantis, Vetrovox offered her an alliance and resources to strengthen her for her eventual conflict with the Principality of Ulek. Red Mantis jumped at the opportunity and her forces grew both in strength and numbers.

Meanwhile, Tristen wandered the Principality of Ulek using a hat of disguise given to him by Lady Senja to hide his true appearance. Never staying in one place for too long, he struggled to quell his troubled spirit. One day, he came upon a monastery run by a human monk named Genju, the Master of Winter. Genju was able to see through his altered appearance and convinced Tristen to reveal his true form. Reluctantly, Tristen did so and was surprised that Genju didn't seem alarmed one bit by his strange appearance. After speaking to him and explaining his troubled heart, Genju offered Tristen a chance to study in the monastery. Through the perfection of the body and the mind, Genju felt that Tristen would fill the void within him and find his purpose. Genju's wisdom paid off and Tristen excelled at his training and found a place that he felt was truly home to him.

Having grown sufficiently powerful to pose a threat to Lady Senja, Red Mantis sent a messenger to her with a proposed deal between the two. Red

Mantis explained that she was positioning herself for a major assault upon the Principality of Ulek and that Lady Senja had to make a choice; join her willingly or forcefully. Lady Senja asked that Red Mantis return within one week to get her answer. Lady Senja had already decided to refuse Red Mantis' offer but decided that she would use the time she bought herself to seek aid. Red Mantis made a similar trip to the monastery where Tristen was living a peaceful and happy life. Prior to this, Red Mantis had sent spies to watch the monastery from afar. She was intrigued by the possibility of making an alliance with her sibling so that he could teach his special monk skills and style of combat to her troops and increase their battle prowess. She offered Tristen the same deal she made to Red Mantis. Tristen told her that he had no interest in conquest and that she was misguided. Infuriated, Red Mantis vowed that she would make him pay for his insolence.

Tristen's rebuff, coupled with the burning dislike that Red Mantis has for her mother are the final straws that break the proverbial camels back. Confident that Vetrovox has supplied her with just enough help and resources to launch her attack upon the Principality of Ulek, Red Mantis stands ready to plow through anyone or anything that gets in her way. Lady Senja however has no intention of allowing her miscreant daughter to bring unnecessary misery upon her underground rulership and has decided that it is time to put down her Red Mantis' errant ways once and for all. The adventure unfolds the moment Lady Senja contacts the Principality of Ulek government with the tales of her daughters impending attack.

ADVENTURE SUMMARY

The adventure begins in the city of Havenhill where the PCs are approached by a representative of the Principality of Ulek military with a job offer. The representative explains that the mission is of deep importance to the security of the Principality of Ulek. A new threat is rising, originating deep within the underground region of the Principality and it must be stopped or else many lives will be lost and the military surge that has been so successful against the Pomarj in the Disputed Territories may be completely undermined. If the PCs agree to help, they are asked to go to a warehouse where a private meeting will be set up between all interested parties.

In Encounter One, the PCs find themselves inside a warehouse owned by Prince Olinstaad

and generally used to store military supplies. The moment the PCs walk in, several Adamantine Guards set up defensive positions around the warehouse. Once inside, the PCs make contact with Colonel Krufec of the Royal Army as well as a very beautiful and exotic looking woman who calls herself Lady Senja. Colonel Krufec explains that Lady Senja has come to the government of the Principality of Ulek with credible knowledge of the activities of her daughter Red Mantis. She makes it abundantly clear that Red Mantis has begun experimenting with bizarre magic in the hopes of creating various different types of augmented creatures as well as "super soldiers" based on insects to swell the armies of the Turrosh Mak.

In Encounter Two, after Colonel Krufec and the Adamantine Guard leave the PCs, Spyder, who was hiding himself using magic in the shadows of the warehouse rafters, decides to make his move. Spyder and Lady Senja know of each other and during the discussion, it is revealed that at one time their relationship was of an intimate nature. It is Spyder's opinion that the conservative methods of the Principality of Ulek government will not be able to extract the information from Red Mantis necessary to fully understand and deal with the threat as it should. Given that Lady Senja makes it clear that Red Mantis is gaining power from an alliance with an unknown entity who works for Turrosh Mak, Spyder asks the PCs to bring Red Mantis to him rather than straight to the Principality of Ulek military so that he can interrogate Red Mantis himself. After doing so, he promises to deliver her to the military. If the PCs agree to this, Spyder promises to reward them handsomely.

In Encounter Three, as the PCs are preparing for bed, they receive yet another summons from Lady Senja to meet her in private. Lady Senja explains to the PCs that both Spyder and the Principality of Ulek government are fools if they think that they can build a prison cell strong enough to keep Red Mantis for long. Given her resources and connections with powerful allies in the Pomarj, sooner or later she will be freed if captured and once again pose a threat to the Principality of Ulek. Lady Senja does not hide the fact that Red Mantis is a threat to her as well. Lady Senja also reveals the existence of Tristen, her son and brother of Red Mantis. Lady Senja fears for Tristen because she feels that Tristen will rebuff any attempt at an alliance with his nefarious sister and that Red Mantis will bring her wrath upon him for doing so. Lady Senja gives the PCs the directions to Tristen's location and asks the

PCs to find out if Red Mantis has approached him with an offer of alliance (which she has). Lady Senja also asks that the PCs bring Red Mantis to her rather than to Spyder or the Principality of Ulek government, stating that she can make sure that they get all the information they need, that Red Mantis will never threaten the Principality of Ulek again, and that she will reward them even more handsomely than Spyder and the Principality of Ulek government.

PREPARATION FOR PLAY

Before the adventure begins, find out if any of the PCs have played in *ULP7-MM02 The Latest Buzz*. If so then verify whether they have earned the notice entitled “Her Spite Upon You” as this will play a vital role in the course of the scenario. Also find out which, if any PCs, are members of the following metaorgs: The Web, Royal Army and Navy, Mine Rangers, and Liegeman of the Prince. It is entirely possible that because of the scenario there will be party conflict and duplicity as a result of the instructions given to the PCs from their respective metaorg. Lastly, ask the PCs if they have any special notices, enmities, favors, curses, powerful or odd magic items that have a noticeable game affect and adjudicate them accordingly. There will be times when certain PCs/players may be pulled aside by the DM to speak privately on certain matters.

Ask PCs at this time if they have any precast spells and make note of it.

INTRODUCTION

PCs begin the scenario in the city of Havenhill. Because of the ongoing battle to reclaim the Disputed Territories and the shifting landscape of what has been retaken and what is still in Pomarj hands, PCs who are members of the following metaorgs have been asked to station themselves in Havenhill pending the possibility of being called upon to undertake military action; **Royal Army and Navy, Liegeman of the Prince, Mine Rangers, and Talons of Retribution**. PCs that are members of other metaorgs can be here simply looking for work, in between adventuring stints, visiting family and friends, purchasing equipment and magical items, etc. Members of **the Web** have been ordered by Spyder to report to the city of Havenhill and await further instruction. It is notable that Spyder has been particularly secretive about the reason and perhaps even a bit nervous.

Read the following boxed text to all other PCs except for members of the Web.

It has been a long time since the people of Havenhill have been in such high spirits. It was but a few years ago that the city was gripped in fear, threatened by the twin horrors of the Warlord and the blasphemous necromancers from the Cult of Nerull. The flow of trade was unsteady, word amongst the people was that Prince Olinstaad's will had been broken, and many feared that the streets of Havenhill would run red with the blood of the innocent and echo with the howls of Pomarj conquerors. Instead, the city pulses with all manner of activity, the throngs of people anticipating victory as news of one crushed Pomarj patrol after another spurs them to action. The grinding stones of the weaponsmiths and the hammers pounding the metal plates of armor and battleaxes into form have never been as alive as they are today. Where once Prince Olinstaad's name was spoken in shame, it is now mentioned with a sense of pride, hope, and honor. Truly times have changed.

As you wander the streets of Havenhill, you see a young boy. He is dressed in a loose light brown shirt and black pants which are heavily worn at the knees moving towards you. He carries a small basket of candy and seems to be distributing them to random people on the streets. Every so often those receiving the candy flip him a copper coin which he snatches out of the air with lightning quickness. He looks at you and smiles as he tosses you a piece of wrapped candy and says, “Sometimes there is more to candy than its sweet taste.”

With that, the young boy dashes off, weaving through the crowd of people until he is out of sight.

The phrase which the young boy uses with the PCs is a form of innuendo commonly known by members of the Web. Inform the PCs that it seems to imply that unwrapping the candy and eating it will provide some form of secret communication. If the PCs cast detect magic on the candy, they can make a **Spellcraft check DC 25** to pick up traces of divination magic (coming from a **Rary's telepathic bond spell**). If for some reason, the PCs have some form of resistance up which prevents mental intrusion such as a **Rary's telepathic bond spell**, then allow them to automatically succeed at a Spot check to notice

that the candy wrapper is designed with a spider web pattern and words suddenly form on it, creating a small message to the PC. PCs can make a **Spellcraft check DC 20** to realize that this is a **prestidigitation spell** at work. In either case, refer to Player Handout One, entitled “ **Message From Spyder**”.

Once they have read the note, explain to them that a few minutes after doing so, they are approached by Private Emerson Talbot of the Royal Army. At no time should they mention to anyone that they have been contacted by Spyder. Doing so is considered a breach in security and a betrayal to the Web organization.

Read the following boxed text for those PCs who are a member of the following metaorgs: **Royal Army and Navy, Liegeman of the Prince, Mine Rangers, and Talons of Retribution**. If the PC is a member of any of these metaorgs and the Web then give them this boxed text with the understanding that they have been approached and contacted using the candy method **PRIOR** to this one.

It has been a long time since the people of Havenhill have been in such high spirits. Why it was but a few years ago that the city was gripped in fear, threatened by the twin horrors of the Warlord and the blasphemous necromancers of the Cult of Nerull. The flow of trade was unsteady, word amongst the people was that Prince Olinstaad's will had been broken, and many feared that the streets of Havenhill would run red with the blood of the innocent and echo with the howls of Pomarj conquerors. Instead, the city seems like a restless spirit, the throngs of people anticipating victory as news of one crushed Pomarj patrol after another spurs them to action. The grinding stones of the weaponsmiths and the hammers pounding the metal plates of armor and battleaxes into form have never been so alive as they are today. Where once Prince Olinstaad's name was spoken in shame, it is now mentioned with a sense of pride, hope, and honor. Truly times have changed.

As you wander the streets of Havenhill, you are approached by a slender young human man dressed in the uniform of the Royal Army.

“Hello. My name is Private Emerson Talbot.”, says the young soldier. “ I have been ordered to escort you to a private meeting between

yourself and Colonel Krufec of the Royal Army.”

If the PCs ask Emerson what it is about he responds as follows:

“It is considered poor etiquette to question ones orders. Once again, please come with me immediately.”

If you are dealing with particularly paranoid players who are scared of getting ambushed or something similar, the Private Emerson pulls out an official writ with the personal seal and signature of Colonel Krufec as well as the following individuals: General Brunar Blackhand of the Mine Rangers, Marshal Augustus Clinkerfire of the Royal Army, Admiral Tiberius Mansfield III of the Royal Navy, Magnus Loudrin of the Talons of Retribution, and Serafina Montalvo, a high ranking member of the Liegeman of the Prince. Any further refusal to follow orders beyond this point should be considered akin to insubordination and the player should be warned ONCE.

If the PCs agree to follow Emerson, all attempts to get information out of him regarding the mission are met with absolute silence. Private Emerson is a straight by the book kind of soldier and does not deviate from his instructions.

Read the following boxed text to those PCs who are not members of any metaorgs or of any of the previously mentioned ones.

Your sources in the adventuring community told you that Havenhill was the place to be when looking for work. The city resonates with the sense that something big is about to happen but you cannot put your finger on it. You have never seen so many military personnel walking the streets and every weaponsmith and armorsmith of skill is overwhelmed with orders for forging of military supplies. The sound of hammers pounding metal into form echoes at almost every corner and you have lost count of how many adventuring companies have passed you by in the streets. Where once Prince Olinstaad's name was spoken in shame, it is now mentioned with a sense of pride, hope, and honor. Truly times have changed.

As you wander the streets of Havenhill, you are approached by a rosy-cheeked halfling female wearing a small pin of the heraldry of the Principality of Ulek on her shirt. She raises her hand and says, “Halt adventurers. My name is Amanda Starsdale, a member of the

Liegeman of the Prince. I heard that you were looking for work and though Havenhill is teeming with many adventurers, your reputation proceeds you. A great threat has risen against our nation and I am certain that with your experience and skills, you can help us put that threat down. Before you ask, yes, you will be paid and paid well. What do you say?"

If the PCs agree to help, Amanda escorts them to the same location where Private Emerson is taking the other PCs.

PCs can ask Amanda questions but because the matter is being handled with a great deal of discretion, her answers will be a bit ambiguous. She makes it clear that they will be provided with details upon arrival.

If the PCs insist on asking questions, listed below are a sample of what they may be along with their answers. If the PCs ask questions not on the list, improvise to the best of your ability.

- 1) What is this mission about? **"Well, I would prefer not to give that away just yet. What I can tell you is that it involves a threat far greater than we imagined. It is easy to deal with the enemies you see but the ones that hide beneath our feet are just as dangerous."**
- 2) How much will you pay us? **"We are prepared to offer each of you 400 gp for the mission, as well as supply you with a few things that might come in handy. I cannot emphasize to you how important this mission is."**
- 3) What enemy do you speak of? **"Well, until now this enemy had struck sporadically. It was as if they were testing our defenses. Now with our military stretched thin by the recent incursions to reclaim the Disputed Territories, it has left us vulnerable. It is only a matter of time before they strike. We have an informant that can fill you in with more detail."**
- 4) Who is this informant? **"I am unaware of her name but I was told she is a very powerful and enigmatic being. Based on reputation alone, I would be very cautious when dealing with her."**

- 5) What is this informant's interest in this matter? **"I do not know except that it is deeply personal."**

Eventually all of the PCs will be lead to a warehouse used by the military for storage. Great care has been taken to keep this meeting a private matter. Private Emerson and Amanda leave the PCs in the hands of Colonel Krufec and his contingent of Adamantine Guard. If the PCs wish to make party introductions before stepping through the door, now is a good time to do it. Once they have done so, move on to Encounter One

ENCOUNTER 1: THE LADY IN WAITING

When the PCs arrive at the warehouse, they notice that it is surrounded by dwarves wearing full plate armor and all of them are armed to the hilt. PCs who have any skill related to metal-based crafting or can make an **Intelligence check DC 20** to realize that the armor and weapons are made out of adamantium. PCs who have Craft: Armorsmithing, Craft: Weaponsmithing, or Profession: Miner can make a **DC 15 check** (dwarves and gnomes get a +2 Circumstance bonus to the roll) as well. PCs who already own adamantium items of any kind automatically succeed on the roll. PCs can make and **Knowledge: Royalty and Nobility rolls DC 20** to learn that these dwarves are members of the Adamantium Guard, the personal bodyguards of the Corond family.

Encircling the warehouse before you are several heavily armed and armored dwarves. They eyes dart back and forth constantly, vigilant of even the slightest movement and their expressions are grim and resolute. One of them steps forward and motions you to the door and says, "They're waiting for you inside" as he open the door for you.

Entering the warehouse you see several crates and boxes stacked up practically to the ceiling. Markings on their sides indicate that most of them have weapons, armor, military tools, and other war-related paraphernalia in them. Several of the crates however have been moved aside, leaving a clear opening in the center of the room where a table and several chairs have been positioned. Sitting on one of the chairs is a stern looking dwarf wearing chainmail armor with a dwarven battle axe hanging from his belt and several medals

adorning his chest. He looks towards you and says rather gruffly, "Well you sure took your sweet time. Come on then. Get in hear so we can get to the heart of the matter."

It is entirely possible that more paranoid PCs will attempt means to discern the true nature of Lady Senja (perhaps using true seeing or some similar method). If this is the case and they are successful then alter boxed text as you see fit to reflect this. However, this does not change Lady Senja's, Colonel Krufec's, or Spyder's motivations in any way.

PCs in any branch of the Principality of Ulek military (Royal Army, Royal Navy, Mine Rangers) and including the Liegeman of the Prince and Talons of Retribution recognize him as Colonel Krufec, a member of the Royal Army. Colonel Krufec's reputation as a strict disciplinarian with almost zero tolerance for foolish behavior proceeds him.

Sitting at the other end of the table is a human woman in a skin tight red, low cut dress that accentuates her rather curvaceous figure and ample bosom. Her hair is black and lustrous, like satin and seems to flow rather than hang down her back in tantalizing fashion. Her sea green eyes are like orbs of rapture and even the grace by which she handles the apple in her hand seems almost intentionally erotic. As the lady bites into the apple, a small bit of juice slides down her puffy red lips and lower cheek. She looks at the dwarf and says, "Dear Krufec, don't be such a stick in the mud. You should try one of these. Their taste is positively sinful"

"Lady Senja", says Colonel Krufec, as he hands her a napkin to wipe herself with, "I'm not here to entertain your flirtations. Our guests have arrived so let's get crackin here."

"Well I suppose you're right Colonel Krufec.", says Lady Senja, turning her attention to your group. "We really do have much to discuss."

Colonel Krufec motions to each of you to take a seat. Once you are seated, he says, "My lovely guest here is known as Lady Senja. She has come to us with some rather disturbing news of a threat to our nation, especially against our reclamation efforts of the Disputed Territories. Over the past few months, the Principality of Ulek has been plagued with strange insect –based attacks, initially against our farms, farmers, and livestock. It seems that

someone was making a concerted attempt to wreak havoc with our food supply. We've run into flying orcs with wasp wings, chitinous six-armed ogres, and a whole mess of really bizarre creatures. After the help from some adventurers and the military, we thought that we had quelled the threat once and for all. Unfortunately, Lady Senja has told us otherwise. Apparently these attacks were merely used to test our defenses and gauge our tactics. It looks like the worst is yet to come and we need you to stop it."

Lady Senja tilts her head to the side and what was once an almost playful expression shifts to repressed anger. "I know this enemy very well. After all, I did give birth to her."

Pausing for a moment to collect her thoughts, Lady Senja says, "In my younger years I was a bit of a slave to my carnal and hedonistic desires. I traveled the world looking to taste new experiences and see as much as I could. One day, while traveling through the Pomarj I met a handsome young soldier in the service of the Earth Dragon named Artile Steelfang. Broad-shouldered, blue-eyed, and with golden blonde hair, I could barely control by carnal cravings towards him. After a torrid night of unbridled passion, I left him, having satisfied my urges. I thought nothing of it until several months later when I realized I was pregnant with his children. Overjoyed, I sent one of my servants to tell him the news and tell him the truth of my nature. Damn me for being so naïve!! He answered me by sending back my servants head in a box and told me that if I ever approached him again he would bring the weight of his troops against me and those who serve me. His spurning embittered me forever more and I retreated to my underground sanctum.

"I gave birth to twins, a boy I named Tristen and a girl I named Adeline. I raised them as well as I could and with a mothers love, hoping that they would serve as proper heirs to my domain." Turning her head as she wipes the tears away from her eyes she says, "In both respects I failed."

"The enemy you face is my daughter Adeline, who has renamed herself Red Mantis. When and if you see her, the reason she did so will become obvious. When one of my subjects discovered that she was plotting a coup against me to take control of my domain, she

killed him to silence him but was careless in doing so. Discovering her treachery, I excommunicated her and those who she had coerced into following her will. I also learned that had she overthrown my rule and gained the power she sought, her next planned conquest was that of the surface world."

I have recently learned that she has made an alliance with a powerful entity within the Pomarj who has been supplying her with rare arcane knowledge, supplies, and in some cases minions for her growing army. In addition, she has been forging alliances with other creatures to swell the ranks of her forces.

In her arrogance, she came to me with some of her most powerful minions and gave me an ultimatum; join her in her attack upon the surface world or perish. I dispatched several of my most loyal warriors to deal with her insolence but they were soundly beaten by her minions. In order to buy some time, I asked her to give me one week to decide. That was three days ago. Fortunately, I was able to send one of my spies to follow her back to her secret lair." Eyeing you each angrily, she says, "Carelessness and arrogance are common to all petty despots."

"I know where you can find her and after some discussion with Colonel Krufec, we have come to an agreement of sorts," says Lady Senja, taking another bite from her apple.

"This is what I want you to do. Head to the location where Mantis has established her base of command and bring her back alive. I don't care what you do to her lackeys but we need her alive if possible. We intend to interrogate her as soon as she is captured. Her information on the Pomarj forces still stationed in the Disputed Territories as well as that of her mysterious Pomarjian benefactor is invaluable to national security. Bring her in to us and we will take it from there. Any questions?"

Listed below are some of the possible questions that the PCs may ask along with their answers. If they ask a question that is not on the list, answer them to the best of your ability based on the background story. Keep in mind however that she is holding back information in order to have a more open discussion with only the PCs and Spyder present. Colonel Krufec is a little too unyielding for her tastes. Colonel Krufec has agreed to respect

her privacy in terms of knowing that she is a powerful aranea sorceress. The knowledge of her true nature is extremely obscure. PCs can make a **Knowledge: Royalty and Nobility** check or **Knowledge: Local (Sheldomar Valley)** check **DC 30** to realize what Lady Senja really is. A **Bardic Knowledge** check **DC 35** also gives them this information.

Because she has not revealed any of her alternate forms, PCs cannot yet roll **Knowledge: Arcana** rolls. In case they are somehow able to see any of her alternate forms, the **Knowledge: Arcana DC** is 18.

**Lady Senja, female aranea Sor 6/
Fatespinner 4/ Initiate of the Seven Veils 3:
hp 105; see Appendix 6.**

1) You imply that you are not human. If so, then what are you? **"Something else."**

2) What ever became of your son Tristen? **"I would prefer not to speak of him except to say that he is nothing like his misguided sister and poses absolutely no threat to you whatsoever. If I know him as well as I think I do then he would find his sister's actions loathsome."**

3) Are you willing to pay us aside from what we have already been promised to deal with Red Mantis? **"Oh I am sure we can negotiate something along those lines."**

4) Can you describe the type of minions that Red Mantis uses in her forces? **"Most of them are augmented humanoids and giants which the Pomarj has regularly used against you. As Colonel Krufec said, some can fly, others have extra limbs, chitinous plating on their body for added defense, and enhanced senses. It is my strong belief that these creatures are being augmented by strange arcane magic courtesy of her mysterious benefactor."**

5) If we were forced to kill her, would you be angry at us or take hostile action against us? **"Red Mantis has threatened my way of being and yours as well. It is in our mutual best interest that her threat end once and for all, whether it is by capture or death. Nonetheless, Colonel Krufec is correct. She is more valuable to you alive. Do what you must. I have no sympathy for any misfortune that may befall her."**

6) You speak of your domain. What exactly to you mean? **"I live beneath ground with my loyal subjects. I have carved out a domain where I live at peace and without interfering in the**

outside world's affairs, especially after the tragedy of my youth. You would not agree with some of the company I keep but I am much more careful these days to make sure their fealty to me is without question. They do as I tell them...or else."

7) Why don't you take care of the problem yourself? ***"I am not willing to shed the blood and compromise the lives of my people over the actions of a belligerent petulant child. She chose this life even though I offered her a better one. We must all be held accountable for our actions. If I had not come forward with the information I am giving you, you would have lost the element of surprise. At least respect me for doing that much."***

8) Aren't you afraid she will know you are revealing this to us? ***"Red Mantis is counting on the bitterness of my past to cloud my judgment. Sadly, she has underestimated me in this respect. I could not keep silent about this, especially when so many lives are at stake."***

9) Can you provide us with any special supplies to help us with the mission? ***"Don't worry. That has already been arranged with Colonel Krufec."***

10) You have a reputation as being very powerful but very little is known about you? What makes you so powerful? ***"The ability to keep secrets despite curious minds such as yours."***

If the PCs somehow discover Lady Senja's true nature, she explains that she Colonel Krufec knew of it but they had agreed to keep it a private matter to facilitate the meeting with less distractions or unwanted prejudices. If the PCs, for whatever reason, decide to attack Lady Senja without provocation, Colonel Krufec orders his Adamantium Guard to enter the building and the PCs are eventually pacified. Lady Senja will defend herself using her magic if necessary, using lethal damage only as a last resort. PCs will be appropriately punished for this show of unwarranted behavior as evidenced on the AR.

Once the PCs are done asking questions, Colonel Krufec gets up and leaves, taking the Adamantium Guard with him. He tells the PCs that as part of their agreement, Lady Senja requested some privacy with the PCs in order to speak with them in a more in depth manner about the threat of Red Mantis and other details of the mission. It is clear that Red Mantis and Colonel Krufec are uncomfortable with one another but have done a

good job of practicing diplomatic tolerance. While she was not bluffing in this regard, she was not telling the whole truth either. There are other reasons as to why she asked for some privacy, as the PCs are about to.

ENCOUNTER 2: CAUGHT IN THE WEB OF INTRIGUE

Once Colonel Krufec has left, the Lady Senja continues speaking to the PCs for about 15 minutes. She is doing this for two reasons. The first being to make sure Colonel Krufec and his Adamantium Guard have left before Spyder descends from the rafters. The second reason is that she is getting a feel of the PCs attitudes, searching for those who have a certain rebellious streak and who are willing to work outside the law to get the job done. Lady Senja has plans of her own.

Once the 15 minutes pass, allow the PCs to attempt a **Listen check DC 40** (Spyder is just that good) to hear him as he descends towards them. At that point, proceed with the following boxed text:

For close to 15 minutes, Lady Senja has continued speaking to you, asking you about past adventures and escapades, perhaps to make sure you are definitely up to the task. Then, without notice she pauses and looks up towards the rafters and says, "Oh alright my darling." Looking back at all of you, Lady Senja says, "You'll have to excuse my guest. He has little patience for small talk."

With that, a shadowy figure begins to descend from the rafters, sliding gracefully down what appears to be a rope made of gossamer thread. The figure wears a dark cloak embroidered with a multitude of web-like designs. He releases himself from the gossamer rope roughly 10 ft off the ground and lands with utter silence. Rising to meet your gaze you notice a web tattoo covering the side of his face. He looks at you intensely and says, "Greetings adventurers. My name is Spyder and I'd like to make you an offer regarding the threat of Red Mantis."

Spyder begins pacing as he says, "Colonel Krufec is a good man but when it comes to doing things by the book, he sticks to the rules harder than sovereign glue. There in lies the problem however. Sometimes the rules get in the way of what must be done. Both myself

and Lady Senja would like you follow through with the mission as given to you by Colonel Krufec. Should you capture Red Mantis, preferably alive but dead if you must, we would like you to bring her to me instead of Colonel Krufec. I promise that I will keep her for only 24 hours and after I am done I will return her to you. At that point in time you may turn her over to Colonel Krufec and collect your reward from him. If you were to do this then I would also reward you for your troubles. My reputation has been slandered and I have often been portrayed as a villain by those who wish to harm this nation but I can assure you I work for its better interests."

Lady Senja walks over to Spyder and passes her hand softly across his cheek as she says, "Oh Spyder my darling. I've always loved your devious heart. It is so arousing. Do you remember that stormy night when we shared those passionate moments together in the Dancing Dolphin Inn at Sunflower cove. Oh we really shook the dust off the rafters that night didn't we?"

Spyder turns his head away quickly in shock as he says, "Lady Senja, that was a private matter between us and something best left in the past. We are not the people we used to be."

Lady Senja looks at Spyder somewhat disappointed and says, "How true. I almost liked you better when you were a dr..."

"IN ANY CASE..", says Spyder, cutting her off quickly before she could finish her sentence, "if you have any questions I will answer them as best I can."

At this point the PCs can ask Spyder questions regarding his offer. He refuses to answer any questions pertaining to his relationship with Lady Senja. Listed below are some of the possible questions with their answers. If the PCs ask questions not listed, improvise within what is reasonable and relative to the story.

- 1) What will you do with Red Mantis that Colonel Krufec won't? **"Red Mantis possesses information vital to the security of the Principality of Ulek. Lady Senja has divulged that Red Mantis has a very strong will and getting information from her by standard military means will probably prove insufficient. On the other hand there are certain methods of coercion**

and information gathering which I have knowledge of that will probably be more effective. Once I have gained this information I will of course give you a copy of it and return Red Mantis to you. I only require that she be in my possession for 24 hours."

- 2) (Relative to question #1) Are you implying torture or magical coercion of the mind? **"Now that would be illegal now wouldn't it?"** (DM note: Spyder doesn't play by the rules.)
- 3) How will you reward us? **"I have a fair amount of money and magic items set aside for situations such as these. I'm sure that being adventurers you would appreciate such things. Also, you would gain my favor."**
- 4) Do you know anything about the Reclamation efforts? **"I know that forces from the Gran March have come to aid us. I know that Prinzfeld is now free and Count Imiric has returned to power. The northeast and southeast portions of the Disputed Territory are almost totally clear but the area in between is still heavily contested. That is where the final strike will occur and I expect it soon."**
- 5) Do you know the true nature of Lady Senja? **"Yes but other than her previous slip of the tongue, we both covet our secrets so do to tell you not expect me."**
- 6) How do we know you we can trust you? **"You look like you have strong legs, strong enough to take a leap of faith."**

Once the PCs are finished with their questions, Spyder places a one bag on the table for each PC to take. Each bag has 50 gp in it which he is giving them just for listening to his offer. After doing this he says the following:

"I hope you will entertain my offer and once again I can assure you that it is in the best interests of the Principality of Ulek. It is ultimately your choice but I believe my way is the wisest choice in this situation. What do you say?"

Allow each PC to explain why they are or are not in favor of doing it his way. It is possible that players may have their PCs lie and later on

double-cross party members, particularly if they are Web members and the other PCs are not. NOTE: **Members of the Web metaorg already know that they are supposed to try to do everything within their power to do it Spyder's way, even if they must be duplicitous and dishonest with fellow party members. However, this does not mean doing something that directly places their fellow PCs in harms way. He prefers they use methods such as social chicanery, illusion magic, or dimension door, teleportation, etc.**

Once the PCs have finished giving their answers, Spyder says, ***"Well, I must be leaving now. If you decide to accept my offer, two days from now about a mile outside of Havenhill on the road there will be what appears to be a broken down carriage. When you meet the driver and his passengers you will ask him, "Can I help you with the wheel?" He should respond by saying "I always thought they grew the trees of the Suss Forest stronger." That is the signal to leave Red Mantis with him. We will handle the rest.***

With that Spyder looks at Lady Senja and says, "As always, time with you is never dull Lady Senja. You are a hard woman to forget." Suddenly the spot where he was standing explodes in a cloud of dark blue smoke and faint gossamer webbing which dissipate even before they touch the floor.

"Such a flair for the dramatic." says Lady Senja, smiling as she looks the spot where Spyder once stood. "There is another small matter I am hoping you will help me with. As I said earlier, Red Mantis is one of two children I have. My son named Tristen left my domain years ago to seek out his place and purpose in the world. Though it pained me to see him go it was his choice and I respect that. He has since taken up residence in a monastery in the service of Zuoken called the Temple of Serenity. It is located in the northern part of Havenhill. I believe that Red Mantis will attempt to enlist his aid in her planned assault though I think he will rebuff her offer. I have seen the hatred and fury that burns in my daughter's heart and I fear for his life. I wish to ask you in the name of a mother's love for her child that you stop off at the monastery on your way to assault Red Mantis' lair and speak to him on my behalf. Tell him that if he returns to my domain that I can provide sanctuary for him

against his sisters ire. It is ultimately his choice however."

Lady Senja hands one of the PCs a map to the monastery in case they agree to stop off and speak to Tristen on her behalf.

As Lady Senja makes her way to the door, she turns to you and says, "Though I would prefer not to, I will be staying in Havenhill until tomorrow morning. There are a few magic item dealers here and artisans which sell very well crafted and unique items of my liking. Good luck adventurers. Do what you must. I wash my hands of Red Mantis. If an ill fate befalls her, she has earned it.

With that Lady Senja bids you farewell and leaves.

Red Mantis knows what inn the PCs will be staying at and each PC will have their own room. The PCs can use this time to buy whatever they wish to as per the rules outlined in the LGCS. They may also make Gather Information checks to see if they pick up any interesting rumors. Listed below are some of the rumors they can pick up along with their DCs.

Gather Information DC 10:

Many Principality of Ulek citizens are in shock over the appearance a sizable group of kobolds claiming to be descended from the lineage of good dragons. Those few who support them claim that they are servants of Bahamut himself, sent to defend against the Spawn of Tiamat while those who hold them in contempt claim they are spies of the Earth Dragon.

Gather Information DC 15 or less:

I heard that the crew of a Royal Navy ship called the Hammerhead was almost sunk a few days ago when they were hit by of all things a sleet storm and chunks of hail as large as watermelons. Some are calling it a freak weather storm but most say there is a more nefarious reason behind it.

Gather Information DC 20

Prince Olinstaad is pleading with those who are willing to donate time, money, and any resource available to the rebuilding of Greutam. Many of its citizens, including the more unsavory types, have decided to relocate to Keoland for safety reasons. Because of the focus on the war effort, the rebuilding process

has been slower than expected and many of Greutam's citizens are displeased with the Prince.

Gather Information DC 25

Working off a tip from an unknown source, a Royal Army scouting party ambushed a group of brigands under the guise of merchants who claimed to be shipping barrels of wine for sale in the Ironhelm province. When the barrels were checked, only some of them were filled with wine while the rest were filled with all manner of poisons, especially that from serpents.

Gather Information DC 30

I spoke to a Mine Ranger the other day at a tavern while he was drowning his sorrows over several mugs of ale. He was distraught over the death of many fellow Mine Rangers when they were attacked by what he described as a mass of dark slime with several little red eyes in it that burned with rage and hate.

Gather Information DC 35 or more:

I think Prince Olinstaad would shave his beard and call himself an elf if asked to consider the offer of the emissary of Turrosh Mak on the despot's behalf. The city of Greyhawk is deluding itself by even thinking that monster knows what the meaning of peace is.

ENCOUNTER 3: A TEMPTING OFFER

This encounter occurs when the PCs have settled into their rooms which have been paid for courtesy of Colonel Krufec. Lady Senja will use her send her “messengers” with a note asking to meet with them in private at the local tavern called the Black Badger. The Black Badger is about two blocks away from their current location.

PCs who meet the following criteria based on the following prerequisites at the DM's discretion based on their interaction with Lady Senja will be ones receiving a visit from the messengers.

- PCs of N, C/N, or C/G alignments.
- PCs who displayed a sense of greed, seemingly more interested in profit than helping the Principality of Ulek.
- Any PC who displays a disregard for lawful types or rules and regulations.

- PCs who made comments such as “if we kill Red Mantis they can just speak with dead” or similar comments.
- PCs who seemed expressed their attraction to Lady Senja openly and perhaps even in slightly inappropriate ways.

The DM should pull these players aside and run this encounter solely for them. It is possible that some of the PCs chosen will also be members of the Web or loyal to the plans laid out by Colonel Krufec. Lady Senja does not know who which PCs are Web members and she believes that she is persuasive enough to convince any PCs chosen to deviate from their given orders and do things her way. Ultimately, she is simply putting the offer on the table. What the PCs do with it is entirely up to them. Once the PCs are chosen, proceed as follows.

As Pelor descends from the sky above giving way to the silvery orb of Celene which is full this evening, you ponder the events of earlier this day. You wonder as to the mystery behind Lady Senja and the enigmatic Spyder. What could be their secrets hidden behind the veil of silence and shadow. Surely there is more to this situation than you have seen so far.

At this point in time allow the PCs to make a **Listen check DC 20** and a **Spot check DC 30** to notice the following. Sliding under door, through the window, or some other minute crack or crevice in the wooden building the PC is staying is a tiny cricket with a small note tied to its back with a thin red ribbon

Once the PCs become aware of the cricket (whether they spot it or when it confronts the PCs itself), continue with the following boxed text.

Just when you thought your day could not get any stranger an odd sight appearing on top of your pillow proves otherwise. A tiny cricket, perhaps no bigger than the size of a halflings pinky, leaps in your direction, landing mere inches from you and stares at you with its dull black eyes. Attached to its back is a small piece of paper wrapped tight in a thin red ribbon. The cricket scratches at its side furiously, attempting to free itself from the ribbon. After several seconds of doing so it pauses, looks at you then looks back at the piece of paper and waits.

A detect magic spell reveals that the cricket is composed entirely of some form of illusion magic.

When the PCs interact with it, they may make a **Spellcraft check DC 19**. If successful, they realize that the cricket is the product of a shadow **conjunction spell**. The cricket will not leave until the PCs have taken the parchment from it. If the PCs attack it, assume that it is instantly destroyed and leaves the parchment behind. The parchment itself is non-magical and once the PCs open it, give them Player Handout #2 entitled **"A Tempting Offer"**.

If the PCs decide **NOT** to attend the meeting as instructed in the parchment and decide to go straight after Red Mantis then skip to Encounter 6. If any of the PCs decide to follow the instructions on the parchment then continue on to Encounter 4. **NOTE:** If no one at the table fits the criteria of the meeting then the DM should pick the PC that he/she feels is closest to the criteria given and run them through this encounter.

Once the PCs make it to the Black Badger Inn and Tavern, Lady Senja is waiting for them at a reserved table in the far corner. At this point continue as follows:

As you enter the Black Badger Inn and Tavern you see Lady Senja seated in a shadowy corner to the far west end of the room. She smiles and you and beckons you towards her.

"Come with me", she says as she rises from her seat and walks up the stairway to the second floor of the tavern. "If you truly value the safety of your nation then you will wish to hear what I have to say."

If the PC is hesitant, Lady Senja reassure him or her that nothing bad will befall them and emphasizes that what she has to tell them demands utmost privacy. Once the PCs follow her into her room, she shuts the door and proceeds as follows.

You find yourselves in the largest room that the Black Badger has to offer. Two bottles of rare and expensive elven wine sit atop the table before you with several silver chalices and a bowl of various fruits and vegetables to accompany them.

"By all means, indulge yourselves.", she says, pointing to the spread before you.

Lady Senja takes a seat at the table and says, "While I respect the leadership of the Principality of Ulek, I feel that they are handling the matter of Red Mantis in a very foolish manner."

Lady Senja pauses to serve herself a glass of wine, savoring its taste for a moment and then continues. "Capturing Red Mantis is the right thing to do but I can assure you that even your best prisons will not hold her. Two years ago I dismissed her from my domain and warned her never to return. It was less than a week ago she returned far more formidable than before. Her minions are powerful, well-armed, and well trained and her alliance with her mysterious Pomarjian benefactor has provided her with abundant resources. With that in mind, this is my offer to you. If you do encounter Red Mantis, kill her if you have no choice. However, if you do capture her alive then rather than bring her to Spyder or Colonel Krufec I want you to bring her to me. I will make sure that she is never a threat to anyone again. I know my daughters nature far better than anyone else. If you do this for me then I will reward you even more so that Colonel Krufec or Spyder.

At this point in time Lady Senja encourages the PCs to ask any questions regarding her offer. Some of the possible questions along with their answers are listed below. If the PCs ask questions which are not listed, improvise as best you can

1) What would you do to make sure that Red Mantis is no longer a threat that is different than what the Principality of Ulek wouldn't do? ***"I would have thought that the folly of Greutam would have taught you how vulnerable your prison facilities are. Today it sits in shambles and many of the cutthroats once incarcerated within it now roam free. I assure you I can deal with Red Mantis if you deliver her to me."***

2) Why did you choose me for this private meeting? ***"Because I think you know that sometimes you have to circumvent the rules in order to accomplish what needs to be done. Following the law in this case only serves to make your nation more vulnerable at a crucial time."***

3) What will you reward me/us with for doing this? ***"I have a fair idea of how both Spyder and Colonel Krufec intend to compensate you. Truth be told I possess a considerable treasury of my own that I would share with you. This matter is very personal to me so I am willing to be rather generous."***

4) What should I/we tell Spyder and Colonel Krufec if they ask us what happened? ***"Oh come now. I've always found adventurers to be very***

resourceful. You might say that you killed her in battle but before you could recover the body she was taken away by her minions. Consider that by discovering her lair and determining what foul magic she is using to augment her minions that that will certainly please Spyder and Colonel Krufec.

5) Okay. So we bring her to you; what about her minions? ***“A cockroach can live up to a week without a head but it will eventually die. Sever the head and the body will fall. She holds them together. Without her, they will splinter and collapse upon themselves.”***

6) Can we keep what we finds in her lair? ***“Her material wealth does not concern me. Her threat to my domain and my people concern me.”***

7) Are you doing this for yourself and your people or do you actually care what happens to the Principality of Ulek? ***“She is a menace to both your nation and my domain. What difference does it make how much I care or do not care for your nation? Don’t complicate the matter with useless sentimentality.”***

Eventually she will ask the PCs if they are interested in doing this for her. If they agree to do so, she gives them a small clasp that resembles a beetle. A *detect magic* might reveal powerful conjuration magic and moderate abjuration magic due to the *greater teleportation* and *nondetection* spells used as part of it’s creation. ***She then keys the device to function ONLY for the PCs that agree to her pact.*** Lady Senja explains that once Red Mantis is captured they can affix the beetle clasp to Red Mantis and utter the command phrase “Mother may I?” and they, along with Red Mantis will be teleported to the outside of Lady Senja’s lair where she will be waiting for them. She also sites that for the item to work, Red Mantis must be unconscious, incapacitated, or severely wounded (severely wounded means 10% hit points or less) and the items will indicate that she is within these conditions parameters when any PC holding it comes within 5 ft. of her by glowing a soft blue. Lady Senja has also keyed the magic device to make her aware of the moment it is used. Lady Senja warns the PCs not to tell their fellow party members because they will probably try to prevent them from succeeding and maybe have them arrested. Both the *greater teleportation* and the *nondetection* spell are cast at 16th level sorceress.

A lot of things could happen here. The PCs could go tell Spyder what happened and/or they could tell Colonel Krufec what happened. Spyder’s reaction would be anger but you get the hint that what Lady Senja attempted to do was almost expected by him. He reinforces the need to stick to the mission and once again makes his offer very clear. He also lays down a stern warning that if any Web members knowingly betray his orders that they might as well be willingly sticking their head into a troll’s mouth. If the PCs tell Colonel Krufec he is very upset by this and makes it clear that he never trusted Lady Senja but he was there for his country.

If the PCs reveal Spyder’s plan to Colonel Krufec then Colonel Krufec bursts into a tirade about “that shadowy criminal Spyder” and how he is sure that Spyder is up to no good or else why would he hide what he does. He thinks Spyder is a lawless vigilante at best and that does not sit well with him. He sternly advises the PCs to obey the letter of the law and go about the mission as he intended. The fact that the secrecy of the mission has been compromised to Spyder infuriates him. Knowing that Lady Senja was an accomplice to this only further aggravates the situation.

ENCOUNTER 4: FINDING SERENITY

The next morning Colonel Krufec meets the PCs to give them one last encouragement and to also give them a small consumables package to aid them in their mission. The consumables package is APL-based:

APL 2: 1 tanglefoot bag, 1 thunderstone, 4 *potions of cure light wounds*.

APL 4: 1 tanglefoot bag, 1 tunderstone, 3 *potions of cure light wounds*, 1 *potion of bear’s endurance*.

APL 6: 1 tanglefoot bag, 1 thunderstone, 3 *potions of cure moderate wounds*, 1 *potion of bear’s endurance*, *scroll: remove paralysis*

APL 8: 1 tanglefoot bag, 1 thunderstone, 3 *potions of cure serious wounds*, 1 *potion of bear’s endurance*, *scroll: prayer*

APL 10: 1 tanglefoot bag, 1 thunderstone, 3 *potions of cure serious wounds*, *potion of bear’s endurance*, *scroll: restoration*

APL 12: 1 tanglefoot bag, 1 thunderstone, 3 *potions of cure critical wounds*, *potion of bear’s endurance*, *scroll: restoration*

Before the PCs leave, read the following boxed text:

As you gather your supplies and make final preparations, Colonel Krufec comes up to you and say, "Alright. You know what you have to do. Remember, try to bring her in alive if you can. You have your orders. Now head out and good luck."

The trip to the Temple of Serenity is uneventful, given that it located closer to parts of the Disputed Territories that have been recently liberated. BY standard horse movement rate, the Temple of Serenity is located a couple of hours outside of Havenhill. Once the PCs start closing in on the Temple of Serenity, read the following boxed text:

After a couple of hours of travel you see a two story stone structure in the distance. The land surrounding it appears to be used mainly for farming. Several figures dressed in common brown robes walk along the small fields with sacks tied to their rope belts picking all manner of vegetables. Cows, goats, chickens, and other random livestock graze near the building as well but separated from the fields by stout wooden fences.

Drawing closer to the building, you can see that the outside of walls are decorated with a host of weather-beaten murals depicting various animals in odd stance such as leaping monkeys, praying mantises in still stance, and an eagle reaching its talons out in striking position. Aside from this, the building is non-descript and seems designed for functionality above all things.

As you walk towards the front doorway you see an old man dressed in grass-stained commoners robes and worn sandals lying next to the stairs. A balding human, at best 5'5 tall, perhaps in his early 50's and missing one of his side front teeth, flashes you an odd smile and says, "Ohhhhhh!!!! Visitors to the monastery. Well we don't get too many of those...unless you count the pigeons that come for the bread crumbs and soil themselves all over the building. We feed them and they poop on this place. Seems like these monks are getting the short end of the stick on that one don't you think?" With that, he grabs a large drinking mug next to him and takes several chugs. As he does this the breeze shifts in your direction and the stench of his liquor slams into you like a fire giant's fist.

This odd little man is actually Master Genju, the head of the Temple of Serenity. Since he has levels in the Drunken Master prestige class he is "practicing his art" as he does often. He is not drunk at the moment his vast experience in succumbing to bouts of inebriation has allowed him to fake it extremely well. Master Genju receives a **+10 Circumstance bonus to any Sense Motive check to discern whether he is actually drunk (counting also the horrible stench of what he is drinking)**. Master Genju enjoys pretending to be a drunk commoner; overall he is a bit of a prankster.

If the PCs cast a *detect magic* or similar spell an focus on Master Genju, at the present time his only magical device is his **+1 axiomatic cold iron drinking mug** on a chain. In addition to the normal weapon properties, the jug itself is enchanted to always refill itself to at least half capacity as long as there is at least an ounce of liquor in it. Because of this in battle, the weapon takes on the damage enhancing properties of a mercurial weapon. The detect magic picks up **moderate Conjunction and moderate Evocation magic (conjunction- create food & water; evocation – order's wrath)**.

If the PCs speak to him he says that his name is Sigmund but his friends call him "Siggy" for short. Throughout the whole conversation he drinks heavily and sometimes belches forcefully as part of his act. Eventually he directs the PCs to the front door, saying they should talk to the leader of the monastery, describing him as "some half-crazy old man named Master Genju".

As the PCs proceed towards the front door of the monastery, proceed with the following boxed text:

Halfway up the steps to the front door of the monastery, it opens before you. Standing to greet you is a stocky, scarred-up hobgoblin wearing a sleeveless light brown shirt and light brown pants with a frayed length of rope for a belt. His expression is stoic and gives no hint of his thoughts as his hawk-like gaze passes over each of you.

"Hmmm... it's been a long time since we received visitors. You brought no wagon of wares for sale or trade and you come armed to the teeth. Let me guess. You're adventurers."

The hobgoblin present is named Fevros and he is one of the instructors of the monastery. PCs can make a **Spot check DC 15** to notice that Fevros has what appears to be a scarring on his left

shoulder that seems to have caused by burning. With this roll they get enough detail to be allowed a **Knowledge: Local check DC 20**. If successful, the knowledge roll reveals that Fevros had the markings of the Disciples of the Stone Viper Way as per **ULP7-02 "Though the Enemies Eyes"**. If questioned about this Fevros simply responds as follows:

"Who I was before does not dictate who I am now. If you can understand the wisdom within that then I need not say more."

If the PCs ask Fevros if he is the head of the monastery, he bluntly replies that he is not. If the PCs start asking questions, Master Genju comes up from behind them with his drinking jug and chain in hand. At this point proceed as follows:

As you begin asking the hobgoblin questions, you catch a whiff of that foul-smelling liquor that the drunk outside had with him.

"Really Fevros I wish you'd play along with my charade better than you do.", says the old man as he slips off his worn sandals. In any case my apologies for my gruff friend Fevros here. His sense of humor is duller than a butter knife. My name is Master Genju and I am the head of this monastery. What brings travelers such as yourselves to us?"

It is up to the PCs to decide how much they want to tell Master Genju but regardless, Master Genju listens intently while continuing to drink; he is deeply interested with news of the outside world given the cloistered nature of his monastery. When the PCs mention Tristen, proceed as follows:

Master Genju smiles at you and says, "Oh yes Tristen. Well if I know him he is probably practicing his meditative combat exercises in the sparring room. Ever since the visit from his sister he has seemed very troubled. Come with me. I will take you to him."

Master Genju leads you through the monastery. Along the way you see students practicing different forms of unarmed combat. In one room you see a woman focusing on a clay pot on a chair roughly 10 feet away from her. She lets out a sudden yell that echoes through the monastery like rumbling thunder and thrusts her fist forward into the empty air. In that instant the clay pot shatters into several pieces. In another room students take turns crushing cinderblocks and pieces of thick wood with their bare hands, feet, and elbows.

Perhaps the most amazing feat you see is a young boy that could be no more than 15 years of age blindfolded. On the other end of the room an older boy takes a light crossbow and fires it at the younger boy. The younger boy's hands flash before him in a blur and catch the bolt in mid flight before it can strike him in the chest.

You eventually reach the doorway to a room with a curtain in front of it. Before you enter, Master Genju asks that you remove your shoes as this is the sacred custom to anyone wanting to enter the sparring room. Once you have done this he says, "I do not judge my students by appearance or race. True wisdom sees beyond the veil of flesh and speaks to the heart and spirit. You are in my home and I expect you to do the same." With that, Master Genju ushers you in.

Upon entering, you see a lithe six-armed male with slightly chitinous skin and four black insect-like eyes in addition to his human ones. Exploding in a burst of speed, he dashes across the room. Halfway across he leaps into the air, spinning several times like a living cyclone as his multiple arms thrust at and block against imaginary foes. With every kick and punch, the room resonates with his piercing scream. Sweat drips from his forehead but the constant whirling and tumbling motion of his body do not allow them to stay there for very long. With one last flurry of energy he rushes headlong towards the wall and leaps towards it. The moment his foot touches the wall he pushes upward and twists his body in mid air and backwards into a cartwheel. Landing on the floor with perfect grace he bows in prayer for a moment before turning to meet your gaze.

"Greetings. My name is Tristen. I suspect the reason you have sought me out but I'd prefer to be certain," he says.

At this point PCs are free to ask Tristen questions and inform them about Lady Senja's offer. Some of the possible questions and their answers are listed below. If the PCs ask question not on this list then them improvise as best you can.

1) We were sent here by your mother because she was concerned for your safety. She is offering you sanctuary. ***"I love my mother and I appreciate her concern but I must decline. I left her domain because I felt incomplete as a person. Within the walls of the Temple of***

Serenity I have found purpose and a sense of fulfillment."

2) What happened between you and your sister Red Mantis? **"My sister Red Mantis is terribly misguided. She has plagued her life with bad choices and an insatiable lust for power. She came to me recently and asked me to ally myself with her and even went so far as to suggest that I could teach her warriors the secret training methods taught to me by Master Genju. When I refused her, she was infuriated and vowed that I would regret my decision. I was going to leave to spare Master Genju any trouble but he asked me to stay. She is out of balance and ruled by chaos."**

3) What is Lady Senja and what do you mean by her domain? **"That is a private matter I'd rather not discuss. She is not a threat to you if that is what you are wondering but she is a powerful woman not to be trifled with."**

4) Did Red Mantis reveal anything to you about a planned attack? **"No specific details as to when or where the attack would commence. She came with heavily armed warriors much like myself only very brutal looking. Some had multiple arms, others had insect wings, or chitinous skin. One of them had the body of an orc but the lower torso of a wasp."**

5) What is the deal with the hobgoblin? **"Oh you mean Fevros. Well Master Genju tells the story better than I do but to sum it up, Fevros came after Master Genju in order to kill him and prove himself worthy of moving up in the ranks of the Stone Vipers. Their first fight was brief as Master Genju was able to trounce Fevros rather easily. Fevros vowed to keep fighting to the death to which Master Genju said "Well rest yourself, come back tomorrow, and try again. You have potential." Fevros, being a prideful man, refused to return to the Stone Vipers until he had defeated Master Genju. Sure enough and to the surprise of Fevros himself, Master Genju met him the next day and they fought once more but the result was the same. Master Genju continuously committed himself to returning to that spot daily to spar with Fevros and promised Fevros that if he could defeat Master Genju that he would allow Fevros to slay him without opposition. Finally, after the seventh week of this, Master Genju defeated Fevros but the fight was much closer than before and it was obvious that Fevros had learned from their**

many previous combat sessions. As Fevros lay on the floor, he looked up at Master Genju and said "I cannot return to my people a disgrace. End my life now. You have beaten me". Master Genju then replied "Have you learned nothing over the past seven weeks. When you came to me why did you want to kill me?" Fevros answered "Because I wanted to prove myself to the Stone Vipers." Then Master Genju asked "And when you came to fight me today, why did you do so? Was it for the same reason?" Fevros looked at him puzzled, pondering the question. As he rose to his feet, he said "No. I came because I wanted to prove to something to myself." It was at that moment that Fevros realized that Master Genju had not fought him for the purpose of humiliation but in order to make Fevros see that his value as a being is not measured by others but by himself. That day he left behind his old life of service to the despot Mak and to the enslavement of his own ego. Today he stands as one of us and I am proud to call him a friend."

6) Will you help us against Red Mantis? **"While I do not agree with her plans I will not raise a hand against her either as long as she does not become a threat to me or this monastery. The Temple of Serenity is a place of enlightenment of the mind and body. Your politics do not concern us."**

Once the PCs are done speaking, both he and Master Genju offer to give them a tour of the temple and the surrounding grounds. Along the way Master Genju gives the PCs a brief historical run down of the temple with a bit of Zen philosophy thrown in for good measure. As they return to the temple about an hour later, Master Genju makes the following proposal.

Master Genju proves to be a very outgoing and pleasant host, a far cry from his original appearance as a hopeless drunkard. As you return to the temple he says, "It has always been a custom within the Temple of Serenity to welcome new friends with a celebration. Therefore, I would be honored if you would share a meal with us tonight before you leave. What do you say?"

If the PCs choose not to stay then Master Genju is disappointed but respects their wishes and gives each of them a small sack of vegetables from the surrounding crops before they leave.

If the PCs agree to stay then Master Genju reacts as follows:

Obviously pleased by your answer, Master Genju says, "Ahh... a good meal with new friends. Truly a blessing indeed. I will drink to that," he says as he takes a deep, long swig from his jug.

"Master Genju", says Tristen, "They should know by now that you'll drink to anything."

Master Genju stops chugging for a moment and looks at Tristen with a wry smile as he says, "Well then at least I'm consistent!!"

ENCOUNTER 5: HOMEWRECKERS

If the PCs agreed to the celebratory meal then this takes place a couple hours later; assume that it is between 6-7 PM at the time. During this time and unknown to the PCs and inhabitants of the Temple of Serenity, Red Mantis has decided to make an example of her brother and those within the Temple of Serenity for refusing to ally with her. To this end, she sends a small but formidable strike force against the Temple of Serenity with the intent of destroying it and slaying every single person within it. She is unaware that the PCs are present but her minions have orders to slaughter everyone they find regardless. Once the PCs have settled in for the meal, continue with the following boxed text:

Preparations for your meal are swift and well-coordinated. Master Genju sends several of his acolytes to gather specific types of vegetables from the gardens surrounding the monastery while others set about the task of baking fresh bread for the meal.

One of the things you learn during the time leading up to the meal is that the eating of meat is strictly forbidden within the Temple of Serenity. In his explanation, Master Genju says that to do so is to partake personal enjoyment from the suffering of life which unbalances the spirit. Nonetheless he assures you that the meal will be to your liking.

As the dinner table is being set, Master Genju calls out to one of his acolytes and says, "Zatara, close the doors for the evening."

With that, a young human girl with roughly shoulder-length red hair scurries to the front double doors. Just as the doors are about to

close a powerful impact shakes the entire building as a wave of searing flame consumes Zatara, reducing her body to a smoldering husk. Pained screams of terrified animals can be heard coming from outside. What once promised to be a calm dinner session has devolved into a desperate fight for survival. Amidst the chaos and confusion of the moment a cold heartless voice barks out a single malevolent command. It says "Let the will of Red Mantis be done."

The members of the monastery immediately rush out to protect the animals and confront their attackers. Quite literally the entire monastery is under siege to the point that the duration of the battle against their foes will decide the extent of damage to the monastery as well as the percentage of its members that are killed. Also note that because this is planned assault, the DM should take time aside to have the NPCs buffed to the hilt with spells, items, or anything else at their disposal.

If any PCs have the curse/notice called **"Her Spite Upon You"** from **ULP7-MM02** then they are recognized as special foes of Red Mantis. The NPC villains all get a +1 bonus to his/her attacks and all saves against any PC with this curse/notice.

Tactics: Listed below is the general guide as to how the NPCs engage combat with the PCs. Keep in mind that this is merely the most probable course of action that they take and their tactics can change based on the actions of the PCs. If necessary, the DM may adjust the tactics to make the challenge level of the combat more appropriate for the PCs.

APL 4: Krawlos tries to control the battle in his favor using spells that control the terrain. If he must engage a PC, he does so in tandem with Dirtbag, flanking if able. Krawlos sends the ape to pummel anyone who looks or acts like a spellcaster while the monstrous spider goes after a random PC. Vitros is very arrogant and looks for the toughest looking fighter type to challenge.

APL 6-10: Krawlos tries to control the battle in his favor using spells that control the terrain. If he must engage a PC, he does so in tandem with Dirtbag (and Creeper at APL 10), flanking if able. Krawlos sends the ape (or gambol at APL 10) to pummel anyone who looks or acts like a spellcaster. Gossamer attempts to pin down PCs with his web attacks and then closes in with

natural weapons. Vitros is very arrogant and looks for the toughest looking fighter type to challenge.

APL 12: Same as above except for the death knell beetle that unleashes its sonic blast and then tears apart anything that gets in its way.

APL 4 (EL 6)

Krawlos Fulgorn, male human Drd 3: hp 21; see *Appendix 1*

Dirtbag, male badger animal companion; hp 21; see *Appendix 1*

Standard Ape: hp 32; see *Appendix 1*

Standard large monstrous spider; hp 22; see *Appendix 1*

Vitros Venomstrike, male tauric goblin/medium scorpion War 2: hp 37; see *Appendix 1*

APL 6 (EL 8)

Krawlos Fulgorn, male human Drd 5: hp 33; see *Appendix 2*

Dirtbag, male badger animal companion; hp 41; see *Appendix 2*

Standard Ape: hp 32; see *Appendix 2*

Gossamer, advanced ettercap; hp 74; see *Appendix 2*

Vitros Venomstrike, male tauric goblin/medium scorpion Brb 1/Scout 1: hp 40; see *Appendix 2*

APL 8 (EL 10)

Krawlos Fulgorn, male human Drd 7: hp 47; see *Appendix 3*

Dirtbag, male dire badger animal companion; hp 45; see *Appendix 3*

Advanced male gambol: hp 99; see *Appendix 3*

Gossamer, advanced ettercap; hp 74; see *Appendix 3*

Vitros Venomstrike, male tauric hobgoblin/large scorpion Brb 2: hp 59; see *Appendix 3*

APL 10 (EL 12)

Krawlos Fulgorn, male human Drd 8/vermin lord 1: hp 60; see *Appendix 4*

Creeper, male vermin lord servant: hp 30; see *Appendix 4*

Dirtbag, male dire badger animal companion; hp 45; see *Appendix 4*

Advanced male gambol: hp 156; see *Appendix 4*

Gossamer, advanced ettercap Rog 3; hp 104; see *Appendix 4*

Vitros Venomstrike, male tauric hobgoblin/large scorpion Brb 2/ Ftr 2: hp 87; see *Appendix 4*

APL 12 (EL 14)

Krawlos Fulgorn, male human Drd 8/vermin lord 3: hp 69; see *Appendix 5*

Creeper, male vermin lord servant: hp 34; see *Appendix 5*

Dirtbag, male dire badger animal companion; hp 45; see *Appendix 5*

Advanced male gambol (x2): hp 156 each; see *Appendix 5*

Standard knell beetle; hp 126; see *Appendix 5*

Vitros Venomstrike, male tauric hobgoblin/large scorpion Brb 2/ Ftr 2/ Rgr 1: hp 103; see *Appendix 5*

In reference to the damage and death toll to the monastery and its members, refer to the following information and chart below:

Monastery walls: (as per Masonry wall) – Hardness: 8, Hit points – 90, Break DC 35. This applies to each specific 5x5 ft. section.

The monastery itself is a two floor building that is 20 ft. high by 75 feet long and 40 feet wide. Consider the front doors destroyed by the blast, leaving a 10 ft. open space into the monastery. The DM should draw this structure out as the PCs and NPCs may use it for cover, later it with spell use, etc.

Duration of PC combat with foes: 3 rounds or less; light damage to the monastery and 10% fatalities.

Duration of PC combat with foes: 5 rounds or less; light to moderate damage to the monastery and 20% fatalities.

Duration of PC combat with foes: 7 rounds or less; moderate damage to the monastery and 30% fatalities.

Duration of PC combat with foes: 9 rounds or less; moderate to severe damage to the monastery and 40% fatalities, including Fevros. One of the

monasteries walls is completely destroyed and a section of the second floor has collapsed

Duration of PC combat with foes: 11 rounds or more; severe damage to the monastery and 50% fatalities, including Fevros. Tristen is left at -1 hit points and is not stabilized. The monastery is completely destroyed.

If the PCs are defeated in battle, read the following boxed text.

The path of devastation laid by your foes is both swift and relentless and you soon find yourselves tasting the bitterness of defeat. The smell of smoke, blood, and death swirl around you and you are helpless to stop the onslaught. Content to leave the monastery in ruins and a heavy number of its inhabitants slain, your attackers leave you, the sound of their triumphant laughter trailing behind them.

If the PCs defeat their attackers read the following boxed text:

Leading the charge against the monasteries attackers, Master Genju surges forward into the fray with Tristen and Fevros close behind him. They weave in and out of combat, sliding like living arcs of lightning between sword and claw swings to deliver thunderous blows with their arms, legs, elbows, and any other part of the body best suited to the task. The combined force of the monasteries students and warriors is overwhelming and when combined with your timely assistance, proves too much for the attackers. As the last of the enemy falls to a skull crushing swing of Master Genjus's chained drinking jug it is clear that victory is yours.

As your survey the damage and the wounded, Master Genju comes up to you, his common robes stained in blood and insect ichor. He does his best to contain his anger but does so poorly.

"Dear Zuoken this is horrible!!!", says Master Genju. "I was content to abstain from the affairs of the outside world but in light of this atrocity I can do so no longer. If you wish to stay the night, rest, heal your wounds, you may do so. We will protect you as well as we can."

"She has gone too far this time," says Tristen, walking towards you slowly. His shirt is shredded revealing a nasty bruise on his ribs.

"Red Mantis is dead to me. Do what you must but her threat must be ended once and for all."

The most that Master Genju can offer in the form of healing is one *potion of cure light wounds* per PC but ONLY if they really need it since there are many injured monastery members as well.

ENCOUNTER 6: NOTHING TO SEE HERE. MOVE ALONG

After getting a good nights rest, the PCs can head out to the lair of Red Mantis in the morning. It takes roughly 3 hours to reach it if the PCs are moving at standard movement rate.

Entry into the lair of Red Mantis is through the mouth of the cave which is 10 ft. wide by 10 ft. high and part of a rocky hill about 30 ft. high and 30 foot in radius and covered in medium sized boulders but very sparse shrubbery (not enough for an entangle spell. In order to climb and move through this rocky hilly at normal speed, those moving through must make a **DC 10 Climb check**. Failure means that they move at half speed. The area beyond this is standard grassy shrubbery.

One of the large stones on the rocky hillside is not actually a stone but rather a permanent image of one (as per permanent image spell cast at 12th level caster – DM rolls 1d3+1 to decide how many stones there are). Sitting inside the illusion is either a varag or an ettercap named Skyter (which one depends on APL). PCs can make a **Will save DC 19** in order to disbelieve the illusion but ONLY if they have interacted with it. He is the guard of the lair and charged with defending and warning against intruders.

If any PCs have the curse/notice called **"Her Spite Upon You"** from **ULP7-MM02** then they are recognized as special foes of Red Mantis. The NPC villains all get a +1 bonus to his/her attacks and all saves against any PC with this curse/notice.

Unless the PCs use special precautions to not be seen when approaching the lair of Red Mantis, when they come within 60 ft. of the cave entrance, they are attacked. In some cases the creatures have advantages that negate certain PC actions (tremorsense, ethereal travel, etc.). At the PCs approach the cave entrance read the following boxed text:

Following the directions on your map to Red Mantises lair, you see the entrance before you. It is a roughly 15 ft. wide and 10 ft. high opening situated on a sparsely shrubby rocky hill 30 ft. in radius with a gradual slope to it.

There has been a moderate amount of traffic through this area. PCs can make a **Track check DC 15** to discern the following information. Many of the tracks belong to medium-sized humanoids but a few are actually giant-sized while others belong to various different insect types.

The moment the PCs activate the encounter, read the following boxed text. If the PCs do not discern that Skyter is hiding within the permanent illusion of the large stone he gets a surprise, as do the phase spiders if the PCs do not notice them lingering within the Ethereal Plane and preparing to strike at them. Keep in mind that creatures in the Ethereal Plane can see into the Prime Material Plane but creatures in the Prime Material Plane cannot see into the Ethereal Plane unless they use magic or some other extraordinary means of doing so.

Boxed text for APLs 4 & 6

As you approach the cave entrance you hear a loud shrill scream coming from the large stones near the center of the rocky hill. Emerging from within the center of the stone itself is a strange feral looking creature. It hisses at you angrily, clearly disapproving of your arrival. From the mouth of the cave dart out large insects that move towards you hastily. Their dull black eyes reveal no emotion but their violent intentions are made clear by the frenzied snapping of their mandibles.

Boxed text for APLs 8-12

As you approach the cave entrance you hear a loud shrill scream coming from the large stones near the center of the rocky hill. Emerging from within the center of the stone itself is a strange feral looking creature. It hisses at you angrily, clearly disapproving of your arrival. Phasing into existence from all sides come giant wolf spider-like creatures with large heads and variegated markings of white, blue, and gray all over their legs and backs. Their eight silver-white eyes reveal no emotion but their violent intentions are made clear by the frenzied snapping of their mandibles.

Tactics: Listed below is the general guide as to how the NPCs will engage combat with the PCs.

Keep in mind that this is merely the most probably course of action that they will take and their tactics can change based on the actions of the PCs.. If the DM feels that he or she must adjust the tactics to make the combat more challenging then he or she is free to do so.

APL 4: Skyter uses ranged attacks with his javelins, stench stones, and glitter stones while the monstrous spiders rush up to attack the PCs. If Skyter sees that the spiders have the combat well in hand he will continue this tactic until he has run out of ranged weapons to attack with where upon he will engage the PCs in melee combat. If the spiders are getting trashed, he engages them at the beginning of the following round. Skyter also focuses his attacks on anyone who seems to have succumbed to the spider venom.

APL 6: Skyter uses ranged attacks and spells, particularly those that control terrain and slow down the PCs while the monstrous centipedes rush up to attack the PCs. If Skyter sees that the centipedes have the combat well in hand he will continue this tactic until he has run out of ranged weapons or spells to attack with where upon he will engage the PCs in melee combat. Skyter also immediately sends his dire weasel animal companion (double moving if necessary) to warn Red Mantis of intruders. If the centipedes are getting trashed, he engages them at the beginning of the following round. Skyter also focuses his attacks on anyone who seems to have succumbed to the centipede venom. His favorite tactic is to cast the spell mass snakes swiftness which is a swift spell to grant the centipedes another immediate attack.

APLs 8-12: Skyter uses ranged attacks and spells, particularly those that control terrain and slow down the PCs while the monstrous centipedes rush up to attack the PCs. If Skyter sees that the phase spiders have the combat well in hand he will continue this tactic until he has run out of ranged weapons or spells to attack with where upon he and his animal companion will engage the PCs in melee combat. Skyter immediately signals for one a phase spider which has been ordered to stay in the Ethereal Plane to travel unseen via the Ethereal Plane to warn Red Mantis. If the phase spiders are getting trashed, he engages them at the beginning of the following round. Skyter also focuses his attacks on anyone who seems to have succumbed to the phase spider venom. When the phase spiders phase in, they do so attempting as well as possible to surround the PC which appears the most lightly

armored and focus all their attacks on him/her if able until that PC goes down or another PC prevents the phase spiders from doing so. The phase spiders possess sufficient intelligence to make sensible combat decisions. His favorite tactic is to cast the spell mass snakes swiftness which is a swift spell to grant the phase spiders another immediate attack.

If the PCs are defeated and captured by Skyter and his minions then the adventure ends for them here. Those that are not slain but incapacitated are killed instantly and their bodies are dragged back to the lair of Red Mantis to be used as food for her minions. Shortly thereafter a Mine Ranger patrol finds there remains, enough for a raise dead if necessary. Even in defeat however, the PCs achieve some measure of victory. If they made it this far it is because the attack on the monastery has failed and Red Mantis knows it is just a matter of time before a larger, more powerful force comes after her. She has her minions gather all that they can and retreats in secret to the Pomarj and to the safety of her benefactor Vetrovox. Thus her planned assault against the Principality of Ulek never comes to pass.

If the PCs are successful against the attacks of Skyter and his minions it is still very likely within APLs 6 and higher that Red Mantis has received sufficient warning of impending danger and gains time to prepare (through the animal companion or the phase spider). Thus Red Mantis gains one round of preparation for the total combined number of rounds that the PCs spend fighting Skyter and his minions as well as the rounds they spend doing things such as healing up afterwards, casting buff spells after combat is done, administering healing / magic to prevent or neutralize poisoning, etc.

ENCOUNTER 7: RED IS THE COLOR OF MY HATE

The path to the heart of Red Mantis' lair is fairly direct, requiring no special Track or Survival rolls. Eventually the PCs will reach the large central chamber where the transmogrification pods are located. In total, there are six of them; two large, two medium, and two small. The transmogrification pods are magical and they are used to meld the aspects of the insects with the larger host bodies. The central chamber is 20 feet high, 60 feet wide and 75 feet long. A set of double doors 20 ft. wide and 10 feet high lead up to the central chamber. Engraved on the each of

the doors themselves is a picture of a red praying mantis. Once the PCs reach the double doors, read the following boxed text:

Navigating the darkened tunnels before you has been easier than expected. You've explored the few random twists and turns that would otherwise deviate you and discovered that they lead to dead ends.

At last it would seem that you have reached your destination. Before you is a set of white marble double doors. On each door panel is a stylized engraving of a red praying mantis.

The doors are locked. The DC to Open Locks varies by APL. If the PCs choose to go further by destroying the door then use the following statistics in terms of hardness and hit points.
Hardness 8, Hit Points 90, Break Down DC 25.

Open Lock DCs and hardness / hit points/ break DCs by APL:

APL 4: Open locks DC 20: Hardness 5, Hit Points 15, Break DC 23

APL 6: Open locks DC 20: Hardness 7: Hit Points 20, Break DC 25

APL 8: Open Locks DC 25: Hardness 9: Hit Points 25, Break DC 25

APL 10: Open Locks DC 30: Hardness 11: Hit Points 30, Break DC 29

APL 12: Open Locks DC 40: Hardness 13: Hit Points 35, Break DC 29

Once the PCs have opened the door or somehow made it into the central chamber, read the following boxed text:

The smooth walled chamber before you holds many curious sights. Chief amongst them are six randomly sized pods that resemble egg shells, two small, two medium, and two large, chiseled with honeycomb designs on their exterior and a smooth oval piece of amber fixed upon each of them. To the west side of the chamber are a set of double doors identical to the ones you encountered when first entering. The room flickers and shadows dance with the light from torches affixed to the walls. On the east side wall you see another door. The doorknob and the area surrounding it are covered in crimson stains.

If the PCs cast detect magic, they pick up the following magical emanations with sufficient concentration. The torches and each of the

transmogrification pods emanate magic. The torches radiate low to moderate Evocation magic (continual *flame* spell) and the transmogrification chambers radiate moderate to strong Transmutation magic (a combination of *polymorph* and *baleful polymorph* spells).

If the PCs study the pieces of oval amber they will realize that contained within each of them are tiny remains of random types of insects. This is because when the insect properties are fused to their host, some but not all of its body is consumed in the process.

A **Heal check DC 10** on the crimson stains on the door to the east side of the room reveals it to be dried blood. The door to this chamber is locked. An **Open Locks check DC 20** will unlock it. Otherwise the PCs can use magical means or force to open it. The hardness and hit points of the door are as follows: **Hardness 5, Hit Points 15, Break Down DC 18**. If the PCs open this door, read the following boxed text.

As soon as the door is opened, the stench of death and decay assaults your senses. The putrefying body of a gnome half-eaten from the waist down hangs from shackles to the north side wall. Two sets of empty shackles are located on the east side wall while the body of a battered and bloodied gnome hangs from shackles of the south side wall.

This dimensions of this room are 15 feet long by 15 feet wide and 20 feet high.

The gnome hanging on the south side wall is alive but unconscious. His name is Otto Dunkleglink and he is a gnome wizard who specializes in crafting magic items from gems. He is currently at -1 hit points but stable. If the PCs revive him, Otto tells them that he and his poor brother Frobo (the half a gnome hanging on the wall across from him) were captured by a band of flying bug-winged orcs and taken prisoner. When Red Mantis discovered Otto's talent for crafting magic items from gems, she demanded that he do so for her pay the price. When he refused, Red Mantis had one of her insectile troll minions eat half of Frobo alive while Otto was forced to watch in horror. Despite this, Otto refused to give in and was subsequently beaten into unconsciousness. He promises to reward the PCs handsomely if they free him.

To the far end of the main chamber area is a set of secret double doors identical to the ones encountered when entering the chamber. A **Search check DC 30** is required to detect the

secret double door due to extra precautions taken to hide its existence. For all intents and purposes it appears as a normal section of the wall until its true nature is revealed. If Red Mantis and her allies have been alerted (which is likely the case) they are behind these doors waiting to strike.

Three rounds after the PCs have been in the chamber, the large double doors on the west side of the chamber open by themselves. There is no trap involved in this but rather this is a distraction and a means to play on the paranoia of the players. Beyond the doors is a hallway that is 20 feet high that goes 40 feet west and then 40 feet north before ending in a dead end.

When the large double doors to the west open up, at the far end of the 40 ft. long tunnel, a programmed image will activate (12th level wizard caster level) which depicts a pair of heavily muscled displacer beasts in spiked chain shirt barding with an insectile template hobgoblin wizard casting the following spells in this order: *mass cat's grace* (**Spellcraft check DC 21**), *greater heroism* (**Spellcraft check DC 21**), *shield* (**Spellcraft check DC 16**), and *false life* (**Spellcraft check DC 17**). In order to maintain the illusion, the displacer beasts move up to the beginning of the tunnel by the door and act as if they are barring the PCs passage to get to the insectile hobgoblin caster. If the PCs somehow get past them and go after the insectile hobgoblin wizard, the displacer beasts will turn and react to attack these PCs in order to reinforce the illusion. **NOTE:** unless the SPECIFICALLY interact with the illusion (firing missile weapons and hitting, appropriate spell use, attempting to grapple the creatures, etc.) they **DO NOT** get a Will save to disbelieve the illusion. The Armor Class for all illusionary creatures present is 11. The programmed illusions are also programmed to react to attacks as would a normal foe. The saving throw to disbelieve the programmed illusion is a **Will save DC 19**.

One round after these west side doors open, the secret door will slide open, allowing Red Mantis and her allies to enter the room. If they can split the PC party they will do so.

The dimensions of the central chamber are 125 ft. long by 50 feet wide and 25 feet high.

Listed below are the set of probable tactics by the NPC villains. The DM is not bound to follow these tactics implicitly, especially if it would prove tactically unsound for them to do so. Thus the DM

may alter tactics if necessary in order to provide a greater challenge.

If any PCs have the curse/notice called “**Her Spite Upon You**” from **ULP7-MM02** then they are recognized as special foes of Red Mantis. The NPC villains all get a +1 bonus to his/her attacks and all saves against any PC with this curse/notice.

Tactics:

APL 4: Red Mantis comes in invisible using her potion while her allies move forward on the PCs, including her animal companion Klaw. The spiders try to use web attacks followed up by poison bites. Red Mantis enters combat only if pressed to do so or if her spell compliment and disposable items are running low.

APL 6: Red Mantis and Fireclaw come in invisible while Pincer and the harpoon spider move forward to engage the PCs, including her animal companion Klaw. Fireclaw dishes out round after round of damage and Red Mantis uses buffs and direct damage through items to take PCs and enhance the fighting capacity of her close combat creatures. Red Mantis avoids close combat unless things are going very bad.

APL 8: Red Mantis and Fireclaw come in invisible while Pincer, Mandible, the harpoon spider, and the animal companion Klaw move forward against the PCs. Red Mantis spells are primarily geared to enhance her warriors fighting ability and debilitate PCs. Fireclaw tries his best to remain at the back, raining direct damage on the PCs, buffing his allies, and incapacitating PCs with spells such as Tasha’s Hideous Laughter, ray of dizziness, ray of enfeeblement. Red Mantis avoids close combat unless things are going badly.

APL 10-12: Red Mantis and Fireclaw come in invisible while Pincer, Mandible, the harpoon spider, and the animal companion Klaw move forward against the PCs. At both APLs Pincer and Mandible are also invisible as well as the harpoon spider and Klaw if the harpoon spider and claw remain adjacent to each of them (uses up 2 charges of their Vanisher cloaks).Red Mantis spells are primarily geared to enhance her warriors fighting ability and debilitate PCs. Fireclaw tries his best to remain at the back, raining direct damage on the PCs, buffing his allies, and incapacitating PCs with spells such as Tasha’s Hideous Laughter, ray of dizziness, ray of enfeeblement. Red Mantis avoids close combat unless things are going badly. Twitch hides behind

one of the Large transmogrification pods and moves to attack from hiding when ordered to by Red Mantis. At APL 12, the DM should make special note of the retributive spell feat which is in effect on Red Mantis and Fireclaw.

If the PCs are defeated in the combat, Red Mantis leaves them to the voracious mercy of the insectile trolls, Klaw, and the harpoon spider who devour them for food. The bodies of these PCs are later found by a contingent of Mine Rangers and there is enough biological material to allow for a Raise Dead spell. For these unlucky PCs, read the following boxed text.

The last thing you wanted was to have this dark terrible place that become your tomb but it would appear that this is what awaits you. The very foes which felled you but moments ago now hover over you, glaring at you with hungry eyes as drools of saliva drip from their mouths. Your demise is neither quick nor merciful as through the haze of pain and fear you can make out a female voice say, “Start with the fingers and toes and work your way up. May they know only suffering in their final moments.”

If the PCs are victorious, then read the following boxed text.

The battle was fierce and at times desperate but in the end victory was yours to savor. A quick reconnoiter of the underground complex you find several rooms where unspeakable horrors were committed but sadly, aside from the gnome, there are no other survivors. Now that Red Mantis is your prisoner you must decide her fate given that you have a few people of influence who would provide handsomely for her acquisition.

At this point it is entirely possible that the PCs might differ on who should gain possession of Red Mantis first or in the case of Lady Senja, permanently. It is entirely possible that some of the PCs might lie, betray, or manipulate the situation in their favor but given the offers made to them and the influence of metaorgs or past dealings, this is almost expected. The DM should ask the PCs what they are going to do with her and let things develop from there. Whatever the ultimate decision is, the three possible conclusions are provided for the DM to read to the PCs. The DM **SHOULD NOT** penalize PCs on the AR if fellow PCs decide to pull a swerve on them without their knowledge but if the PCs make the active and unwise choice to betray a particular

NPC then they are subject to whatever the consequences may be. If a favor is earned by the PCs, all of them earn the favor regardless of whether they agreed on who to give Red Mantis to or not.

Something else the DM should consider is PCs who openly attempt to place the magic teleport beetle on Red Mantis in view of fellow PCs. The DM can adjudicate this situation as it happens, perhaps with Sleight of Hand checks opposed by Spot checks or a Bluff check opposed by a Sense Motive check. If PCs disagree on the course of action to take, it may also come down to an initiative roll to see if one PC can stop another. Regardless, simply assess the situation and resolve it in the most fair and logical manner.

CONCLUSION A: PLAYING IT SAFE

If the PCs bring Red Mantis back to Colonel Krufec, then read the appropriate boxed texts depending on whether she is alive or dead.

If bringing Red Mantis to Colonel Krufec alive:

Having succeeded in your mission you bring Red Mantis back to the military station in Havenhill where Colonel Krufec is waiting for you along with a sizable retinue of Adamantium Guard. He eyes Red Mantis with a mixture of curiosity and disgust at her alien form.

“So this is the one that has been causing so many problems for us eh?”, says Colonel Krufec. “Well, your days of being a thorn on our side have ended. You might find the accommodations of our brig not much to your liking but I suggest you get used to the idea.”

With that, Colonel Krufec has Red Mantis heavily gagged and bound by her arms and legs in thick metal shackles after which she is dragged off by the Adamantium Guard.

“You’ve done your country a great service today and we won’t forget. With Red Mantis out of the way and by Moradin’s grace the path for us is now clear. The final battle is at hand and when that time comes we will need stalwart adventurers such as yourselves to answer the call.”

If bringing Red Mantis to Colonel Krufec dead:

Having succeeded in your mission you bring Red Mantis back to the military station in

Havenhill where Colonel Krufec is waiting for you along with a sizable retinue of Adamantium Guard. He eyes Red Mantis with a mixture of curiosity and disgust at her alien form and a bit of displeasure seeing that she is dead.

“So this is the one that was been causing so many problems for us eh?”, says Colonel Krufec. “Well, her days of being a thorn on our side have ended. Between a speak with dead or a raise dead spell, we should be able to get the information we need. Once revived, I’m sure she won’t find the accommodations of our brig to much to her liking but she’ll have to get used to the idea.”

With that, Colonel Krufec directs the Adamantium Guard to carry Red Mantis away.

“You’ve done your country a great service today and we won’t forget. With Red Mantis out of the way and by Moradin’s grace the path for us is now clear. The final battle is at hand and when that time comes we will need stalwart adventurers such as yourselves to answer the call.”

CONCLUSION B: WE HAVE WAYS TO MAKE HER TALK

If the PCs decide to bring Red Mantis to Spyder first instead of Colonel Krufec or Red Mantis then read the following boxed texts depending on whether she is alive or dead.

If bringing Red Mantis to Spyder alive:

Having succeeded in your mission you bring Red Mantis to the spot on the roadway designated by Spyder. As described by him, you see a carriage with a broken wheel pulled off along the side of the roadway. The given exchanges are traded after which the carriage driver smiles and says, “Well done then. We’ll take it from here.”

With that, the carriage driver lets out a sharp whistle as 10 armed men and woman exit from the carriage which oddly does not seem large enough to fit so many people. For several rounds some of them go about placing heavy shackles on her arms and legs. Others stand watch around the carriage while all of this

goes on. The carriage driver turns and looks at the broken wheel and with a wave of his hands and a few uttered words the wheel repairs itself before your very eyes. Lastly, one of the armed men dressed in black robes pulls out a small handful of clay and speaks words of power as he points to Red Mantis. Suddenly, her head jolts back and her eyes seem to roll in her head as a thin line of slobber rolls down her cheek. As Red Mantis is then carried into the carriage, the driver turns to you and says, "Meet us here in 24 and we will return her to you." With that the carriage takes off.

PCs can make a Spellcraft checks for with the following DCs to discern the spells that have been cast; **DC 17 for the Make Whole spell** used to repair the wheel and **DC 20 for the Feeblemind spell** used to render Red Mantis incapable of spellcasting or wild shaping. If the PCs cast detect magic on the carriage and concentrate, allow them a **Spellcraft roll DC 19** to discern that there is between moderate and heavy Conjunction magic on the carriage (the entire thing is like a mobile *Leomund's Secure Shelter*).

If bringing Red Mantis to Spyder dead:

Having succeeded in your mission you bring Red Mantis to the spot on the roadway designated by Spyder. As described by him, you see a carriage with a broken wheel pulled off along the side of the roadway. The given exchanges are traded after which the carriage driver smiles and says, "Well done then. We'll take it from here."

With that, the carriage driver lets out a sharp whistle as 10 armed men and woman exit from the carriage which oddly does not seem large enough to fit so many people. While a pair of them wrap Red Mantis's body in a thick cloth, the rest of them form a perimeter around the carriage and stand watch. The carriage driver then turns and looks at the broken wheel and with a wave of his hands and a few uttered words the wheel repairs itself before your very eyes. As Red Mantis is then carried into the carriage, the driver turns to you and says, "Meet us here in 24 and we will return her to you." With that the carriage takes off.

If the PCs cast detect magic on the carriage and concentrate, allow them a **Spellcraft roll DC 19** to discern that there is between moderate and heavy Conjunction magic on the carriage (the entire thing is like a mobile *Leomund's Secure Shelter*).

CONCLUSION C: TOUGH LOVE

If the PCs bring Red Mantis back to Red Mantis, then read the following boxed text depending on whether she is dead or alive.

If the PCs bring Red Mantis to Lady Senja alive:

You appear upon the designated area outside of Lady Senja's lair. Waiting for you is Lady Senja along with what must be a contingent of her followers. True to her descriptions, some of the creatures in her service glare at you with disdain while others look on in indifference. What is clear however is that each of them bows to the whims of their Matron.

PCs can make the following Knowledge checks to discern some of the creatures accompanying her:

Knowledge: Dungeoneering: DC 11 (various insectile template humanoids – 15 in total), DC 15 (ettercaps – 5 in total), DC 19 (stonesinger – solitary), DC 22 (chwidenchas – solitary)

Knowledge: Arcana: DC 12 (phase wasps – a dozen)

Knowledge: Nature: DC 16 (lesser knell beetle – a pair), DC 22 (standard knell beetle – a pair), DC 22 (chelicera – solitary), DC 12 or higher (standard and larger than normal sized vermin such as spiders, scorpions, praying mantis, wasps, and centipedes – combined total of 24)

Knowledge: Planes: DC 25 (bonespear – solitary)

The DM should make it clear that it is unwise for the PCs to engage in any kind of conflict. They are clearly outnumbered. If it looks like they are about to instigate a fight, allow them a **Sense Motive check DC 10** to realize that the creatures present are cowed by both fear and loyalty to Lady Senja.

Lady Senja strolls casually up to Red Mantis, shaking her head as to acknowledge her disapproval at her insolent child. Suddenly, she rears back and slaps Red Mantis in the side of the face violently as rage flares in her eyes.

"Arrogant whelp!! What were you thinking? Threatening me and my way of life? I offered you a domain to rule and all that was asked of you was to stay out of the affairs of the surface world. Time and time again I told you no good would come of it but you refused to listen."

says Lady Senja, squeezing her daughters cheeks together. "You leave me no choice."

As a small stream of blood trickle down her cheek from her cut lip, Red Mantis laughs defiantly and sarcastically at Lady Senja and says, "You weak-willed hedonistic harlot!! If you would have spent less time satisfying the urges between your legs and more time putting your power to good use, both the domain below and this land above would be yours so spare me the cheap soliloquy Senja."

Infuriated, Lady Senja pushes Red Mantis to ground and pulls out a scroll from her cloak pocket. As she reads the words of power from it, the scroll glows brightly for a moment before crumbling to dust. Suddenly, a huge figure made of solid rock rises from the ground and stands towering above all of you. It looks at Lady Senja and stands in silence as if waiting for an order.

A **Spellcraft check DC 21** reveals that the spell off the scroll was a *Summon Monster VI*.

Lady Senja looks down at Red Mantis with hatred and says, "Crush her arms and legs to pulp."

With that, the large stone creature reaches down, pinning Red Mantis's legs under its incredible weight while grabbing both her arms and squeezing. Red Mantis struggles in vain and screams madly but even her screams cannot drown out the sickening snap of one bone after another. Satisfied with its work, Lady Senja looks at the creature and simply nods. With that the creature sinks into the ground from where it came.

As Red Mantis lays sprawled on the ground, her arms and legs hideously mangled and bleeding she turns to the strange, multi-legged scorpion-like creature nearby and says, "Shrill, take her away. If she thinks that is the worst I can do to her, she doesn't know me very well."

"As for you", says Lady Senja, turning to face you once more, "I am a woman of my word and you have done well. As per our agreement, here is your payment and our business is concluded."

Signaling with her hand, a pair of ettercaps move forward carrying a large chest and place it in front of you. One of them opens it to reveal a sizable pile of platinum coins and a wide assortment of magical items.

As Lady Senja and her contingent leaves, she turns to you one last time and with a mischievous smile says, "Tell Spyder that I'll keep my bed warm for him in case he changes his mind."

If the PCs bring Red Mantis to Lady Senja dead:

You appear upon the designated area outside of Lady Senja's lair. Waiting for you is Lady Senja along with what must be a contingent of her followers. True to her descriptions, some of the creatures in her service glare at you with disdain while others look on in indifference. What is clear however is that each of them bows to the whims of their Matron.

PCs can make the following Knowledge checks to discern some of the creatures accompanying her:

Knowledge: Dungeoneering: DC 11 (various insectile template humanoids – 15 in total), DC 15 (ettercaps – 5 in total), DC 19 (stonemonger – solitary), DC 22 (chwidenda – solitary)

Knowledge: Arcana: DC 12 (phase wasps – a dozen)

Knowledge: Nature: DC 16 (lesser knell beetle – a pair), DC 22 (standard knell beetle – a pair), DC 22 (chelicera – solitary), DC 12 or higher (standard and larger than normal sized vermin such as spiders, scorpions, praying mantis, wasps, and centipedes – combined total of 24)

Knowledge: Planes: DC 25 (bonespear – solitary)

The DM should make it clear that it is unwise for the PCs to engage in any kind of conflict. They are clearly outnumbered. If it looks like they are about to instigate a fight, allow them a **Sense Motive check DC 10** to realize that the creatures present are cowed by both fear and loyalty to Lady Senja.

Seeing that Red Mantis is already dead, Lady Senja stares at the body for a moment. Her eyes swell up with tears but ever defiant, she refuses to shed even one.

"Arrogant whelp of a child.", she says somberly, "What were you thinking? I offered you a domain to rule and all that was asked of you was to stay out of the affairs of the surface world. Time and time again I told you no good would come of it but you refused to listen." Turning her gaze to each of you Lady Senja says, "Place the body on the ground. We will handle matter from this point forward."

Once the body is placed on the ground, Lady Senja turns to the strange, multi-legged scorpion-like creature nearby and says, "Shrill, take her away immediately."

"As for you", says Lady Senja, turning to face you once more, "I am a woman of my word and you have done well. As per our agreement, here is your payment and our business is concluded."

Signaling with her hand, a pair of ettercaps move forward carrying a large chest and place it in front of you. One of them opens it to reveal a sizable pile of platinum coins and a wide assortment of magical items. At that point, Lady Senja and her contingent leave.

The End

CAMPAIGN CONSEQUENCES

If the PCs discover the lair of Red Mantis but are unable to defeat her, it is still a victory of sorts. Seeing that her lair has been compromised, Red Mantis packs up her belongings and heads out for the Pomarj to gain sanctuary from Vetrovox her vermin lord benefactor. If the PCs are able to defeat Red Mantis then the fate of Red Mantis depends on who they deliver her to. If they deliver her to Colonel Krufec or Spyder, she is interrogated and put to a swift trial where she is found guilty and sentenced to death. One month later she is killed. If the PCs give her to Lady Senja, Lady Senja has Red Mantis tortured and killed after which the body is devoured by her minions which is in line with her Neutral alignment. In any case if Red Mantis is defeated any threat she posed is ended. Without Red Mantis around to lead them her minions collapse upon themselves through infighting, fear, indecision, and desperation.

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 role-playing) to each character.

Encounter 5

Defeating the attackers of the Temple of Serenity

APL 4: 165 xp.

APL 6: 210 xp.

APL 8: 255 xp.

APL 10: 300 xp.

APL 12: 345 xp.

Encounter 6

Defeating Skyter and his minions who are protecting the entrance to Red Mantises lair

APL 4: 165 xp.

APL 6: 210 xp.

APL 8: 255 xp.

APL 10: 300 xp.

APL 12: 345 xp.

Encounter 7

Defeating Red Mantis and her minions

APL 4: 245 xp.

APL 6: 290 xp.

APL 8: 355 xp.

APL 10: 380 xp.

APL 12: 425 xp.

Story Award

Ending the insectile threat to the Principality of Ulek

APL 4: 50 xp.

APL 6: 95 xp.

APL 8: 140 xp.

APL 10: 185 xp.

APL 12: 230 xp.

Discretionary Roleplaying Award

APL 4: 50 xp.

APL 6: 95 xp.

APL 8: 140 xp.

APL 10: 185 xp.

APL 12: 230 xp.

Total possible experience

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 xp.

APL 16: 2,025 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 5:

APL X: L: X gp, C: X gp, M: *item* (X gp).

Encounter 6:

APL X: L: X gp, C: X gp, M: *item* (X gp).

Encounter 7:

APL X: L: X gp, C: X gp, M: *item* (X gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: X gp, C: X gp, M: X gp – Total: X gp (650 gp).

APL 6: L: X gp, C: X gp, M: X gp – Total: X gp (900 gp).

APL 8: L: X gp, C: X gp, M: X gp – Total: X gp (1,300 gp).

APL 10: L: X gp, C: X gp, M: X gp – Total: X gp (2,300 gp).

APL 12: L: X gp, C: X gp, M: X gp – Total: X gp (3,300 gp).

APL 14: L: X gp, C: X gp, M: X gp – Total: X gp (6,600 gp).

APL 16: L: X gp, C: X gp, M: X gp – Total: X gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Spyder’s Favor: For Bringing Red Mantis to Spyder you have earned his favor. PCs with this favor receive a +3 Circumstance bonus to all Charisma-based skills and ability checks with members fo the Web. Furthermore, PCs

who are arcane casters can choose one of the following spells to learn for themselves; wall of smoke (SC), electric loop (SC), chain missile (SC), fire stride (SC), and dragonsight (SC). PCs also gain Regional access to the following magic items; harrow rod (MIC), lockpicking ring (MIC), wand bracelet (MIC), and cat's eye brooch (MIC). Spyder also offers to teach the PCs the immediate magic laternative wizard class feature.

Spyder's Disfavor: Your foolish decision to betray the enigmatic Spyder has proven more costly than you imagined. PCs with this disfavor suffer a -4 Circumstance penalty to all Charisma-based skills and ability checks since it is obvious they cannot be trusted. If the PC is not a member of the Web this disfavor negates any future chance to join the Web. Furthermore, non-Web member PCs have their highest value magic item "confiscated" by Spyder who allows them to pay a "betrayers fee" of 25% of its market cost to have it returned. If the PC earning this disfavor is a member of the Web he/she is immediately expelled from the Web with no chance to ever rejoin again. Furthermore, such PCs also have their highest value magic item confiscated and must pay a "betrayers fee" of 50% of the items market cost to have it returned.

Lady Senja's Favor: For aiding the lovely Lady Senja and bringing Red Mantis to her, she rewards you quite well. PCs gain access to three of the following spells; ebon eyes (SC), slide (SC), dessicating bubble (SC), spiderskin (SC), greater floating disk (SC), draconic might (SC), fire spiders (SC), ice claw (SC), and greater bestow curse (SC). Lady Senja also grants you a free casting of a limited wish at 16th level one time and access to the following magic items; cloak of battle (MIC), ring of arcane might (MIC), ring of greater counterpsells (MIC), veil of allure (MIC), and greater metamagic rod of substitution (MIC). Lastly, Lady Senja is willing to teach PCs the eclectic learning and metamagic specialist alternative class features of sorcerers and warmages.

Recommendation / Favor of the Royal Army: PCs who return Red Mantis to Colonel Krufec earn the a recommendation of the Royal Army. In addition, PCs get access to the following weapon and armor upgrades as well as magic item acessss; shattermantle (MIC), heavenly

burst (MIC), healing (MIC), magic-eating (MIC), shield of mercy (MIC), battleaxe of the bull (A&E).

Favor of Otto Dunkleglink: For saving Otto Dunkleglinks life, the gnomish wizard and gemcrafter rewards you well. Pcs gain access to one of the following items; any crystal of energy assault (lesser) (MIC), crystal of return (MIC), demolition crystal (MIC), iron ward diamond (lesser) (MIC), crystal of stamina (lesser) (MIC)

Favor of Master Genju: The venerable Master Genju is grateful that you prevented the destruction fo the Temple of Serenity and the slaughter of his acolytes. For this he gives you access to the following magic items he has acquired over the years; monks belt (DMG), rags of restraint (MIC), stun shot sling (MIC), belt of ultimate athleticism (MIC), and sandals of the light step (MIC). He also agrees to teach any monk PCs the alternative class feature decisive step.

APL 4:

- *Summoner Totem (Adventure; Magic Item Compendium)*
- *Amulet of the Giant Vermin – Giant Queen Bee (Adventure; Magic Item Compendium)*
- *Glitterstone (Adventure; Magic Item Compendium)*
- *Stench stone (Adventure; Magic Item Compendium)*
- *Pearl of Power lvl 1 (Adventure; DMG)*

APL 6: (all of APL 4 plus the following)

- *Gloves of Lightning (Adventure; Magic Item Compendium)*
- *Necklace of Fireballs – type 1 (Adventure; DMG)*
- *Slippers of Spider Climbing (Adventure; DMG)*
- *Lesser metamagic rod of empower (Adventure; DMG)*

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

- *Bag of tricks - rust (Adventure; DMG)*
- *Necklace of fireballs – type 2 (Adventure; DMG)*

- *Amulet of the Giant Vermin – Huge monstrous Scorpion* (Adventure; Magic Item Compendium)
- *Cloak of Stone* (Adventure; Magic Item Compendium)

APL 10: (all of APLs 4-8 plus the following)

- *Bone armor +1, blurring* (Adventure; Magic Item Compendium)
- *Vanisher Cloak* (Adventure; Magic Item Compendium)
- *Rhino Elixir* (Adventure; Magic Item Compendium)
- *Robe of Retaliation* (Adventure; Magic Item Compendium)

APL 12: (all of APLs 4-10 plus the following)

- *Pearl of Power lvl 3* (Adventure; DMG)
- *Thorn pouch* (Adventure; Magic Item Compendium)
- *Large longsword +1, venomous* (Adventure; Magic Item Compendium)
- *Fireflower pendant* (Adventure; Magic Item Compendium)
- *Bone armor +1, displacement* (Adventure; Magic Item Compendium)
- *Lesser crystal of acid assault* (Adventure; Magic Item Compendium)
- *Bracers of Repulsion* (Adventure; Magic Item Compendium)
- *Metamagic rod of empower – standard* (Adventure; DMG)
- *Amulet of the Giant Vermin – Giant Stag Beetle* (Adventure; Magic Item Compendium)

APPENDIX 1 – APL 4

ENCOUNTER 4

STANDARD APE CR 2

N Large Animal

Init +2; **Senses** Listen +6, Spot +6, low light vision, scent

Languages n/a

AC 14, touch 11, flat-footed 12

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

hp 32 (4 HD)

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

Speed 30 ft. base movement, climb 30 ft.

Melee 2 claws +7/+7 melee and bite +2 melee (1d6+2)

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

Base Atk +3; **Grp** +12

Atk Options n/a

Special Actions n/a

Abilities Str 21, Dex 15 Con 14, Int 2, Wis 12, Cha 7

SQ Low-light vision, scent

Feats Alertness, Toughness

Skills Climb +14, Listen +6, Spot +6

Skills Apes have a +8 racial bonus to Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Description Typical for creatures of their type.

Sources – **Monster Manual 1**

KRAWLOS FULGORN CR 3

Male human druid level 3

C/N Medium humanoid

Init +1 (Dex); **Senses** Listen +5, Spot +5

Languages Common, Druidic

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 bone armor)

hp 21 (3 HD);

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

Speed 30 ft. in bone (6 squares), base movement 30 ft.

Melee MW sickle +3 melee (1d6/ x2) or club +2 melee (1d6/ x2)

Ranged Club +3 (1d6/ x2) or sling +3 (1d4/ x2)

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

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

Atk Options n/a

Special Actions Woodland stride, trackless step, wild empathy

Combat Gear Summoner's totem (MIC), potion of cure moderate wounds, scroll: fog cloud – 3rd lvl, scroll –

obscuring mist – 3rd lvl, smokesticks (x2), pearl of power lvl 1

Druid Spells Prepared (CL 3rd): DC 13 + spell level, 14 + spell level vs. Conjuraton spells

2nd— splinter bolt, bull's strength

1st— magic fang, enrage animal, entangle

0— detect magic, resistance, guidance, know direction

Deity: Bralm

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

SQ Animal companion – badger, nature sense, wild empathy, woodland stride, trackless step

Feats Spell focus: Conjuraton, Augment Summoning, Companion Spellbound

Skills Concentration +7, Handle Animal +8, Knowledge: Nature +4, Listen +5, Ride +2, Spellcraft +2, Spot +5, Survival +6, Hide +1, Move Silently +1

Possessions combat gear plus MW sickle, club, sling, 10 bullets, bone armor

Description Krawlos is slim, pale-skinned human that reeks of bad odor brought and filth brought on by his unhealthy obsession with all manner of vermin. His teeth a stained yellow and he cackles with madness at random moments.

Sources Players Handbook 1 & 2, Spell Compendium

ANIMAL COMPANION BADGER - DIRTBAG CR – 1/2

Male N animal

Init +4 (Dex); **Senses** Listen +4, Spot +4, scent, low light vision

Languages n/a

AC 20, touch 15, flat-footed 14

(+1 size, +4 Dex, +2 leather barding, +3 natural)

hp 21 (3 HD)

Fort +5, **Ref** +6, **Will** +2

Speed 30 ft. in leather barding (6 squares), base movement 30 ft., burrow 10 ft.

Melee 2 claws +7/+7 (1d2-1/ x2) and bite +5 melee (1d3-1/ x2)

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

Base Atk +2; **Grp** -3

Atk Options n/a

Special Actions Rage

Combat Gear n/a

Abilities Str 9, Dex 18, Con 15, Int 2, Wis 12, Cha 6

SQ Rage, low light vision, scent, evasion, link, share spells

Feats Weapon finesse, Track, Multiattack

Skills Escape Artist +8, Listen +4, Spot +4

Possessions combat gear plus small leather barding

Rage (Ex) A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or his opponent is dead. It cannot end its rage voluntarily.

Skills A badger has a +4 racial bonus on Escape Artist checks.

Description Typical for a creature of its type.

Sources Monster Manual 1

VITROS VENOMSTRIKE CR 3

Male tauric goblin/medium scorpion warrior level 2
N/E Medium-sized monstrous humanoid (goblinoid)

Init +0; **Senses** Listen +0, Spot +6, tremorsense 60 ft., darkvision 60 ft.

Languages Common, Goblin

AC 21, touch 10, flat-footed 21
(+5 armor, +2 shield, +4 natural)

hp 37 (5 HD)

Fort +5, **Ref** +1, **Will** +3

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee MW longsword +9 (1d8+2/ 19-20 x2) or MW kukri +8 (1d4+2/ 18-20 x2) and sting +2 (1d4+1 plus poison/ x2)

Ranged Mighty Composite longbow (+2 Str.) +5 (1d8+2/ x3)

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

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

Atk Options n/a

Special Actions Sting

Combat Gear potion of cure moderate wounds, potion of shield of faith +4, amber amulet of giant vermin (giant queen bee) (MIC), brooch of shielding

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 6

SQ Darkvision 60 ft., tremorsense 60 ft.

Feats W.F.- longsword, iron will

Skills Climb +3, Spot +6, Jump +3

Possessions combat gear plus MW longsword, breastplate, heavy wooden shield, MW mighty composite longbow (+2 Str.), 20 arrows, kukri

Sting (Ex) Injury, Fortitude save DC 13, initial and secondary damage 1d3 Con.

Description This creature has the body of a goblin from the torso up and the body of a medium size scorpion from the torso down.

Sources Monster Manual 1 & 2, Players Handbook

STANDARD MONSTROUS LARGE SPIDER CR 2

N Large-sized vermin

Init +4; **Senses** Listen +0, Spot +4

Languages None

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

hp 22 (4 HD)

Immune As per vermin traits (all mind-affecting effects: charms, compulsions, phantasms, patterns, and morale effects)

Fort +5, **Ref** +4, **Will** +1

Speed 30 ft base movement, 20 ft. climb

Melee Bite +4 melee (1d8+3 plus poison)

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

Base Atk +3; **Grp** +9

Atk Options n/a

Special Actions Poison, web

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

SQ Darkvision 60 ft., vermin traits, tremor sense 60 ft.

Feats n/a

Skills Climb +11, Hide +3, Jump +2, Spot +4

Possessions n/a

Poison (Ex) A monstrous spider has a poisonous bite. Those bitten must make a Fortitude save DC 13 (1d6 Str/ 1d6 Str.)

Web (Ex) Spiders can throw a web eight times a day and their strands are strong enough to support their weight plus one other creature of the same size. The webs have a maximum range of 50 ft. with a range increment of 10 ft. and they are effective against targets up to one size category larger than the spider.

An entangled creature can escape with a successful Escape Artist check or burst with a Strength check. Both are standard actions (Escape Artist DC 13 and Break DC 17). The DCs are Constitution-based with a +4 racial modifier.

Web spinners often create sheets of sticky webbing from 5 ft. to 60 ft. square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice the web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5 ft. section has 12 hit points and sheet webs have a damage reduction of 5/-.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Skills Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on a Climb check, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier to Climb checks, whichever is greater.

Description Typical for creatures of its size and type

Sources Monster Manual 1

APPENDIX 2 – APL 6

ENCOUNTER 4

STANDARD APE CR 2

N Large Animal

Init +2; **Senses** Listen +6, Spot +6, low light vision, scent

Languages n/a

AC 14, touch 11, flat-footed 12

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

hp 32 (4 HD)

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

Speed 30 ft. base movement, climb 30 ft.

Melee 2 claws +7/+7 melee and bite +2 melee (1d6+2)

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

Base Atk +3; **Grp** +12

Atk Options n/a

Special Actions n/a

Abilities Str 21, Dex 15 Con 14, Int 2, Wis 12, Cha 7

SQ Low-light vision, scent

Feats Alertness, Toughness

Skills Climb +14, Listen +6, Spot +6

Skills Apes have a +8 racial bonus to Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Description Typical for creatures of their type.

Sources – **Monster Manual 1**

KRAWLOS FULGORN CR 5

Male human druid level 5

C/N Medium humanoid

Init +1 (Dex); **Senses** Listen +5, Spot +5

Languages Common, Druidic

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 bone armor)

hp 33 (5 HD)

Fort +6, **Ref** +3, **Will** +8

Speed 30 ft. in bone armor (6 squares), base movement 30 ft.

Melee MW sickle +4 melee (1d6/ x2) or club +3 melee (1d6/ x2)

Ranged Club +4 ranged (1d6/ x2) or sling +4 ranged (1d4/ x2)

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

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

Atk Options n/a

Special Actions Wild shape 1/day

Combat Gear Summoner's totem, potion of cure moderate wounds, scroll- fog cloud – 5th lvl, scroll – obscuring mist – 5th lvl, cloak of resistance +1, smokesticks (x2), pearl of power lvl 1

Druid Spells Prepared (CL 5th): DC 13 + spell level, 14 + spell level vs. Conjuraton spells

3rd— alter fortune (PHB 2), ice lance (SC)

2nd— mass snake's swiftness, bull's strength, splinterbolt (SC)

1st— magic fang, enrage animal (SC), entangle

0— resistance, guidance, know direction, detect magic, create water

Deity: Bralm

Abilities Str 10, Dex 12, Con 12, Int 10, Wis 16, Cha 10

SQ Animal companion – dire badger, nature sense, wild empathy, woodland, trackless step, resist nature's lure, wild shape 1/day

Feats Augment summoning, Spell focus: Conjuraton, Spellbound companion

Skills Concentration +9, Handle Animal +10, Knowledge: Nature +5, Listen +5, Ride +2, Spellcraft +2, Spot +5, Survival +7, Hide +2, Move Silently +2

Possessions combat gear plus MW sickle, club, sling, 10 bullets, bone armor +1

Description Krawlos is slim, pale-skinned human that reeks of bad odor brought and filth brought on by his unhealthy obsession with all manner of vermin. His teeth a stained yellow and he cackles with madness at random moments.

Sources Players Handbook 1 & 2

ANIMAL COMPANION BADGER - DIRTBAG CR – 1/2

Male N animal

Init +4 (Dex); **Senses** Listen +4, Spot +4, scent, low light vision

Languages n/a

AC 20, touch 15, flat-footed 14

(+1 size, +4 Dex, +2 leather barding, +3 natural)

hp 41 (5 HD)

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

Speed 30 ft. in leather barding (6 squares), base movement 30 ft., burrow 10 ft.

Melee 2 claws +7/+7 (1d2-1/ x2) and bite +5 melee (1d3-1/ x2)

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

Base Atk +3; **Grp** -2

Atk Options n/a

Special Actions Rage

Combat Gear n/a

Abilities Str 9, Dex 18, Con 16, Int 2, Wis 12, Cha 6

SQ Rage, low light vision, scent, evasion, link, share spells

Feats Weapon finesse, Track, Multiattack

Skills Escape Artist +8, Listen +5, Spot +5

Possessions combat gear plus small leather barding

Rage (Ex) A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or his opponent is dead. It cannot end its rage voluntarily.

Skills A badger has a +4 racial bonus on Escape Artist checks.

Description Typical for a creature of its type.

Sources Monster Manual 1

VITROS VENOMSTRIKE CR 5

Male tauric goblin/medium scorpion barbarian 1/scout 1

N/E Medium-sized monstrous humanoid (goblinoid)

Init +0; **Senses** Listen +3, Spot +8, Darkvision 60 ft., tremorsense 60 ft.

Languages Common, Goblin

AC 21, touch 10, flat-footed 21

(+5 armor, +2 heavy wooden shield, +4 natural)
hp 40 (5 HD)

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

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee MW longsword +9 (1d8+2/ 19-20 x2) or MW kukri +8 (1d4+2/ 18-20 x2) and sting +2 (1d4+1/ x2)

Ranged Mighty composite longbow (+2 Str) +5 (1d8+2/ x3)

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

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

Atk Options n/a

Special Actions Sting

Combat Gear potion of cure moderate wounds, potion of shield of faith +4, amber amulet of giant vermin (giant queen ant) (MIC), brooch of shielding, potion of bulls strength, potion of heroism, potion of aid

Abilities Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 6

SQ Darkvision 60 ft., tremorsense 60 ft., rage 1/day, fast movement, skirmish +1d6, trapfinding

Feats W.F.- longsword, iron will

Skills Climb +4, Spot +8, Listen +3, Jump +1, Survival +1

Possessions combat gear plus MW longsword, breastplate, heavy wooden shield, MW mighty composite longbow (+2 Str.), 20 arrows, kukri

Sting (Ex) Injury, Fortitude save DC 13, initial and secondary damage 1d3 Con.

Description This creature has the body of a goblin from the torso up and the body of a medium size scorpion from the torso down.

Sources Monster Manual 1 & 2, Players Handbook, Complete Adventurer

GOSSAMER – ADVANCED ETTERCAP CR 5

N/E Male advanced aberration

Large aberration

Init +3 (Dex); **Senses** Listen +5, Spot +9, low-light vision

Languages Common

AC 16, touch 13, flat-footed 12

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

hp 74 (9 HD)

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

Speed base movement 30 ft., climb 30 ft.

Melee Bite +11 (2d6+6 plus poison/ x2) and 2 claws +9/+9 (1d4+3/ x2)

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

Base Atk +6; **Grp** +16

Atk Options n/a

Special Actions Poison, web

Combat Gear Gloves of dexterity +2

Abilities Str 22, Dex 18, Con 17, Int 6, Wis 15, Cha 8

SQ Low-light vision

Feats Great Fortitude, Multi-attack, Improved Web (Savage Species), Dodge

Skills Climb +14, Craft: trapmaking +5, Hide +6, Listen +5, Spot +9

Possessions combat gear plus

Poison (Ex) Injury, Fortitude save DC 19, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save is Constitution-based with a +2 racial bonus.

Web (Ex) Gossamer can throw a web eight times a day. The webs have a maximum range of 50 ft. with a range increment of 10 ft. and they are effective against targets up to one Large size.

An entangled creature can escape with a successful Escape Artist check or burst with a Strength check. Both are standard actions (Escape Artist DC 19 and Break DC 21). The DCs are Constitution-based with a +4 racial modifier and a +2 feat modifier due to the Improved web feat to the Strength check. The webs have 6 hit points, hardness 0, and take double damage from fire.

Gossamer often creates sheets of sticky webbing from 5 ft. to 60 ft. square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice the web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5 ft. section has 6 hit points, hardness 0, and takes double damage from fire.

Gossamer can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Please note that Gossamers use of his webs is more effective and versatile than normal due to the Improved Web feat.

Skills Gossamer has a +4 racial bonus on Craft: Trapmaking, Hide, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Description This revolting creature resembles a cross between a gangly human and a bloated spider. It has long, slender arms and legs protruding from a rounded fleshy body. It has a spider's head with a pair of bulbous black eyes.

Sources Monster Manual, Savage Species

APPENDIX 3 – APL 8

ENCOUNTER 4

ADVANCED GAMBOL CR 6

Advanced male magical beast

C/N Large magical beast

Init +4 (Dex); **Senses** Listen +1, Spot +1, darkvision 60 ft., low light vision

Languages n/a

AC 18, touch 13, flat-footed 14

(-1 size, +4 Dex, +5 natural)

hp 99 (11 HD)

Fort +9, **Ref** +13, **Will** +4

Speed base movement 30 ft., climb 15 ft.
Melee Bite +16 (2d8+6/ x2) and 2 claws +14/+14 (1d4+3/ x2)
Space 10 ft.; **Reach** 10 ft.
Base Atk +11; **Grp** +21
Atk Options n/a
Special Actions Fear aura
Combat Gear n/a

Abilities Str 23, Dex 18, Con 15, Int 2, Wis 12, Cha 9
SQ Darkvision 60 ft., evasion, haste, low light vision, masterful dodge
Feats Lightning Reflexes, Multi-attack, Dodge
Skills Balance +6, Climb +14, Jump +34, Tumble +16
Possessions n/a

Fear Aura (Su) When a gambol howls, every creature within a 100 ft. radius must succeed at a Will save (DC 14) or become panicked for 1d6+1 rounds. Whether or not the save is successful, the creature is immune to that gambol's howl for 24 hours. The howl is a sonic, mind-affecting fear effect.

Great Leap (Ex) A gambol gains a +25 bonus on Jump checks. Maximum distance restrictions do not apply to the jumps.

Evasion (Ex) A gambol makes a successful Reflex saving throw against an effect that would normally deal half damage instead avoids damage all together.

Quickness (Su) Although not particularly dexterous, a gambol is supernaturally quick. It can take an extra attack or move action each round, either before or after its normal action.

Masterful dodge (Ex) As a free action, once per round, a gambol can dodge one ranged weapon attack, one reach melee attack, or one spell that requires an attack roll by making a successful Reflex save (DC 20). An attack using a weapon with an enhancement bonus increases the DC by the amount of the bonus, and a spell adds its level to the save DC. To use this ability, the gambol must be aware of the attack and not be flat-footed.

Description This baboon-like primate stands 15 ft. tall and weighs more than 2,500 lbs. Its purple skin is covered with dense, silky blue hair. A gambol has elongated jaws with a hairless, doglike, muzzle.

SOURCES **MONSTER MANUAL 2**

KRAWLOS FULGORN CR 7

Male human druid level 7
 C/N Medium humanoid
Init +1 (Dex); **Senses** Listen +7, Spot +7
Languages Common, Druidic

AC 16, touch 12, flat-footed 15
 (+1 Dex, +4 bone armor, +1 ring of protection)
hp 47 (7 HD)
Fort +7, **Ref** +4, **Will** +10

Speed 30 ft. in bone armor (6 squares), base movement 30 ft.
Melee MW sickle +6 (1d6/ x2) or club +5 melee (1d6/ x2)
Ranged Club +6 (1d6/ x2) or MW sling +7 (1d4/ x2)

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

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

Atk Options n/a

Special Actions Wild shape 3/day

Combat Gear Summoner's totem, bag of tricks – rust, ring of protection +1, cloak of resistance +1, periapt of wisdom +2, potion of cure moderate wounds, scroll: fog cloud – 7th lvl, scroll: ice storm – 7th lvl, pearl of power lvl 2

Druid Spells Prepared (CL 7th): DC 14 + spell level, DC 15 plus spell level vs. Conjuraton spells
 4th— dispel magic, arc of lightning
 3rd— alter fortune (PHB 2), ice lance (SC), poison
 2nd— splinterbolt (SC), mass snake's swiftness, bull's strength, salt ray (SC)
 1st— magic fang, enrage animal, wall of smoke (SC), faerie fire
 0— resistance, guidance, know direction, detect magic, create water

Deity: Bralm

Abilities Str 10, Dex 12, Con 12, Int 10, Wis 18, Cha 15

SQ Animal companion – ape, nature sense, wild empathy, woodland stride, trackless step, resist natures lure, wild shape 3/day

Feats Augment Summoning, Spell focus: Conjuraton, Spellbound Companion, Verminfriend (BVD)

Skills Concentration +11, Handle Animal +10, Knowledge: Nature +7, Listen +7, Ride +2, Spellcraft +3, Spot +7, Survival +10, Hide +2, Move Silently +2

Possessions combat gear plus MW sickle, club, MW sling, 10 bullets, bone armor +1

Description Krawlos is slim, pale-skinned human that reeks of bad odor brought and filth brought on by his unhealthy obsession with all manner of vermin. His teeth a stained yellow and he cackles with madness at random moments.

Sources Players Handbook 1 & 2, Spell Compendium, Book of Vile Darkness

ANIMAL COMPANION DIRE BADGER CR - 2

Male N animal

Init +4 (Dex); **Senses** Listen +7, Spot +7; low light vision, scent

Languages n/a

AC 21, touch- 14, flat-footed 17
 (+4 Dex, +2 leather barding, +5 natural)

hp 45 (5 HD)

Fort +8, **Ref** +8, **Will** +2

Speed 30 ft. in leather barding (6 squares), base movement 30 ft., burrow 10 ft.

Melee 2 claws +5/+5 (1d4+2/ x2) and bite +0 (1d6+1/ x2)

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

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

Atk Options n/a

Special Actions Rage

Combat Gear n/a

Abilities Str 14, Dex 18, Con 19, Int 2, Wis 12, Cha 10

SQ Rage, low light vision, scent, link, share spells, evasion

Feats Alertness, Track, Toughness

Skills Listen +7, Spot +7

Possessions combat gear plus leather barding

Rage (Ex) A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or his opponent is dead. It cannot end its rage voluntarily.

Description This squat muscular creature is covered with thick, wild fur. Its stout legs end in clawed feet, and its pointed snout has a wide mouth full of sharp teeth.

Sources Monster Manual 1

VITROS VENOMSTRIKE CR 6

Male tauric hobgoblin/large scorpion barbarian 2

N/E Large-sized monstrous humanoid (goblinoid)

Init +0; **Senses** Listen +5, Spot +9, darkvision 60 ft., tremorsense 60 ft.

Languages Common, Goblin

AC 25, touch 10, flat-footed 24

(-1 size, +1 ring of protection, +6 breastplate armor, +2 heavy wooden shield, +6 natural)

hp 59 (7 HD)

Immune Flanking

Fort +9, **Ref** +1, **Will** +4

Speed 50 ft. in breastplate (10 squares), base movement 60 ft.

Melee Large longsword +12/+7 (2d6+5/ 19-20 x2) or MW large kukri +11/+6 (1d6+4/ 18-20 x2) and sting +6 (1d6+2 and poison/ x2)

Ranged Mighty Composite longbow (+3 Str) +6/+1 (2d6+3/ x3)

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

Base Atk +7; **Grp** +15

Atk Options Sting

Special Actions Poison

Combat Gear potion of cure moderate wounds, potion of shield of faith +4, amber amulet of giant vermin (huge monstrous scorpion) (MIC), brooch of shielding, potion of bulls strength, potion of heroism, potion of aid

Abilities Str 19, Dex 10, Con 14, Int 10, Wis 12, Cha 6

SQ Darkvision 60 ft., tremorsense 60 ft., rage 1/day, fast movement, uncanny dodge

Feats W.F – longsword, iron will, w.f.- sting

Skills Climb +8, Spot +9, Listen +5, Jump +2, Survival +3

Possessions combat gear plus longsword +1, breastplate +1, heavy wooden shield, MW mighty composite longbow (+2 Str.), 20 arrows, kukri

Sting (Ex) Injury, Fortitude save DC 14, initial and secondary damage 1d4 Con.

Description This creature has the body of a hobgoblin from the torso up and the body of a large scorpion from the torso down.

Sources Monster Manual 1 & 2, Players Handbook

GOSSAMER – ADVANCED ETTERCAP CR 6

N/E Male ettercap Rogue 1

Large aberration

Init +4 (Dex); **Senses** Listen +6, Spot +10, low-light vision

Languages Common

AC 20, touch 13, flat-footed 16

(+4 Dex, +3 natural, -1 size, studded leather +4)

hp 80 (10 HD)

Fort +8, **Ref** +9, **Will** +8

Speed base movement 30 ft., climb 30 ft.

Melee Bite +11 (2d6+6 plus poison/ x2) and 2 claws +9/+9 (1d4+3/ x2) or shortsword +12/+7 (1d8+7/ 19-20 x2) and bite +6 (2d6+6 plus poison/ x2)

Ranged MW shortbow +9/+4 (1d8/ x3)

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

Base Atk +6; **Grp** +16

Atk Options Sneak attack +1d6

Special Actions Poison, web

Combat Gear Gloves of dexterity +2, cloak of stone (MIC)

Abilities Str 22, Dex 18, Con 17, Int 6, Wis 15, Cha 8

SQ Low-light vision, sneak attack +1d6, trapfinding

Feats Great Fortitude, Multi-attack, Improved Web (Savage Species), Dodge

Skills Climb +14, Craft: trapmaking +6, Hide +13, Listen +5, Move silently +8, Spot +9, Jump +5

Possessions combat gear plus large shortsword +1, large MW short bow, 20 large arrows, large +1 studded leather armor

Poison (Ex) Injury, Fortitude save DC 19, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save is Constitution-based with a +2 racial bonus.

Web (Ex) Gossamer can throw a web eight times a day. The webs have a maximum range of 50 ft. with a range increment of 10 ft. and they are effective against targets up to one Large size.

An entangled creature can escape with a successful Escape Artist check or burst with a Strength check. Both are standard actions (Escape Artist DC 20 and Break DC 22). The DCs are Constitution-based with a +4 racial modifier and a +2 feat modifier due to the Improved web feat to the Strength check. The webs have 6 hit points, hardness 0, and take double damage from fire.

Gossamer often creates sheets of sticky webbing from 5 ft. to 60 ft. square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice the web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5 ft. section has 6 hit points, hardness 0, and takes double damage from fire.

Gossamer can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Please note that Gossamers use of his webs is more effective and versatile than normal due to the Improved Web feat.

Skills Gossamer has a +4 racial bonus on Craft: Trapmaking, Hide, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Description This revolting creature resembles a cross between a gangly human and a bloated spider. It has long, slender arms and legs protruding from a rounded fleshy body. It has a spider's head with a pair of bulbous black eyes.

Sources Monster Manual, Savage Species

APPENDIX 4 – APL 10

ENCOUNTER 4

ADVANCED GAMBOL CR 8

Advanced male magical beast

C/N Huge magical beast

Init +3 (Dex); **Senses** Listen +1, Spot +1, darkvision 60 ft., low-light vision

Languages None

AC 19, touch 11, flat-footed 16

(-2 size, +3 Dex, +8 natural)

hp 156 (14 HD)

Fort +13, **Ref** +14, **Will** +5

Speed base movement 30 ft., climb 15 ft.

Melee 2 claws +21/+21 (1d6+5/x2) and bite +23 (3d8+11/x2)

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

Base Atk +14; **Grp** +33

Atk Options

Special Actions Fear aura, masterful dodge, great leap, haste

Combat Gear n/a

Abilities Str 32, Dex 16, Con 19, Int 2, Wis 12, Cha 9

SQ Darkvision 60 ft., low-light vision, haste, masterful dodge,

Feats Lightning Reflexes, Multiattack, Dodge, Acrobatic Strike (PHB 2), Power Attack

Skills Balance +6, Climb +18, Jump +39, Tumble +17

Possessions n/a

Fear aura (Su) When a gambol howls, every creature within a 100 ft. radius must succeed at a Will save (DC 16) or become panicked for 1d6+1 rounds. Whether or not the save is successful, the creature is immune to that gambol's howl for 24 hours. The howl is a sonic, mind-affecting fear effect.

Great Leap (Ex) A gambol gains a +25 bonus on Jump checks. Maximum distance restrictions do not apply to the jumps.

Evasion (Ex) A gambol makes a successful Reflex saving throw against an effect that would normally deal half damage instead avoids damage all together.

Quickness (Su) Although not particularly dexterous, a gambol is supernaturally quick. It can take an extra

attack or move action each round, either before or after its normal action.

Masterful dodge (Ex) As a free action, once per round, a gambol can dodge one ranged weapon attack, one reach melee attack, or one spell that requires an attack roll by making a successful Reflex save (DC 20). An attack using a weapon with an enhancement bonus increases the DC by the amount of the bonus, and a spell adds its level to the save DC. To use this ability, the gambol must be aware of the attack and not be flat-footed.

Description This baboon-like primate stands 15 ft. tall and weighs more than 2,500 lbs. Its purple skin is covered with dense, silky blue hair. A gambol has elongated jaws with a hairless, doglike, muzzle.

SOURCES MONSTER MANUAL 2, PLAYERS HANDBOOK 2

KRAWLOS FULGORN CR 9

Male human druid level 8/vermin lord 1

N/E Medium humanoid

Init +1 (Dex); **Senses** Listen +9, Spot +9

Languages Common, Druidic

AC 17, touch 12, flat-footed 16

(+1 Dex, +4 bone armor, +1 ring of protection, natural +1)

hp 60 (9 HD)

Fort +8, **Ref** +4, **Will** +14

Speed 30 ft. in bone armor (6 squares), base movement 30 ft.

Melee MW sickle +7/+2 (1d6/ x2) or club +6/+1 melee (1d6/ x2)

Ranged Club +7 (1d6/ x2) or MW sling +8/+3 (1d4/ x2)

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

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

Atk Options n/a

Special Actions Wild shape 3/day, wild shape/ large

Combat Gear Summoner's totem, bag of tricks – rust, ring of protection +1, cloak of resistance +1, periapt of wisdom +4, potion of cure moderate wounds, scroll – fog club – 8th lvl, scroll – ice storm – 7th lvl, smoke sticks (x2), pearl of power lvl 2

Druid Spells Prepared (CL 9th):

5th— stonewall, flaywind burst (SS)

4th— dispel magic, arc of lightning, freedom of movement

3rd— alter fortune (PHB 2), ice lance (SC), poison, spike growth

2nd— splinterbolt, mass snakes swiftness, bulls strength, salt ray (SC), burrow (SC)

1st— magic fang, enrage animal (SC), entangle, wall of smoke (SC), faerie fire

0— resistance, know direction, guidance, detect magic, create water, purify food & drink

Deity: Bralm

Abilities Str 10, Dex 12, Con 12, Int 10, Wis 21, Cha 15

SQ Animal companion – ape, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 3/day, wild shape – Large, vermin servant, chitin +1

Feats Augment Summoning, Spell focus- Conjuraton, Spellbound Companion, Verminfriend (BVD), Reach Spell

Skills Concentration +13, Handle Animal +11, Knowledge: Nature +9, Listen +9, Ride +2, Spellcraft +4, Spot +9, Survival +13, Hide +2, Move Silently +2

Possessions combat gear plus MW sickle, club, MW sling, 10 bullets, bone armor +1

Vermin Servant – Creeper: Krawlos has a scorpion named Creeper that acts and is treated as a familiar.

Chitin +1 (Ex) Krawlos gains a +1 bonus to his natural armor as he grows a slight chitinous layer of skin.

Description Krawlos is slim, pale-skinned human that reeks of bad odor brought and filth brought on by his unhealthy obsession with all manner of vermin. His teeth a stained yellow and he cackles with madness at random moments.

Sources Players Handbook 1 & 2, Book of Vile Darkness, Spell Compendium, Sandstorm

CREEPER – VERMIN LORD SERVANT CR ½

Female small scorpion

N Magical beast

Init +0 (Dex); **Senses** Listen +0, Spot +9

Languages Common

AC 19, touch 11, flat-footed 19

(+1 size, +8 natural)

hp 30 (HD)

Immune All mind-affecting effects (charms, compulsions, phantasms, patterns, & morale effects)

Fort +10, **Ref** +8, **Will** +8

Speed base movement 30 ft.

Melee 2 claws +5/+5 melee (1d3-1/ x2) and sting +1 melee (1d3-1 plus poison/ x2)

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

Base Atk +4; **Grp** -1

Atk Options n/a

Special Actions Poison

Abilities Str 9, Dex 10, Con 14, Int 10, Wis 10, Cha 2

SQ Alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind

Feats Weapon finesse

Skills Climb +3, Hide +8, Spot 9

Possessions n/a

Poison (Ex) Injury; Fort save DC 12 – 1d2 Con/1d2 Con
Skills Creeper gains a +4 racial bonus of Climb, Hide, and Spot

Description Typical for a creature of its type only it seems to act with a greater sense of intelligence.

Sources – Players Handbook, Monster Manual 1

ANIMAL COMPANION DIRE BADGER CR -2

Male N animal

Init +4 (Dex); **Senses** Listen +7, Spot +7; low light vision, scent

Languages n/a

AC 21, touch- 14, flat-footed 17

(+4 Dex, +2 leather barding, +5 natural)

hp 45 (5 HD)

Fort +8, **Ref** +8, **Will** +2

Speed 30 ft. in leather barding (6 squares), base movement 30 ft., burrow 10 ft.

Melee 2 claws +5/+5 (1d4+2/ x2) and bite +0 (1d6+1/ x2)

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

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

Atk Options n/a

Special Actions Rage

Combat Gear n/a

Abilities Str 14, Dex 18, Con 19, Int 2, Wis 12, Cha 10

SQ Rage, low light vision, scent, link, share spells, evasion

Feats Alertness, Track, Toughness

Skills Listen +7, Spot +7

Possessions combat gear plus leather barding

Rage (Ex) A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or his opponent is dead. It cannot end its rage voluntarily.

Description This squat muscular creature is covered with thick, wild fur. Its stout legs end in clawed feet, and its pointed snout has a wide mouth full of sharp teeth.

Sources Monster Manual 1

VITROS VENOMSTRIKE CR 8

Male tauric hobgoblin/large scorpion barbarian 2/fighter 2

N/E Large-sized monstrous humanoid (goblinoid)

Init +0; **Senses** Listen +5, Spot +9, darkvision 60 ft., tremorsense 60 ft.

Languages Common, Goblin

AC 25, touch 10, flat-footed 25

(-1 size, +6 breastplate, +2 heavy wooden shield, +1 ring of protection, +7 natural)

hp 87 (9 HD)

Immune Flanking

Fort +12, **Ref** +1, **Will** +4

Weakness

Speed 40 ft. in breastplate (8 squares), base movement 50 ft.

Melee Large longsword +16/+11 (2d6+7/ 17-20 x2) or MW kukri +15/+10 (1d6+6/ 19-20 x2) and sting +10 (1d6+3 plus poison/ x2)

Ranged MW mighty composite longbow (+3 Str) (2d6+3/ x3)

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

Base Atk +9; **Grp** +19

Atk Options Power Attack

Special Actions Sting

Combat Gear potion of cure moderate wounds, potion of shield of faith +4, amber amulet of giant vermin (huge monstrous scorpion) (MIC), brooch of shielding, potion of heroism, potion of aid, gauntlets of ogre power

Deity: Bralm

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

SQ Darkvision 60 ft., tremorsense 60 ft., rage 1/day, fast movement, uncanny dodge

Feats W.F- longsword, Iron Will, Power Critical: Longsword, Improved Toughness, Improved Critical: Longsword, Power Attack

Skills Climb +12, Spot +9, Listen +5, Jump +6, Survival +3

Possessions combat gear plus longsword +1, breastplate +1, heavy wooden shield, MW mighty composite longbow (+2 Str.), 20 arrows, kukri

Sting (Ex) Injury, Fortitude save DC 14, initial and secondary damage 1d4 Con.

Description This creature has the body of a hobgoblin from the torso up and the body of a large scorpion from the torso down.

Sources Monster Manual 1 & 2, Players Handbook, Complete Warrior

GOSSAMER – ADVANCED ETTERCAP CR 8

N/E Male ettercap Rogue 3

Large aberration

Init +4 (Dex); **Senses** Listen +8, Spot +11, low light vision

Languages Common

AC 20, touch 13, flat-footed 16

(-1 size, +4 Dex, +3 natural, +4 studded leather)

hp 104 (12 HD)

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

Speed base movement 30 ft., climb 30 ft.

Melee Bite +13 (2d6+6 plus poison/ x2) and 2 claws +11/+11 (1d4+3/ x2) or shortsword +14/+9 (1d8+7/ 19-2 x2) and bite +8 (2d6+6 plus poison/ x2)

Ranged MW shortbow +11/+6 (1d8/ x3)

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

Base Atk +8; **Grp** +18

Atk Options Sneak attack +2d6

Special Actions Poison, web

Combat Gear Gloves of dexterity +2, cloak of stone (MIC)

Abilities Str 22, Dex 18, Con 17, Int 6, Wis 15, Cha 8

SQ Low-light vision, sneak attack +2d6, trapfinding, evasion, trap sense +1

Feats Great Fortitude, Multi-attack, Improved Web (Savage Species), Dodge, Staggering Strike

Skills Climb +14, Craft: trapmaking +8, Hide +13, Move Silently +9, Listen +5, Spot +9, Jump +7, Tumble +6

Possessions combat gear plus large shortsword +1, large MW short bow, 20 large arrows, large +1 studded leather armor

Poison (Ex) Injury, Fortitude save DC 19, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save is Constitution-based with a +2 racial bonus.

Web (Ex) Gossamer can throw a web eight times a day. The webs have a maximum range of 50 ft. with a range increment of 10 ft. and they are effective against targets up to one Large size.

An entangled creature can escape with a successful Escape Artist check or burst with a Strength check. Both are standard actions (Escape Artist DC 21 and Break DC 23). The DCs are Constitution-based with a

+4 racial modifier and a +2 feat modifier due to the Improved web feat to the Strength check. The webs have 6 hit points, hardness 0, and take double damage from fire.

Gossamer often creates sheets of sticky webbing from 5 ft. to 60 ft. square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice the web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5 ft. section has 6 hit points, hardness 0, and takes double damage from fire.

Gossamer can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Please note that Gossamers use of his webs is more effective and versatile than normal due to the Improved Web feat.

Skills Gossamer has a +4 racial bonus on Craft: Trapmaking, Hide, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Description This revolting creature resembles a cross between a gangly human and a bloated spider. It has long, slender arms and legs protruding from a rounded fleshy body. It has a spider's head with a pair of bulbous black eyes.

Sources Monster Manual, Savage Species

APPENDIX 5 – APL 12

ENCOUNTER 4

ADVANCED GAMBOL CR 8 (x2)

Advanced male magical beast

C/N Huge magical beast

Init +3 (Dex); **Senses** Listen +1, Spot +1, darkvision 60 ft., low-light vision

Languages None

AC 19, touch 11, flat-footed 16

(-2 size, +3 Dex,+8 natural)

hp 156 (14 HD)

Fort +13, **Ref** +14, **Will** +5

Speed base movement 30 ft., climb 15 ft.

Melee 2 claws +21/+21 (1d6+5/x2) and bite +23 (3d8+11/x2)

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

Base Atk +14; **Grp** +33

Atk Options

Special Actions Fear aura, masterful dodge, great leap, haste

Combat Gear n/a

Abilities Str 32, Dex 16, Con 19, Int 2, Wis 12, Cha 9

SQ Darkvision 60 ft., low-light vision, haste, masterful dodge,

Feats Lightning Reflexes, Multiattack, Dodge, Acrobatic Strike (PHB 2), Power Attack

Skills Balance +6, Climb +18, Jump +39, Tumble +17

Possessions n/a

Fear aura (Su) When a gambol howls, every creature within a 100 ft. radius must succeed at a Will save (DC 16) or become panicked for 1d6+1 rounds. Whether or not the save is successful, the creature is immune to that gambol's howl for 24 hours. The howl is a sonic, mind-affecting fear effect.

Great Leap (Ex) A gambol gains a +25 bonus on Jump checks. Maximum distance restrictions do not apply to the jumps.

Evasion (Ex) A gambol makes a successful Reflex saving throw against an effect that would normally deal half damage instead avoids damage all together.

Quickness (Su) Although not particularly dexterous, a gambol is supernaturally quick. It can take an extra attack or move action each round, either before or after its normal action.

Masterful dodge (Ex) As a free action, once per round, a gambol can dodge one ranged weapon attack, one reach melee attack, or one spell that requires an attack roll by making a successful Reflex save (DC 20). An attack using a weapon with an enhancement bonus increases the DC by the amount of the bonus, and a spell adds its level to the save DC. To use this ability, the gambol must be aware of the attack and not be flat-footed.

Description This baboon-like primate stands 15 ft. tall and weighs more than 2,500 lbs. Its purple skin is covered with dense, silky blue hair. A gambol has elongated jaws with a hairless, doglike, muzzle.

SOURCES MONSTER MANUAL 2, PLAYERS HANDBOOK 2

KRAWLOS FULGORN CR 11

Male human druid level 8/vermin lord 3

N/E Medium humanoid

Init +1 (Dex); **Senses** Listen +11, Spot +11

Languages Common, Druidic

AC 17, touch 12, flat-footed 16

(+1 Dex, +4 bone armor, +1 ring of protection, natural +1)

hp 69 (11 HD)

Fort +9, **Ref** +4, **Will** +15

Speed 30 ft. in bone armor (6 squares), base movement 30 ft.

Melee MW sickle +8/+3 (1d6/ x2) or club +7/+2 melee (1d6/ x2)

Ranged Club +8 (1d6/ x2) or MW sling +9/+4 (1d4/ x2)

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

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

Atk Options Blood drain

Special Actions Wild shape 3/day, wild shape/ large, spider hand

Combat Gear Summoner's totem, bag of tricks – rust, ring of protection +1, cloak of resistance +1, periapt of wisdom +4, potion of cure moderate wounds, scroll

– fog cloud – 8th lvl, scroll – ice storm – 7th lvl, scroll: ice flowers (SC) – 10th lvl, thorn pouch (MIC), smoke sticks (x2), pearl of power lvl 3

Druid Spells Prepared (CL 10th):

5th— stonewall, flaywind burst (SS), thalassemia (reach)

4th— dispel magic, arc of lightning, freedom of movement, poison (reach)

3rd— alter fortune (PHB 2), ice lance (SC), poison, spike growth

2nd— splinterbolt, mass snakes swiftness, bulls strength, salt ray (SC), burrow (SC)

1st— magic fang, enrage animal (SC), entangle, wall of smoke (SC), faerie fire, sand blast (SC)

0— resistance, know direction, guidance, detect magic, create water, purify food & drink

Deity: Bralm

Abilities Str 10, Dex 12, Con 12, Int 10, Wis 21, Cha 15

SQ Animal companion – ape, nature sense, wild empathy, woodland stride, trackless step, resist natures lure, wild shape 3/day, wild shape – Large, vermin servant, chitin +1

Feats Augment Summoning, Spell focus- Conjuraton, Spellbound Companion, Verminfriend (BVD), Reach Spell

Skills Concentration +15, Handle Animal +11, Knowledge: Nature +11, Listen +11, Ride +2, Spellcraft +6, Spot +11, Survival +13, Hide +2, Move Silently +2

Possessions combat gear plus MW sickle, club, MW sling, 10 bullets, bone armor +1

Vermin Servant – Creeper: Krawlos has a scorpion named Creeper that acts and is treated as a familiar.

Chitin +1 (Ex) Krawlos gains a +1 bonus to his natural armor as he grows a slight chitinous layer of skin.

Blood drain (Su) Krawlos can grow insectile mandibles at will. He can use these mandibles to make a bite attack that deals 1 point of damage. Furthermore, the vermin lord can attempt to start a grapple, provoking no attack of opportunity. If successful, the mandibles deal an automatic 2d6 points of damage each round as they suck the blood from the victim. The blood drain only works on living creatures.

Spider Hand (Sp) Once per day, Krawlos can produce an effect identical to that of a spider hand spell cast at his effective caster level.

Description Krawlos is slim, pale-skinned human that reeks of bad odor brought and filth brought on by his unhealthy obsession with all manner of vermin. His teeth a stained yellow and he cackles with madness at random moments.

Sources Players Handbook 1 & 2, Book of Vile Darkness, Spell Compendium, Sandstorm

CREEPER – VERMIN LORD SERVANT CR ½

Female small scorpion

N Magical beast

Init +0 (Dex); **Senses** Listen +0, Spot +9

Languages Common

AC 20, touch 11, flat-footed 20

(+1 size, +9 natural)

hp 34 (11 HD)

SR: 16

Immune All mind-affecting effects (charms, compulsions, phantasms, patterns, & morale effects)

Fort +11, **Ref** +9, **Will** +9

Speed base movement 30 ft.

Melee 2 claws +6/+6 melee (1d3-1/ x2) and sting +2 melee (1d3-1 plus poison/ x2)

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

Base Atk +5; **Grp** +0

Atk Options n/a

Special Actions Poison

Abilities Str 9, Dex 10, Con 14, Int 11, Wis 10, Cha 2

SQ Alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind, spell resistance

Feats Weapon finesse

Skills Climb +3, Hide +8, Spot 9

Possessions n/a

Poison (Ex) Injury; Fort save DC 12 – 1d2 Con/1d2 Con

Skills Creeper gains a +4 racial bonus of Climb, Hide, and Spot

Description Typical for a creature of its type only it seems to act with a greater sense of intelligence.

Sources – Players Handbook, Monster Manual 1

ANIMAL COMPANION DIRE BADGER CR - 2

Male N animal

Init +4 (Dex); **Senses** Listen +7, Spot +7; low light vision, scent

Languages n/a

AC 21, touch- 14, flat-footed 17

(+4 Dex, +2 leather barding, +5 natural)

hp 45 (5 HD)

Fort +8, **Ref** +8, **Will** +2

Speed 30 ft. in leather barding (6 squares), base movement 30 ft., burrow 10 ft.

Melee 2 claws +5/+5 (1d4+2/ x2) and bite +0 (1d6+1/ x2)

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

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

Atk Options n/a

Special Actions Rage

Combat Gear n/a

Abilities Str 14, Dex 18, Con 19, Int 2, Wis 12, Cha 10

SQ Rage, low light vision, scent, link, share spells, evasion

Feats Alertness, Track, Toughness

Skills Listen +7, Spot +7

Possessions combat gear plus leather barding

Rage (Ex) A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or his opponent is dead. It cannot end its rage voluntarily.

Description This squat muscular creature is covered with thick, wild fur. Its stout legs end in clawed feet, and its pointed snout has a wide mouth full of sharp teeth.

Sources Monster Manual 1

VITROS VENOMSTRIKE CR 9

Male tauric hobgoblin/large scorpion barbarian 2/fighter 2/ranger 1

N/E Large-sized monstrous humanoid (goblinoid)

Init +1; **Senses** Listen +2, Spot +15, darkvision 60 ft., tremorsense 60 ft.

Languages Common, Goblin

AC 23, touch 10, flat-footed 22

(-1 size, +1 Dex, +6 armor, +7 natural)

hp 103 (11 HD)

Fort +14, **Ref** +4, **Will** +4

Speed 40 ft. in breastplate (8 squares), base movement 50 ft.

Melee Large longsword +18/+13/+8 (2d6+7 plus possible poison effect/ 17-20 x2) or large MW kukri +17/+12/+7 (1d6+6/18-20 x2) and sting +12 (1d6+3 plus poison/ x2)

Ranged Large MW mighty composite longbow (+3 Str.) +12/+7/+2 (2d6+3/ x3)

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

Base Atk +11; **Grp** +21

Atk Options n/a

Special Actions Sting

Combat Gear potion of cure moderate wounds, potion of shield of faith +4, amber amulet of giant vermin (giant stag beetle) (MIC), brooch of shielding, potion of heroism, potion of aid, gauntlets of ogre power, potion of bears endurance

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

SQ Favored enemy –elf, wild empathy, rage 1/day, fast movement, uncanny dodge, darkvision 60 ft., tremorsense 60 ft.

Feats Iron will, improved toughness, w.f.- sting, w.f.- longsword, improved critical: longsword, power critical: longsword, track

Skills Climb +16, Spot +15, Intimidate +4, Handle Animal +4, Listen +2

Possessions combat gear plus large longsword +1 - venomous, breastplate +1, heavy wooden shield, MW mighty composite longbow (+2 Str.), 20 arrows, kukri

Sting (Ex) Injury, Fortitude save DC 14 (1d4 Con/1d4 Con)

Description Vitros appears as a heavily muscled hobgoblin from the waist up but from the waist down, he has the body of a large scorpion.

Sources PHB, Monster Manual 2, Magic Item Compendium

STANDARD KNELL BEETLE CR 10

N Large Male vermin

Init +0; **Senses** Listen +10, Spot +10, darkvision 60 ft., scent

Languages n/a

AC 24, touch 9, flat-footed 24

(-1 size, +15 natural)

hp 126 (12 HD)

Immune Sonic

Resist Vermin traits

Fort +14, **Ref** +6, **Will** +4

Speed base movement 50 ft., burrow 10 ft.

Melee 2 claws +17/+17 (2d8+8/ x2) and bite +14 melee (1d8+4/ x2)

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

Base Atk +9; **Grp** +21

Atk Options n/a

Special Actions Rend 4d8+12, sonic chime, shake the earth, trample 4d6+12

Combat Gear n/a

Abilities Str 26, Dex 10, Con 23, Int -, Wis 11, Cha 11

SQ Darkvision 60 ft., immunity to sonic, scent, sonic healing, vermin traits

Feats Alertness, Improved Natural Attack (claw), Lightning Reflexes, Multi-attack, Weapon Focus (claw)

Skills Balance +8, Jump +16, Listen +10, Spot +10

Possessions n/a

Rend (Ex) If a knell beetle hits with both its claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically does an additional 4d8+12 points of damage.

Shake the Earth (Ex) A knell beetle can channel some of the sonic energy within its body by performing a rhythmic stomping on the ground as a standard action. Any creature within 5 ft. of the knell beetle when it activates this ability must make a DC 24 Reflex save or fall prone as the ground beneath it lurches and buckles beneath it. Knell beetles are immune to shake the earth generated by themselves or other knell beetles and never need to save against the effect.

If multiple knell beetles activate their shake the earth ability in the same round, the radius of the effect expands as the resonance in the ground combines. For every knell beetle within 5 feet using shake the earth, the radius of the effect expands by another 5 feet. Thus two knell beetles within 5 ft. of one another generate the shaking that affects all creatures within 10 feet of either knell beetle. Three knell beetles within 5 ft. of one another would generate an effect that affects all creatures within 15 ft. of any one of the knell beetles.

Creatures with stability or that are considered stable against trip attempts receive a bonus on their Reflex save as if they were being tripped (so a dwarf would receive the +4 bonus on the save to resist being knocked prone). The save DC is Strength-based.

Sonic Chime (Su) Once per day, a knell beetle can emit a cone of sonic energy from the chitinous bell above its head. The cone is 30 ft. long, and activating the chime is a standard action. Creatures within the cone take 10d6 points of sonic damage (Reflex save DC 22 half). A knell beetle is immune to its own sonic chime attack and that of other knell beetles. Knell beetles attacking in numbers use this ability instinctually to heal their fellow knell beetles once several have taken damage (see sonic healing below). The save DC is Constitution-based.

Trample (Ex) Reflex half DC 24. The save is Strength-based.

Sonic Healing (Su) For every 5 points of damage a sonic attack would deal to a knell beetle; the creature instead heals 1 point of damage it has already sustained. If a knell beetle receives more healing than its current hit point maximum, the extra hit points are wasted (the creature does not gain temporary hit points from exposure to sonic damage). A knell beetle gets no saving throw against attacks that deal sonic damage.

Skills Knell beetles have a +8 racial bonus to Balance, Listen, and Spot checks

Description This ten-legged beetle-like creature has a hard, shiny red shell. Two wicked claws grope the air before its four beady, black eyes and sharp, jagged mandibles. These mouthparts sit below a massive protrusion that looks like a bell made of chitin, from which you can hear a faint, high, piercing, warbling.

Sources Monster Manual 3

APPENDIX 1 – APL 4

ENCOUNTER 6

STANDARD MONSTROUS LARGE SPIDER CR 2 (x2)

N Large-sized vermin

Init +4; **Senses** Listen +0, Spot +4

Languages None

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

hp 22 (4 HD)

Immune As per vermin traits (all mind-affecting effects: charms, compulsions, phantasms, patterns, and morale effects)

Fort +5, **Ref** +4, **Will** +1

Speed 30 ft base movement, 20 ft. climb

Melee Bite +4 melee (1d8+3 plus poison)

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

Base Atk +3; **Grp** +9

Atk Options n/a

Special Actions Poison, web

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

SQ Darkvision 60 ft., vermin traits, tremor sense 60 ft.

Feats n/a

Skills Climb +11, Hide +3, Jump +2, Spot +4

Possessions n/a

Poison (Ex) A monstrous spider has a poisonous bite. Those bitten must make a Fortitude save DC 13 (1d6 Str/ 1d6 Str.)

Web (Ex) Spiders can throw a web eight times a day and their strands are strong enough to support their weight plus one other creature of the same size. The webs have a maximum range of 50 ft. with a range increment of 10 ft. and they are effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst with a Strength check. Both are standard actions (Escape Artist DC 13 and

Break DC 17). The DCs are Constitution-based with a +4 racial modifier.

Web spinners often create sheets of sticky webbing from 5 ft. to 60 ft. square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice the web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5 ft. section has 12 hit points and sheet webs have a damage reduction of 5/-.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Skills Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on a Climb check, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier to Climb checks, whichever is greater.

Description Typical for creatures of its size and type

Sources *Monster Manual* 1

SKYTER CR 2

Male insectile template varag

C/E aberration

Init +8 (Dex + Improved Initiative); **Senses** Listen +1, Spot +1; darkvision 60 ft, scent, tremorsense 60 ft., wide vision

Languages Common, Goblin

AC 20, touch 14, flat-footed 16

(+4 Dex, +3 MW bone armor, +3 natural)

hp 21 (3 HD)

Immune Flanking

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

Speed 60 ft. in bone armor (10 squares), base movement 60 ft.

Melee MW falchion +6 (2d4+3/ 18-20 x2) or kukri +4 melee (1d4+2/ 18-20 x2)

Ranged Javelin +6 (1d6+2/ x2)

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

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

Atk Options Spring Attack

Special Actions n/a

Combat Gear Potion of cure moderate wounds, potion of haste, potion of shield of faith +3, glitterstone (x1), stench stone (x1), 2 tanglefoot bags

Deity: Bralm

Abilities Str 15, Dex 19, Con 15, Int 6, Wis 12, Cha 10

SQ Darkvision 60 ft., scent, tremorsense 60 ft., scent

Feats W.F- falchion, Run, Spring Attack, Improved Initiative

Skills Jump +17, Listen +1, Move Silently +14, Spot +1, Survival +1 (+5 when tracking by scent)

Possessions MW falchion, kukri, 5 javelins, MW bone armor

Skills Varags have a +8 racial bonus on Move Silently checks and a +4 racial bonus on Survival checks when tracking by scent.

Description This humanoid stands close to 7 ft. tall when fighting but moves and runs on all fours. It has a hunched posture, double-jointed hind legs, and thick chitinous skin. The creature bears a slight resemblance to a hairy and ferocious hobgoblin with insect features, but it has a more primitive countenance and two curving horns that sweep away from its skull. It also has six arms but only two of them are developed for fine manipulation and six extra black bug-like eyes.

Sources *Monster Manual* 4, *Savage Species*, *Players Handbook*, *Magic Item Compendium*

APPENDIX 2 – APL 6

ENCOUNTER 6

ADVANCED CENTIPEDES (x2)

CR 3

N Huge vermin

Init +2 (Dex); **Senses** Listen +0, Spot +4

Languages n/a

AC 16, touch 10, flat-footed 14

(-2 size, +2 Dex, +6 natural)

hp 70 (10 HD)

Immune Vermin traits

Fort +8, **Ref** +5, **Will** +3

Speed base movement 40 ft., climb 40 ft.

Melee Bite +10 melee (2d6+6 plus poison/ x2)

Space 15 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +19

Atk Options n/a

Special Actions Poison

Combat Gear n/a

Abilities Str 18, Dex 15, Con 12, Int -, Wis 10, Cha 2

SQ Darkvision 60 ft., vermin traits

Feats -

Skills Climb +12, Hide +2, Spot +4

Possessions n/a

Poison (Ex) Injury, Fortitude save DC 16 (1d6 Dex/1d6 Dex)

Skills Monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Monstrous centipedes can take 10 on Climb checks even if threatened or distracted.

Description Typical for creatures of its type.

Sources *Monster Manual* 1

SKYTER CR 5

Male ettercap druid lvl 4

N/E aberration

Init +3 (Dex); **Senses** Listen +5, Spot +9, low light vision

Languages Common

AC 17, touch 13, flat-footed 14

(+3 Dex, +3 bone armor, +1 natural)

hp 60 (9 HD)

Fort +8, **Ref** +7, **Will** +11

Speed 30 ft. in bone armor (6 squares), base movement 30 ft., climb 30

Melee MW sickle +9/+4 (1d6+2/ x2) and bite +6 (1d8+2 plus poison/ x2) or 2 claws +6/+6 (1d3+1/ x2) and bite +8 (1d8+2 plus poison/ x2)

Ranged Sling +9/+4 (1d4+2/ x2)

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

Base Atk +6; **Grp** +8

Atk Options

Special Actions Poison bite, Improved Web

Combat Gear Potion of cure moderate wounds, potion of haste, potion of shield of faith +3, glitterstone (x1), stench stone (x1), 2 tanglefoot bags, gloves of lightning (MIC)

Druid Spells Prepared (CL 4th): DC 13 + spell level

2nd— mass snakes swiftness, splinterbolt, soften earth & stone

1st— entangle, sand blast, wall of smoke, obscuring mist

0— guidance, resistance, light, create water, detect magic

Deity: Bralm

Abilities Str 14, Dex 17, Con 13, Int 6, Wis 16, Cha 8

SQ Low light vision, nature sense, wild empathy, woodland stride, trackless step, animal companion – dire weasel

Skills Climb +7, Craft: trapmaking +4, Hide +6, Listen +5, Spot +9, Handle Animal +2, Knowledge: Nature +3, Survival +7

Feats Multiattack, Great Fortitude, Lightning Reflexes, Improved Web

Possessions combat gear plus MW sickle, sling, 10 bullets, bone armor

Web (Ex) Skyter can throw a web eight times a day. The webs have a maximum range of 50 ft. with a range increment of 10 ft. and they are effective against targets up to one Large size.

An entangled creature can escape with a successful Escape Artist check or burst with a Strength check. Both are standard actions (Escape Artist DC 19 and Break DC 21). The DCs are Constitution-based with a +4 racial modifier. The webs have 6 hit points, hardness 0, and take double damage from fire.

Skyter often creates sheets of sticky webbing from 5 ft. to 60 ft. square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice the web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5 ft. section has 6 hit points, hardness 0, and takes double damage from fire.

Skyter can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Please note that Skyter's use of his webs is more effective and versatile than normal due to the Improved Web feat.

Poison (Ex) Injury, Fortitude DC 15, initial damage 1d6 and secondary damage 2d6. The saves are Constitution-based.

Skills Ettercaps have a +4 racial bonus on Craft: (trapmaking), Hide, and Spot checks. They have a +8 racial bonus to Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Description This revolting creature resembles a cross between a gangly human and a bloated spider. It has long, slender arms and legs protruding from a rounded fleshy body. It has a spider's head with a pair of bulbous black eyes.

Sources Monster Manual, Complete Divine

Note: For purposes of Druid levels and CR, the druid levels are treated as an unassociated class.

Description This revolting creature resembles a cross between a gangly human and a bloated spider. It has long, slender arms and legs protruding from a rounded fleshy body. It has a spider's head with a pair of bulbous black eyes

Sources Monster Manual 1, Savage Species, Spell Compendium, Players Handbook

Note: For purposes of Druid levels and CR, the druid levels are treated as an unassociated class.

ANIMAL COMPANION: GASHER – DIRE WEASEL CR 2

N Male animal

Init +4 (Dex); **Senses** Listen +3, Spot +5, low light vision, scent

Languages n/a

AC 18, touch 14, flat-footed 14

(+4 Dex, +2 leather barding, +2 natural)

hp 18 (3 HD)

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

Speed 40 ft. in leather barding (8 squares), base movement 40 ft.

Melee Bite +6 melee (1d6+3/ x2)

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

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

Special Actions Attach, Blood drain

Possessions n/a

Abilities Str 14 Dex 19, Con 10, Int 2, Wis 12, Cha 11

SQ Low light vision, scent, link, share spells

Feats Alertness, Stealthy, Weapon finesse

Skills Hide +8, Move Silently +8, Listen +3, Spot +5

Possessions combat gear plus leather barding

Attach (Ex) When Gnasher hits with its bite attack latches onto the opponents body with its powerful jaws. If attached, Gnasher loses its Dexterity bonus to AC and thus has an AC of 14.

Blood drain (Ex) Gnasher drains blood for 1d4 points of Constitution damage each round it remains attached.

Description This sleek, fur-covered creature has a body longer than a human is tall. It has a wedge-shaped head crowned in short horns, four short legs, and a stumpy tail. Its movements are fluid and quick.

Sources Monster Manual 1

APPENDIX 3 – APL 8

ENCOUNTER 6

ADVANCED PHASE SPIDERS (x3) CR 5

N Large male magical beasts

Init +7 (Dex + Improved Initiative)

Senses Listen +1, Spot +4, Darkvision 60 ft., low light vision

Languages n/a

AC 15, touch 12, flat-footed 12

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

hp 50 (6 HD)

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

Speed base movement 40 ft., climb 20 ft.

Melee Bite +9 (1d6+4 plus poison/ x2)

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

Base Atk +6; **Grp** +13

Special Actions Poison

Abilities Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10

SQ Darkvision 60 ft., low light vision, ethereal jaunt

Feats Ability focus (poison), Improved initiative, W.F.-bite

Skills Climb +11, Move Silently +11, Spot +5

Possessions n/a

Ethereal Jaunt (Su) A phase spider can shift from the Ethereal Plane to the Material Plane as a free action and shift back to the Ethereal Plane as a move equivalent action (or during a move action). This is otherwise identical with *ethereal jaunt* (caster level 15th)

Poison (Ex) Injury, Fortitude DC 18, initial and secondary damage is 1d8 Con.

Skills A phase spider has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check even if rushed or threatened.

Description This creature resembles a giant wolf spider except with a larger head and varied markings of white, gray, and blue over the legs and back. Its eight eyes are silver-white.

Sources Monster Manual 1

SKYTER CR 6

Male ettercap druid lvl 5

N/E aberration

Init +3 (Dex); **Senses** Listen +5, Spot +9, low light vision

Languages Common

AC 18, touch 13, flat-footed 15

(+3 Dex, +4 bone armor, +1 natural)

hp 67 (10 HD)

Fort +8, **Ref** +7, **Will** +11

Speed 30 ft. in bone armor (6 squares), base movement 30 ft., climb 30

Melee MW sickle +9/+4 (1d6+2/ x2) and bite +6 (1d8+2 plus poison/ x2) or 2 claws +6/+6 (1d3+1/ x2) and bite +8 (1d8+2 plus poison/ x2)

Ranged Sling +9/+4 (1d4+2/ x2)

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

Base Atk +6; **Grp** +8

Atk Options

Special Actions Poison bite, Improved Web

Combat Gear Potion of cure moderate wounds, potion of haste, potion of shield of faith +3, glitterstone (x1), stench stone (x1), 2 tanglefoot bags, gloves of lightning (MIC), amulet of tears (MIC)

Druid Spells Prepared (CL 5th): DC 13 + spell level

3rd- sleet storm, ice lance (SC)

2nd— mass snakes swiftness, splinterbolt, soften earth & stone

1st— entangle, sand blast, wall of smoke, obscuring mist

0— guidance, resistance, light, create water, detect magic

Deity: Bralm

Abilities Str 14, Dex 17, Con 13, Int 6, Wis 16, Cha 8

SQ Low light vision, nature sense, wild empathy, woodland stride, trackless step, animal companion – dire weasel

Feats Climb +8, Concentration +3, Craft: trapmaking +4, Hide +7, Listen +5, Spot +9, Handle Animal +2, Knowledge: Nature +3, Survival +7

Skills Multiattack, Great Fortitude, Lightning Reflexes, Improved Web

Possessions combat gear plus MW sickle, sling, 10 bullets, bone armor +1

Web (Ex) Skyter can throw a web eight times a day. The webs have a maximum range of 50 ft. with a range increment of 10 ft. and they are effective against targets up to one Large size.

An entangled creature can escape with a successful Escape Artist check or burst with a Strength check. Both are standard actions (Escape Artist DC 19 and Break DC 21). The DCs are Constitution-based with a +4 racial modifier. The webs have 6 hit points, hardness 0, and take double damage from fire.

Skyter often creates sheets of sticky webbing from 5 ft. to 60 ft. square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice the web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5 ft. section has 6 hit points, hardness 0, and takes double damage from fire.

Skyter can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Please note that Skyter's use of his webs is more effective and versatile than normal due to the Improved Web feat.

Poison (Ex) Injury, Fortitude DC 15, initial damage 1d6 and secondary damage 2d6. The saves are Constitution-based.

Skills Ettercaps have a +4 racial bonus on Craft: (trapmaking), Hide, and Spot checks. They have a +8 racial bonus to Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Description This revolting creature resembles a cross between a gangly human and a bloated spider. It has long, slender arms and legs protruding from a rounded fleshy body. It has a spider's head with a pair of bulbous black eyes

Sources Monster Manual 1, Savage Species, Spell Compendium, Players Handbook

Note: For purposes of Druid levels and CR, the druid levels are treated as an unassociated class.

ANIMAL COMPANION: GASHER – DIRE WEASEL CR 2

N Male animal

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

Speed 40 ft. in leather barding (8 squares), base movement 40 ft. **Init** +4 (Dex); **Senses** Listen +3, Spot +5, low light vision, scent

Languages n/a

AC 18, touch 14, flat-footed 14
(+4 Dex, +2 leather barding, +2 natural)

hp 18 (3 HD)

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

Speed 40 ft. in leather barding (8 squares), base movement 40 ft.

Melee Bite +6 (1d6+1/ x2)

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

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

Atk Options n/a

Special Actions Attach, blood drain

Combat Gear n/a

Abilities Str 14 Dex 19, Con 10, Int 2, Wis 12, Cha 11

SQ Low light vision, scent, link, share spells

Feats Alertness, Stealthy, Weapon finesse

Skills Hide +8, Move Silently +8, Listen +3, Spot +5

Possessions combat gear plus leather barding

Attach (Ex) When Gnasher hits with its bite attack latches onto the opponents body with its powerful jaws. If attached, Gnasher loses its Dexterity bonus to AC and thus has an AC of 14.

Blood drain (Ex) Gnasher drains blood for 1d4 points of Constitution damage each round it remains attached.

Description This sleek, fur-covered creature has a body longer than a human is tall. It has a wedge-shaped head crowned in short horns, four short legs, and a stumpy tail. Its movements are fluid and quick.

Sources Monster Manual 1

APPENDIX 4 – APL 10

ENCOUNTER 6

ADVANCED PHASE SPIDERS (x3) CR 7

Large male magical beasts

Init +7 (Dex + Improved Initiative);

Senses Listen +1, Spot +4, Darkvision 60 ft., low light vision

Languages n/a

AC 16, touch 12, flat-footed 12
(-2 size, +2 Dex, +6 natural)

hp 100 (9 HD)

Fort +11, **Ref** +8, **Will** +4

Speed base movement 40 ft., climb 20 ft.

Melee Bite +16 (1d8+8 plus poison/ x2)

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

Base Atk +9; **Grp** +25

Special Actions Poison

Abilities Str 26, Dex 15, Con 20, Int 7, Wis 13, Cha 10

SQ Darkvision 60 ft., low light vision, ethereal jaunt

Feats Ability focus (poison), Improved initiative, W.F.-bite, virulent poison (SS)

Skills Climb +18, Move Silently +11, Spot +5

Possessions n/a

Ethereal Jaunt (Su) A phase spider can shift from the Ethereal Plane to the Material Plane as a free action and shift back to the Ethereal Plane as a move equivalent action (or during a move action). This is otherwise identical with *ethereal jaunt* (caster level 15th)

Poison (Ex) Injury, Fortitude DC 23, initial and secondary damage is 2d6 Con.

Skills A phase spider has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check even if rushed or threatened.

Description This creature resembles a giant wolf spider except with a larger head and varied markings of white, gray, and blue over the legs and back. Its eight eyes are silver-white.

Sources Monster Manual 1, Savage Species

ANIMAL COMPANION: GASHER – DIRE WEASEL CR 2

N Male animal

Init +5 (Dex); **Senses** Listen +4, Spot +6, low light vision, scent

Languages n/a

AC 21, touch 15, flat-footed 16
(+5 Dex, +2 leather barding, +4 natural)

hp 30 (5 HD)

Fort +4, **Ref** +9, **Will** +2

Speed 40 ft. in leather barding (8 squares), base movement 40 ft.

Melee Bite +8 (1d6+3/ x2)

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

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

Atk Options n/a

Special Actions Attach, blood drain

Combat Gear n/a

Abilities Str 15 Dex 20, Con 10, Int 2, Wis 12, Cha 11

SQ Low light vision, scent, link, share spells, evasion

Feats Alertness, Stealthy, Weapon finesse

Skills Hide +9, Move Silently +9, Listen +4, Spot +6

Possessions combat gear plus leather barding

Attach (Ex) When Gnasher hits with its bite attack latches onto the opponents body with its powerful jaws. If attached, Gnasher loses its Dexterity bonus to AC and thus has an AC of 14.

Blood drain (Ex) Gnasher drains blood for 1d4 points of Constitution damage each round it remains attached.

Description This sleek, fur-covered creature has a body longer than a human is tall. It has a wedge-shaped head crowned in short horns, four short legs, and a stumpy tail. Its movements are fluid and quick.

Sources Monster Manual 1

SKYTER – ETTERCAP DRUID LVL 7 CR 8

Male ettercap

N/E aberration

Init +7 (Dex + Improved Initiative); **Senses** Listen +6, Spot +10, low light vision

Languages Common

AC 18, touch 13, flat-footed 15

(+3 Dex, +4 bone armor, +1 natural)

hp 81 (12 HD)

Fort +9, **Ref** +8, **Will** +13

Speed 30 ft. in bone armor (6 squares), base movement 30 ft., climb 30

Melee MW sickle +11/+6 (1d6+2/ x2) and bite +8 (1d8+2 plus poison/ x2) or 2 claws +8/+8 (1d3+1/ x2) and bite +10 (1d8+2 plus poison/ x2)

Ranged MW Sling +12/+7 (1d4+2/ x2)

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

Base Atk +8; **Grp** +10

Atk Options

Special Actions Poison bite, Improved Web

Combat Gear Potion of cure serious wounds, potion of haste, potion of shield of faith +4, glitterstone (x1), stench stone (x1), 2 tanglefoot bags, gloves of lightning (MIC), amulet of tears (MIC)

Druid Spells Prepared (CL 7th): DC 14 + spell level

4th— spike stones, arc of lightning (SC)

3rd— sleet storm, ice lance (SC), alter fortune (PHB 2)

2nd— mass snakes swiftness, splinterbolt (x2), soften earth & stone

1st— entangle, sand blast, wall of smoke, obscuring mist, faerie fire

0— guidance, resistance, light, create water, detect magic, know direction

Deity: Bralm

Abilities Str 14, Dex 17, Con 13, Int 6, Wis 19, Cha 8

SQ Low light vision, nature sense, wild empathy, woodland stride, trackless step, animal companion – dire weasel

Skills Climb +10, Concentration +4, Craft: trapmaking +4, Hide +9, Listen +6, Spot +10, Handle Animal +3, Knowledge: Nature +4, Survival +9

Feats Multiattack, Great Fortitude, Lightning Reflexes, Improved Web, Improved Initiative

Possessions combat gear plus MW sickle, MW sling, 10 bullets, bone armor +1

Web (Ex) Skyter can throw a web eight times a day. The webs have a maximum range of 50 ft. with a range increment of 10 ft. and they are effective against targets up to one Large size.

An entangled creature can escape with a successful Escape Artist check or burst with a Strength check. Both are standard actions (Escape Artist DC 19 and Break DC 21). The DCs are Constitution-based with a +4 racial modifier. The webs have 6 hit points, hardness 0, and take double damage from fire.

Skyter often creates sheets of sticky webbing from 5 ft. to 60 ft. square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice the web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5 ft. section has 6 hit points, hardness 0, and takes double damage from fire.

Skyter can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Please note that Skyter's use of his webs is more effective and versatile than normal due to the Improved Web feat.

Poison (Ex) Injury, Fortitude DC 15, initial damage 1d6 and secondary damage 2d6. The saves are Constitution-based.

Skills Ettercaps have a +4 racial bonus on Craft: (trapmaking), Hide, and Spot checks. They have a +8 racial bonus to Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Description This revolting creature resembles a cross between a gangly human and a bloated spider. It has long, slender arms and legs protruding from a rounded fleshy body. It has a spider's head with a pair of bulbous black eyes

Sources Monster Manual 1, Savage Species, Spell Compendium, Players Handbook

Note: For purposes of Druid levels and CR, the druid levels are treated as an unassociated class.

APPENDIX 5 – APL 12

ENCOUNTER 5

ADVANCED PHASE SPIDERS (x3) CR 9

N Huge magical beast

Init +6; **Senses** Listen +1, Spot +9, darkvision 60 ft., low-light vision

Languages -

AC 16, touch 10, flat-footed 14

(-2 size, +2 Dex, +6 natural)

hp 157 (14 HD)

Fort +12, **Ref** +9, **Will** +9

Speed base movement 40 ft., climb 20 ft.

Melee Bite +18 (1d8+8 plus poison/ x2)

Space 15 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +30

Atk Options n/a

Special Actions Poison, ethereal jaunt

Abilities Str 27, Dex 15, Con 20, Int 7, Wis 13, Cha 10

SQ Darkvision 60 ft., low-light vision, ethereal jaunt

Feats Ability focus: Poison, Virulent Poison, Improved Initiative, Weapon focus: bite, Combat Reflexes

Skills Climb +18, Move Silently +12, Spot +9

Possessions n/a

Ethereal Jaunt (Su) A phase spider can shift from the Ethereal Plane to the Material Plane as a free action and shift back to the Ethereal Plane as a move equivalent action (or during a move action). This is otherwise identical with *ethereal jaunt* (caster level 15th)

Poison (Ex) Injury, Fortitude DC 26, initial and secondary damage is 2d6 Con.

Skills A phase spider has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check even if rushed or threatened.

Description This creature resembles a giant wolf spider except with a larger head and varied markings of white, gray, and blue over the legs and back. Its eight eyes are silver-white.

Sources Monster Manual 1, Savage Species

SKYTER CR 9

Male ettercap druid level 9

N/E Medium-sized aberration

Init +7; **Senses** Listen +8, Spot +12, low light vision

Languages Common

AC 19, touch 14, flat-footed 16

(+3 Dex, +4 bone armor, +1 natural, deflection +1

hp 93 (14 HD)

Fort +10, **Ref** +9, **Will** +14

Weakness

Speed 30 ft. in bone armor (6 squares), base movement 30 ft., climb 30 ft.

Melee MW sickle +12/+7 (1d6+2/ x2) and bite +6 (1d8+2 plus poison/ x2) or bite +11 (1d8+2 plus poison/ x2) and 2 claws +9/+9 melee (1d3+1/ x2)

Ranged MW sling +13/+8 ranged (1d4+2/ x2)

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

Base Atk +9 **Grp** +11

Atk Options Poison, web

Special Actions Eagles wings, wild shape, web, poison

Combat Gear Potion of cure serious wounds, potion of haste, potion of shield of faith +4, glitterstone (x1), stench stone (x1), 2 tanglefoot bags, gloves of

lightning (MIC), amulet of tears (MIC), ring of protection +1, potion of gaseous form

Druid Spells Prepared (CL 9th): DC 14 plus spell level

5th— mass contagion (SC)

4th— spike stones, arc of lightning (SC), languor (SC)

3rd— spike growth, ice lance (SC), protection vs. energy, meld into stone

2nd— briar web, splinterbolt, mass snakes swiftness (x2) (SC), soften earth & stone

1st— entangle, enrage animal, thunderhead (SC), cure light wounds, sand blast

0— flare, detect magic, guidance, resistance, know direction, virtue

Deity: Bralm.

Abilities Str 14, Dex 17, Con 13, Int 6, Wis 19, Cha 8

SQ Poison, web, animal companion – Gasher: dire weasel, nature sense, wild empathy, woodland stride, trackless step, resist natures lure, wild shape 3/day, wild shape- Large, venom immunity, low light vision

Feats Multi attack, Great Fortitude, Lightning Reflexes, Improved Web, Eagles Wings

Skills Climb +10, Craft: trapmaking +8, Hide +9, Listen +8, Spot +12, Handle Animal +4, Survival +8, Knowledge: Nature +3

Possessions combat gear plus MW sickle, MW sling, 10 bullets, bone armor +1

Web (Ex) Skyter can throw a web eight times a day. The webs have a maximum range of 50 ft. with a range increment of 10 ft. and they are effective against targets up to one Large size.

An entangled creature can escape with a successful Escape Artist check or burst with a Strength check. Both are standard actions (Escape Artist DC 17 and Break DC 21). The DCs are Constitution-based with a +4 racial modifier. The webs have 6 hit points, hardness 0, and take double damage from fire.

Skyter often creates sheets of sticky webbing from 5 ft. to 60 ft. square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice the web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5 ft. section has 6 hit points, hardness 0, and takes double damage from fire.

Please note that Skyter's use of his webs is more effective and versatile than normal due to the Improved Web feat.

Skyter can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Poison (Ex) Injury, Fortitude DC 15, initial damage 1d6 and secondary damage 2d6. The saves are Constitution-based.

Skills Ettercaps have a +4 racial bonus on Craft: (trapmaking), Hide, and Spot checks. They have a +8 racial bonus to Climb checks and can always choose

to take 10 on Climb checks even if rushed or threatened.

Description This revolting creature resembles a cross between a gangly human and a bloated spider. It has long, slender arms and legs protruding from a rounded fleshy body. It has a spider's head with a pair of bulbous black eyes.

Sources Monster Manual, Complete Divine

Note: For purposes of Druid levels and CR, the druid levels are treated as an unassociated class.

ANIMAL COMPANION: GASHER – DIRE WEASEL CR 2

N Male animal

Init +5 (Dex); **Senses** Listen +6, Spot +8, low light vision, scent

Languages n/a

AC 24, touch 16, flat-footed 18
(+6 Dex, +2 leather barding, +6 natural)

hp 54 (9 HD)

Fort +6, **Ref** +15, **Will** +4

Speed 40 ft. in leather barding (8 squares), base movement 40 ft.

Melee Bite +13 (1d6+4/ x2)

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

Base Atk +6; **Grp** +9

Atk Options n/a

Special Actions Attach, blood drain

Combat Gear n/a

Abilities Str 17 Dex 22, Con 10, Int 2, Wis 12, Cha 11

SQ Low light vision, scent, link, share spells, evasion, devotion

Feats Alertness, Stealthy, Weapon finesse, W.F- bite, dodge

Skills Hide +10, Move Silently +10, Listen +6, Spot +8

Possessions combat gear plus leather barding

Attach (Ex) When Gnasher hits with its bite attack latches onto the opponents body with its powerful jaws. If attached, Gnasher loses its Dexterity bonus to AC and thus has an AC of 18.

Blood drain (Ex) Gnasher drains blood for 1d4 points of Constitution damage each round it remains attached.

Description This sleek, fur-covered creature has a body longer than a human is tall. It has a wedge-shaped head crowned in short horns, four short legs, and a stumpy tail. Its movements are fluid and quick.

Sources Monster Manual 1

APPENDIX 1 – APL 4

ENCOUNTER 7

RED MANTIS CR 4

Female insectile druid level 3

N/E Medium aberration

Init +6 (Dex + Improved Initiative;

Senses Listen +6, Spot +10; Darkvision 60 ft., tremorsense 60 ft.

Languages Common, Undercommon

AC 17, touch 12, flat-footed 13

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

hp 23 (3 HD)

Immune Flanking

Fort +5, **Ref** +3, **Will** +7

Speed 30 ft. in bone armor (6 squares), base movement 30 ft.

Melee MW scimitar +3 (1d6/ 18-20) or dagger +2 melee (1d4/ 19-20 x2)

Ranged Dagger +4 ranged (1d4/ 19-20 x2) or sling +4 ranged (1d4/ x2)

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

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

Atk Options n/a

Special Actions n/a

Combat Gear Tanglepatch (x2), potion of cure moderate wounds, potion of cats grace, scroll-obscuring mist, scroll- splinterbolt: 3rd lvl, tanglefoot bag (x2), potion of invisibility

Druid Spells Prepared (CL 3rd):

2nd— splinterbolt, animalistic power (PHB 2) (1)

1st— thunderhead, snakes swiftness (SC), obscuring mist

0— detect magic, resistance, know direction, create water

Deity: Bralm

Abilities Str 10, Dex 14, Con 14, Int 12, Wis 18, Cha 15

SQ Nature sense, wild empathy, animal companion-badger, woodland stride, trackless step, tremorsense 60 ft., wide vision, darkvision 60 ft.

Feats Improved initiative, Verminfriend (BVD)

Skills Hide +2, Concentration +8, Diplomacy +3, Handle Animal +6, Knowledge: Nature +5, Move Silently +2, Survival +9, Listen +6, Spot +10, Ride +3, Spellcraft +2

Possessions combat gear plus MW scimitar, dagger, sling, 10 bullets, bone armor

Skills Because of her wide vision, Red Mantis receives a +4 racial bonus to Spot checks.

Description Red Mantis appears as a humanoid with a lithe body and slightly chitinous and crimson-colored skin. She has six pairs of eyes, four black and her two primary ones blood red. She also has four arms. It is rare to see her with a look on her face other than that of contempt for those around her.

Sources Savage Species, Spell Compendium, PHB 2, Book of Vile Darkness

KLAW – BADGER ANIMAL COMPANION CR 1/2

Male N animal

Init +4 (Dex); **Senses** Listen +4, Spot +4, scent, low light vision

Languages n/a

AC 20, touch 15, flat-footed 14

(+1 size, +4 Dex, +2 leather barding, +3 natural)

hp 21 (3 HD)

Fort +5, **Ref** +6, **Will** +2

Speed 30 ft. in leather barding (6 squares), base movement 30 ft., burrow 10 ft.

Melee 2 claws +7/+7 (1d2-1/ x2) and bite +5 melee (1d3-1/ x2)

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

Base Atk +2; **Grp** -3

Atk Options n/a

Special Actions Rage

Combat Gear n/a

Abilities Str 9, Dex 18, Con 15, Int 2, Wis 12, Cha 6

SQ Rage, low light vision, scent, evasion, link, share spells

Feats Weapon finesse, Track, Multiattack

Skills Escape Artist +8, Listen +4, Spot +4

Possessions combat gear plus small leather barding

Rage (Ex) A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or his opponent is dead. It cannot end its rage voluntarily.

Skills A badger has a +4 racial bonus on Escape Artist checks.

Description Typical for a creature of its type.

Sources Monster Manual 1

PINCER- INSECTILE TEMPLATE OGRE CR 4

C/E large male aberration

Init +1 (Dex); **Senses** Listen +3, Spot +7; Darkvision 60 ft., wide vision, tremorsense 60 ft.

Languages Common, Giant

AC 21, touch 10, flat-footed 20

(-1 size, +1 Dex, +4 bone armor, +7 natural)

hp 30 (4 HD)

Immune Flanking

Fort +6, **Ref** +1, **Will** +2

Speed 30 ft. in bone armor (6 squares), base movement 30 ft.

Melee Large greatclub +8 melee (2d8+7/ x2)

Ranged Javelin +2 ranged (1d8+5/ x2)

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

Base Atk +3; **Grp** +12

Atk Options n/a

Special Actions n/a

Combat Gear potion of cure moderate wounds, elixir of fire breathing, potion of protection vs. good

Abilities Str 21, Dex 12, Con 15, Int 6, Wis 12, Cha 7

SQ Darkvision 60 ft., tremorsense 60 ft., wide vision

Feats Toughness, W.F- greatclub

Skills Climb +5, Listen +3, Spot +7

Possessions combat gear plus large greatclub, 5 large javelins, large bone armor

Skills Insectile ogres had a +4 racial bonus to Spot checks.

Description This hulking brute appears to be at least 9 feet tall. It has a thick, slightly chitinous hide covered in dark warty bumps. It wears blood stained bone armor over smelly skins, and its hair is long, unkempt, and greasy. It has six arms, but only two of them are sufficiently dexterous for using tools and weapons and it has four dark, bug-like black eyes in addition to its normal eyes.

Sources Players Handbook, Monster Manual, Savage Species

STANDARD MONSTROUS LARGE SPIDER CR 2 (x2)

N Large-sized vermin

Init +4; **Senses** Listen +0, Spot +4

Languages None

AC 14, touch 12, flat-footed 11

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

hp 22 (4 HD)

Immune As per vermin traits (all mind-affecting effects: charms, compulsions, phantasms, patterns, and morale effects)

Fort +5, **Ref** +4, **Will** +1

Speed 30 ft base movement, 20 ft. climb

Melee Bite +4 melee (1d8+3 plus poison)

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

Base Atk +3; **Grp** +9

Atk Options n/a

Special Actions Poison, web

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

SQ Darkvision 60 ft., vermin traits, tremor sense 60 ft.

Feats n/a

Skills Climb +11, Hide +3, Jump +2, Spot +4

Possessions n/a

Poison (Ex) A monstrous spider has a poisonous bite. Those bitten must make a Fortitude save DC 13 (1d6 Str/ 1d6 Str.)

Web (Ex) Spiders can throw a web eight times a day and their strands are strong enough to support their weight plus one other creature of the same size. The webs have a maximum range of 50 ft. with a range increment of 10 ft. and they are effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst with a Strength check. Both are standard actions (Escape Artist DC 13 and Break DC 17). The DCs are Constitution-based with a +4 racial modifier.

Web spinners often create sheets of sticky webbing from 5 ft. to 60 ft. square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice the web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5 ft. section has 12 hit points and sheet webs have a damage reduction of 5/-.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Skills Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on a Climb check, even if rushed or threatened. Monstrous spiders use either their

Strength or Dexterity modifier to Climb checks, whichever is greater.

Description Typical for creatures of its size and type
Sources *Monster Manual* 1

APPENDIX 2 – APL 6

ENCOUNTER 7

RED MANTIS CR 6

Female insectile druid level 5

N/E Medium aberration

Init +6 (Dex + Improved Initiative); **Senses** Listen +6, Spot +10, darkvision 60 ft., tremorsense 60 ft., wide vision

Languages Common, Druidic, Undercommon

AC 18, touch 12, flat-footed 16
(+2 Dex, +4 bone armor, +2 natural)

hp 37 (5 HD)

Immune Flanking

Fort +6, **Ref** +3, **Will** +8

Speed 30 ft. in bone armor (6 squares), base movement 30 ft.

Melee MW scimitar +4 1d6/ 18-2 x3) or bone dagger +3 (1d4/ 19-20 x2)

Ranged Dagger +5 ranged (1d4/ 19-20 x2) or sling +5 ranged (1d4/ x2)

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

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

Atk Options n/a

Special Actions Woodland stride, trackless step, wild shape 1/day

Combat Gear Tanglepatch (x2), tanglefoot bag (x2), potion of cats grace, potion of cure moderate wounds, scroll- dispel magic- 5th lvl, scroll – cure serious wounds – 5th lvl, necklace of fireballs type 1 potion of invisibility

Druid Spells Prepared (CL 5th):

3rd— protection vs. energy (fire) (†), poison (†)

2nd— splinterbolt, animalistic power (PHB 2) (†), mass snakes swiftness (SC)

1st— thunderhead, snakes swiftness (SC), obscuring mist, magic fang (†)

0— know direction, resistance, guidance, create water, flare, detect magic

Deity: Bralm

† Already cast

Abilities Str 10, Dex 14, Con 14, Int 12, Wis 19, Cha 15

SQ Darkvision 60 ft., tremorsense 60 ft., wide vision, nature sense, wild empathy, animal companion-badger, woodland stride, trackless step, resist natures lure, wild shape 1/day

Feats Improved Initiative, Verminfriender

Skills Hide +3, Concentration +3, Diplomacy +4, Handle Animal +7, Knowledge: Nature +7, Move Silently +3, Survival +10, Listen +6, Spot +10, Ride +4, Spellcraft +2

Possessions combat fear plus MW scimitar, bone dagger, sling, 10 bullets, bone armor +1

Skills With the insectile template, Red Mantis has a +4 racial bonus to Spot checks.

Description Red Mantis appears as a humanoid with a lithe body and slightly chitinous and crimson-colored skin. She has six pairs of eyes, four black and her two primary ones blood red. She also has four arms. It is rare to see her with a look on her face other than that of contempt for those around her.

Sources *Monster Manual* 1, *Savage Species*, *Players Handbook* 1 & 2, *Spell Compendium*, *Magic Item Compendium*

KLAW – DIRE BADGER ANIMAL COMPANION CR 2

N Male medium animal

Init +3 (Dex); **Senses** Listen +6, Spot +6; low light vision, scent

Languages n/a

AC 18, touch 13, flat-footed 15

(+3 Dex, +3 leather barding armor, +3 natural)

hp 29 (3 HD)

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

Speed 30 ft. in leather barding (6 squares), base movement 30 ft., burrow 10 ft.

Melee 2 claws +4 (1d4+2/ x2) and bite -1 (1d6+1/ x2)

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

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

Atk Options n/a

Special Actions Rage

Combat Gear n/a

Abilities Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10

SQ Low light vision, scent

Feats Alertness, Toughness, Track

Skills Listen +6, Spot +6

Possessions combat gear plus leather barding

Rage (Ex) Rage (Ex) A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or his opponent is dead. It cannot end its rage voluntarily.

Description This squat muscular creature is covered with thick, wild fur. Its stout legs end in clawed feet, and its pointed snout has a wide mouth full of sharp teeth.

Sources *Monster Manual* 1

PINCER- INSECTILE TEMPLATE TROLL CR 6

C/E Large aberration

Init +4 (Dex); **Senses** Listen +6, Spot +11, scent, darkvision 60 ft., tremorsense 60 ft., wide vision

Languages Common, Giant

AC 24 , touch 13, flat-footed 20

(-1 size, +4 Dex, +4 bone armor, +7 natural)

hp 63 (6 HD); regeneration 5

Immune Flanking

Fort +11, **Ref** +6, **Will** +4

Speed 30 ft. in bone armor (6 squares), base movement 30 ft.

Melee Large MW greatsword +10 melee (3d6+9/ 19-20 x2) and bite +4 melee (1d6+3/ x2) or 2 claws +9/+9 melee (1d6+6/ x2) and bite +4 (1d6+3/ x2)

Ranged Javelin +6 ranged (1d8+6/ x2)

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

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

Atk Options n/a

Special Actions Rend – 2d6+9

Combat Gear potion of cure moderate wounds, potion of rage, potion of invisibility, slippers of spider climbing

Deity: Bralm

Abilities Str 23, Dex 18, Con 23, Int 6, Wis 11, Cha 6

SQ Scent, darkvision 60 ft., tremorsense 60 ft., wide vision, regeneration 5

Feats Alertness, Iron Will

Skills Listen +6, Spot +11

Possessions combat gear plus large bone armor +1, MW greatsword, 5 large javelins

Rend (Ex) If Pincer hits with both claw attacks, it latches onto the opponents body and tears the flesh. This attack automatically deals 2d6+9 points of damage.

Skills Pincer, having the insectile template, has a +4 racial bonus to Spot checks.

Description Pincer appears as big bipedal creature about 9 ft. tall and very thin. He has six arms, although only two of them have developed enough claws to use as weapons. He has long and ungainly arms and legs. His legs end in great three-toed feet, the arms in wide, powerful hands. His hide is a mixture of chitinous and rubbery, and his hair is thick and ropy, and seems to writhe with its own energy. He also has multiple jet black eyes

Sources Monster Manual 1, Savage Species, Players Handbook

FIRECLAW CR 5

Female insectile template hobgoblin warmage level 4
C/N Medium aberration

Init +3 (Dex); **Senses** Listen +1, Spot +5

Languages Common, Goblin

AC 20, touch 12, flat-footed 18
(+3 Dex, +5 armor, +2 natural)

hp 24 (4 HD)

Immune Flanking

Fort +3, **Ref** +4, **Will** +5

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

Melee MW shortspear +4 (1d6+1/ x2) or +3 (1d4+1/ 19-20 x2)

Ranged MW shortspear +6 (1d6+1/ x2) or dagger +5 (1d4+1/ 19-20 x2) or light crossbow +5 (1d8/ 19-20 x2)

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

Base Atk +2; **Grp** +3

Atk Options n/a

Special Actions n/a

Combat Gear scroll: blast of force- 4th lvl (SC), scroll: Bigby's tripping hand (PHB 2)- 4th lvl, scroll: luminous swarm – (CM) 4th lvl, rod of empower (lesser), potion of barkskin +4, potion of cure moderate wounds, 2 tanglefoot bags, potion of invisibility

Deity: Erythnul

Warmage Spells Known (CL 4th): DC 13 + spell level, DC 15 + spell level vs. Evocation spells

2nd (4/day)— blades of fire, continual flame, fire trap, fireburst, flaming sphere, ice knife, Melf's acid arrow, pyrotechnics, scorching ray, shatter, whirling blade

1st (6/day)— accuracy, burning hands, chill touch, fist of stone, magic missile, lesser orb of acid, lesser orb of cold, lesser orb of electricity, lesser orb of fire, lesser orb of sound, shocking grasp, true strike (1), sonic blast (SC)

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

1 Already cast

Abilities Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 16

SQ Darkvision 60 ft., tremorsense 60 ft., wide vision, armored mage (light), warmage edge (+2 due to Int modifier), advanced learning – sonic burst

Feats Spell focus: Evocation, Greater Spell focus: Evocation

Skills Concentration +8, Knowledge: Arcana +8, Knowledge: History +8, Spellcraft +10

Possessions combat gear plus chain shirt +1, MW shortspear, dagger, light crossbow, 10 bolts

Skills Fireclaw, having the insectile template, has a +4 racial bonus to Spot checks.

Description Fireclaw resembles an amalgamation of hobgoblin and insect. His skin is slightly chitinous and he has six arms but only two of them are evolved enough for fine manipulation. He also has six extra black bug-like eyes in addition to his normal ones.

Sources- Players Handbook 1 & 2, Savage Species, Complete Arcane, Spell Compendium

STANDARD HARPOON SPIDER CR 4

C/E Large male aberration

Init +4; **Senses** Listen +1, Spot +7, darkvision 120 ft.

Languages Common & Undercommon (in whispery voices)

AC 16, touch 13, flat-footed 12
(-1 size, +4 Dex, +3 natural)

Hp 48 (5 HD)

Fort +5, **Ref** +5, **Will** +5

Speed base movement 40 ft., 20 ft. climb

Melee Bite +5 melee (1d8+3 plus poison/ x2)

Ranged 2 fangs +6/+6 (1d4+1 plus harpooning/ x2)

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

Base Atk +3; **Grp** +10

Atk Options Improved Trip

Special Actions Harpooning, poison

Combat Gear n/a

Abilities Str 17, Dex 19, Con 18, Int 14, Wis 12, Cha 9

SQ Darkvision 120 ft., evasion, spines, web movement

Feats Combat Reflexes, Improved Toughness, Improved Trip

Skills Balance +8, Climb +16, Hide +8, Jump +21, Spot +7, Tumble +13

Possessions n/a

Poison (Ex) Injury, Fortitude DC 16. Initial damage 1d6 Dexterity, secondary 2d6 Dexterity.

Spines (Ex) Any creature striking a harpoon spider with its body or a handheld weapon must make a DC 16 Reflex save or take 1d6 points of piercing damage from the spider's spines. (Creatures with reach weapons, such as longswords are not subject to this damage.) The spines deal an extra 1d6 points of damage on a successful grapple check (much like armor spikes). The save DC is Dexterity-based.

As a full round action, a harpoon spider can pick up a Medium or smaller helpless creature with its legs and impale the body on its spines, dealing 2d6 points of piercing damage. The spider can carry up to 2 medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller creatures in this manner. Harpoon spiders often use this method to carry their next meals.

Web movement (Ex) Although they cannot spin webs themselves, harpoon spiders can climb around and through webs with ease using their climb speed. They are immune to the effects of a *web* spell.

Evasion (Ex) As per the identical special quality possessed by rogues and monks.

Skills A harpoon spider has a +8 racial bonus on Climb checks and jump checks, and it can always choose to take 10 on a Climb check, even if rushed or threatened.

Description A creature the size of a large horse looms before you. It resembles a spider, except that it has 10 legs rather than eight. Its body is covered with sharp spines, and its eight eyes look like they belong more on a human than a spider face. Two massive mandibles flex slowly, as it glares.

Sources – Monster Manual 3

APPENDIX 3 – APL 8

ENCOUNTER 7

RED MANTIS CR 7

Female insectile druid level 6

N/E Medium aberration

Init +6 (Dex + Improved Initiative); **Senses** Listen +6, Spot +10, darkvision 60 ft., tremorsense 60 ft., wide vision

Languages Common, Druidic, Undercommon

AC 18, touch 12, flat-footed 16

(+2 Dex, +4 bone armor, +2 natural)

hp 45 (6 HD)

Immune Flanking

Fort +7, **Ref** +4, **Will** +10

Speed 30 ft. in bone armor (6 squares), base movement 30 ft.

Melee Scimitar +5 (1d6+1/ 18-20 x3) or MW dagger +5 (1d4/ 19-20 x2)

Ranged Dagger +7 ranged (1d4/19-20 x2) or sling +6 (1d4/ x2)

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

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

Atk Options n/a

Special Actions Woodland stride, trackless step, wild shape 2/day

Combat Gear tanglefoot patch (x2), periapt of wisdom +2, scimitar +1, tanglefoot bag (x2), potion of cats grace, potion of cure moderate wounds, potion of lesser restoration, scroll – quench: 6th level, scroll: cure serious wounds – 6th level, necklace of fireballs type 2, potion of invisibility

Druid Spells Prepared (CL 6th):

3rd— protection vs. energy (fire) (1), spike growth, poison

2nd— splinterbolt, animalistic power (1), salt ray, mass snakes swiftness

1st—thunderhead, snakes swiftness, obscuring mist, magic fang (1), sand blast

0— know direction, resistance, guidance, create water, flare, detect magic

Deity: Bralm

Abilities Str 10, Dex 14, Con 14, Int 12, Wis 21, Cha 15

SQ Nature sense, wild empathy, animal companion – dire badger, woodland stride, trackless step, wild shape 2/day, darkvision 60 ft., tremorsense 60 ft., wide vision

Feats Improved initiative, Verminfriend (BVD), Reach spell

Skills Hide +3, Concentration +11, Diplomacy +5, Handle Animal +8, Knowledge: Nature +7, Move Silently +3, Survival +12, Listen +6, Spot +10, Ride +4, Spellcraft +3

Possessions combat gear plus scimitar +1, MW dagger, sling, 10 bullets, bone armor +1

Spellbook n/a

Skills With the insectile template, Red Mantis has a +4 racial bonus to Spot checks.

Description Red Mantis appears as a humanoid with a lithe body and slightly chitinous and crimson-colored skin. She has six pairs of eyes, four black and her two primary ones blood red. She also has four arms. It is rare to see her with a look on her face other than that of contempt for those around her.

Sources Monster Manual 1, Savage Species, Players Handbook 1 & 2, Spell Compendium, Magic Item Compendium

KLAW – DIRE BADGER ANIMAL COMPANION CR 2

N Male medium animal

Init +4 (Dex); **Senses** Listen +7, Spot +7; low light vision, scent

Languages n/a

AC 21, touch 14, flat-footed 17

(+4 Dex, +3 leather barding armor, +5 natural)

hp 57 (5 HD)

Fort +8, **Ref** +8, **Will** +2

Speed 30 ft. in leather barding (6 squares), base movement 30 ft., burrow 10 ft.

Melee 2 claws +4 (1d4+2/ x2) and bite -1 (1d6+1/ x2)

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

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

Atk Options n/a

Special Actions Rage

Combat Gear n/a

Abilities Str 15, Dex 18, Con 19, Int 2, Wis 12, Cha 10

SQ Low light vision, scent

Feats Alertness, Toughness, Track

Skills Listen +7, Spot +7

Possessions combat gear plus leather barding

Rage (Ex) Rage (Ex) A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or his opponent is dead. It cannot end its rage voluntarily.

Description This squat muscular creature is covered with thick, wild fur. Its stout legs end in clawed feet, and its pointed snout has a wide mouth full of sharp teeth.

Sources Monster Manual 1

PINCER & MANDIBLE - INSECTILE TEMPLATE TROLLS (x2) CR 7

Large male insectile template troll barbarian 1 (x2)

C/E Large aberrations

Init +3 (Dex); **Senses** Listen +11, Spot +10, darkvision 60 ft., scent, tremorsense 60 ft., wide vision

Languages Common, Giant

AC 26, touch 12, flat-footed 23

(-1 size, +3 Dex, +6 millipede breastplate, +8 natural)

hp 87 (7 HD); regeneration 5

Immune Flanking

Fort +15, **Ref** +5, **Will** +7

Speed 30 ft. in millipede breastplate (6 squares), base movement 40 ft.

Melee Large MW greatsword +12 (3d6+10/ 19-20 x2) or large MW kukri +12 1d6+7/ 18-20 x2) and bite +6 (1d6+3/ x2) or 2 claws +11/+11 (1d6+7/ x2) and bite +6 melee (1d6+3/ x2)

Ranged Large javelins +7 (1d8+7/ x2)

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

Base Atk +5; **Grp** +16

Atk Options Power Attack

Special Actions Rend – 2d6+10

Combat Gear potion of cure serious wounds, potion of rage, potion of invisibility, slippers of spider climbing, elixir of fire breathing

Deity: Bralm

Abilities Str 25, Dex 16, Con 28, Int 10, Wis 16, Cha 10

SQ Rage 1/day, fast movement, darkvision 60 ft., low light vision, tremorsense 60 ft., scent, wide vision, regeneration 5

Feats Iron Will, Track, Power Attack

Skills Listen +11, Spot +10, Craft: Weaponsmith +3, Climb +5, Jump +5

Possessions combat gear plus large MW greatsword, large MW kukri, large javelins (x5), millipede breastplate +1

Rend (Ex) If Pincer hits with both claw attacks, it latches onto the opponents body and tears the flesh. This attack automatically deals 2d6+9 points of damage.

Skills Pincer, having the insectile template, has a +4 racial bonus to Spot checks.

Description Pincer appears as big bipedal creature about 9 ft. tall and very thin. He has six arms, although only two of them have developed enough claws to use as weapons. He has long and ungainly arms and legs. His legs end in great three-toed feet, the arms in wide, powerful hands. His hide is a mixture of chitinous and rubbery, and his hair is thick and ropy, and seems to writhe with its own energy. He also has multiple jet black eyes

Sources Monster Manual 1, Savage Species, Players Handbook

FIRECLAW – STANDARD DRIDER CR 7

Male drider

C/E Large aberration

Init +2 (Dex); **Senses** Listen +9, Spot +9, darkvision 60 ft.

Languages Common, Undercommon, Elven

AC 18, touch 11, flat-footed 16

(-1 size, +2 Dex, +1 bracers of armor, +6 natural)

hp 60 (including 10 from potion of false life 6th lvl) (6 HD)

SR 17

Fort +5, **Ref** +4, **Will** +8

Speed base movement 30 ft., other movement mode 15 ft.

Melee Large dagger +6 (1d6+3/ 19-20 x2) or large MW quarterstaff +6 (1d8+2/ x2) and bite +1 (1d4+1 plus poison/ x2) or bite +6 (1d4+1 plus poison/ x2)

Ranged Large shortbow +5 (1d8/ x3)

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

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

Atk Options Two weapon fighting

Special Actions Poison, spell-like abilities

Combat Gear Potion of invisibility, metamagic rod empower (lesser), scroll: blast of force- 4th lvl (SC), scroll: Bigby's tripping hand (PHB 2)- 4th lvl, scroll: luminous swarm – (CM) 4th lvl, potion of barkskin +4, potion of cure moderate wounds, 2 tanglefoot bags

Wizard Spells Prepared (CL 6th): DC 13 + spell level
3rd— scintillating sphere (SC), haste, ray of dizziness (SC)

2nd— blinding color surge (PHB 2), scorching ray, Tasha's Hideous Laughter, dimension hop ((PHB 2)

1st— shield (§), ray of enfeeblement, magic missile, benign transposition (SC)

0— resistance, ray of frost, detect magic, mage hand

Deity: Erythnul

Spell-Like Abilities (CL 6th): DC 13 + spell level

3rd— clairsentience/clairvoyance 1/day, dispel magic 1/day, suggestion 1/day

2nd— darkness 1/day, levitate 1/day
1st— detect good 1/day, detect law 1/day, faerie fire 1/day
0 lvl- dancing lights 1/day, detect magic 1/day,
‡ Already cast

Abilities Str 15, Dex 15, Con 16, Int 17, Wis 16, Cha 16
SQ Spell-like abilities, SR 17, darkvision 60 ft.
Feats Two Weapon fighting, Combat Casting, W.F- bite
Skills Concentration +9, Climb +14, Hide +10, Listen +9, Move Silently +12, Spot +9
Possessions combat gear plus large dagger +1, large MW quarterstaff, large shortbow, 20 arrows
Spellbook spells prepared plus 0— all, 1st – mage armor, shocking grasp, Tenser's floating disk, Bigby's tripping hand,; 2nd- Melf's acid arrow, ghoul touch, mirror image, torrent of tears (CM); 3rd- fireball, slow, spider poison (SC)

Poison (Ex) Injury, Fortitude DC 16, initial and secondary damage is 1d6 Str. The save is Constitution-based.
Skills Fireclaw has a +4 racial bonus to Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Description Fireclaw has the head and torso of a dark elf and the lower body of a giant spider. He wears a necklace with a red claw from some bizarre insect on it.
Sources – Monster Manual 1, Players Handbook 1 & 2, Complete Mage, Spell Compendium

ADVANCED HARPOON SPIDER CR 5
C/E Large male aberration
Init +5 (Dex);
Senses Listen +1, Spot +10, darkvision 120 ft.
Languages Common & Undercommon (in whispery voices)

AC 17, touch 14, flat-footed 12
(-1 size, +5 Dex, +3 natural)
Hp 96 (9 HD)
Fort +7, **Ref** +10, **Will** +7

Speed base movement 40 ft., 20 ft. climb
Melee Bite +8 melee (1d8+3 plus poison/ x2)
Ranged 2 fangs +11/+11 (1d4+1 plus harpooning/ x2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +13
Atk Options Improved Trip
Special Actions Harpooning, poison
Combat Gear n/a

Abilities Str 17, Dex 20, Con 18, Int 14, Wis 12, Cha 9
SQ Darkvision 120 ft., evasion, spines, web movement
Feats Combat Reflexes, Improved Toughness, Improved Trip, Lightning Reflexes, W.F.- fangs
Skills Balance +12, Climb +18, Hide +13, Jump +24, Spot +11, Tumble +18
Possessions n/a

Harpooning (Ex): As ranged attacks, a harpoon spider can fire one or two of its fangs up to 20 ft. (no range increment). The spider can fire at two

different targets if it chooses. A successful hit deals 1d4+1 points of damage as the harpoon spider hooks the flesh of the target and immediately exudes a thick, sticky glue. The spider can reel in a harpoon as a free action; treat this as a trip attack (+13 bonus). Failure indicates that the harpoon rips free (and deals another 1d4+1 points of damage to the victim). Success indicates that the victim is pulled off its feet and dragged back to the spider, who can immediately make a free bite attack against the victim. A harpoon spider can only pull a creature smaller than itself in this manner. Attempts to retract a creature of its own size or larger automatically cause the fangs to rip free as if the trip attack had failed. The glue exuded from the spider decomposes quickly, and at the end of the spider's turn the fang automatically detaches.

Poison (Ex) Injury, Fortitude DC 18. Initial damage 1d6 Dexterity, secondary 2d6 Dexterity.

Spines (Ex) Any creature striking a harpoon spider with its body or a handheld weapon must make a DC 19 Reflex save or take 1d6 points of piercing damage from the spider's spines. (Creatures with reach weapons, such as longswords are not subject to this damage.) The spines deal an extra 1d6 points of damage on a successful grapple check (much like armor spikes). The save DC is Dexterity-based.

As a full round action, a harpoon spider can pick up a Medium or smaller helpless creature with its legs and impale the body on its spines, dealing 2d6 points of piercing damage. The spider can carry up to 2 medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller creatures in this manner. Harpoon spiders often use this method to carry their next meals.

Web movement (Ex) Although they cannot spin webs themselves, harpoon spiders can climb around and through webs with ease using their climb speed. They are immune to the effects of a web spell.

Evasion (Ex) As per the identical special quality possessed by rogues and monks.

Skills A harpoon spider has a +8 racial bonus on Climb checks and jump checks, and it can always choose to take 10 on a Climb check, even if rushed or threatened.

Description A creature the size of a large horse looms before you. It resembles a spider, except that it has 10 legs rather than eight. Its body is covered with sharp spines, and its eight eyes look like they belong more on a human than a spider face. Two massive mandibles flex slowly, as it glares.

Sources – Monster Manual 3

APPENDIX 4 – APL 10

ENCOUNTER 7

RED MANTIS CR 9

Female insectile druid level 7/ Vermin lord 1
N/E Medium aberration

Init +6 (Dex + Improved Initiative); **Senses** Listen +9, Spot +14, darkvision 60 ft., tremorsense 60 ft., wide vision

Languages Common, Druidic, Undercommon

AC 19, touch 12, flat-footed 17

(+2 Dex, +4 blurring bone armor, +3 natural)

Miss Chance 20 % (due to blurring enchantment of armor)

hp 59 (8 HD)

Immune Flanking

Fort +7, **Ref** +4, **Will** +13

Speed 30 ft. in bone armor (6 squares), base movement 30 ft.

Melee Scimitar +6 (1d6+1/ 18-20 x2) or MW dagger +6 (1d4/ 19-20 x2)

Ranged Sling +8 ranged (1d4/ x2)

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

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

Atk Options n/a

Special Actions Woodland stride, trackless step, wild shape 3/day

Combat Gear tanglepatch (x2), tanglefoot bags (x2), scroll- death ward: 8th lvl, scroll- stoneskin: 8th level, potion of cats grace, potion of lesser restoration, potion of cure moderate wounds, potion of invisibility

Druid Spells Prepared (CL 8th): DC 16 + spell level

4th— poison (reach), ice storm, arc of lightning

3rd— protection vs. energy (fire) (1/), poison, meld into stone, spike growth

2nd— splinterbolt, animalistic power (1/), salt ray, mass snakes swiftness, barkskin (1/)

1st— thunderhead, snakes swiftness, obscuring mist, sand blast, magic fang (1/), longstrider (1/)

0— know direction, resistance, guidance, detect magic, purify food & drink, create water

Deity: Bralm

1/ Already cast

Abilities Str 10, Dex 14, Con 14, Int 12, Wis 22, Cha 15

SQ Animal companion —dire badger, vermin servant, nature sense, wild empathy, woodland stride, trackless step, tremorsense 60 ft., darkvision 60 ft., wide vision, wild shape 3/day, chitin +1

Feats Improved Initiative, Vermin friend, Reach spell

Skills Hide +3, Concentration +13, Diplomacy +5, Handle Animal +9, Knowledge: Nature +9, Listen +9, Spot +14, Ride +4, Spellcraft +5.

Possessions combat gear plus bone armor +1-blurring, scimitar +1, MW dagger, sling, 10 bullets

Twitch- Vermin servant: At the first level of Vermin Lord, Red Mantis gains a small monstrous spider that is treated as a familiar.

Skills Red mantis has a +4 racial bonus to her Spot checks.

Description Red Mantis appears as a humanoid with a lithe body and slightly chitinous and crimson-colored skin. She has six pairs of eyes, four black and her two primary ones blood red. She also has four arms. It is rare to see her with a look on her face other than that of contempt for those around her.

Sources Savage Species, Spell Compendium, PHB 2, Book of Vile Darkness

TWITCH – VERMIN LORD SERVANT CR 1/2

N Small magical beast

Init +3; **Senses** Listen +0, Spot +4, tremorsense 60 ft., darkvision 60 ft.

Languages n/a

AC 18, touch 14, flat-footed 17

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

hp 29 (HD)

Immune All mind-affecting effects (charms, compulsions, phantasms, patterns, & morale effects)

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

Speed base movement 30 ft., climb 20 ft.

Melee Bite +9 (1d4-2 plus poison)

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

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

Atk Options n/a

Special Actions Poison, web

Abilities Str 7, Dex 17, Con 10, Int 9, Wis 10, Cha 2

SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits

Feats Weapon finesse

Skills Climb +11, Hide +11, Jump -2, Spot +4

Possessions n/a

Poison (Ex) Fortitude save DC 10 (1d3 Strength primary & secondary damage)

Web (Ex) Twitch can spin webs as follows. Each of its strands is strong enough to support itself and one creature of the same size.

Web-spinners can throw a web eight times a day. This is similar to a net attack but has a maximum range of 50 ft, with a range increment of 10 ft, and is effective against targets up to one size category larger than a spider.

An entangled creature can escape with a successful Escape artist check or burst it with a Strength check (Escape Artist DC 10 & break DC 14 – 4 hit points for web). Both are standard actions and the DCs are Constitution-based and the Strength DC includes a +4 racial bonus.

Web spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice the web; otherwise they stumble into it and become trapped as though a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on. Or grab while pulling free. Each 5 foot section has 4 hit points and sheet webs have DR 5/-.

Twitch can move along its own web at its climb speed and can pinpoint the location of any creature touching its web.

Skills Twitch has a +4 racial bonus to Hide and Spot checks, and a +8 bonus to Climb checks. They can always choose to take 10 on a Climb check even if rushed or threatened. Twitch can use either his

Strength or Dexterity modifier for Climb checks, whichever is higher.

Description Typical for a creature of its type only seems to be and act with more intelligence.

Sources Monster Manual

KLAW — DIRE BADGER ANIMAL COMPANION CR 2

N Male medium animal

Init +4 (Dex); **Senses** Listen +7, Spot +7; low light vision, scent

Languages n/a

AC 21, touch 14, flat-footed 17

(+4 Dex, +3 leather barding armor, +5 natural)

hp 57 (5 HD)

Fort +8, **Ref** +8, **Will** +2

Speed 30 ft. in leather barding (6 squares), base movement 30 ft., burrow 10 ft.

Melee 2 claws +4 (1d4+2/ x2) and bite -1 (1d6+1/ x2)

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

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

Atk Options n/a

Special Actions Rage

Combat Gear n/a

Abilities Str 15, Dex 18, Con 19, Int 2, Wis 12, Cha 10

SQ Low light vision, scent

Feats Alertness, Toughness, Track

Skills Listen +7, Spot +7

Possessions combat gear plus leather barding

Rage (Ex) Rage (Ex) A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or his opponent is dead. It cannot end its rage voluntarily.

Description This squat muscular creature is covered with thick, wild fur. Its stout legs end in clawed feet, and its pointed snout has a wide mouth full of sharp teeth.

Sources Monster Manual 1

PINCER & MANDIBLE - INSECTILE TEMPLATE TROLLS (x2) CR 9

Large male insectile template troll barbarian 2/fighter 1

C/E Large aberrations

Init +3 (Dex); **Senses** Listen +12, Spot +10, Darkvision 60 ft., tremorsense 60 ft., wide vision, scent

Languages Common, Giant

AC 26, touch 12, flat-footed 23

(-1 size, +3 Dex, +6 large millipede breastplate armor, +8 natural)

hp 116 (9 HD); regeneration 5

Immune Flanking

Fort +18, **Ref** +5, **Will** +7

Speed 30 ft. in large millipede breastplate (6 squares), base movement 40 ft.

Melee Large great spear +17/+12 (2d6+14/ x3) or large MW kukri +16/+11 (1d6+9/ 18-20 x2) and bite +10

melee (1d6+4/ x2) or 2 claws +15/+15 melee (1d6+9/ x2) and bite +10 melee (1d6+4/ x2)

Ranged Large great spear +11 (2d6+14/ x3)

Space 10 ft.; **Reach** 10 ft. (20 ft. with great spear)

Base Atk +7; **Grp** +20

Atk Options Power Attack

Special Actions Rend- 2d6+13

Combat Gear gauntlets of ogre power, vanisher cloak (MIC) (active), potion of heroism (imbibed), rhino elixir (imbibed), elixir of fire breathing (imbibed)

Deity: Bralm

Abilities Str 29, Dex 16, Con 26, Int 10, Wis 16, Cha 10

SQ Fast movement, rage 1/day, uncanny dodge, darkvision 60 ft., low light vision, tremorsense 60 ft., wide vision, scent, regeneration 5

Feats Iron Will, Power Attack, Exotic Weapon Proficiency: Great Spear, W.F.- Great Spear

Skills Listen +12, Spot +10, Craft: Weaponsmith +5, Climb +7, Jump +8

Possessions combat gear plus large great spear +1, millipede breastplate +1, 5 large javelins, large MW kukri

Rend (Ex) If Pincer hits with both claw attacks, it latches onto the opponents body and tears the flesh. This attack automatically deals 2d6+9 points of damage.

Skills Pincer and Mandible, having the insectile template, has a +4 racial bonus to Spot checks.

Description Pincer and Mandible appear as big bipedal creatures about 9 ft. tall and very thin. Each of them has six arms, although only two of them have developed enough claws to use as weapons. They have long and ungainly arms and legs.. Their hide is a mixture of chitinous and rubbery, and their hair is thick and ropy, and seems to writhe with its own energy. They also have multiple jet black eyes.

Sources - **Savage Species, Players Handbook Two, Complete Warrior**

FIRECLAW CR 9

Male drider wizard level 2

C/E large aberration

Init +2 (Dex); **Senses** Listen +14, Spot +14, darkvision 60 ft.

Languages Common, Undercommon, Elven

AC 19, touch 11, flat-footed 17

(-1 size, +2 Dex, +2 bracers of armor, +6 natural)

hp 70 (including 10 from potion of false life 6th lvl) (6 HD)

SR 17

Fort +7, **Ref** +4, **Will** +11

Speed base movement 30 ft., other movement mode 15 ft.

Melee Large dagger +7 (spellstoring) (1d6+3 plus spell stored vampiric touch 7d6 dmg/ 19-20 x2) or large MW quarterstaff +7 (1d8+2/ x2) and bite +2 (1d4+1 plus poison/ x2) or bite +7 (1d4+1 plus poison/ x2)

Ranged Large shortbow +6 (1d8/ x3) or Large dagger +7 (spellstoring) (1d6+3 plus spell stored vampiric touch 7d6 dmg/ 19-20 x2)

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

Base Atk +5; **Grp** +11

Atk Options Two weapon fighting

Special Actions Poison, spell-like abilities

Combat Gear Potion of invisibility, metamagic rod empower (lesser), scroll: blast of force- 4th lvl (SC), scroll: Bigby's tripping hand (PHB 2)- 4th lvl, scroll: luminous swarm – (CM) 4th lvl, potion of barkskin +4, potion of cure serious wounds, 2 tanglefoot bags, robe of retaliation (MIC)

Wizard Spells Prepared (CL 8th): DC 15 + spell level
4th- orb of acid, slashing dispel, Evard's Black tentacles

3rd— scintillating sphere (SC), haste, ray of dizziness (SC), dispel magic

2nd— blinding color surge (PHB 2), scorching ray, Tasha's Hideous Laughter, dimension hop ((PHB 2)

1st— shield (§), ray of enfeeblement, magic missile, benign transposition, lesser acid orb

0— resistance, ray of frost, detect magic, mage hand

Deity: Erythnul

Spell-Like Abilities (CL 6th): DC 13 + spell level

3rd— clairaudience/clairvoyance 1/day, dispel magic 1/day, suggestion 1/day

2nd— darkness 1/day, levitate 1/day

1st— detect good 1/day, detect law 1/day, faerie fire 1/day

0 lvl- dancing lights 1/day, detect magic 1/day,

‡ Already cast

Abilities Str 15, Dex 15, Con 16, Int 20, Wis 16, Cha 16

SQ Spell-like abilities, SR 17, darkvision 60 ft., familiar rat - Pojo

Feats Two Weapon fighting, Combat Casting, W.F- bite

Skills Concentration +9, Climb +14, Hide +10, Listen +9, Move Silently +12, Spot +9

Possessions combat gear plus large dagger +1 – spellstoring (vampiric touch – 7th level), large MW quarterstaff, large shortbow, 20 arrows

Spellbook spells prepared plus 0— all, 1st – mage armor, shocking grasp, Tenser's floating disk, Bigby's tripping hand, grease; 2nd- Melf's acid arrow, ghoul touch, mirror image, torrent of tears (CM), escalating enfeeblement (CM); 3rd- fireball, slow, spider poison (SC), chain missile (SC); 4th – improved invisibility, call of stone (PHB 2)

Poison (Ex) Injury, Fortitude DC 16, initial and secondary damage is 1d6 Str. The save is Constitution-based.

Skills Fireclaw has a +4 racial bonus to Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Description Fireclaw has the head and torso of a dark elf and the lower body of a giant spider. He wears a necklace with a red claw from some bizarre insect on it.

Sources – Monster Manual 1, Players Handbook 1 & 2, Complete Mage, Spell Compendium

ADVANCED HARPOON SPIDER CR 7

C/E Huge aberration

Init +4 (Dex); **Senses** Listen +1, Spot +13, darkvision 120 ft.

Languages Common & Undercommon (in whispery voices)

AC 19, touch 12, flat-footed 15

(-2 size, +4 Dex, +7 natural)

Hp 146 (13 HD)

Fort +10, **Ref** +10, **Will** +9

Speed base movement 40 ft., 20 ft. climb

Melee Bite +15 melee (2d6+8 plus poison/ x2)

Ranged 2 fangs +12/+12 (1d6+4 plus harpooning/ x2)

Space 15 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +24

Atk Options Improved Trip

Special Actions Harpooning, poison

Combat Gear n/a

Abilities Str 26, Dex 18, Con 22, Int 14, Wis 12, Cha 9

SQ Darkvision 120 ft., evasion, spines, web movement

Feats Combat Reflexes, Improved Toughness, Improved Trip, Lightning Reflexes, W.F- fangs

Skills Balance +14, Climb +27, Hide +10, Jump +32, Spot +13, Tumble +19

Possessions n/a

Harpooning (Ex): As ranged attacks, a harpoon spider can fire one or two of its fangs up to 20 ft. (no range increment). The spider can fire at two different targets if it chooses. A successful hit deals 1d6+4 points of damage as the harpoon spider hooks the flesh of the target and immediately exudes a thick, sticky glue. The spider can reel in a harpoon as a free action; treat this as a trip attack (+25 bonus). Failure indicates that the harpoon rips free (and deals another 1d6+4 points of damage to the victim). Success indicates that the victim is pulled off its feet and dragged back to the spider, who can immediately make a free bite attack against the victim. A harpoon spider can only pull a creature smaller than itself in this manner. Attempts to retract a creature of its own size or larger automatically cause the fangs to rip free as if the trip attack had failed. The glue exuded from the spider decomposes quickly, and at the end of the spides turn the fang automatically detaches.

Poison (Ex) Injury, Fortitude DC 22. Initial damage 1d8 Dexterity, secondary 2d8 Dexterity.

Spines (Ex) Any creature striking a harpoon spider with its body or a handheld weapon must make a DC 20 Reflex save or take 1d6 points of piercing damage from the spider's spines. (Creatures with reach weapons, such as longswords are not subject to this damage.) The spines deal an extra 1d6 points of damage on a successful grapple check (much like armor spikes). The save DC is Dexterity-based.

As a full round action, a harpoon spider can pick up a Large or smaller helpless creature with its legs and impale the body on its spines, dealing 3d6 points pf piercing damage. The spider can carry up to 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller creatures

in this manner. Harpoon spiders often use this method to carry their next meals.

Web movement (Ex) Although they cannot spin webs themselves, harpoon spiders can climb around and through webs with ease using their climb speed. They are immune to the effects of a *web* spell.

Evasion (Ex) As per the identical special quality possessed by rogues and monks.

Skills A harpoon spider has a +8 racial bonus on Climb checks and jump checks, and it can always choose to take 10 on a Climb check, even if rushed or threatened.

Description A creature the size of a large horse looms before you. It resembles a spider, except that it has 10 legs rather than eight. Its body is covered with sharp spines, and its eight eyes look like they belong more on a human than a spider face. Two massive mandibles flex slowly, as it glares.

Sources – Monster Manual 3

APPENDIX 5 – APL 12

ENCOUNTER 7

RED MANTIS CR 12

Female insectile druid level 10/ Vermin lord 1

N/E Medium aberration

Init +6; **Senses** Listen +11, Spot +15, darkvision 60 ft., tremorsense 60 ft., wide vision

Languages Common, Undercommon

AC 19, touch 12, flat-footed 17

(+2 Dex, +4 bone armor, +3 natural)

Miss Chance 50%

hp 81 (11 HD)

Immune Being flanked, poison

Fort +9, **Ref** +5, **Will** +16

Speed 30 ft. in bone armor (6 squares), base movement 30 ft., climb 30 ft.

Melee Scimitar +8/+3 (1d6+1/ 18-20 x2) or MW dagger +8/+3 (1d4/ 19-20 x2)

Ranged Sling +9/+4 (1d4/ x2)

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

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

Atk Options n/a

Special Actions Wild shape

Combat Gear Tanglepatch (x4) (MIC), periapt of wisdom +4, fireflower pendant (MIC), scroll: death ward -9th level, cure serious wounds - 9th level, stoneskin - 9th level, lesser restoration - 9th level, potion of cure moderate wounds, potion of shield of faith +3, potion of mage armor - 9th level, potion of invisibility, necklace of fireballs - type 2

Druid Spells Prepared (CL 11th): DC 17 plus spell level

6th—baleful polymorph (retributive), ice flowers (SC)

5th— insect plague, sudden stalagmite (SC), thalassemia (reach)

4th— poison (reach), ice storm, arc of lightning, freedom of movement

3rd— protection vs. energy, poison, meld into stone, sleet storm, spike growth, alter fortune (PHB 2)

2nd— barkskin, splinterbolt (x2) (SC), animalistic power (PHB 2), mass snakes swiftness (SC), salt ray (SC)

1st— longstrider, obscuring mist, thunderhead, snakes swiftness, magic fang, faerie fire

0— guidance, know direction, detect poison, resistance, flare, detect magic

‡ Already cast

Abilities Str 10, Dex 14, Con 14, Int 12, Wis 24, Cha 15

SQ Chitin +1, Twitch – vermin servant, Klaw – deinonychus, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape 4/day, wild shape- large, venom immunity, tremorsense 60 ft., wide vision

Feats Improved Initiative, Verminfriend (BVD), Retributive Spell, Reach Spell, Alertness (due to vermin servant)

Skills Concentration +16, Diplomacy +7, Handle Animal +13, Knowledge: Nature +12, Listen +11, Ride +4, Spot +15, Spellcraft +5, Survival +12. Hide +3, Move Silently +3

Possessions combat gear plus bone armor +1-displacement, scimitar +1, MW dagger, sling, 10 bullets

Twitch- Vermin servant: At the first level of Vermin Lord, Red Mantis gains a small monstrous spider that is treated as a familiar.

Skills Red mantis has a +4 racial bonus to her Spot checks.

Description Red Mantis appears as a humanoid with a lithe body and slightly chitinous and crimson-colored skin. She has six pairs of eyes, four black and her two primary ones blood red. She also has four arms. It is rare to see her with a look on her face other than that of contempt for those around her.

Sources Savage Species, Spell Compendium, PHB 2, Book of Vile Darkness

TWITCH – VERMIN LORD SERVANT CR ½

Male small monstrous spider

N Small magical beast

Init +3; **Senses** Listen +0, Spot +4, tremorsense 60 ft., darkvision 60 ft.

Languages n/a

AC 14, touch 14, flat-footed 11

(+1 size, +3 Dex)

hp 40 (1 HD)

Immune As per vermin traits

SR 16

Fort +9, **Ref** +6, **Will** +7

Speed base movement 30 ft., climb 15 ft.

Melee Bite +11 melee (1d4-2/ x2)

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

Base Atk +7; **Grp** +3

Atk Options Weapon finesse

Special Actions Poison

Abilities Str 7, Dex 17, Con 10, Int 6, Wis 11, Cha 2
SQ Darkvision 60 ft., tremorsense, lowlight vision, improved evasion, empathic link, share spells, deliver touch spells, speak with animals of its kind, speak with master

Feats Weapon finesse

Skills Jump -2, Climb +11, Hide +11, Spot +4

Poison (Ex) Fortitude save DC 10 (1d3 Strength primary & secondary damage)

Web (Ex) Twitch Can spin webs as follows. Each of its strands is strong enough to support itself and one creature of the same size.

Web-spinners can throw a web eight times a day. This is similar to a net attack but has a maximum range of 50 ft, with a range increment of 10 ft, and is effective against targets up to one size category larger than a spider.

An entangled creature can escape with a successful Escape artist check or burst it with a Strength check (Escape Artist DC 10 & break DC 14 – 4 hit points for web). Both are standard actions and the DCs are Constitution-based and the Strength DC includes a +4 racial bonus.

Web spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice the web; otherwise they stumble into it and become trapped as though a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on. Or grab while pulling free. Each 5 foot section has 4 hit points and sheet webs have DR 5/-.

Twitch can move along its own web at its climb speed and can pinpoint the location of any creature touching its web.

Skills Twitch has a +4 racial bonus to Hide and Spot checks, and a +8 bonus to Climb checks. They can always choose to take 10 on a Climb check even if rushed or threatened. Twitch can use either his Strength or Dexterity modifier for Climb checks, whichever is higher.

Description Typical for a creature of its type only seems to be and act with more intelligence.

Sources – Monster Manual 1

KLAW – DEINONYCHUS ANIMAL COMPANION CR 3

N large male animal

Init +3; **Senses** Listen +11, Spot +11

Languages n/a

AC 22 , touch 12, flat-footed 19

(-1 size, +3 Dex, +3 MW studded leather barding armor)

hp 54 (6 HD); regeneration/fast healing; DR

Fort +9, **Ref** +7, **Will** +3

Speed 60 ft. in MW studded leather barding (12 squares), base movement 60 ft.

Melee Talons +8/+8 (2d6+5) and foreclaws +6/+6 melee (1d3+2) and bite +6 melee (2d4+2)

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

Base Atk +4; **Grp** +13

Atk Options Pounce

Special Actions n/a

Combat Gear Potion of cure moderate wounds

Abilities Str 20, Dex 16, Con 19, Int 2, Wis 12, Cha 10

SQ Low-light vision, scent, link, share spells, evasion

Feats Run, Track, Multi attack

Skills Hide +9, Jump +27, Listen +11, Spot +11, Survival +10

Possessions Potion of cure moderate wounds (small pouch hidden under armor) and MW studded leather barding

Pounce (Ex) If Klaw charges, he can make a full attack.

Skills Klaw has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

Description This lean, long-legged bipedal creature has wicked-looking claws on its feet and a brightly colored hide that reminds you of a tropical bird. It stands about as tall as a human, and its outstretched tail makes it at least twice as long as it is tall.

Sources Monster Manual 1

PINCE & MANDIBLE - INSECTILE TEMPLATE TROLLS (x2) CR 11

Large male insectile template troll barbarian 2/fighter 2/exotic weapon master 1

C/E Large aberrations

Init +3; **Senses** Listen +10, Spot +12, low light vision, darkvision 60 ft., tremorsense 60 ft., wide vision, scent

Languages Common, Giant

AC 26, touch 12, flat-footed 23

(-1 size, +3 Dex, +6 millipede breastplate, +8 natural)

hp 163 (11 HD); regeneration 5

Fort +21, **Ref** +5, **Will** +7

Immune Being flanked

Speed 30 ft. in millipede breastplate (6 squares), base movement 40 ft., climb 40 ft.

Melee Large great spear +19/+14 (3d6+14 plus 1d6 acid/ x3) or large MW kukri +18/+13 (1d6+9/18-20 x2) and bite +12 (1d6+4/ x2) or 2 claws +17/+17 (1d6+9/ x2) and bite +12 (1d6+4/ x2)

Ranged Large javelin +11/+6 (1d8+9/ x2) or large greatspear +13 ranged (3d6+14 plus 1d6 acid/ x3)

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

Base Atk +9; **Grp** +22

Atk Options Lunging strike, Power Attack

Special Actions Trip, Rend – 2d6+13

Combat Gear gauntlets of ogre power, lesser crystal of acid assault (MIC), vanisher cloak (MIC), potion of heroism, rhino elixir, slippers of spider climbing, bracers of repulsion (MIC)

Abilities Str 29, Dex 16, Con 26, Int 10, Wis 16, Cha 10

SQ Darkvision 60 ft., low-light vision, tremorsense 60 ft., wide vision, regeneration 5, scent, rage 1/day, fast movement, uncanny dodge

Feats Power Attack, Track, Iron Will, Exotic Weapon Proficiency: Greatspear, W.F.- greatspear, Lunging Strike

Skills Listen +12, Spot +14, Craft: Weaponsmith +8, Jump +9, Climb +7,

Possessions combat gear large greatspear +1, large millipede breastplate +1, MW large kukri, large javelins (x5)

Rend (Ex) If Pincer or Mandible hit with both claw attacks, they latch onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+13 points of damage.

Exotic Weapon stunt: Trip (Ex) Pincer and Mandible can use their greatspears to make trip attacks. If they are tripped during their trip attempt, they can drop their greatspears to avoid being tripped.

Skills Insectile template creatures have a +4 racial bonus to Spot checks.

Description Pincer and Mandible appear as big bipedal creatures about 9 ft. tall and very thin. Each of them has six arms, although only two of them have developed enough claws to use as weapons. They have long and ungainly arms and legs. Their legs end in great three-toed feet, the arms in wide, powerful hands. Their hide is a mixture of chitinous and rubbery, and their hair is thick and ropy, and seems to writhe with its own energy. They also have multiple jet black eyes.

Sources - **Savage Species, Players Handbook Two, Complete Warrior**

FIRECLAW CR 11

Male drider wizard level 3

C/E large aberration

Init +2; **Senses** Listen +11, Spot +11

Languages Common, Undercommon, Goblin, Elven, Dwarven, Draconic

AC 19, touch 11, flat-footed 17

(-1 size, +2 Dex, +2 bracers armor, +6 natural)

hp 65 (9 HD)

SR 17

Fort +8, **Ref** +5, **Will** +11

Speed 30 ft. in bracers of armor (6 squares), base movement 30 ft., climb 15 ft.

Melee Large dagger +7/+2 (1d6+3 plus spellstoring effect (vampiric touch – 9d6 damage/ 19-20 x2) or MW large quarterstaff (1d8+2/ x2) and bite +3 (1d4+1 plus poison/ x2)

Ranged Large dagger +7/+2 (1d6+3 plus spellstoring effect (vampiric touch – 9d6 damage/ 19-20 x2) or shortbow +7/+2 (1d8/ x3)

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

Base Atk +5; **Grp** +11

Atk Options Two Weapon fighting

Special Actions Poison (Injury, Fortitude save DC 16, initial and secondary damage 1d6 Strength), spell-like abilities

Combat Gear scroll: stonesskin – 9th level, headband of intellect +2, wand of true strike – 1st lvl, potion of bears endurance, cloak of retaliation (MIC), potion of invisibility, metamagic rod empower (standard), scroll:

blast of force- 4th lvl (SC), scroll: Bigby's tripping hand (PHB 2)- 4th lvl, scroll: luminous swarm – (CM) 4th lvl, potion of barkskin +4, potion of cure serious wounds, 2 tanglefoot bags,

Wizard Spells Prepared (CL 9th): 15 + spell level

5th— Otiluke's resilient sphere (retributive spell), cone of cold

4th— orb of acid, slashing dispel, Evard's black tentacles

3rd— dispel magic, haste, scintillating sphere, ray of dizziness

2nd— scorching ray, power word: sicken, blinding color surge (PHB 2) Tasha's hideous laughter

1st— magic missile, shield, lesser acid orb, benign transposition (SC) ray of enfeeblement (x2)

0— detect magic, acid splash, mage hand, resistance

Spell-Like Abilities (CL 6th): 1/day – DC 13 + spell level

3rd— clairaudience/clairvoyance, dispel magic, suggestion

2nd— darkness, levitate

1st— detect good, detect law, faerie fire

0 – dancing lights, detect magic

‡ Already cast

Abilities Str 15, Dex 15, Con 16, Int 20, Wis 16, Cha 16

SQ Darkvision 60 ft., spell resistance 17

Feats Combat Casting, Two-Weapon fighting, Weapon focus: bite, scribe Scroll, Alertness, Retributive Spell

Skills Climb +14, Concentration +14, Hide +10, Listen +11, Move Silently +12, Spot +11, Sense Motive +7, Knowledge: Arcana +10, Spellcraft +10, Knowledge: Dungeoneering +8, Knowledge: Nature +7

Possessions combat gear plus

Spellbook spells prepared plus 0— all, 1st – mage armor, shocking grasp, Tenser's floating disk, Bigby's tripping hand, grease, true strike; 2nd- Melf's acid arrow, ghoul touch, mirror image, torrent of tears (CM), escalating enfeeblement (CM), knock; 3rd- fireball, slow, spider poison (SC), chain missile (SC), ray of exhaustion; 4th – improved invisibility, call of stone (PHB 2), fear; 5th- passwall, coat of arms (CM), sonic shield (PHB 2)

Poison (Ex) Injury, Fortitude DC 16, initial and secondary damage is 1d6 Str. The save is Constitution-based.

Skills Fireclaw has a +4 racial bonus to Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Description Fireclaw has the head and torso of a dark elf and the lower body of a giant spider. He wears a necklace with a red claw from some bizarre insect on it.

Sources – Monster Manual 1, Players Handbook 1 & 2, Complete Mage, Spell Compendium

ADVANCED HARPOON SPIDER CR 8

C/E Huge aberration fighter level 1

Init +4; **Senses** Listen +1, Spot +13

Languages n/a

AC 19, touch 12, flat-footed 15

(-2 size, +4 Dex, +7 natural)

hp 156 (14 HD)

Fort +12, **Ref** +10, **Will** +9

Speed base movement 40 ft., climb 20 ft.

Melee Bite +15 melee (2d6+7 plus poison/ x2)

Ranged 2 fangs +13/+13 (1d6+4 plus harpooning) –
Add +1 to hit and damage if within 30 ft. due to Point
Blank Shot feat

Space 15 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +25

Atk Options Improved Trip

Special Actions Poison, harpooning, spines

Abilities Str 26, Dex 18, Con 22, Int 14, Wis 12, Cha 9

SQ Darkvision 120 ft., evasion, spines, web movement

Feats Combat Reflexes, Improved Toughness,
Improved Trip, Weapon focus: fangs, Point blank
shot

Skills Balance +15, Climb +28, Hide +10, Jump +33,
Spot +13, Tumble +20

Possessions n/a

Harpooning (Ex): As ranged attacks, a harpoon spider can fire one or two of its fangs up to 20 ft. (no range increment). The spider can fire at two different targets if it chooses. A successful hit deals 1d6+4 points of damage as the harpoon spider hooks the flesh of the target and immediately exudes a thick, sticky glue. The spider can reel in a harpoon as a free action; treat this as a trip attack (+26 bonus). Failure indicates that the harpoon rips free (and deals another 1d6+4 points of damage to the victim). Success indicates that the victim is pulled off its feet and dragged back to the spider, who can immediately make a free bite attack against the victim. A harpoon spider can only pull a creature smaller than itself in this manner. Attempts to retract a creature of its own size or larger automatically cause the fangs to rip free as if the trip attack had failed. The glue exuded from the spider decomposes quickly, and at the end of the spides turn the fang automatically detaches.

Poison (Ex) Injury, Fortitude DC 23. Initial damage 1d8
Dexterity, secondary 2d8 Dexterity.

Spines (Ex) Any creature striking a harpoon spider with its body or a handheld weapon must make a DC 20 Reflex save or take 1d6 points of piercing damage from the spider's spines. (Creatures with reach weapons, such as longswords are not subject to this damage.) The spines deal an extra 1d6 points of damage on a successful grapple check (much like armor spikes). The save DC is Dexterity-based.

As a full round action, a harpoon spider can pick up a Large or smaller helpless creature with its legs and impale the body on its spines, dealing 3d6 points of piercing damage. The spider can carry up to 2 Large, 8 Medium, 32 Small, or 128 Tiny or smaller creatures in this manner. Harpoon spiders often use this method to carry their next meals.

Web movement (Ex) Although they cannot spin webs themselves, harpoon spiders can climb around and through webs with ease using their climb speed. They are immune to the effects of a *web* spell.

Evasion (Ex) As per the identical special quality possessed by rogues and monks.

Skills A harpoon spider has a +8 racial bonus on Climb and Jump checks, and it can always choose to take 10 on a Climb check, even if rushed or threatened.

Description A creature the size of a large horse looms before you. It resembles a spider, except that it has 10 legs rather than eight, its body is covered with large spines, and its eight eyes look like they belong more on a human than a spider face. Two massive mandibles flex slowly, as it gestures.

Sources – Monster Manual 3

APPENDIX 6 – ALL APLS

ALL ENCOUNTERS

LADY SENJA CR 17

Female aranea Sor 6/ Fatespinner 4/ initiate of the seven veils 3

N Medium-sized aberration

Init +6 (Dex + Improved Initiative); **Senses** Listen +12, Spot +12

Languages Common, Undercommon, Dwarven, Draconic

AC 21, touch 12, flat-footed 19

(+2 Dex, +6 bracers of armor, +2 deflection, +1 insight, +1 natural)

hp 105 (HD)

Immune n/a

Fort +14, **Ref** +12, **Will** +20

Speed base movement 50 ft., climb 25 ft.;

Melee Dagger +10/+5 (1d4+1 plus poison/ 19-20 x2 and Fortitude save DC 14 or lose 1d4 Str/1d4 Str.) or quarterstaff +10/+5 (1d6+1/ x2) and bite +4 melee (1d6+1 plus poison/ x2 and Fortitude save DC 13 or lose 1d6 Str./ 2d6 Str.)

Ranged Dagger +12 ranged (1d4+1 plus poison/ 19-20 x2 and Fortitude save DC 14 or lose 1d4 Str/1d4 Str.) or web +11 ranged touch (no damage but entanglement)

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

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

Atk Options n/a

Special Actions Poison, web

Combat Gear Dusty rose ioun stone, cloak of charisma +6, vest of resistance +3, boots of big stepping, ring of protection +2, tunic of steady spellcasting, wand of arcane sight – lvl 6, wand of scintillating spheres –lvl 10, potion of protection vs. good, potion of protection vs. evil, potion of cure serious wounds (x2), potion of fly, potion of shield of faith +5, scroll: teleport – 14th level, scroll: feeblemind – 14th level, scroll: project image – 14th level, scroll: dispel magic greater – 15th level, scroll: wall of force – 14th level

Deity: Boccob

Sorceress Spells Known (CL 16th): 9/5/5/4/4/4/3/2/1

8th (4/day) — mind blank

7th (6/day) — anti-magic ray, spell turning

6th (7/day) — greater dispel magic, disintegrate, flesh shiver

5th (7/day) — Mordenkeinen's Private Sanctum, teleport, arc of lightning, power word - disable

4th (8/day) — lesser globe of invulnerability, dimension door, Evard's Black tentacles, ice storm

3rd (8/day) — dispel magic, ray of dizziness, fireball, haste

2nd (8/day) — false life, obscure object, scorching ray, Tasha's Hideous Laughter, touch of idiocy

1st (8/day) — shield, magic missile, lesser sonic orb, protection vs. evil, unseen servant

0 (6/day)— ray of frost, detect magic, read magic, prestidigitation, daze, dancing lights, mage hand, resistance, arcane mark

‡ Already cast

Abilities Str 10, Dex 14, Con 14, Int 16, Wis 14, Cha 26

SQ Change shape, darkvision 60 ft., low light vision, familiar rat – Bertram, spin fate, fickle finger of fate, spin destiny, deny fate, resist fate, warding 2/day, unimpeachable abjuration –red veil, orange veil, yellow veil, unanswerable strike +2

Feats Improved Initiative, Skill focus: Spellcraft, Iron Will, Alertness, Spell focus: Abjuration, Greater Spell focus: Abjuration, Craft Wondrous Item, Reach Spell

Skills Spellcraft +21, Knowledge: Arcana +17, Knowledge: Nature +5, Concentration +14, Climb +16, Jump +10, Escape Artist +5, Profession: Gambler +7, Knowledge: Dungeoneering +8, Decipher Script +8, Knowledge: Geography +4

Possessions combat gear plus +1 venomous dagger, +1 staff of abjuration, bracers of armor +6

Poison (Ex) Injury, Fortitude DC 13, initial damage 1d6 Str., secondary damage 2d6 Str. The save is Constitution-based.

Spells: Prior to the addition to her standard spellcasting class levels, Lady Senja was already able to cast spells as a 3rd level sorceress. These levels are cumulative with her class level to calculate total spellcasting level.

Web (Ex) In spider or hybrid form, Lady Senja can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 ft., with a range increment of 10 ft., and it's effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Change shape (Su) Lady Senja's natural form is that of a Medium monstrous spider. She can assume two other forms. The first is of a Small to Medium humanoid; Lady Senja in her humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid, Lady Senja cannot use her bite attack, webs, or poison.

The second form is a Medium spider – humanoid hybrid. In hybrid form, an aranea looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. Lady Senja retains her bite attack, webs, and poison in this form and it can also wield weapons or wear armor. When in hybrid form, her speed is 30 ft.

Lady Senja remains in one form until she chooses to assume a new one. A change from one form to the next cannot be dispelled, nor does Lady Senja revert to her natural form when killed. A true seeing spell however will reveal her natural form if she in humanoid or hybrid form.

Skills Araneas have a +2 racial bonus on Jump, Listen, and Spot checks. They have a +8 racial bonus on Climb checks and can choose to take 10 on Climb checks even when rushed or threatened

Description In her human form, Lady Senja appears as a stunningly and erotically beautiful human woman in her late 20's wearing an almost skin tight low cut red dress and long flowing lustrous black hair. In her alternate form, she appears as a monstrous spider but has two small humanlike arms below its mandibles.

Sources Monster Manual, Magic Item Compendium, Complete Arcane, Players Handbook 2, Spell Compendium

MASTER GENJU CR 16

Human monk 10/ tattooed monk 1/drunken master 4/pious templar 1

L/N Medium-sized humanoid

Init +5 (Dex); **Senses** Listen +5, Spot +10

Languages Common

AC 28, touch 23, flat-footed 23

(+5 Dex, +4 class, +3 braces of armor, +1 deflection, +5 Wisdom)

hp 108 (16 HD)

Immune Poison, fear

Fort +18, **Ref** +16, **Will** +17

Speed base movement 60 ft.

Melee Cold Iron axiomatic drinking mug on a chain +19/+14/+9 (2d6+2 + 2d6 vs. chaotic creatures – this weapon has a 10 foot reach and does bludgeoning damage/ x2) or unarmed strike +17/+12/+7 (2d8+1/ x2)

Ranged MW sling +17/+12/+7 (1d4+1/ x2)

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

Base Atk +11; **Grp** +6

Atk Options Improved Grapple

Special Actions Stunning fist, Pain touch

Combat Gear Monks belt, Periapt of Wisdom +4, Gloves of Dexterity +4, Ring of Protection +1, Sandals of Sprinting, Everfull Mug

Deity: Zuoken

Abilities Str 12, Dex 21, Con 12, Int 10, Wis 21, Cha 10

SQ Flurry of blows, evasion, still mind, ki strike- magic & lawful, slow fall 50 ft., wholeness of body, purity of body, tattoo – falcon (immune to fear), drinks like a demon, improved improvised weapon, stagger, sway

Feats Improved Unarmed, Improved Grapple, Stunning Fist, Great Fortitude, Combat Reflexes, W.F.-unarmed strike, improved trip, weapon finesse, endurance, pain touch, true believer

Skills Balance +12, Climb +8, Escape Artist +16, Hide 12, Jump +11, Knowledge: Religion +8, Tumble +23, Move Silently +12, Sense Motive +10, Bluff +7, Profession: Brewer +7, Diplomacy +8

Possessions combat gear plus +1 cold iron axiomatic drinking jug on a chain, MW sling, bracers of armor +3

Tattoo - Falcon (Su): This tattoo renders Master Genju immune to fear and allies within 10 ft. of Master Genju get a +1 morale bonus to saves versus fear.

Drink Like A Demon (Ex): Master Genju's body can handle alcohol differently than other people's. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger ale as a move action. Every bottle or tankard of alcohol he consumes during combat reduces his Wisdom and Intelligence by two points each, but increases his Strength or Constitution (his choice) by 2 points. Master Genju may benefit from a number of drinks equal to his class level. The duration of both the penalty and the bonus is 7 rounds.

Improved Improvised Weapon (Ex) Master Genju can use long improvised weapons (such as ladders) as reach weapons with many protrusions (such as chairs) provide a +2 bonus on the opponent's disarm checks. Finally, large objects with broad, flat surfaces (such as tables) can be upended to become improvised tower shields.

Stagger (Ex) By tripping, stumbling, and staggering, a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects: First, the charge need not be in a straight line, even though the character can still move up to twice his speed. Second, if a drunken master can makes a DC 15 Tumble check before beginning a charge, his movement through threatened squares provokes no attacks of opportunity.

Sway (Ex) At 3rd level, Master Genju knows how to weave and bob during an attack, making him more difficult to hit. He gains a +2 dodge bonus to AC against any one opponent he chooses during his turn.

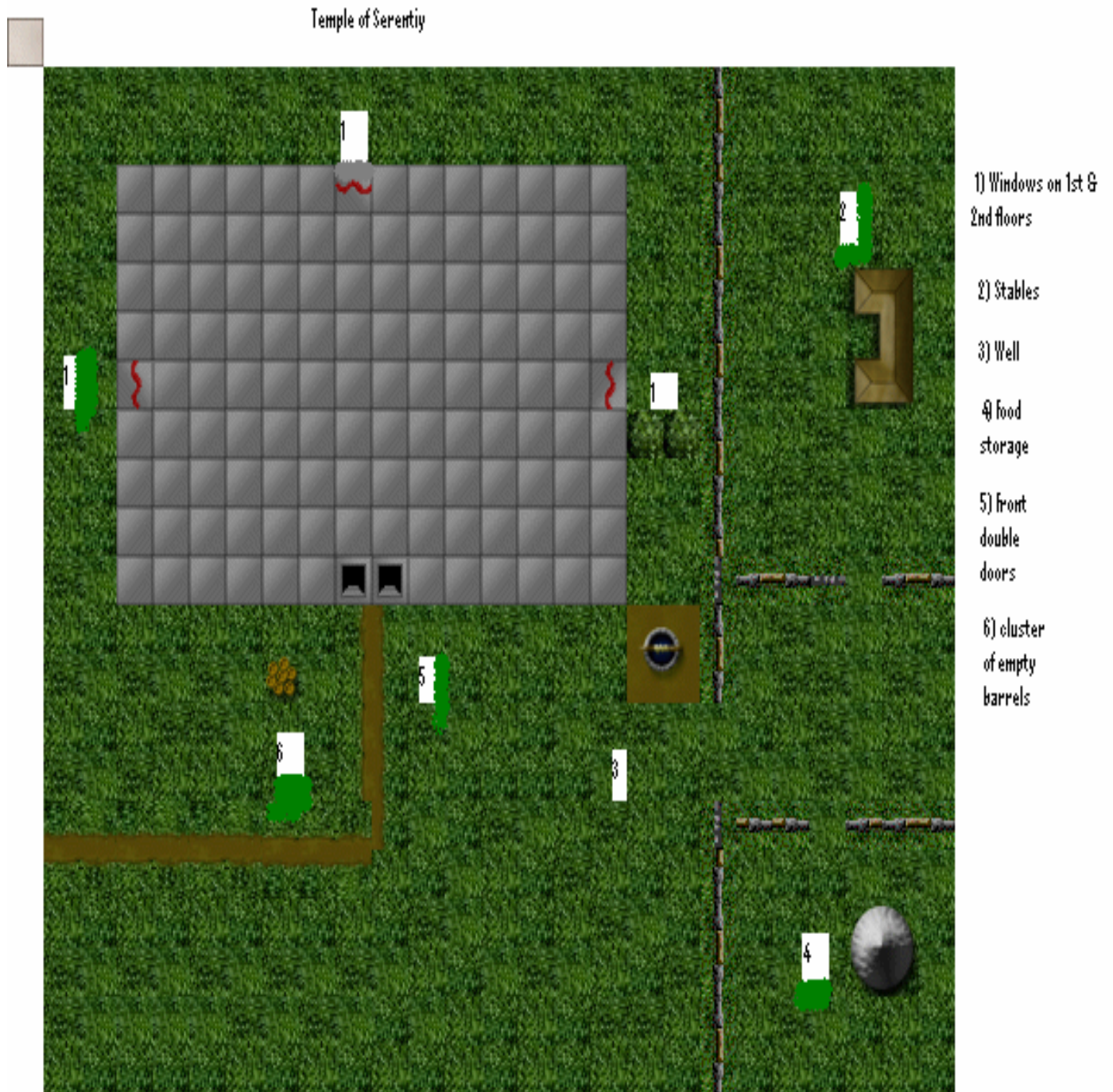
Mettle (Su): If Master Genju makes a successful Will or Fortitude saving throw that would normally reduce a spell's effect, he suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Description Master Genju is a roughly middle-aged looking human male about 5'5 with a lithe athletic build of no more than 150 lbs. He is missing one of his front side teeth and is bald in the center of his head with light gray patches of hair in his sides. Id is almost never without his magical drinking jug on a chain which serves both as a weapon and also his vice. He is generally cheerful and has a cherubic smile.

NOTE: Master Genju's drinking jug on a chain is a very unique weapon. Because it is almost always half full when he swings it, it gains some of the properties of a mercurial weapon. Also, because it is linked to a chain, Master Genju gains the benefits of 10 ft. reach with the weapon. Lastly, master Genju suffers no penalty to the use of the weapon because of his skill using improvised weapons.

Sources – Players Handbook, Dungeon Masters Guide, Complete Warrior, Complete Divine

DM AID: MAP #1 – THE TEMPLE OF SERENITY



DM AID: MAP #2 – ENTRANCE TO RED MANTIS' LAIR

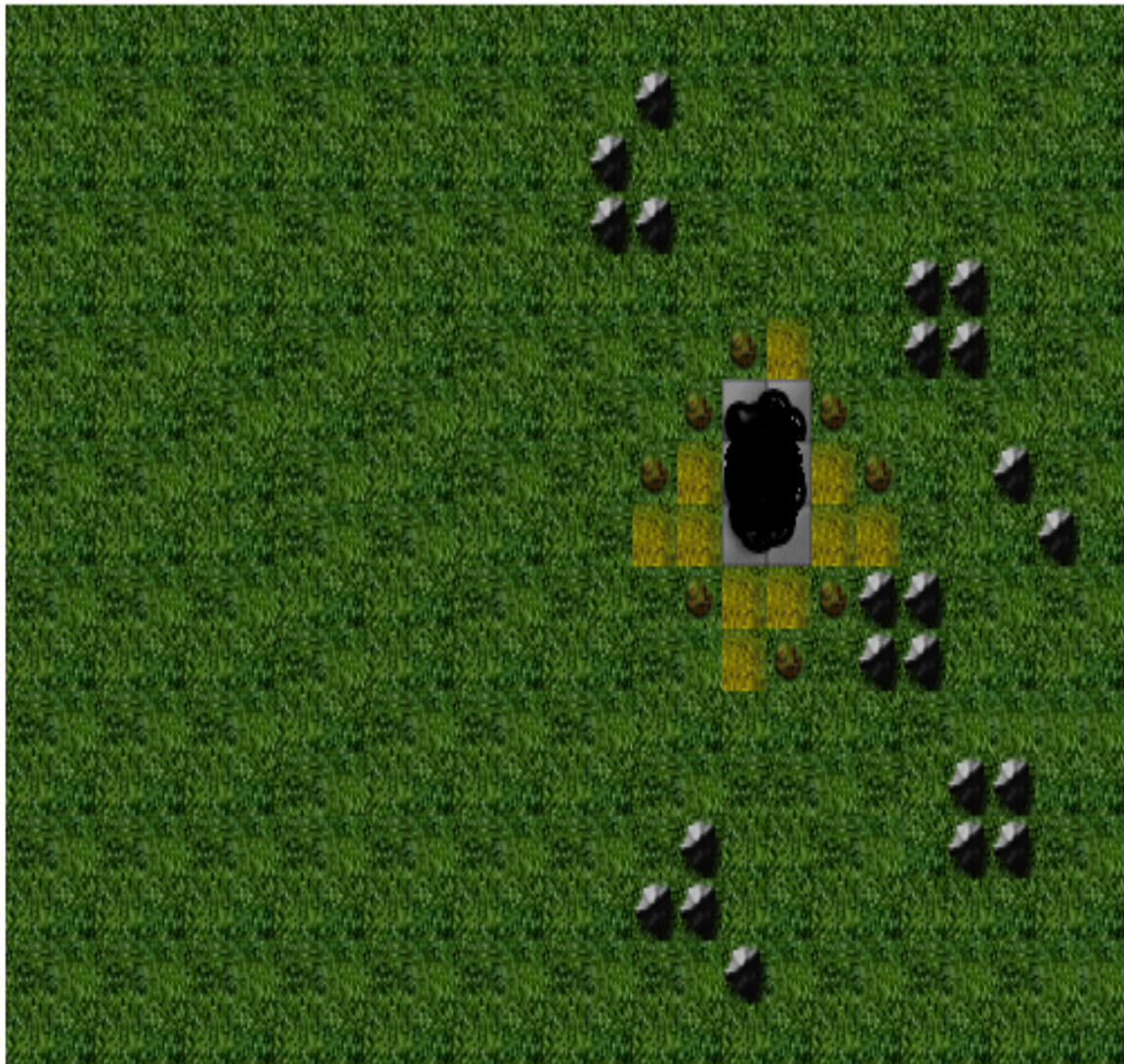


Rock clusters

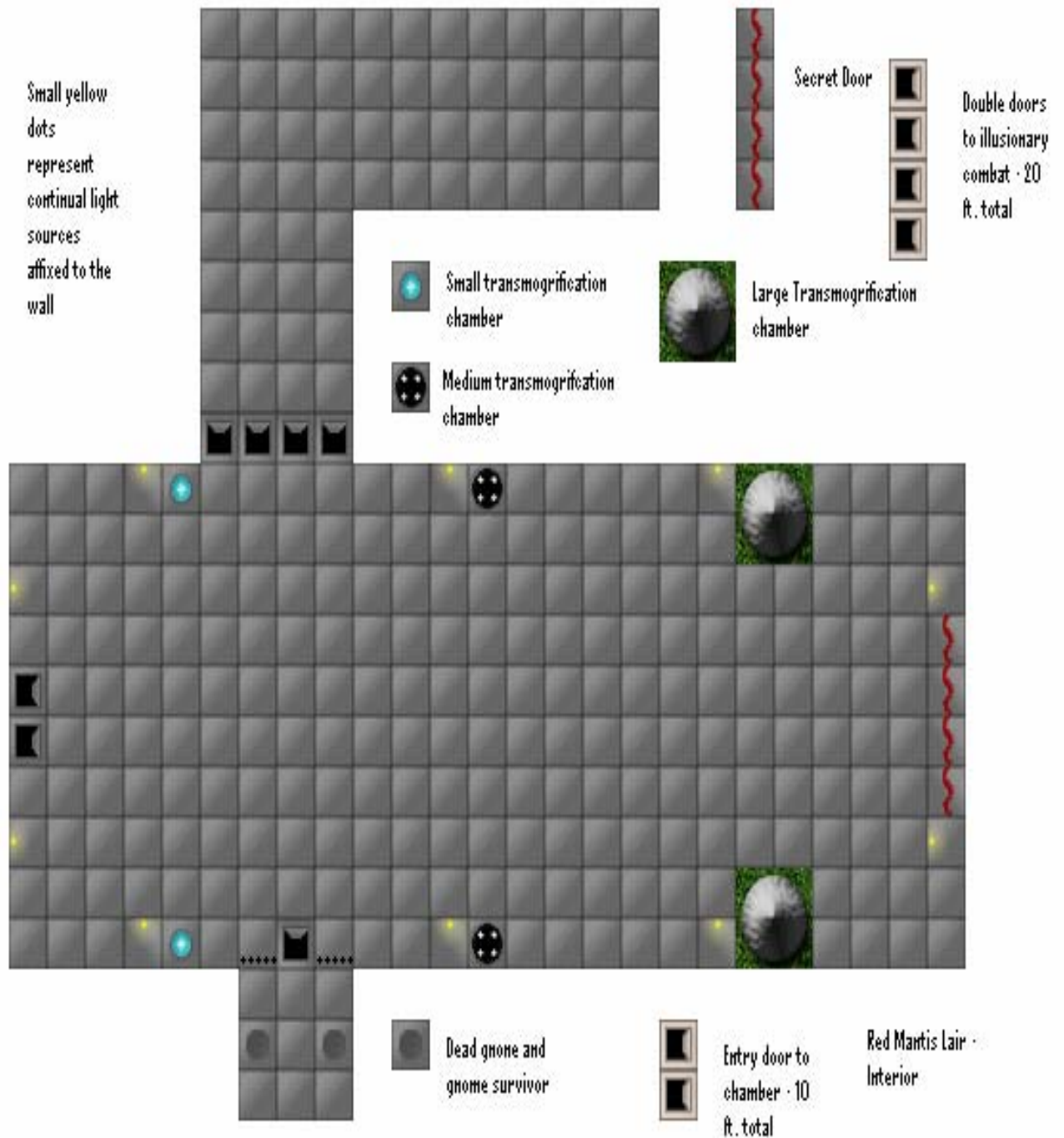


Cavern entrance - 15 ft
wide

Red Mantis Lair - Exterior



DM AID: MAP #3 – INSIDE OF RED MANTIS' LAIR



DM AID: NEW RULES

NEW FEATS

Companion Spellbound (Players Handbook 2)

Prerequisite: Animal Companion

Benefit: You use your companion's share spells ability out to a range of 30 feet, rather than the standard 5 feet. You can cast touch spells to affect your companions at a greater range than normal. You change a spell's range from touch to short (range of 25 ft. + 5 ft. / 2 caster levels) if the spell targets only your companion.

Improved Web (Savage Species)

Prerequisite: Ability to create webs as an extraordinary ability at least twice a day

Benefit: Add +2 to the DC to escape or burst your webs. You may take a full round action to attack with your web and if you do so, you may attack one additional target per point of Dexterity bonus you have. No target may be more than 10 feet from another target. Using the feat requires two daily uses of your web ability.

Vermin Lord (Book of Vile Darkness)

Prerequisite: Charisma 15

Benefit: If a vermin is about to attack the character, he or she may make a Charisma check (DC 20). If the check succeeds, that vermin refuses to attack him or her for 24 hours.

Acrobatic Strike (Players Handbook 2)

Prerequisite: Heal 4 ranks.

Benefit: If you succeed in using Tumble to avoid an opponent's attack of opportunity, you gain a +4 bonus on his or her next attack against that foe as long as the attack occurs before the end of your current turn.

Staggering Strike (Complete Adventurer)

Prerequisite: Base attack bonus +6, sneak attack

Benefit: If you deal damage with a melee attack, you can deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Virulent Poison (Savage Species)

Prerequisite: Poison as an extraordinary ability

Benefit: Add +2 to the DC Fortitude saving throw against your poison attack.

Eagle's Wings (Complete Divine)

Prerequisite: Ability to wild shape

Benefit: You can spend one wild shape to grow feathery wings. They allow you to fly at a speed of 60 feet (average maneuverability). The wings remain for 1 hour.

Retributive Spell (Complete Mage)

Benefit: When you cast a spell modified by this metamagic feat, it has no immediate effect. Any time you are dealt damage by a melee attack during the next 24 hours (or until you next prepare or ready your spells), you can choose to cast the spell on that attacker as an immediate action. Once activated, a retributive spell disappears (it can only affect one attacker).

You can apply this feat only to a spell that targets a creature. A retributive spell can target only the attacker that triggered it, even if the spell would normally allow you to target multiple creatures.

You can have only one retributive spell cast at a time. Casting a second retributive spell cancels the first (eliminating it with no effect). If you prepare or ready spells while you have a retributive spell cast, the spell dissipates with no effect.

A retributive spell uses a spell slot one level higher than the spell's actual level.

Lunging Strike (*Players Handbook 2*)

Prerequisite: Base attack bonus +6

Benefit: As a full round action, you can make a single strike with a 5 ft. bonus to your attack's reach. This benefit applies to both armed and unarmed attacks, including touch attacks made to deliver spells.

Special: A fighter can select Lunging Strike as one of his or her fighter bonus feats.

NEW ITEMS

Summoner's Totem (Magic Item Compendium)

A boon for those who magically conjure animals to aid them in combat, a summoner's totem allows instantaneous enhancement of your summoned allies. When you summon a single animal using a *summon nature's ally* spell, you can cast another spell targeting the summoned creature as a swift action. The second spell must be no higher than 3rd level, it must target the summoned creature (and only the summoned creature), its casting time must be no longer than 1 standard action, and it expends the spell or spell slots normal.

Prerequisites: Craft Wondrous Item, speak with animals, *summon nature's ally* 2; **Cost to Create:** 1,550 gp, 124 XP, 4 days.

Amber Amulet of the Giant Vermin (Magic Item Compendium)

This item summons a giant vermin that appears and obeys your commands for 1 minute (as if summoned by a *summon nature's ally* spell). At the end of this duration, it vanishes.

Eight varieties of the *amber amulet of vermin* exist (see the table for the details of each version). An amber amulet of vermin works once a day.

| Vermin | CL | Aura | Market Price |
|--------------------------|------------------|------------------|-----------------------------|
| Giant Bee | 7 th | Moderate (DC 17) | 500 gp (3 rd) |
| Giant Queen Ant | 10 th | Moderate (DC 20) | 700 gp (3 rd) |
| Giant Praying Mantis | 10 th | Moderate (DC 20) | 700 gp (3 rd) |
| Huge monstrous centipede | 10 th | Moderate (DC 20) | 700 gp (3 rd) |
| Huge monstrous scorpion | 10 th | Moderate (DC 20) | 700 gp (3 rd) |
| Giant wasp | 15 th | Strong (DC 22) | 800 gp (3 rd) |
| Giant stag beetle | 19 th | Strong (DC 24) | 1,200 gp (4 th) |

Prerequisite; Craft Wondrous Item, *giant vermin*; **Cost to Create:** Varies

Bag of tricks - rust (Dungeon Master's Guide)

This small sack appears normal and empty. However, anyone reaching into the bag feels a small fuzzy, ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Handle Animal skill in the PHB.

Animals produced are always random, and only one may exist at a time. Up to 10 animals can be drawn from the bag each week.

D% Animal

| | |
|--------|------------|
| 1-30 | wolverine |
| 31-60 | wolf |
| 61-85 | boar |
| 86-100 | black bear |

Moderate conjuration; CL 5th; Craft Wondrous Item, summon nature's ally 3; *Price* 900 gp

Large longsword +1, venomous (Magic Item Compendium)

When activated, a venomous weapon coats itself in injury poison (Fort DC 14, 1d4 Str. /1d4 Str.), which lasts for 1 minute or until your next successful attack with a weapon, whichever comes first.

A venomous weapon functions three times a day. Projectile weapons bestow this property to their ammunition.

Prerequisites; Craft Arms & Armor, *poison*; *Price* - *Varies*

Glitter stone (Magic Item Compendium)

A glitter stone renders hidden creatures visible. The stone must be thrown (range increment 10 feet) or hurled from a sling (using the weapons range increment) as a ranged touch attack. When the stone strikes the target or a hard surface, it deals no damage, but it explodes in a 10 foot radius burst of glittering shards. All invisible creatures in the area become visible in glittery dust, making them visible for three rounds. Any coated creature takes a -40 to Hide checks for the duration of the effect.

Prerequisites; Craft Wondrous Item, *glitterdust*; Caster level: 3rd; Aura: Faint (DC 16) conjuration; Cost to Create; 225 gp., 18 XP, 1 day

Stench stone (Magic Item Compendium)

A stench stone nauseates its target and sickens those nearby. The stone must be thrown (range increment 10 ft) or from a sling (using the weapons range increment) as a ranged touch attack. When the stone strikes the target or a hard surface, it deals no damage but bursts into a cloud of noxious vapor. If a stench stone misses its target, it is consumed without effect.

Any living creature struck by the stench stone becomes nauseated for 1 round (Fort DC 13 negates). Regardless of the success or failure of the saving throw, the target exudes a stench for 3 rounds that causes all creatures within 10 feet of it to be sickened for the remaining duration of the stench (Fort DC 13 negates). Creatures immune to poison are unaffected by the stench stone; any effect that neutralizes poison or delays poison also protects against the effect.

Once activated, this item is expended and cannot be used again.

Faint (DC 16) necromancy; CL 3rd; Craft Wondrous Item, *ghoul touch*; Cost to Create: 150 gp, 12 XP, 1 day

Gloves of Lightning (Magic Item Compendium)

Three times per day, you can make a ranged touch attack (range 30 feet) that deals 1d8+5 points of electricity damage. You gain a +3 bonus on the attack if the target is wearing metal armor (or is made out of metal, carrying a lot of metal, etc.)

Faint (DC 17) evocation; CL 5th; Craft Wondrous Item, *shocking grasp*; *Price* 1,000 gp, 80 XP, 2 days

Amulet of Tears (Magic Item Compendium)

An amulet of tears has three charges, each which can be renewed each day at dawn. Spending 1 or more charges when you activate the amulet grants you temporary hit points, as described below. These hit points last for up to 10 minutes; they don't stack with any other temporary hit points.

- 1 charge: 12 temporary hit points
- 2 charges: 18 temporary hit points
- 3 charges: 24 temporary hit points

Faint (DC 17) enchantment; CL 4th; Craft Wondrous Item; *Cost to Create*; 2,300 gp, 92 XP, 3 days

Tanglepatch (Magic Item Compendium)

To use a *tanglepatch*, you must throw it (it can be thrown up to 50 feet). When it lands, it creates an *entangle* effect (as the spell) centered on the point of impact with a 5 minute duration. Once activated, a *tanglepatch* is expended and cannot be used again.

Faint (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *entangle*; *Cost to Create*; 200 gp.

Bone armor +1, blurring (Magic Item Compendium)

When you activate this armor, your appearance becomes distorted and hazy, as if you were affected by a *blur* spell. The blurring property functions three times a day, and the effect lasts for 5 rounds.

Faint (DC 17) illusion; CL 5th; Craft Arms and Armor, *blur*; *Price* +1 bonus

Bone armor +1, displacement (Magic Item Compendium)

When you activate this armor, you appear standing right next to your actual location, as if you were affected by a *displacement* spell. The blurring property functions three times a day, and the effect lasts for 5 rounds.

Faint (DC 17) illusion; CL 5th; Craft Arms and Armor, *blur*; *Price* +1 bonus

Vanisher Cloak (Magic Item Compendium)

A *vanisher cloak* allows you and nearby allies to briefly disappear from sight. A cloak has 3 charges which are renewed each day at dawn. Spending 1 or more charges turns you (and perhaps one or more allies) invisible, as the *invisibility* spell, for 1 or more rounds.

1 charge: You become invisible for 4 rounds

2 charges: You and one adjacent ally become invisible for 3 rounds.

3 charges: You and up to three adjacent allies become invisible for 2 rounds.

Faint (DC 16) illusion; CL 3rd; Craft Wondrous Item, *invisibility*; *Cost to Create*: 1,250 gp, 100 XP, 3 days

Rhino Elixir (Magic Item Compendium)

Drinking *rhino elixir* causes your skin to thicken and turn gray, granting you a +3 enhancement bonus to your existing natural armor bonus (a creature without natural armor has an effective natural armor bonus of +0). In addition, you gain a +1 bonus on damage melee rolls. These effects last for 12 hours.

Moderate (DC 19) transmutation; CL 9th; Craft Wondrous Item, alter self, Craft: (alchemy) 5 ranks; *Price* 800 gp, 64 XP, 2 days

Robe of Retaliation (Magic Item Compendium)

A *robe of retaliation* allows you to react to attacks with a burst of magical power. If you are struck by a creature wielding a melee weapon or a natural weapon, you may activate the robe and sacrifice an arcane spell of 1st level or higher to deal damage to your attacker equal to 1d6 per level of the spell sacrificed. This ability functions three times a day.

Moderate (DC 18)e; CL 7th; Craft Wondrous Item, *fire shield*; *Cost to Create*; 3,250, 260 XP, 7 day. It activates as an immediate action.

Fireflower Pendant (Magic Item Compendium)

A *fireflower pendant* provides you with resistance- or even brief immunity- to fiery attacks. While it is worn, you gain resistance to fire 10. This is a continuous effect and requires no activation. When you activate the pendant, you gain immunity to fire until the start of your next turn. However, doing this renders the pendant powerless for 1 hour thereafter. This pendant can be activated as an immediate action.

Strong (DC 21) abjuration; CL 13th; Craft Wondrous Item, *energy immunity*, *resist fire*; *Cost to Create*; 6,500 gp, 520 XP, 13 days

Lesser crystal of acid attacks (Magic Item Compendium)

This crystal seems to contain an incandescent green fluid. A crystal of acid assault adds a particular type of energy damage to the weapon's attacks, in this case acid. This bonus to damage does not stack with energy damage of the same type dealt by the weapon. The lesser crystal adds an extra 1d6 points of energy damage of its type to the weapon's damage.

Faint (DC 17) evocation; CL 5th; Craft Magic Arms & Armor, *Melf's Acid Arrow*; *Cost to Create*; 1,500, 120 XP, 3 days.

Bracers of Repulsion (Magic Item Compendium)

Bracers of repulsion produce an instantaneous wave of force that pushes back enemies. When you activate the bracers, all enemies within 10 feet must succeed on a DC 19 Fortitude save or be pushed 5 feet away from you. Huge and larger creatures are unaffected by the *bracers of repulsion*, though incorporeal creatures can be affected. These bracers are activated as a swift (command) action.

Moderate (DC 20) evocation; CL 11th; Craft Wondrous Item, *Bigby's forceful hand*; *Cost to Create*; 2,000 gp, 160 XP, 4 days

Cloak of Stone (Magic Item Compendium)

While wearing a *cloak of stone*, you gain a +5 Competence bonus on Hide and Move Silently checks. This is a continuous effect and requires no activation. In addition, you can activate the cloak to merge with stone as though using a *meld into stone* spell. This ability functions once per day and is a standard (command) activation.

Faint (DC 17) transmutation; CL 5th; Craft Wondrous Item, *meld into stone*; *Cost to Create* 4,000 gp, 320 XP, 8 days

Thorn Pouch (Magic Item Compendium)

A *thorn pouch* allows you to bring forth several types of magical plant effects for offensive and defensive purposes. A pouch has 5 charges, which are renewed each day at dawn. Spending 1 or more charges when you place your hand within the bag allows you to draw forth a single thorn that has one of the following effects (each as the spell of the same name, but with a duration of 9 rounds)

1 charge: Entangle

2 charges: Spike growth

3 charges: Wall of thorns

To use a thorn after drawing it forth, you drop it into your own space or any adjacent square (as a free action). After 1 round, the thorn produces the desired effect. If you don't drop the thorn within 1 round after drawing it, it disappears with no effect.

Moderate (DC 19) Conjuration; CL 9th; Craft Wondrous Item, *entangle*, *spike growth*, *wall of thorns*; *Cost to Create*; 2,200 gp, 176 XP, 5 days ; Activation: Swift (manipulation); Weight: 1 lb..

NEW SPELLS

Alter Fortune (Players Handbook 2)

Divination

Level: Brd 3, Clr 3, Drd 3, Sor/Wiz 3

Components: V, X

Casting Time: 1 immediate action

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

Target: One creature

Duration: Instantaneous
Saving Throw: None
Spell Resistance: No (harmless)

You change the flow of chance, causing the subject to immediately reroll any die roll it just made. It must abide by the second roll.

XP cost: 200 XP

Animalistic Power (Spell Compendium)

Transmutation

Level: Clr 2, Drd 2, Duskblade 2, Rgr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with an aspect of the natural world. The subject gains a +2 enhancement to Strength, Dexterity, and Constitution.

Material Component: A bit of animal fur, feathers, or skin.

Benign Transposition (Spell Compendium)

Conjuration

Level: Sor/Wiz 1

Components: V

Casting Time: 1 standard action

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

Targets: Two willing creatures of up to Large size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Blast of Force (Spell Compendium)

Evocation (Force)

Level: Force 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. A blast of force deals 1d5 points of damage per two caster levels (maximum 5d6). In addition, a successful hit forces the subject to make a Fortitude save or be knocked prone (size and stability modifiers apply to the saving throw as if the spell were a bull rush).

Blinding Color Surge (Spell Compendium)

Illusion (Glamour)

Level: Beguiler 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 standard action

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

Targets: You and one creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You strip the color from your body and gear, turn it into a lance of energy, and hurl it at the target. When you cast this spell, you target a creature with the colors stripped from your form. The target must make a Will save or be blinded for 1 round.

You also gain the benefit of invisibility, for the duration of the spell, even if the target succeeds on its save or if its spell resistance protects it.

Material component: A small prism

Bigby's Tripping Hand (Spell Compendium)

Evocation (Force)

Level: Duskblade 1, Sor/Wiz1

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

The large hand sweeps at the target creature's leg in a tripping maneuver (PHB pg. 158). This trip attempt does not provoke attacks of opportunity. Its attack bonus equals your caster level + your key ability modifier + 2 for the hands Strength (14). The hand has a bonus of +1 on the trip attempt for every three caster levels, to a maximum of +5 at 15th level.

Material Component: Three glass beads.

Burrow (Spell Compendium)

Transmutation

Level: Drd 2, Rgr 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can burrow through earth and loose rock (but not solid stone) with a speed of 30 feet (or 20 feet if it carries a medium or heavy load).

Material component: A claw from a burrowing creature.

Dimension Hop (Players Handbook 2)

Conjuration (Teleportation)

Level: Duskblade 2, Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You instantly teleport the subject creature a distance of 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.

Enrage Animal (Spell Compendium)

Enchantment (Compulsion) [Mind Affecting]

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

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

Target: One animal

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

Enrage animal affects only creatures of the animal type and bestows a +4 morale bonus to Strength and Constitution, a +2 morale bonus to Will saves, and a -2 penalty to Armor Class. This effect is otherwise identical to a barbarian's rage, except that the animal is not fatigued at the end of the rage.

Flaywind Burst (Sandstorm)

Evocation (Air, Earth)

Level: Clr 5, Drd 5, Sand 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 round

Range: 60 ft.

Target: Con-shaped burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell produces a brief windstorm (approximately 70 mph), filled with scouring, supernatural grit that literally strips flesh. In addition to the possible effects of the wind, creatures within the area of effect of the spell take 1d6 points of damage per caster level (maximum 10d6) from the scouring sands. A successful Reflex save halves the damage.

A creature within the area of the flaywind burst must make a Fortitude save or experience the effects of the wind's force. A Small or smaller creature is knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, Small or smaller creatures are blown back 2d6x10 feet and take 2d6 points of nonlethal damage. Medium creatures are knocked prone, or if flying are blown back 1d6x10 feet. Large or Huge creatures are unable to move forward against the force of the blast or if flying are blown back 1d4x5 feet. Gargantuan or colossal creatures can move normally within the flaywind burst. *Flaywind burst* can't move a creature beyond its range.

In addition to the effects noted, *flaywind burst* can do anything else that a windstorm-force sandstorm would be expected to do, such as briefly obscure vision, heel over a boat, or blow gases and vapors to the limits of its area.

Material Component: A pinch of sand and the wing feather of a vulture.

Ice flowers (Spell Compendium)

Transmutation (Cold)

Level: Cleric 6, Druid 5

Components: V, S
Casting Time: 1 standard action
Range: Medium (400 ft. + 40 ft./ lvl)
Area: 20 ft. radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: No

This spell causes moisture in the ground at a point you designate to freeze into a mound of solid ice covered by a layer of soil, which bursts violently through the surface. This flings dangerous ice shards and small stones throughout the area, turning the surface of the ground into dense rubble (DMG pg. 60). The shards of ice and stone deal 1d6 points of damage per caster level (maximum 15d6). Half the damage is cold damage. The origin point of the spell must be on the ground. This spell has no effect in desert terrain or on solid stone.

Icelance (Spell Compendium)

Conjuration (Creation)
Level: Drd 3, Sor/Wiz 3
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ lvl)
Effect: One lance of ice
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

You must succeed on a normal ranged attack to strike with an *icelance*. You gain a +4 bonus on your attack roll. If you hit, the *icelance* deals 6d6 points of damage to the target. Half of the damage is piercing damage; the rest is cold damage. In addition, the target must make a Fortitude save or be stunned for 1d4 rounds. Regardless of the result of the attack, the *icelance* shatters the first time you use it.

Focus: A 50 gp clear quartz gemstone. Alternatively, if you are in a cold region, you could substitute 10 pounds of ice or snow for the quartz.

Luminous Swarm (Complete Mage)

Evocation [Force]
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./ 2 levels)
Target: One creature
Duration: 5 rounds
Saving Throw: Reflex partial
Spell Resistance: Yes

You create a swarm of faintly luminous motes of pure force that engulf one creature, obscuring its vision. If the target relies on sight, all its attacks have a 20% miss chance while the motes last.

The motes also deal 1d6 points of damage each round. The target can attempt a Reflex save each round to avoid the damage.

If a subject under the effects of *luminous swarm* is targeted by a *fever dream* spell, the two spells interact to create a greater effect. See *fever dream* spell for details.

Mass Contagion (Spell Compendium)

Necromancy [Evil]

Level: Clr 5, Drd 4, Sor/Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./lvl)
Area: 20 ft. radius spread
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell functions exactly like contagion (PHB 213) but all creatures within the area are infected.

Mass Snakes Swiftness (Spell Compendium)

Transmutation

Level: Drd 2, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Target: Allied creatures in a 20 ft. radius burst
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions like *snake's swiftness* except that it affects multiple allies out to medium range.

Power Word: Sicken (Races of the Dragon)

Enchantment (Compulsion) [Mind Affecting]

Level: Sor/Wiz 2
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./ 2 levels)
Target: One living creature with 100 hp or less
Duration: See text
Saving Throw: None
Spell Resistance: Yes

You utter a single word of power that instantly causes one creature of your choice to become sickened, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total, as shown below. Any creature that currently has 101 or more hit points is unaffected by the *power word: sicken*.

| Hit Points | Duration |
|------------|---------------|
| 25 or less | 1d4+1 hours |
| 26-50 | 1d4+1 minutes |
| 51-100 | 1d4+1 rounds |

Ray of Dizziness (Spell Compendium)

Enchantment (Compulsion) [Mind Affecting]

Level: Brd 3, Sor/Wiz 3
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Effect: Ray
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

You strike out at your enemy with a ray that causes intense feelings of vertigo. You must succeed on a ranged touch attack with the ray to strike a target. A struck subject experiences strong feelings of vertigo and can only take a move action or a standard action each round (but not both, and it cannot take a full-round action).

Saltray (Spell Compendium)

Evocation

Level: Druid 2

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. A creature struck by a *saltray* takes 1d6 points of damage per two caster levels (maximum 5d6) and must make a Fortitude save or be stunned for 1 round.

Slashing Dispel (Spell Compendium)

Abjuration/Evocation

Level: Duskblade 5, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 5 ft./ level)

Target or Area: One creature or 20 ft. radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell functions like dispel magic, except as noted here. Any creature that has a spell removed from it takes 2 points of damage per level of the dispelled effect. If a creature loses the effects of multiple spells, it takes damage for each one.

Splinterbolt (Spell Compendium)

Conjuration (Creation)

Level: Drd 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One or more streams of splinters

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You must make a ranged attack to hit the target. If you hit, the splinterbolt deals 4d6 points of piercing damage. A splinterbolt threatens a critical hit on a roll of 18-20.

You can fire one additional splinterbolt for every four levels beyond 3rd (to a maximum of three at 11th level). You can fire these splinterbolts at the same or different targets, but all must be within 30 feet of one another and fired simultaneously.

A creature's damage reduction, if any, applies to damage from this spell. The damage from splinterbolt is treated as magic for purposes of overcoming damage reduction.

Material Component: A splinter of wood.

Sonic Blast (Spell Compendium)

Evocation (Sonic)

Level: Sor/Wiz 1**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./ 2 levels)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Will partial**Spell Resistance:** Yes

You blast the target with loud and high-pitched sounds. The subject takes 1d4 points of sonic damage per two caster levels (maximum 5d4) and must make a Will save or be deafened for 1d4 rounds. This spell has no effect if cast into an area of a *silence* spell.

Sudden Stalagmite (Spell Compendium)

Conjuration (Creation) [Earth]

Level: Druid 4**Components:** V, S**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./lvl)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** No

This spell creates a stalagmite about 1 foot wide at its base and up to 10 feet tall. If it encounters a ceiling before it reaches full size, it stops growing. This stalagmite grows from the ground under the target creature and shoots upward. An airborne creature within 10 feet of the ground gains a +4 bonus on its saving throw, and airborne creatures more than 10 feet off the ground cannot be harmed by this spell.

The stalagmite deals 1d6 points of piercing damage per caster level (maximum 10d6). In addition, a target that fails to make a saving throw against this spell and takes damage from it is impaled on the stalagmite and cannot move from its current location until it makes a DC 15 Escape Artist check. The stalagmite can be removed in other ways as well, such as with *stone shape* spell. The victim can break free with a DC 25 Strength check, although doing this deals 3d6 points of slashing damage.

A creature's damage reduction, if any, applies to the damage of this spell. The damage from sudden stalagmite is treated as piercing for purposes of overcoming damage reduction.

Thalassemia (Stormwrack)

Necromancy

Level: Drd 4, Sor/Wiz 5**Components:** V, S**Casting Time:** 1 standard action**Range:** Touch**Target:** Living creature touched**Duration:** Instantaneous**Saving Throw:** Fortitude half, see text**Spell Resistance:** Yes

This spell thins the target creature's blood to little more than seawater, dealing 1d6 points of damage per caster level (maximum 15d6). Only living creatures with a circulatory system and blood can be affected by this spell; it does not harm creatures immune to critical hits. Creatures with the fire subtype instead take 1d8 points of damage per level.

Thunderhead (Spell Compendium)

Evocation [Electricity]

Level: Drd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/ level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

Thunderhead creates a small thundercloud over the subject, following it unerringly even if he becomes invisible or leaves the region. In every round of the spells duration, a miniature bolt of lightning leaps from the thundercloud to strike the subject. Each bolt deals 1d6 points of electricity damage that is negated with a successful Reflex save.

Material Component: A small piece of copper wire.

Wall of Smoke (Spell Compendium)

Conjuration

Level: Drd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

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

Effect: A straight wall whose area is up to one 10 foot square/level

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: No

This spell creates a thin wall of black smoke. The wall is stationary once created. The wall blocks sight to a limited degree. Creatures on opposite sides of the wall that cannot see over it gain concealment from each other. A creature can pass through a *wall of smoke*, but must make a Fortitude save to avoid being nauseated for 1 round.

A moderate wind (11 + mph), such as from a *gust of wind* spell, destroys the wall in 1 round. The spell does not function underwater.

PLAYER HANDOUT #1 – MESSAGE FROM SPYDER

GREETINGS

PARDON THE ODD MANNER IN WHICH I HAVE CHOSEN TO COMMUNICATE TO YOU THESE ORDERS BUT BOTH TIME AND DISCRETION ARE OF THE ESSENCE IN THIS CASE I HAVE USED MY CONTACTS AND UNSEEN INFLUENCE WITHIN THE PRINCIPALITY OF ULEK MILITARY AND OTHER IMPORTANT ORGANIZATIONS TO HAVE YOU SPECIFICALLY CHOSEN FOR A MISSION OF GREAT IMPORTANCE YOU WILL KNOW THE FULL DETAILS WHEN YOU ARRIVE AT YOUR DESTINATION SIMPLY ALLOW PRIVATE - EMERSON TALBOT TO ESCORT YOU IT IS NEVER A GOOD THING TO KEEP A LADY WAITING ESPECIALLY ONE AS POWERFUL AS THIS.

 **Spyder**

PLAYER HANDOUT #2 – A TEMPTING OFFER

Greetings once more,

I'm sure my method of delivery seemed rather odd to you but suffice to say it was necessary. I believe that you may well be of the type of person who is capable of grasping an opportunity when it is presented to them without allowing rules and regulations to get in the way of accomplishing your goals and profiting greatly in process. Do not tell the others of this notice as they surely lack your flexibility in such matters. If you wish to learn more about my offer then please meet me at the Black Badger Inn and Tavern in half an hour and tell no one of this meeting. It is possible that others in your group may also have been chosen by me as well but I am sure they will tell you this themselves. Should you succeed at the offer I will present to you, the threat of Red Mantis to the Principality of Alek will come to a swift and final end.

Lady Senja

CRITICAL EVENT SUMMARY: ULP 7-06 “PORTENTS OF THE MATRON”

For use only WiPoU #7 2007

1. Did any of the PCs agree to work for Colonel Krufec? Yes No

If so, please list their names here:

2. Did any of the PCs agree to work for Spyder? Yes No

If so, please list their names here:

3. Did any of the PCs agree to work for Lady Senja? Yes No

If so, please list their names here:

4) Did the PCs prevent the destruction of the Temple of Serenity? Yes No

5) Did Fevros die during the attack against the Temple of Serenity? Yes No

6) Did the PCs defeat Red Mantis and her minions and save the captured gnome Otto Dunkleglink?

Yes

No

7) If any of the PCs worked for Lady Senja and took Red Mantis to her, were any of these SPECIFIC

PCs a member of the Web organization? Yes No

If the answer is “Yes”, please list their names here:

8) If she was captured, who gained final possession of Red Mantis?

Colonel Krufec

Spyder

Lady Senja

9) Did any of the PCs discover the true nature of Lady Senja?

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):