

Head or Tails

A One-Round Dungeons & Dragons® Living Greyhawk™ Splintered Suns Metaregional Adventure

Version 1.0

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Dawn. Soldiers are staring silently into the twilight, weapons drawn, and faces grim. The enemy is hidden in shadows. Soon the battle will be on. Soon the sounds of weapons, the shouts of angry soldiers and the moans of the wounded will replace the birds greeting Pelor. Will you be at the battle to aid the good people of Ahlissa and Sunndi? A one-round metaregional adventure set in Ahlissa for characters level 2-14 (APLs 4-12). It is the fifth part of the Broken Chains series, direct sequel of ESA6-01 *Knife's Edge*.

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Mage* [varies], *Complete Warrior* [varies], *ESA6-01 Knife's Edge* [Pieter Sleijpen], *Fiendish Codex II* [Robin D. Laws, Robert J. Schwalb], *Heroes of Battle* [David Noonan, Will McDermott, Stephen Schubert], *Ivied the Undying* [Carl Sargent], *Lords of Madness* [Richard Baker, James Jacobs, Steve Winter], *Magic Item Compendium* [varies], *Spell Compendium* [varies], *SND7-01M Unexpected Enemies* [Krishna Simonse, Pieter Sleijpen, Ward van Oosterum], *Sunndi Meta Gaming Guidebook* [Pierre van Rooden, Pieter Sleijpen], and *TSS4-04 Crossfire* [Pieter Sleijpen].

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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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 rule 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

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 calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard 1-round Metaregional adventure set in Ahlissa. Characters living in the Splintered Suns Metaregion pay 1 Time Units per round. All other characters pay 2 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 retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Before the adventure starts it is necessary to determine whether the Ahlissan or the Sunndian authorities try to hire the PCs. Count the favors the PCs have with the Ahlissan and the Sunndian authorities and use the introduction that fits the most. Treat favors with the church of Trithereon as favors with the Sunndians and favors with the church of Zilchus and Hextor as favors with the Ahlissans. There is no need to make it an exact count if the players show a clear preference for one side or another such as when all PCs live in Sunndi or are followers of Trithereon. If there is no clear preference you should use the Ahlissan introduction.

For the reaction towards the PCs as well to check whether they have met specific NPCs check whether the individual characters have played TSS4-04 *Crossfire* and/or ESA6-01 *Knife's Edge*. PCs who have the favor of the Ahlissan army from TSS4-04 have helped the Ahlissans against the prisoners. PCs who have the favor of the church of Trithereon have helped the prisoners. The Ahlissans react much more coolly towards PCs who have helped the prisoners escape during the rebellion. The Ahlissans are suspicious about the motivations of those PCs, suspecting the PCs joined the mission to sabotage it. Most Ahlissans keep their opinions to themselves except when arguments get heated. The Sunndians don't care much about the whole affair. Many of the freed prisoners left the region and they consider the Calling Mines an inhuman punishment anyway.

PCs who have played TSS4-04 have met Coinmaster Zamasken and Commander Noquann before. Coinmaster Zamasken is a high ranking cleric of Zilchus and the director of the Calling Mines. Commander Noquann was the leader of the military at the mines. Both were part of the welcome committee during the PCs' visit to the mines and the PCs might have met them during the negotiations between the rebelling prisoners and the leaders of the Mines. The assassin Shekal was one of the leaders of the rebellion and its spokesperson early on in the adventure. In ESA6-01 Shekal caused a distraction to help a group of the Hollow Highland Liberation Front members escape after they murdered an Ahlissan officer in an attempt to ruin the alliance between Sunndi and Ahlissa. He is a smooth talker, few characters realized how much he was involved and most characters let him go after a promise never to return to the raiders. A promise he broke, because according to him, he needed to amend for his crimes by making sure they are caught.

In Encounter 4 it is important to know whether or not a PC has been imprisoned in the Calling Mines. Ask this before the start of the game.

NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

Since the independence of Sunndi from the Great Kingdom in CY 455 there has been a conflict over the exact border in the Hollow Highlands. Despite the many changes over the years this conflict has not been truly resolved. At the time it was deemed a minor problem, but over time tension in the region grew and neither Hazendel nor Xavener could ignore it much longer or they risk war.

Were it not for the presence of the rich silver mines known as the Calling Mines the issue would have been relatively easy to resolve. Politicians are masters at devising compromises that make both sides look like winners, resolving a potential conflict without damaging any side's pride in the process. The silver mines though offer untold riches. Due to the Mine's dangerous nature, threatening the sanity of those working in them, they also forms a rallying point for those that fight against oppression and tyranny. After all, few people volunteer to work in these mines and its current owners, Ahlissa, is forced to use convicts to mine the silver. Pride is one

thing, but combined with greed and/or misplaced ideals it becomes much more difficult to overcome.

Still, Ahlissa, let alone Sunndi, could not afford a conflict of the magnitude that it threatened to become. Neither Sunndi nor Ahlissa might admit it, but the rebellion in the Calling Mines in CY 594 actually created opportunities for both sides to bring negotiations about the region to a successful end. The rebellion allowed Xavener to directly intervene in the ruling of the mines, making it much easier to force his will upon those who operate the mines. At the same time the escaped convicts, some of which were innocent but many were heartless criminals, caused big problems for the locals, alienating them from those they hold responsible: the Highland Liberators. What is more, due to the war with the bullywugs, Sunndi was unable to deal with the problems, giving Ahlissa the opportunity to be the good guy for a change¹. Or so the rulers of both Sunndi and Ahlissa hoped.

In the autumn of CY 595 the clans of the Hollow Highlands, after pleas from Hazendel to be sensible, accepted the claim of Ahlissa on the Calling Mines and the relatively small region of the Hollow Highlands between it and Hexpools. In return, Ahlissa offered their help in hunting down the escaped convicts and allowed the Hollow Highlanders to settle the region in their control, granting them the same rights as the Clans in the Sunndian part (except that taxes are paid to Ahlissa and not to Sunndi).

Since that fateful alliance the Ahlissans and Sunndians have been able to defeat the Highland Liberators several times. The amount of free members and save locations slowly dwindled, and now only a few beleaguered groups are still left. Not too long ago an agent of the Jade Mask informed the Ahlissans and Sunndians of the location of the last living leaders of these so-called liberators. Now a combined mission of Ahlissan soldiers and Burrowers set out to deal the deathblow to these raiders and murderers and they can use the aid of some adventurers. Capturing the raiders and getting them at the desired location though soon prove to be more difficult than expected...

ADVENTURE SUMMARY

ESA7-04 *Head or Tails* is a one round meta-regional set in the northern parts of the Hollow Highlands at the Calling Mines and the nearby region. It is an adventure for APL 4 to 12. It is the fifth part of the Broken Chains series, direct sequel to ESA6-01 *Knife's Edge*.

Introduction: The Ahlissan military or the Sunndian military approaches the PCs with a request for aid in a joint mission. Together with Ahlissan soldiers and a band

of Burrowers (Hollow Highland militia) they are going to attack one of the last camps of the Hollow Highland Liberators, so-called freedom fighters that plague the region.

Encounter 1 [The Warriors and the Field]: This section describes the warriors on both sides of the conflict as well as the battlefield.

Encounter 2 [Planning the Battle]: The PCs are asked to join in the planning of the battle to come. They are briefed on the situation, and the Ahlissan commander and Burrow leader are interested in any battle tactics the PCs come up with. The PCs' goal is to capture or kill the leaders and help get an agent out of there.

Encounter 3 [Battle of the Burrows]: Once the planning is done, it is time for action. The exact events at the battle depend on the PCs' tactics, but at its core there are three scenarios – sneaking in, fighting from the surface down and fighting from below. When the battle is fought, the results combined with Encounter 2 decide the outcome of the Battle of the Burrows.

Encounter 4 [Calling of the Mines]: Assuming the PCs were victorious, they and the soldiers together with their prisoners and meager loot return to the Calling Mines.

Once at the mines they have some time to recover, but during the night they are haunted by a strange nightmare – portents of what is to come.

Encounter 5 [Dispute]: The PCs are required to be present at a debriefing about the Battle of the Burrows. After having discussed the battles, the talks soon turn to the future. Zamasken and Commander Noquann get into a loud argument about the fate of the prisoners. The Zilchite wants to deliver them to Sunni for judgment as detailed in the treaty. Noquann wants to execute all of them. The discussion quickly escalates beyond the mere fate of the prisoners and brings some of the differences between the Temple of Zilchus and Hextor to the front – differences that have been simmering for years now.

Encounter 6 [Treachery]: Regardless of who wins the discussion, the loosing side decides to take action. The Zilchites hand the prisoners over in secret to the Burrowers or the Hextorites prepare to kill them.

If the PCs supported the winning side, a traitor on the other side warns them. Otherwise they are secretly informed and asked to help. If they supported none, the Zilchites simply pay them coins to guard the prisoners. Again, the opposing side is warned. Regardless a clash between the PCs and the other side is inevitable.

Conclusion: The PCs are thanked for a job well done and get a reward from whomever they helped. At the same time they should wonder about the tense situation at the Calling Mines and between the Zilchites and Hextorites. Something tells the PCs that even though the

¹ Some cynics say that Xavener is behind the rebellion for these reasons. Considering the costs and risks, few believe such rumors.

last raiders have been caught, it is not the last time they are at the Calling Mines.

INTRODUCTION

The adventure starts in the city of Hexpools regardless of the PCs' affiliations. The reasons for being here are up to the individual PCs. The most likely one is that the PC is on his or her way from Sunndi to Ahlissa or visa versa, but they might also be visiting the pools that the city is so famous for.

AHLISSAN START

At some point during their stay in Hexpools the PCs get an invitation for a meeting with Coinmaster Zamasken at the New Temple (the biggest temple of Zilchus in town). If the PC is a member of the Royal Merchant Guild or any organization affiliated with the Ahlissan authorities the invitation is practically a command. Otherwise the PCs are free to refuse, but if they do so the adventure is over for that character. A DC 15 Gather Information, Knowledge (religion) or Knowledge (local: the Splintered Suns) shows that Coinmaster Zamasken is a high-ranking cleric of Zilchus who leads the Calling Mines. More information on the Calling Mines can be found below in the Gather Knowledge section.

If the PCs arrive at the temple, they are immediately brought into a luxurious meeting room. Read out aloud or paraphrase:

The New Temple is a big opulent building and the room you have been brought into is not different. The floor is covered with a thick carpet, the walls are decorated with beautiful tapestries and paintings and the highly decorated furniture looks comfortable and expensive. There are eight chairs surrounding a low table. On the table lies a silver platter with all kinds of food, and another one with several crystal glasses, tin tankards, a couple of bottles and two small kegs. A short richly dressed Oeridian man with a goatee is sitting in one of the chairs, and a tall proud looking Oeridian man wearing the gala uniform of the Ahlissan Army paces near the window. As you enter, the officer looks coldly at you. The man in the chair rises quickly, smiling pleasantly. "Welcome," he starts with a firm voice. "My name is Coinmaster Zamasken, and this here is major Farask of House Torquann. Please take a seat and enjoy the food and drink while we wait for everybody to arrive."

While it takes some time in game for all people to arrive, eventually everybody is there. It is a good moment for the characters to introduce oneself both to Zamasken and Farask as well as each other. Zamasken is interested in names, skills and a few examples of past exploits. Major Farask remains silent, alertly listening, only getting involved in the conversation if something is directly asked.

👤 **Coinmaster Zamasken:** male human rogue 7/cleric 1 (AL LN).

Appearance: Zamasken is a short Oeridian man with short well-kempt brown hair and a goatee. He wears expensive, comfortable clothes with matching jewels. He has a pleasant smile, but his brown eyes reveal his intelligence and they miss nothing.

Personality: Zamasken is a smooth-talker who knows how to put people at ease. He has a good sense of humor and does not let himself be deceived by appearances. He is a shrewd judge of character and it is because of him that Farask decided to hire a group of adventurers. If he has any prejudices, he has never shown them.

👤 **Major Farask of the House of Torquann:** male human fighter 6/pious templar 1 (Zilchus).

Appearance: Farask is a tall lean Oeridian man with short curly brown hair and a short beard. He is young, but there is something in his bearing that suggests he has seen action on the battlefield.

Personality: Farask wears his uniform proudly, and he has earned each and every medal. Any suggestions that he or his family bought his rank or medals irritate him, although he keeps it hidden reasonably well. It also confirms his opinion about adventurers as loud rude money wasting although sometimes useful braggarts. Deep in his heart he realizes his family does have something to do with how quick he attained his current rank. His insecurity does result in him sometimes ignoring sound advice if he thinks somebody challenges his authority. He believes that a person is formed by family and upbringing, and he respects the rich and powerful even if self-made (as long as they know their place of course).

Zamasken does most of the talking. Farask only answers direct questions.

- The Ahlissan army supported by a company of locals called the Burrowers is on the verge of eradicating a group of bandits. The addition of a group of specialists to the army for unexpected surprises during the coming battle is a good idea.
- The bandits call themselves the Hollow Highland Liberation Front, which are just big words. In reality they are little more than thieves and cutthroats who prey on innocent merchants, miners and farmers.
- The raiders consist of escaped prisoners from the Calling Mines and disgruntled Hollow Highlanders who have let hatred overcome their senses. Most of the members are human, although there are also a couple of dwarves, gnomes and probably weirder creatures.
- If specifically asked about these weird creatures, Zamasken tells that during a recent battle umber hulks (weird ogre-sized humanoid beetles with eyes that confuse people), minotaurs, shadow mastiffs (massive dogs who blend in with shadows) and a naga (snake-like creature with the head of a human

who cast spells like sorcerers) of some sort were seen.

- The mission/battle is set in the nearby Hollow Highlands and it should take about 2 weeks of the PCs' time. The PCs are expected to leave tomorrow, joining the rest of company about half a day to the west.
- Details on the mission cannot be discussed in the city for security reasons.
- The pay is [50 x APL] gp and a first pick of any special loot from opponents they have personally faced. If the object in question has been stolen and is of special value to the original owner the PCs either get the full value paid out in gold or take a second pick.
- If pressed or when directly asked, it was Zamasken's idea to hire a group of adventures. Farask is not too keen on the idea, but he accepts the fact that every army needs mercenaries sometimes.
- The army expects the PCs to provide their own equipment. There is no need for horses, but they can certainly be useful.
- The Sunndians are lead by a halfling, major Durain. She is skilled, albeit a bit blunt and lacking education. Her men are trained in guerilla warfare and they know the terrain like the back of their hands. They are undisciplined though and there is always the risk of desertion or changing sides. The Burrowers after all are Hollow Highlanders, and so are many of the raiders.

Development: If the PCs accept the mission, he gives them a cordial welcome in his team, expressing the hope for a mutual beneficial relation. He gives them until the following morning to arrange their affairs. If the PCs want to think it over, he protests, demanding an immediate answer. If pressed he relents and gives them until two hours after sunrise tomorrow. They can meet him at the Highland Gate at that time. In the meantime the PCs can gather knowledge on the people and subjects involved as discussed below in the Gather Knowledge section.

For those PCs who want to buy additional supplies Hexpool has a gold piece limit of 40,000 gp. Once the PCs are finished with this proceed with Encounter 2.

SUNNDIAN START

At some point during their stay in Hexpools the innkeeper or a messenger approaches each character with a message from Major Dorain Thistlethorn of the Sunndian army. She requests their presence at Morkann's Drinkhole that evening to discuss a potential job. If the PC is a member of the Sunndian army or an associated organization (such as the Burrowers or the Grey Scouts) or the Jade Mask it is personally addressed and the message makes it clear that it is a command. Otherwise it is a generic polite message with the promise for more details at the meeting.

The locals can tell that Morkann's Drinkhole caters to caravan guards and sailors and that it is popular with Sunndians. It has neither a good, nor a bad reputation, although if the PCs succeed in a DC 20 Gather Information check they learn that according to the rumors the owner of the tavern can bring people in contact with the Rieuwood Runners, a group of smugglers that operate between Sunndi and Ahlissa in these parts. There is no information on the streets on Dorain except for that presented in the Gathering Knowledge section below.

If the PCs do not go to the meeting, the adventure is over. Otherwise read out aloud or paraphrase the following:

The hot dry night hardly brings any relief from the oppressive heat of the day. Morkann's Drinkinghole lies on a levy overlooking the Greyflood River and the harbor, right next to the harbor gate of the city. It is a stone building that looks to be in good repair and from its open windows you hear the sounds of loud conversations and laughter.

When you enter, you immediately notice the strong smell of roasted meat mixed with that of ale, tobacco and sweat. The decoration and furniture in the common room is simple and sturdy as are the mostly human guests. Except for a few quick glances from those near the door your arrival does not draw much attention. You don't see anybody in the uniform of the Sunndian military.

Major Dorain Thistlethorn is in the backroom, something in between an office of the tavern and the VIP room. If the PCs ask about Dorain they are immediately ushered into that room. Otherwise one of the maids approaches the PCs after a while asking whether or not they are the guests of Dorain.

You are ushered into a rather big room behind the bar, left of the kitchen. The smell of roasted meat is particular strong and the muffled sounds of the kitchen staff can be heard through the door. There is a small wooden desk in one corner, but the area is dominated by several comfortable chairs and a low table. In one of the chairs sits a robust looking halfling woman wearing a simple but practical looking soft leather outfit in subdued colors. She has a weather worn face and long black hair tied together in a ponytail. As soon as you enter, she rises offering her hand in greeting. "Welcome," she starts with a firm voice that reminds you a bit of a schoolteacher. "My name is Dorain Thistlethorn, officer among the Burrowers, major if you want to know. Lets wait until everybody is here before we come to business. Until then, enjoy a drink and a bite. It is on me."

While it takes some time in game for all characters to arrive, eventually everybody is there. It is a good moment for the characters to introduce oneself both to Durain

and the rest. Durain is mostly interested in names, skills and a few examples of past exploits.

◆ **Durain Thistlethorn:** female halfling scout 7 (NG).

Appearance: Durain is of average height and weight, although she has a robust appearance. Her face and hands are weather worn and she wears practical forester clothes. She has her long unruly black hair tied together in a ponytail.

Personality: Durain is not much on formalities, nor for idle chit-chat. She prefers a direct approach, showing little emotions. She can be quite passionate though once drawn into a discussion, especially when talking about the land and local politics. At the moment she is irritated with the Ahlissans, who did not add any elite units to the company. She fears that the Burrowers are going to feel the brunt of the attacks.

Once the introductions have been made, Durain tells the PCs she is looking for a group of adventurers to help her men and a group of Ahlissan soldiers in a joined mission to destroy a group of bandits. Throughout the conversation she discusses the following:

- The bandits call themselves the Hollow Highland Liberation Front, which are just big words. In reality they are little more than thieves and cutthroats who prey on the weak.
- The raiders consist of escaped prisoners from the Calling Mines and disgruntled Hollow Highlanders who have let hatred overcome their senses. Most of the members are human, although there are also a couple of dwarves, gnomes and probably weirder creatures.
- If specifically asked about these weird creatures, she tells that during a recent battle umber hulks (weird ogre-sized humanoid beetles with eyes that confuse people), minotaurs, shadow mastiffs (massive dogs who blend in with shadows) and a naga (snake-like creature with the head of a human who cast spells like sorcerers) of some sort were seen.
- The mission/battle is set in the nearby Hollow Highlands and it should take about 2 weeks of the PCs' time. The PCs are expected to leave tomorrow, joining the rest of company about half a day to the west.
- Details on the mission cannot be discussed in the tavern – the walls are too thin. A full briefing will be held on the field where the PCs have a say on tactics. It is going to be risky, and as adventurers the PCs are expected to deal with special threats or lead the assault.
- The pay is [50 x APL] gp and a first pick of any special loot from opponents they have personally faced. If the object in question has been stolen and is of special value to the original owner they either get the full value paid out on gold or take a second pick.

- The army expects the PCs to provide their own equipment. There is no need for horses, but they can certainly be useful.
- She thinks the Ahlissan soldiers are professionals, but when pressed, admits they are ill-suited for the battle at hand. They have little experience with fighting in the terrain and they are going to face battle hardened opponents.
- The Ahlissans are lead by major Farask, a minor member of House Torquann, young, proud, inexperienced and a follower of Zilchus. He looks disciplined and he is not afraid to get his hands dirty. He also seems to care about his men unlike many other officers in the Ahlissan army for whom only the victory counts.
- She needs adventurers because there are no real elite units attached to her or major Farask's company. Considering the power of the opponents, the stories of the creatures they work with and the terrain, there is likely to be a big need for specialists. Trying to gather such people through the proper channels is going to take ages by which time it is likely to be too late. Hence she took matters in her own hand.

Development: If the PCs accept the mission, she is relieved, and gives the PCs a warm welcome in her team. She gives them until the following morning to arrange their affairs. If the PCs want to think it over, she tells that they can meet her at the Highland Gate tomorrow morning two hours after sunrise. In the meantime the PCs can gather knowledge on the people and subjects involved as discussed below in the Gather Knowledge section. For those PCs who want to buy additional supplies Hexpool has a gold piece limit of 40,000 gp. Once the PCs are finished with this proceed with Encounter 2.

GATHERING KNOWLEDGE

It is likely the PCs want to check how much they know about the locations, organizations and people involved. Below follows a list of Knowledge and Gather Information checks and their DCs sorted by the subject. Do not forget that gathering information requires 1d4+1 hour and costs 1d4 gold pieces.

The Burrowers and Dorain Thistleweed

A DC 10 Gather Information or a DC 15 Knowledge (local: the Splintered Suns) check tells that the Burrowers are a militia of sorts. Inhabitants of Sunndi and Naerie gain a +5 circumstance bonus on the Knowledge check and they can make it untrained. The Burrowers is the defense force of the clans of the Hollow Highland and its members come from all clans. It is part of the Sunndian army, but its command structure is fluid, mainly based on merit and the influence of the member's clan. They are called the Burrowers because they use the ever-present caverns and mines in the Hollow Highlands

to great effect in their battles. They favor guerilla warfare above straight battles.

A DC 25 Knowledge (nobility and royalty) or a DC 15 Profession (soldier) for members of the Sunndian military check is needed to know that Dorain Thistleweed is an able commander who cares about the men under her command.

Major Farask of the House Torquann

A DC 10 Gather Information or Knowledge (nobility and royalty) shows that House Torquann is a house of merchants with contacts all over the former Great Kingdom (which is to say most of the Flanaess). The House is closely associated with the faith of Zilchus. A DC 15 Gather Information or Knowledge (local: the Splintered Suns) tells the PCs that Farask likely leads a company of soldiers sponsored by the temple of Zilchus. These are a relatively recent addition to the armies of Ahlissa and they are an attempt to weaken the hold of the faith of Hextor on the army. There are doubts about the Hextorites' loyalties who might lie more with the Northern Kingdom than Ahlissa. A DC 20 Gather Information shows that the company assigned to eradicating the bandits in the Hollow Highlands is understaffed and sorely lacks elite units. People whisper count Reydrich favors the Hextorites and that the lack of support is on purpose to make the Zilchite units look bad.

The Hollow Highland Liberation Front

A DC 10 Gather Information or DC 15 Knowledge (local: the Splintered Suns) check reveals the basic information. The Hollow Highland Liberation Front is a big sounding name for what are ordinary thieves and cutthroats. The group consists of convicts escaped from the Calling Mines, deserters from the Ahlissan army and outcasts from the Hollow Highland Clans. Their so-call goal is to get the "Ahlissans" out of the Hollow Highlands and put the Calling Mines out of business. They define the term "Ahlissan" really loosely and they obviously just want to take over the Mines for their own profit.

A DC 15 Gather Information or DC 20 Knowledge (local: the Splintered Suns) reveals that until 2 years ago the group was supported by the clans of the Hollow Highlands, but during a meeting with the clan leaders, king Hazendel and an envoy of the overking they came to an agreement and signed a treaty. Since that time things went downhill quickly for the raiders. It is only a matter of time before the last bandit has been killed or caught.

A DC 20 Gather Information or DC 25 Knowledge (local: the Splintered Suns) reveals that the raiders in their desperation turned to some dubious allies from the Underoerth. During a battle with a caravan with goods for the help of the Sunndians soldiers fought with shadow demons, land sharks and demonic snakes.

The Calling Mines

A DC 10 Gather Information check or a DC 15 Knowledge (geography), Knowledge (history) or Knowledge (local: the Splintered Suns) provides the basic information. Ex-convicts of these mines know this automatically.

- The Calling Mines are located in the northern parts of the Hollow Highlands.
- It are silver mines although tin and low value stones are found as well.
- The miners are convicted criminals.
- Until some time ago the Mines were ruled by the masters of Hexpools, but there was a rebellion three years ago and the Masters became the scapegoats.
- People hear voices in the mines and eventually they go mad.

The following is known if the PCs succeed at a Gather Information check with the noted DC. A Knowledge (local: the Splintered Suns) can be used instead, although with a +5 modifier of the DC.

- DC 15: Some people whisper that these voices call out for people to follow them into the dark to receive a reward. Those who answered this call were never seen afterwards.
- DC 20: There are whispers the voices have become stronger, and now even people outside can hear them.

Generic Rumors

A DC 10 Gather Information check reveals the following rumors:

- A fleet of ships with an undead crew prowls the Solnor Ocean. They prey mostly on lone merchant vessels, but there are stories about raids on coastal villages all along the cost from as far south as the Lordship of the Isle and as far north as Ratik. There are talks about an alliance between Ahlissa, the Sea Barons, Ratik, the Solnor Compact and the Northern Kingdom to deal with the threat. Few people actually believe this due to the very strained relations between several of these countries.
- A major battle has been fought in Sunndi over the possession of Pitchfield. The battle was between the Wastrians, who were supported by a flight of dragons, an army of devils and a horde of undead. The Sunndians would have lost the battle were it not for the support by Ahlissa. The battle is proof that countries like Onnwal and Sunndi really need the protection of bigger states and that joining Ahlissa is for their own good.
- King Hazendel of Sunndi stepped down in favor of somebody called Kestor – a human. People in Hexpools are a bit worried about the impact this has on relations with Sunndi, but they are positive about the idea of a human on the throne. At least they can understand humans and according to the stories

Kestor is not one of those dreamers (with which they mean followers of Trithereon).

- Tension between the Hextorites and the Zilchites is growing. A few people fear that the two sides might come to blows perhaps even leading to a civil war. The people in Hexpools favor the Zilchites.
- The upstart ruler of the Northern Kingdom is amassing an army and the country will soon invade Ahlissa. Let them come. It will show to the world what kind of tyrant the man is, Xavener will be victorious, allowing him to unite Ahlissa with the Northern Kingdom as is proper.

Troubleshooting: It is certainly possible that PCs with a strong hatred for the Ahlissans have the inclination to help the so-called Hollow Highland Liberation Front. If the knowledge gained in the Gathering Knowledge section above (or they never attempted it) is not enough to make them realize these people are little more than ordinary bandits, a member of the church of Trithereon contacts the PCs. He has heard the PC has had a job offer to deal with these raiders and asks them to accept. The raiders might once have been servants of the faith, but they have lost their way and have committed unforgivable crimes in their quest for freedom and retribution. After all, Trithereon is there to protect the common man and not to prey on them. Their presence also helps in curtailing the worse of potential excesses of the Ahlissan soldiers. If that is not enough, you could allow the PC to help the raiders in the background, but that would be an evil act which could pit one PC against another and it is unlikely to be fun. In this case it would be better to switch PCs.

1: THE WARRIORS AND THE FIELD

The next part of the adventure consists of defeating the united remnants of the raiders. It starts with planning the battle in Encounter 2 and finally fighting it in Encounter 3. Before proceeding with Encounter 2 it is necessary to have a good idea of the involved sides as well as the environment in which the battle is going to take place.

THE AHLISSANS

The Ahlissan company fighting in this battle is sponsored by the Zilchites in Hexpools. It consists of 120 privates, 12 corporals, 6 sergeants, 6 lieutenants, 2 captains and is lead by major Farask of House Torquann. It is divided in 12 squads of 10 men lead by a corporal. Two squads form a unit which is lead by a sergeant and a lieutenant. The archers and regulars are each lead by a captain.

The Ahlissans are well-equipped, and disciplined, but lack experience. It is a relatively new unit financed by the temple of Zilchus and all the clerics are followers of that deity. The officers are highly experienced battle-hardened soldiers, although they have relatively little experience with fighting on an army scale since most

come from a caravan guard background. As a result the tactics of this unit are defensively focused. The benefit is that they are used to operate reasonably independently in small groups – a tactic that the terrain in the Hollow Highlands favors.

All the soldiers respect major Farask greatly, both because of his bravery and his connections.

All APLs

- ☛ **Major Farask:** see Introduction.
- ☛ **Ahlissan captains (2):** male human fighter 5.
- ☛ **Ahlissan lieutenants (6):** male and female human fighter 4.
- ☛ **Ahlissan sergeants (6):** male and female human fighter 2.
- ☛ **Ahlissan corporals (12):** male and female cleric 2.
- ☛ **Ahlissan archers (40):** male and female human warrior 1.
- ☛ **Ahlissan regular (80):** male and female human warrior 1.

THE BURROWERS

The Burrowers consist of a company made out of 2 platoons of dwarves and 1 platoon of gnomes and halflings. A platoon of dwarves is made of 40 kuldar (privates), 4 tharndar (sergeants) and 2 mrindar (lieutenants) and is lead by an arndar (captain). A platoon of gnomes/halflings consists of 30 soldiers, 3 sergeants and a captain. A platoon is divided in units: a group of 10 soldiers led by a sergeant. The Burrowers are lead by major Durain Thistlethorn.

The Burrowers are a loosely organized group of skirmishers trained in guerilla and underground warfare. The dwarfs are more disciplined and form the core of the company. The gnomes and halflings are excellent scouts and masters in hit-and-run tactics. The Burrowers are courageous, and if necessary they can hold steadfast even in the face of defeat. They just don't think it is necessary all that often except when buying time for their friends and families to flee. The Burrowers are part of the Sunndian army and every officer earned that position through merit. They have all seen battle, mostly with creatures from the Underoerth, outlaws fleeing Sunndian and Ahlissan justice or some even Ahlissan soldiers during the Greyhawk Wars now almost 17 years ago (or in the chaotic years directly afterwards).

It should be noted that the Hollow Highlands family and the clans are important. The relations between the different clans are not always good and this sometimes does influence relations in the Burrowers.

All APLs

- ☛ **Major Durain:** see Introduction.
- ☛ **Dwarf arndar:** male dwarf fighter 5/rogue 1.
- ☛ **Gnome captain:** female gnome bard 6.
- ☛ **Dwarf mrindar (2):** male and female dwarf cleric 4.
- ☛ **Dwarf tharndar (4):** male and female dwarf barbarian 3.

- 🐉 **Gnome/halfling sergeants (3):** male and female gnome/halfling scout 3.
- 🐉 **Dwarf kuldar (80):** male and female dwarf fighter 1.
- 🐉 **Gnome/halfling soldiers (40):** male and female gnome/halfling scout 1.

THE RAIDERS

The Hollow Highland Liberation Front is not nearly as well organized as its opponents. There are no official rankings or titles, but in practice the organizational structure is roughly similar to that of a regular army. For simplicity sake the rankings are used, but except for behavior (and skill) there is little to differentiate them from the common raiders. The group consists of 120 raiders and their officers (12 corporals, 4 sergeants, 4 lieutenants and the leaders) loosely organized around 12 units of 10 men.

The raiders are skilled at guerilla warfare, hardened in many skirmishes with caravan guards and small groups of soldiers. They have little experience with fighting large groups of soldiers. They are ill equipped, malnourished, tired and their morale is mostly low. The only reason they are still here is because of their pride, shared obsessive hatred for Ahlissa and the slavery in the Calling Mines and fear for their leaders. The leaders on the other hand are fanatic, grim and harsh towards deserters. They are also realists, and if faced with strong opposition, they would quickly flee. The raiders both fear and respect their leaders. Fear because of how they treat their men and the off feeling of something being wrong with them (the common raider is not aware of the connections with aberrations). Respect because of their skill and dedication. If it were not for the leaders the group would have been defeated long ago.

The clerics worship Kurell, deity of jealousy, revenge and theft.

All APLs

- 🐉 **Salina:** see Encounter 3.
- 🐉 **Etann:** see Encounter 3.
- 🐉 **Dragosh:** see Encounter 3.
- 🐉 **Shekal:** see Encounter 3.
- 🐉 **Lieutenants (4):** male and female human fighter 4; hp 38; see Appendix 1.
- 🐉 **Sergeants (4):** male and female human ranger 3; hp 21; see Appendix 1.
- 🐉 **Corporals (12):** male and female human cleric 2; hp 16 each; see Appendix 1.
- 🐉 **Raiders (120):** male and female human ranger 1; hp 9 each; see Appendix 1.

THE BATTLEFIELD

The raiders have set up their camp in an unnamed small gorge/valley in the slopes of Angrum Valley. Angrum River is one of several waterways that lead down from the Hollow Highlands to the Greyflood River. The river dries up to a trickle in the dry season, but the valley is

overgrown with dense vegetation. There used to be a road, but over the past decades it has mostly overgrown and now it hardly more than a trail. It is not ideal terrain to move an army through, but is still better than the rough rocky hills on both sides of the valley.

The gorge has been formed by water streaming down from the highlands into the Angrum Valley during the wet season. During the dry season the stream dries up. The gorge is about 1500 feet long. At the northwest top the gorge is 120 feet wide, and at the southeast bottom it is 170 feet wide. In the center the gorge widens to a roughly circular valley with a diameter of about 600 feet. There is a small lake in the valley that dries partially in the dry season. The southeast exit of the valley is partially blocked by a heap of rocks that form a natural dam. The vegetation in the gorge is sparse and the floor is rocky. The entrance though is overgrown with a dense vegetation of small trees and bushes.

A map of the gorge can be found at the DMs Maps. More detailed descriptions can be found in Encounter 3.

Dry riverbed: The dry riverbed consists of a small meandering path with steep rocky slopes on both sides. There are larger rocks and fields of light debris, but it is mostly easy walking. The northeast side is higher than the southwest and although it does not effect movement, people one the northeast do gain a +1 bonus on melee attack rolls due to higher ground.

The riverbanks are considered 20 feet wide, and a character moving uphill must spend 2 squares of movement to enter each square. Characters running or charging downhill must make a DC 15 Balance check. Characters who fail this check stumble and must end their movement 1d2x5 feet later. Characters who fail the check by 5 or more fall prone in the square where they end their movement.

Undergrowth: Most of the area is rocky, and the plant life is limited to grass and weeds. In a couple of spots there are patches of bushes with the occasional tree. Most of the plants are dried out and yellow except those near the lake.

A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible.

Heavy Debris: Heavy debris consists mostly of boulders and smaller rocks. They provide cover and it costs 2 squares of movement to move into. The DC of Tumble and Move Silently checks is increased by 5 and it grants a +5 circumstance bonus on Hide checks.

Gentle Cliff: The slopes of the gorge are steep, but higher up in the gorge these are very rough and easy to climb. It requires a DC 5 Climb check to climb these cliffs mostly due to the ease with which the ledges give way. Characters gain a -5 penalty on Move Silently checks.

Steep Cliff: The steep cliffs are more difficult to climb and require a DC 15 Climb check to climb.

Lake: The dried up parts of the lake are as easy to traverse as the riverbed and forms the location for most of the camp of the raiders.

The shallow parts of the lake are about 2 feet deep. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increase by 2. The deep parts of the lake are about 4 feet deep. It costs Medium or larger creatures 4 squares of movement to move into a square with deep water, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in deep water.

Medium or larger creatures gain cover in deep water. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't underwater.

Both areas increase the DC of Move Silently checks by 2.

Caverns: There is an extensive network of caverns below the gorge. These were formed by water, and the lack of stalactites and stalagmites are a clear sign the caverns are still flooded regularly. Since it is going to remain dry there is no risk of flooding during the battle. Most of the corridors are small and very difficult to traverse for humanoid. The corridors lead to a couple of central caverns with a couple of pools in it and from there deeper into the Underoerth. It is from this direction the Burrowers are supposed to come, or the raiders hope to flee in case of an attack. More details on the terrain can be found in Encounter 3.

2: PLANNING THE BATTLE

It is about 30 miles through rough hills from Hexpools to the planned battlefield in Angrum Valley. There is no decent road in the region. It takes the army 3 days of marching, arriving around noon the third day, likely to attack early in the morning of the fourth day. It is sunny and hot. The Burrowers function as scouts with major Farask and major Durain marching in the middle of the column. The PCs are expected to march with the officers, but if they decide to walk at another spot it only generates a few protests. Nobody is going to stop them.

Read aloud or paraphrase the following once you have determined the PCs marching order.

As can be expected in this time of the year the sky is clear and Pelor embraces the land in his warm rays. The first few miles you march over a large well maintained road through the Greyflood Valley bordered by the Hollow Highlands to the south and the plains of Ahlissa to the north. Before the end of the day you turn to the south where you cross the Greyflood River which proved to be rather easy in the dry season. From there you entered the Angrum Valley in the Hollow Highlands where you quickly set up camp. Minutes after you have made yourself a comfortable spot a runner arrives, requesting your presence at the command tent.

The tent is set up in the center of the camp a small distance away from other tents. A couple of Ahlissan soldiers stand guard around it. All other soldiers keep their distance from the tent out of respect of their commander's privacy. One of the guards nods to you, opening the tent for you to enter. The tent is not very big and consists of only one area. In it stands a small table, no chairs and you note a rolled out bedroll in a corner. Major Farask is apparently a man who can do without the comforts of home. The two commanders of this army, the proud tall Ahlissan Oeridian major Farask and the small robust halfling Sunndian major Durain are standing around the table and the rolled out map on top of it.

As soon as major Farask and major Durain note the PCs they politely greet them – Farask with a certain polite coldness, Durain with more warmth (even if she did not hire the adventurers). More details on their personalities and appearances can be found in the Introduction. Coinmaster Zamasken is not present at the meeting, and if asked, Farask tells that Zamasken was needed at the Calling Mines for important business and that they will meet him there once the mission is completed. One of the two officers introduces the PCs to the other depending on who hired them. The reason they requested for the PCs presence is that they are discussing tactics for the coming battle. Durain wants to know the PCs' skills, and both want to make sure the PCs are aware of their task so that nothing goes wrong during the battle.

After the PCs described their own skills, Major Durain starts describing the region in general and the hiding place in specific as described in Encounter 1. They also provide an account of their own soldiers' abilities. Once done the two turn to discussing battle tactics. Durain fully expects the PCs to offer their own opinion. Farask wants them to silently observe, only intervening to ask for clarifications. If the PCs interject with their own suggestions, he acts irritated and surprised, but since Durain allows the PCs to speak, he doesn't stop them. PCs who succeed at a DC 20 Sense Motive check realize he is a bit insecure about his command and is likely more open for suggestions when brought forth without challenging his leadership.

Farask's idea is to let the Ahlissans march through the main valley hoping to draw the raiders out of their hiding hole due to their hatred for anything Ahlissan. Meanwhile the Burrowers attack from below through the caverns, cutting of the raiders' retreat in the process. The PCs' main task is to aid either the Burrowers below or the Ahlissans above until there is an open path towards the leaders or the leaders show themselves on the battlefield. Once that is the case, the PCs should disable the leaders, capturing them alive if possible, killing them if unavoidable. They should also keep their eyes open for the army's agent, a Suel man named Shekal whose information has been vital for setting up the coming battle. If the PCs spot him they should keep him alive both because he is a fellow soldier risking his life for the cause and because his knowledge is still needed.

The idea has its flaws as Durain points out with the following arguments:

- If the raiders do not leave the valley the Ahlissans have to fight their way through a narrow heavily guarded entrance or up a steep slope and then down cliffs while the raiders flee underground.
- The Burrowers are likely to receive the brunt of the attack underground through which the raiders are likely to flee.

Farask offers the following counterarguments in response:

- The Ahlissan soldiers are bad at stealth, so they cannot hope to take the raiders by surprise.
- The Ahlissan soldiers are humans, and they would pose more of a hindrance than help in the caverns. Otherwise they could offer their help down below.
- Any better ideas?

Durain does not have better alternatives readily available, turning to the PCs for help. The following ideas offer a better tactical advantage in the battle to come:

- Think of a more certain way to lure most of the raiders out by trying to disguise the army or make it look smaller than it is. Use your judgment on whether an idea works and what kind of skill checks or spells are required. Remember that the Ahlissans have had experience as caravan guards, are known for their arrogance and the raiders hate them intensely. Don't make it too easy, but it should not be too difficult either. Since the soldiers who are the bait are at great risk, Farask is Unfriendly towards this idea. Durain is Indifferent.
- Getting Burrowers on top of the valley slopes before the battle begins, preferably unseen. The gnomes and halfling units are skilled enough to manage this. Both Farask and Durain are Indifferent to this idea (they are not very sure anything dangerous is on top of the cliffs).
- Disabling the leaders before the battle begins. This idea requires a method for the PCs to sneak in, disable the leaders unnoticed and to do so a very

short time before the big assault (requiring an excellent long-distance communication technique). Both Farask and Durain are Unfriendly towards this idea since the price of failure is high and it puts the PCs in a difficult spot to aid any army unit in a tight spot.

- Maneuvering part of the army to the back entrance of the side valley and time the attack from that direction correctly with the main army. Timing it with the main force and doing so without alerting the raiders is the biggest challenge. Incorrect timing just means these units face too strong an opposition or come too late. This is an especially strong tactic if combined with an attempt to lure the raiders out into Angrum Valley. Both Farask and Durain are Indifferent to this idea.
- It is likely the PCs think of other ideas. The initial attitude of Farask and Durain depends on the risks to their soldiers and the potential gain, although it is never more the Indifferent. Use your judgment, but take the limitations of the terrain and soldiers involved into account.

Another problem is communication. The battle is likely to be spread out over a large area with fights taking place out of sight and sound of others. As on any battlefield coordination is important, but communication is even more problematic since half of the fight is set below ground. There are three *rings of communications* available, one for each of the majors and the third for another person. Farask is inclined to give it to one of his officers, Durain to one of the PCs. Unless the PCs have methods of their own to facilitate communication they have to make a choice who gets the third ring. For example, the *message* spell is excellent for short range communication between unit leaders fighting in the same area. *Rary's telepathic bond* is great for long range communication. If a choice has to be made, picking a PC is not necessarily the best choice. If the army is split up in three or more groups, picking a commanding officer of the third group is a better idea.

Development: Major Farask is not very open to suggestions by adventurers, since he thinks they know little about military matters. Durain is more open to advice, but even she needs some convincing.

For a specific idea to be accepted one of the PCs needs to make a Diplomacy check with the DC set by the initial attitude of the NPC towards the idea. For an idea to be accepted the new attitude must become Friendly. Profession (soldier) either gives synergy bonus (which does not stack with the synergy earned from 5 ranks Knowledge (nobility and royalty)) on the Diplomacy check or the skill can be used to replace Diplomacy. Up to 2 PCs can assist on this check. If only one major is convinced, the PCs can make a second check with a +2 circumstance bonus against any potentially changed attitude, otherwise no 2nd check is allowed on the same night. The PCs can try again the next night but the

attitude towards a specific idea has shifted one step lower than the attitude the NPC had after the tactical discussion. For example, if Farask's attitude towards the idea was Indifferent at the end of the night, it would be Unfriendly again the next day. The attitude can drop lower than the initial attitude.

To determine the influence the PCs have on the end result of the battle a victory point system is used. Actions that have a positive impact on the battle grant points that at the end of Encounter 3 are totaled. The score determines the outcome of the battle. While most of the points are earned during the battle, some can be earned during this phase.

- Successfully luring the raiders out of their hiding place: 2 points.
- Sending the Burrowers up the slopes before the battle: 1 point.
- Disabling the leaders of the raiders before the battle: none at this point, see Encounter 3.
- Maneuvering part of the army to the back entrance and coordinating the attack correctly: 2 points.
- Providing ones own way of long-range communication besides the three rings: 1 point.
- If the officers accept an idea cooked up by the PCs that does not necessarily mean the plan is good enough to earn victory points. Judge how good the tactic is and assign a point value based on it. It should never be more than 2 points. If the outcome is highly dependent on the success of the PCs, the victory points are not earned before the PCs succeeded in the action. Be strict. Earning victory points this way should not be easy.

Once the basics have been discussed, it is either time to sleep, or to start discussing the details (e.g. which units should do what, who leads what team, and so on). This discussion is of little interest to the PCs, but they can stick around. One of these PCs can make a Profession (soldier) check on which members of a military metaorganization gain a +2 circumstance bonus, and NCOs and COs gain a +4 circumstance bonus. Other PCs present during the discussion can assist the main talker. If the PCs beat a DC 20 check they earn 1 victory point plus 1 for each ten points by which they beat the basic DC.

The discussion might take several nights, but the third night is the last chance to do so. This should give the PCs more than enough time to try and influence the battle plans. If they are uninterested, there is no real harm done. It just means they have less space for error during the battle. It also means they have less chance to earn Farask's and Durain's gratitude – see the Conclusion for more details. Once the discussion is over, the armies, and hopefully the PCs, are ready for the battle. Proceed with Encounter 3.

3: BATTLE OF THE BURROWS

Once the talking is done it is time for action. What happens during the battle depends on the choices the PCs made in Encounter 2. At its core there are three choices: fight above ground, fight below ground or try to sneak into the raider's camp and attack the leaders at the start of the battle. These three start points lead to three likely encounter flows even though the exact location of these battles might differ depending on the PCs' tactics.

- **Sneaking in:** The flow starts with "Sneaking into the Lion's Den", followed by "Leaders" and "Bottled Up". Some actions might change the exact order as discussed in their respective development sections.
- **Above ground:** The flow starts with "The Valley Entrance", followed by "Leaders". Although if the PCs drew the raiders out of their defensive position it might be the other way round.
- **Below ground:** The flow starts with "Caverns" and ends with "Leaders".

Unless the PCs decide to "sneak" into the raider's camp before the battle, it is likely that they get into the fighting before the scenes described below. These fights should be dealt with a quick description. They cost no resources, except perhaps when required in support of their plans (e.g. *hallucinatory terrain* to help draw out the raiders). The first victories are won quickly, forcing the raiders back into their hideout and the allied forces to follow them leading to the first real challenge of the day. If the PCs did manage to lure the raiders out, the leaders are outside and the PCs can decide to attack them before dealing with the valley entrance *if* they have the ability to quickly travel to the enemies HQs. Otherwise the leaders retreat at the first signs of real trouble.

For description purposes, the sky is clear blue, the air dusty and the temperatures high. The vegetation is dry and yellowed except around the Angrum River and on the banks of the lake. The caverns are cool, dark and moist. The walls relatively smooth. The soldiers are tense, afraid for what is coming and at the same time wanting it to be over as quickly as possible. The raiders are malnourished, overcome with rage and ill equipped.

Timing: Under most circumstances the PCs can fight only two real fights during the battle. If they are having an easy time and can use dimensional travel to get to other areas quickly, they could potentially face more encounters. This is a conscious choice made by the PCs and except for potentially extra victory points it doesn't give them extra xp or gp.

SNEAKING INTO THE LION'S DEN

Getting to the leaders of the raiders unseen requires skill, the right spells or a combination of the two. The Ahlissans cannot provide the PCs with exact maps. They just know the generic direction to the leaders and without magic teleporting is not an option. The Ahlissans

also know that one of the leaders is a relatively powerful wizard who has access to the usual protective spells (both against scrying and teleportation) – see the “Leaders” section below for the details. The only good news for the PCs is that the raiders do not have any dogs.

Getting at the camp unseen is relatively easy. The few patrols and guard posts on the way can easily be avoided as long as the PCs don't do anything stupid and if they can make a DC 10 Move Silently and Hide check on a reliable basis (in other words they must be able to make that check by taking 10). If the check fails, the PCs are spotted and the alarm is sounded. The element of surprise is lost (removing any penalties from the guards for being distracted), making it more difficult to sneak towards the leaders. The PCs can still succeed in their mission as long as they have not killed too many raiders or gave an impressive show of power. When that happens, the raiders flee and the battle is lost.

Assuming the PCs reach the camp, whether above or below ground, their next step is getting at the leaders unseen. For this they first have to get past guard posts in the cave entrances. Each post is manned by 5 raiders and 1 corporal. Unless the PCs have been spotted before, these guards are distracted and a DC 10 Move Silently check is enough to remain unheard. There is nothing to hide behind at the entrances so remaining unseen requires magic (such as *invisibility*), the ability to hide in plain sight or generating a distraction. Creating a distraction long enough for two PCs to sneak past the post requires a DC 15 Bluff check. Two more PCs can get past for each 5 points beyond the basic 15. If the check fails by 5 or more the bluff not only fails, but the PCs are spotted and the alarm is sounded. Using a *silence* spell is not a good idea since it would cover the whole entrance immediately triggering an alarm. Even if they quickly dispose of the guards, the alarm is still sounded before the PCs can get at the leaders, since the posts can be seen from the camp and any strange behavior around the posts raises suspicion immediately.

If an alarm has been sounded earlier, all DCs are 5 higher than given above. Note that using dimensional travel at this point is risky. Casting a spell usually makes a lot of noise, and the PCs have no idea into what they are landing. Chances are really high they end up in solid ground unless they used magic to explore the corridors beforehand. If they do end up in solid ground there is 50% chance they are shifted right in the middle of the camp, otherwise they are shifted into an empty corridor.

If an alarm is sounded at this point, the PCs are very likely attacked by the raiders nearby. If they flee quickly without too big a show of force (meaning that the raiders can guess the PCs are 7th level or higher) nothing is lost yet. The leaders will be on high alert and the guards cover the complete entrances so that even invisible opponents cannot sneak past. The digging monsters (see “Valley Entrance” or “Caverns” below) are also going to hunt down the PCs, coming across them before the PCs leave the maze unless the PCs retreated back to the Ahlissans or Burrowers. If at any point it becomes clear the PCs are powerful adventurers, the raiders and their leaders

immediately flee into the Underoerth and the battle is lost.

The next step is to get through the maze of caverns to the living space of the leaders. While not particularly dangerous it does cost time. If the PCs are following tracks (DC 20 Survival check) it takes them about 30 minutes with a speed of 30 ft. moving at half speed for tracking. They can also choose to shadow raiders in which case it only takes 15 minutes for somebody with a speed of 30 ft.. Otherwise they need to make a DC 20 Survival check to find the leaders in 1 hour, reducing it by 5 minutes for each 5 points beyond the base 20 to a minimum of 15 minutes. The other PCs can aid another on this check either with Survival or Knowledge (dungeoneering). Make the necessary adjustments if the PCs move at a different speed.

Development: Proceed with the “Leaders” section below once the PCs arrive at the living quarters of the leaders. Note that if no alarm has been sounded yet, the burrowing monsters are also laired nearby potentially making that fight a lot harder. The burrowing monsters are detailed in the “Valley Entrance” and “Caverns” sections below.

VALLEY ENTRANCE

Once the PCs are ready for the battle, and have had a short introduction, they are likely sent towards the valley entrance to deal with heavy resistance in the area. Read aloud or paraphrase the following as soon as they arrive:

Rushing up the steep valley slopes through yellowed bushes and over rocks you see a small canyon opening ahead. The scree and lack of bushes and trees is a clear sign that the canyon contains a dried up riverbed. In the center of the canyon the river eroded a natural path up onto the plateau beyond. About 10 feet up there is a ledge on both sides covered with large boulders and overgrown with bushes. They form a perfect spot for archers to hide and cover the entrance. The steep rough sides of the canyon itself are 30 feet high again giving a good archer platform against those walking below. Since the valley slope at this point are steep enough to be considered a cliff getting up there is going to be time consuming without magic and time is what you do not have. Each second you and the soldiers are busy here more raiders flee into the Underoerth.

The canyon is indeed guarded by at least a unit of raiders. They are hiding in the bushes below and the rocks on top about 50 feet into the canyon. It requires a DC 21 Spot check to see the raiders below from this point. The raiders above are out of sight for the moment. Without the PCs aid, the Ahlissans are likely to lose many soldiers in their attempt to take the gorge and the small valley beyond.

Terrain: A map of the area is found in DM's Maps. A description of the terrain is provided in Encounter 1.

Creatures: A detailed description of the raiders can be found in Encounter 1. By this time in the battle they are desperate, but they have resigned themselves to the fact that they are going to die. They just hope to do so in a heroic fashion to give their companions enough time to flee and fight another day.

The raiders also have allied themselves with a duo of burrowing creatures. At APL 4 and potentially APL 6 these are fighting elsewhere. At APL 8+ they are sent here to defend this vital spot. These creatures are simple well-trained ankhegs at APL 6, but at APL 8+ they are umber hulks. Only use the ankhegs when the PCs have an easy time with the posted guards. The umber hulks are very loyal to the leaders of the raiders and they fight to the death. Note that the raiders are not immune to the umber hulk's confusion gaze, nor are the umber hulks immune to the landslide – although getting out of harm's way is a lot easier for them.

Potential Landslide: The raiders have posted guards on top of the cliffs. These guards try to trigger a landslide about the time the PCs are halfway. They don't care about killing any raiders still below, but they try to avoid hurting the burrowing creatures if any. If the Burrowers were sent to the top (as discussed in Encounter 2), these guards are gone and no landslide is triggered. Otherwise the PCs can try to get to the top to deal with them before they can trigger the trap. Spotting the guards requires a DC 20 Spot check. The raiders posted above have the same stats as the raiders below and the burrowing creatures can easily get at the top of the cliff. It takes 3 raiders 1 round (similar to a spell with a casting time of 1 round) to trigger the landslide. For each raider less than that it takes 1 more round. Having more raiders working on the landslide does not speed up the process.

If triggered, the exact effect and area covered depends on the APL. At APL 4 it is just a rain of heavy debris and sharp rocks. At APL 6+ it is a real landslide the size dependent on APL. In the center there is a bury zone, in which a character is always buried. Radiating out is the slide zone where a character making his Reflex save is not buried. The damage is APL dependent as well with the rocks being bigger and sharper on higher APLs. Once triggered the region covered by the landslide is considered difficult terrain.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit (or ½ her heavy load limit per round). The amount of loose stone that fills a 5-foot-by-5-foot area weighs one ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. Buried characters in the slide zone can free themselves with a DC 25 Strength check. If the valley entrance has

been conquered, many Ahlissan soldiers help, reducing the time to half a minute per 5-foot-by-5-foot area.

APL 4 (EL 6 or 7)

- ☛ **Raider Sergeant:** male and female human ranger 3; hp 21; see Appendix 1.
- ☛ **Raider Corporal:** male and female human cleric 2; hp 16 each; see Appendix 1.
- ☛ **Raiders (4):** male and female human ranger 1; hp 9 each; see Appendix 1.
- ↗ **Landslide:** mechanical; hand trigger; no reset; Area 20 by 30 ft.; Effect (5d6 damage, stone blocks, DC 14 Reflex half); Search DC –; Disable Device DC –.

APL 6 (EL 8 or 9)

- ☛ **Raider Lieutenant:** male and female human fighter 4; hp 38; see Appendix 1.
- ☛ **Raider Sergeant:** male and female human ranger 3; hp 21; see Appendix 1.
- ☛ **Raider Corporal:** male and female human cleric 2; hp 16 each; see Appendix 1.
- ☛ **Raiders (10):** male and female human ranger 1; hp 9 each; see Appendix 1.
- ☛ **Ankhegs (2):** hp 28 each; see *Monster Manual* 14.
- ↗ **Landslide:** mechanical; hand trigger; no reset; Area 20 by 30 ft.; Bury zone 20 by 10 ft. (8d6 plus buried, DC 15 Reflex 1/2); Slide zone 20 by 10 ft. (3d6 plus buried, DC 15 Reflex negates); Search DC –; Disable Device DC –.

APL 8 (EL 10 or 11)

- ☛ **Raider Lieutenant:** male and female human fighter 4; hp 38; see Appendix 1.
- ☛ **Raider Sergeant:** male and female human ranger 3; hp 21; see Appendix 1.
- ☛ **Raider Corporal:** male and female human cleric 2; hp 16 each; see Appendix 1.
- ☛ **Raiders (10):** male and female human ranger 1; hp 9 each; see Appendix 1.
- ☛ **Umbur Hulks (2):** hp 71 each; see *Monster Manual* 249.
- ↗ **Landslide:** mechanical; hand trigger; no reset; Area 20 by 50 ft.; Bury zone 20 by 10 ft. (8d6 plus buried, DC 15 Reflex 1/2); Slide zone 20 by 20 ft. (3d6 plus buried, DC 15 Reflex negates); Search DC –; Disable Device DC –.

APL 10 (EL 12 or 13)

- ☛ **Raider Lieutenant:** male and female human fighter 4; hp 38; see Appendix 1.
- ☛ **Raider Sergeant:** male and female human ranger 3; hp 21; see Appendix 1.
- ☛ **Raider Corporal:** male and female human cleric 2; hp 16 each; see Appendix 1.
- ☛ **Raiders (10):** male and female human ranger 1; hp 9 each; see Appendix 1.
- ☛ **Horrid Umbur Hulks (2):** pseudonatural 12 HD umber hulk; hp 102 each; see Appendix 1.

↗ **Landslide:** mechanical; hand trigger; no reset; Area 20 by 80 ft.; Bury zone 20 by 20 ft. (10d6 plus buried, DC 15 Reflex 1/2); Slide zone 20 by 30 ft. (4d6 plus buried, DC 15 Reflex negates); Search DC –; Disable Device DC –

APL 12 (EL 14 or 15)

👤 **Raider Lieutenant:** male and female human fighter 4; hp 38; see Appendix 1.

👤 **Raider Sergeant:** male and female human ranger 3; hp 21; see Appendix 1.

👤 **Raider Corporal:** male and female human cleric 2; hp 16 each; see Appendix 1.

👤 **Raiders (10):** male and female human ranger 1; hp 9 each; see Appendix 1.

👤 **Horrid UMBER Hulks (2):** pseudonatural 20 HD umber hulk; hp 230 each; see Appendix 1.

↗ **Landslide:** mechanical; hand trigger; no reset; Area 20 by 90 ft.; Bury zone 20 by 30 ft. (12d6 plus buried, DC 15 Reflex 1/2); Slide zone 20 by 30 ft. (5d6 plus buried, DC 15 Reflex negates); Search DC –; Disable Device DC –

Tactics: The raiders try to stay in the cover of the bushes and boulders on the river bank as long as possible while peppering the opponents (whether PC or Ahlissan soldier) with ranged attacks. Their goal is to slow down the PCs. Hence they are likely to switch to fighting defensively when they appear to be hit with ease. If the landslide trap up the cliff is still available, they fall back behind that area, hoping to lure as many opponents in as possible. They are vicious people though, and if there is a chance, they kill opponents even if they risk their own lives while doing so. They do not surrender or flee unless magic is involved.

At the start of the fight there might be enough raiders to shoot a concentrated volley of arrows. A minimum of ten raiders needs to be able to shoot at a specific 5-foot square. The leader needs to make an attack roll against AC 20. Success means it hits the square, failure means it hits some other square. All creatures in the target square take damage as if hit by 1/5th of the arrows. A target that makes a DC 15 Reflex save takes half damage. Later on in the fight it is unlikely there are enough raiders left for such a concentrated burst of arrows.

The umber hulks are more aggressive, quickly going toe-to-toe with the PCs with the intent to kill them quickly. They do arise above the ground at a spot where their gaze hits the largest amount of opponents and the least amount of raiders—most likely behind the PCs—, but far enough to prevent a full round attack. Like the raiders they are aware of the potential landslide. If possible, they wait with their arrival until after the landslide is triggered, but their presence is probably required before that time. Like the raiders, these creatures do not surrender and they fight to the death.

Treasure:

None worthwhile, especially considering the time pressure the PCs are on.

Development: Speed is of the essence in this fight. The longer it lasts, the more raiders flee down below and the more difficult it becomes for the Burrowers fighting underground. The PCs earn 10 victory points – 1 point per round fighting up to a minimum of 0. If the landslide is triggered, they lose 5 points due to the delays it causes in getting through the canyon. Once through the canyon the next action for the PCs is to find and disable the leaders. Proceed with the “Leaders” section below.

If the PCs manage to capture any of the raiders alive, they quickly learn that the common raiders do not know much. Only the officers are able to direct the PCs to their leaders, requiring a successful Intimidate check or magic and even then they are much more likely to lead the PCs along a winded route instead of the shortest. Unless the PCs have a method to verify the truth, any presence of a so-called willing guide does not make traversing the maze any easier (see “Leaders” section below).

CAVERNS

The following section is only used when the PCs decide to help the Burrowers and approach the raiders through the Underoerth. Once the PCs are ready for the battle, and have received a short introduction, they learn that the Burrowers ran into heavy resistance. At higher APLs dangerous burrowing creatures pose additional problems.

Read aloud or paraphrase the following as soon as they arrive at the start of the corridor:

Several large braziers light the long, small, and winding cavern ahead and the odor of smoke is strong. A central path is covered with heavy debris and small boulders which look like they have been placed there on purpose to slow down any progress. The rocks are wet and the ground is muddy and slippery and a small one inch deep stream of water trickles from the other end to your side. Twenty feet higher two ledges flank the central path who run from one end of the cavern to the other. These form perfect platforms for archers to cover the central path. At the end of the cavern you note a 10 feet high wall made out of boulders and smaller debris, looking almost natural. The stream of water seems to be coming from beyond the wall.

A DC 15 Knowledge (dungeoneering) check confirms the fact that there is likely a small lake behind the natural wall. The corridor is guarded by at least one unit of raiders. They are hiding on the ledge flanking the central pathway as well in the pathway itself. It requires a DC 21 Spot check to see the raiders from this point. Without the PCs aid, the Burrowers are likely to lose many soldiers in their attempt to conquer the cavern.

Terrain: A map of the entrance corridor is provided in the DM's Maps section. The ceiling of the corridor is 20 feet high.

The central path is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by 5, and the DC of Move Silently checks increases by +2. Due to the ever present moist and mud the rocks are also slippery. A DC 12 Balance check is required to move at all. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't move for 1 round. A failure by 5 or more means you fall. Running and charging is impossible. The rocks are not big enough to provide cover.

The ledges flanking this central path are 20 feet high at the starting point and 5 feet high at the end against the wall of debris. It requires a DC 15 Climb check to climb up. The ledges are relatively smooth, but it requires a DC 12 Balance check to run or charge in this area. The few stalactites and stalagmites in the area function as trees, providing limited cover to creatures standing in the same square.

The dam at the end of the corridor consists of rocks and loose debris. It is 10 feet high, and a DC 5 Climb check is required to climb up. There is a knotted rope dangling down at one side, reducing the DC to 0, but the raiders do keep it up. A DC 15 Knowledge (dungeoneering) (which creatures with stonecunning can make untrained) check within 60 ft. of the dam is needed to realize it has been weakened. A couple of alchemist fires or a large lever on the right spot can bring it down. The small trickle of water flowing through the central path gives a hint of what is behind the dam – assuming the PCs have not already learned this the hard way (see Flashflood below).

Creatures: A detailed description of the raiders can be found in Encounter 1. By this time in the battle they are desperate, but they have resigned them selves to the fact that they are going to die. They just hope to do so in a heroic fashion to give their companions enough time to flee and fight another day.

If the PCs are not fighting above ground, the burrowing creatures are directed down below. See for more details in the “Valley Entrance” section above.

Flashflood: The raiders have blocked a small stream. A small lake has formed behind the dam. The dam can be quickly weakened to a breaking point, creating a flashflood in the corridors below – the corridors the Burrowers are using to get to the raiders above. Only the people on the ledge are safe. These guards trigger the flashflood about the time the PCs are halfway regardless of whether the PCs are on the ledge or not. Their goal is not as much to kill the PCs, but more importantly the Burrowers below. The raiders don't care about killing any of their own, although they try to avoid hurting the burrowing creatures if any. The PCs can try to get to the dam quickly with the use of magic (or by remaining undetected) to deal with the raiders before they can trigger the trap. The raiders posted at the dam have the

same stats as the raiders below and the burrowing creatures can easily get at the top of the cliff. It takes 3 raiders 1 round (similar to a spell with a casting time of 1 round) to trigger the landslide. For each raider less than that it takes 1 more round. Having more raiders working on the landslide does not speed up the process.

The exact strength of the flashflood depends on the APL due to an increased amount of water the lake behind the dam contains.

APL 4 (EL 6 or 7)

☛ **Raider Sergeant:** male and female human ranger 3; hp 21; see Appendix 1.

☛ **Raider Corporal:** male and female human cleric 2; hp 16 each; see Appendix 1.

☛ **Raiders (4):** male and female human ranger 1; hp 9 each; see Appendix 1.

➤ **Flashflood:** mechanical; hand trigger; no reset; Area the central path (2d6 damage, DC 15 Strength or Swim or be washed away taking an additional 2d6 damage and ending up prone and 20 feet away from the original point); Search DC –; Disable Device DC –.

APL 6 (EL 8 or 9)

☛ **Raider Lieutenant:** male and female human fighter 4; hp 38; see Appendix 1.

☛ **Raider Sergeant:** male and female human ranger 3; hp 21; see Appendix 1.

☛ **Raider Corporal:** male and female human cleric 2; hp 16 each; see Appendix 1.

☛ **Raiders (10):** male and female human ranger 1; hp 9 each; see Appendix 1.

☛ **Ankhegs (2):** hp 28 each; see *Monster Manual* 14.

➤ **Flashflood:** mechanical; hand trigger; no reset; Area the central path (2d6 damage, DC 17 Strength or Swim or be washed away 2d4 x 10 ft. further, taking 1d6 additional damage per 10 feet traversed ending up prone); Search DC –; Disable Device DC –.

APL 8 (EL 10 or 11)

☛ **Raider Lieutenant:** male and female human fighter 4; hp 38; see Appendix 1.

☛ **Raider Sergeant:** male and female human ranger 3; hp 21; see Appendix 1.

☛ **Raider Corporal:** male and female human cleric 2; hp 16 each; see Appendix 1.

☛ **Raiders (10):** male and female human ranger 1; hp 9 each; see Appendix 1.

☛ **Umbur Hulks (2):** hp 71 each; see *Monster Manual* 249.

➤ **Flashflood:** mechanical; hand trigger; no reset; Area the central path (4d6 damage, DC 20 Strength or Swim or be washed away 1d6 x 10 ft. further, taking 1d6 additional damage per 10 feet traversed ending up prone, the flow lasts for two rounds requiring a check the next round); Search DC –; Disable Device DC –.

APL 10 (EL 12 or 13)

👤 **Raider Lieutenant:** male and female human fighter 4; hp 38; see Appendix 1.

👤 **Raider Sergeant:** male and female human ranger 3; hp 21; see Appendix 1.

👤 **Raider Corporal:** male and female human cleric 2; hp 16 each; see Appendix 1.

👤 **Raiders (10):** male and female human ranger 1; hp 9 each; see Appendix 1.

👤 **Horrid UMBER Hulks (2):** pseudonatural 12 HD umber hulk; hp 102 each; see Appendix 1.

➦ **Flashflood:** mechanical; hand trigger; no reset; Area the central path (4d6 damage, DC 20 Strength or Swim or be washed away 2d4 x 10 ft. further, taking 1d6 additional damage per 10 feet traversed ending up prone, the flow lasts for two rounds requiring a check the next round); Search DC –; Disable Device DC –.

APL 12 (EL 14 or 15)

👤 **Raider Lieutenant:** male and female human fighter 4; hp 38; see Appendix 1.

👤 **Raider Sergeant:** male and female human ranger 3; hp 21; see Appendix 1.

👤 **Raider Corporal:** male and female human cleric 2; hp 16 each; see Appendix 1.

👤 **Raiders (10):** male and female human ranger 1; hp 9 each; see Appendix 1.

👤 **Horrid UMBER Hulks (2):** pseudonatural 20 HD umber hulk; hp 230 each; see Appendix 1.

➦ **Flashflood:** mechanical; hand trigger; no reset; Area the central path (4d6 damage, DC 22 Strength or Swim or be washed away 2d6 x 10 ft. further, taking 1d6 additional damage per 10 feet traversed ending up prone, the flow lasts for three rounds requiring a check the next round); Search DC –; Disable Device DC –.

Tactics: The tactics here are the same as in the “Valley Entrance”. The difference is that they are more limited due to the need of light sources and the lack of bushes for concealment.

Treasure:

None worthwhile, especially considering the time pressure the PCs are on.

Development: Speed is of the essence in this fight. The longer it lasts, the more raiders flee down below and the more difficult it becomes for the Burrowers fighting underground. The PCs earn 10 victory points – 1 point per round fighting up to a minimum of 0. If the flashflood is triggered, they lose 5 points due to the delays it causes in getting through the canyon. Once through the canyon the next action for the PCs is to find and disable the leaders. Proceed with the “Leaders” section below.

If the PCs manage to capture any of the raiders alive, they quickly learn the common raiders do not know much. Only the officers are able to direct the PCs to their

leaders, requiring a successful Intimidate check or magic and even then they are much more likely to lead the PCs along a winded route instead of the shortest. Unless the PCs have a method to verify the truth, any presence of a so-called willing guide does not make traversing the maze any easier (see “Leaders” section below).

LEADERS

The following text assumes the PCs are going to fight the leaders of the raiders in the caverns below. If the PCs managed to lure them out due to good planning in Encounter 2 AND managed to get to them before they could flee down below (use your own judgment) this encounter might instead take place above ground. In that case you should use the information provided in this encounter and Encounter 1 to make the necessary changes both in terrain and tactics.

The next step is to get through the maze of caverns to the living area of the leaders. While not particularly dangerous it does cost time. If the PCs are following tracks (DC 20 Survival check) it takes them about 30 minutes with a speed of 30 ft. moving at half speed for tracking. They can also choose to shadow raiders in which case it only takes 15 minutes for somebody with a speed of 30 ft.. Otherwise they need to make a DC 20 Survival check to find the leaders in 1 hour, reducing it by 5 minutes for each 5 points beyond the base 20 to a minimum of 15 minutes. The other PCs can aid another on this check either with Survival or Knowledge (dungeoneering). Make the necessary adjustments if the PCs move at a different speed. Shekal (see the section “Shekal” below) knows where to find the leaders, and he is a willing guide. With an unwilling guide it costs 45 minutes.

The leaders have set up camp in a cavern that more or less forms the centre of a virtual maze of corridors that lead down from the valley below. It is a moist chilly place, but braziers and winter blankets provide enough comfort for the hardened veterans. They sleep in hammocks and they feel strangely comfortable in the dark coldness of these caverns (especially at higher APLs with their abberant feats). The cavern is beautiful, and the noise of the waterfall echoes loudly throughout the area inducing a –2 penalty to all Listen checks.

Creatures: A small unit of raiders guards the rope bridge in area 3. Sneaking PCs require getting past them unseen or dealing quickly with them. If the battle has already begun these are gone and the leaders are waiting in area 4 just across the rope bridge – awaiting messengers and relaying orders while being ready to jump into the water below to flee the area. Besides the raiders two umber hulks (or ankhegs at lower APLs) lair nearby. These are allies of the raiders, and depending on the circumstances they are waiting here or already involved in the battle elsewhere.

The leaders look like ordinary representatives of their race, although they are under equipped, malnourished and have a harried look. There is

something odd about them, although at lower APLs it is difficult to say what. There is certainly a hint of madness in their eyes. At higher APLs a close inspection reveals all kinds of weird things, such as strangely flexible limbs, leathery moist skin, gills and strangely black pupil-less eyes. All the leaders are slightly mad, consumed by their hatred for the Ahlissans and the Sunndians who betrayed them and seething for revenge against even the most minor slight.

Terrain: A map of the leaders' living quarters can be found in the DM's Maps section. The cavern floor is uneven and wet and charging or running requires a DC 12 Balance check otherwise movement is unaffected. The banks of the stream and lake (areas with a string of black lines) are considered a steep slope. These are extremely slippery and a DC 17 Balance or DC 25 Climb check is required to move through these areas. A failure by 4 or less means you can't move for 1 round. A failure by 5 or more means you fall. If a character falls prone he slides down into the lake or stream below. It is a DC 15 Climb check to climb the ledge, and a DC 20 to climb any of the other walls.

The lake is 20 feet deep at its deepest point. The stream is 5 feet deep. The water of the lake is clear and calm (although very cold), requiring a DC 10 Swim check to move around. The exception is under the waterfall and in the regions with the light blue lines where a DC 15 Swim check is required to swim. The currents in the two rivers are very strong and a DC 20 Strength or Swim check is required to prevent being swept away.

The living rooms of the leaders and umber hulks (area 5 to 9) are relatively dry and not very muddy. Running and charging is possible in these areas. Area 5 has an area with loose sand that function as the sleeping area for the umber hulks and it is littered with bones. Area 6 to 9 contain a few pieces of simple make-shift furniture and hammocks.

The rope bridge is very sturdy and it cannot be destroyed easily. None of the three leaders even attempts to destroy it during the fight – it would take too much time and open them to too many attacks.

APL 4 (EL 6)

- ☛ **Salina:** human female cleric 3; hp 24; see Appendix 1.
- ☛ **Etann:** human male wizard 3; hp 16; see Appendix 1.
- ☛ **Dragosh:** half-orc male barbarian 2/fighter 1; hp 38; see Appendix 1.

APL 6 (EL 8)

- ☛ **Salina:** human female cleric 5; hp 38; see Appendix 1.
- ☛ **Etann:** human male wizard 5; hp 26; see Appendix 1.
- ☛ **Dragosh:** half-orc male barbarian 2/fighter 2/ranger 1; hp 57; see Appendix 1.

APL 8 (EL 10)

- ☛ **Salina:** human female cleric 7; hp 52; see Appendix 1.
- ☛ **Etann:** human male wizard 5/alienist 2; hp 36; see Appendix 1.
- ☛ **Dragosh:** half-orc male barbarian 2/fighter 2/ranger 1/pious templar 2; hp 77; see Appendix 1.

APL 10 (EL 12)

- ☛ **Salina:** human female cleric 9; hp 66; see Appendix 1.
- ☛ **Etann:** human male wizard 5/alienist 4; hp 49; see Appendix 1.
- ☛ **Dragosh:** half-orc male barbarian 2/fighter 2/ranger 1/pious templar 4; hp 97; see Appendix 1.

APL 12 (EL 14)

- ☛ **Salina:** human female cleric 11; hp 78; see Appendix 1.
- ☛ **Etann:** human male wizard 5/alienist 6; hp 59; see Appendix 1.
- ☛ **Dragosh:** half-orc male barbarian 2/fighter 4/ranger 1/pious templar 4; hp 127; see Appendix 1.

Tactics: Since it is not known under what circumstances the PCs are going to face the leaders, only the long lasting spells have been taken into account in the stat blocks. If there is clearly a battle going on they have cast the 10 minutes per level spells as well. In that case you must make the necessary adjustments to their stat blocks.

During the fight Salina takes on the roll as a healer and buffer, rarely getting involved in any direct fight. If necessary she knows how to defend herself, but she tries to avoid getting into melee. Dragosh stays at the front during any fight, trying to keep any PCs from reaching Etann and at the same time dealing as much damage as possible. He has a tendency to lose himself in battle especially if hurt or taunted. Etann on the other hand stays at the back of any fight, using his ranged spells from a distance. At low levels he uses *web* to provide cover and to keep a select amount of PCs at a distance. At higher levels he starts with *haste* or his highest *summoning* spells. He favors spiders and weasels, since they can greatly hinder opponents in combination with their true strike ability (throwing webs for spiders and attaching for weasels). DM's Aid 1 contains the stats of augmented pseudonatural animals Etann prefers to summon.

Neither of three leaders is willing to fight to the death, but they do prefer death to imprisonment. All three have been incarcerated in the Calling Mines and they have no intention of returning. If at 25% of their hit points, or when the only one left, they try to flee. Their preferred escape route is the lake and the stream flowing away from it. Especially at higher levels they are quite capable of dealing with the coldness of the water, and the lack of oxygen. Etann uses his *scroll of swim* or at higher levels *dimension door* to get away.

Treasure:

Looting the leaders:

APL 4: Loot 211 gp; Magic 780 gp; +1 full plate (221 gp), +1 heavy wooden shield (96 gp), cloak of resistance +1 (83 gp), hat of disguise (150 gp), potion of remove blindness (63 gp), 2x scrolls of benign transposition (2 gp each), scroll of invisibility (13 gp), scroll of obscuring mist (2 gp), scroll of swim (arcane) (13 gp), spell book (42 gp), wand of magic missile (3rd level) (25 charges) (94 gp); Total 991 gp.

APL 6: Loot 78 gp; Magic 1,330 gp; 2x +1 full plate (221 gp each), +1 heavy wooden shield (96 gp), brooch of shielding (125 gp), 2x cloak of resistance +1 (83 gp each), hat of disguise (150 gp), potion of cure light wounds (4 gp), potion of remove blindness (63 gp), 2x scrolls of benign transposition (2 gp each), scroll of invisibility (13 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp), scroll of swim (arcane) (13 gp), spell book (63 gp), vest of resistance +1 (83 gp), wand of magic missile (3rd level) (25 charges) (94 gp); Total 1,407 gp.

APL 8: Loot 78 gp; Coin 83 gp; Magic 2,092 gp; 2x +1 full plate (221 gp each), +1 heavy wooden shield (96 gp), brooch of shielding (125 gp), 2x cloak of resistance +1 (83 gp each), hat of disguise (150 gp), headband of intellect +2 (333 gp), potion of cure light wounds (4 gp), 2x potion of remove blindness (63 gp each), scout's headband (283 gp), 2x scrolls of benign transposition (2 gp each), scroll of invisibility (13 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp), scroll of swim (arcane) (13 gp), spell book (146 gp), vest of resistance +1 (83 gp), wand of magic missile (3rd level) (25 charges) (94 gp); Total 2,253 gp.

APL 10: Loot 78 gp; Coin 83 gp; Magic 2,642 gp; 2x +1 full plate (221 gp each), +1 heavy wooden shield (96 gp), brooch of shielding (125 gp), 2x cloak of resistance +1 (83 gp each), gauntlets of ogre power (333 gp), hat of disguise (150 gp), headband of intellect +2 (333 gp), potion of cure light wounds (4 gp), 2x potion of remove blindness (63 gp each), repelling gauntlets (192 gp), scout's headband (283 gp), 2x scrolls of benign transposition (2 gp each), scroll of invisibility (13 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp), scroll of swim (arcane) (13 gp), spell book (171 gp), vest of resistance +1 (83 gp), wand of magic missile (3rd level) (25 charges) (94 gp); Total 2,803 gp.

APL 12: Loot 78 gp; Coin 83 gp; Magic 5,230 gp; 2x +2 full plate (471 gp each), +2 heavy wooden shield (346 gp), amulet of natural armor +1 (167 gp), brooch of shielding (125 gp), cloak of resistance +1 (83 gp each), cloak of resistance +2 (333 gp each), gauntlets of ogre power (333 gp), hat of disguise (150 gp), headband of intellect +4 (1,333 gp), periapt of wisdom +2 (333 gp), potion of cure light wounds (4 gp), 2x potion of remove blindness (63 gp each), repelling gauntlets (192 gp), scout's headband (283 gp), 2x scrolls of benign transposition (2 gp each), scroll of invisibility (13 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp), scroll of swim (arcane) (13 gp), spell book (171 gp), vest of resistance +1 (83 gp), wand of magic missile (3rd level) (25 charges) (94 gp); Total 5,391 gp.

Detect magic results: +1 and +2 full plate (Faint Abjuration), +1 and +2 heavy wooden shield (Faint Abjuration), amulet of natural armor +1 (Faint Transmutation), brooch of shielding (Faint Abjuration),

cloak of resistance +1 and +2 (Faint Abjuration), gauntlets of ogre power (Faint Transmutation), hat of disguise (Faint Illusion), headband of intellect +2 and +4 (Moderate Transmutation), periapt of wisdom +2 (Moderate Transmutation), potion of remove blindness (Faint Conjunction), repelling gauntlets (Moderate Conjunction), scout's headband (Moderate Divination), scrolls of benign transposition (Faint Conjunction), scroll of invisibility (Faint Illusion), scroll of obscuring mist (Faint Conjunction), scroll of remove paralysis (Faint Conjunction), scroll of swim (Faint Transmutation), vest of resistance +1 (Faint Abjuration), wand of magic missile (Faint Evocation).

Development: PCs that are washed away, either by accident or to follow any fleeing leader, are in for a ride. Warn the players of the potential dangers before they let their characters jump into the water voluntarily – they have no idea where the river is going or how dangerous it is going to be. Any character traversing the river must make ten DC 15 Swim checks. Failure results in 1d6 damage per failed check. The water is also freezing. A character without protection against the cold must make a DC 15 Fortitude save or take 1d6 nonlethal damage and becomes hypothermic (treats as fatigued). After 10 minutes the stream flows into another lake from where the character can swim ashore (DC 10 Swim check). It takes a couple of hours, but the PCs eventually find their way back to the main force. If a leader takes this route, check whether or not he or she survives the trip, because if she dies the PCs still earn the victory points. If both the leaders and the PCs are still alive, the fight continues here in a cavern not much unlike the one where the battle started, although if the leaders are much faster (for example due to their swim speed at higher APLs or due to a spell) the leaders get away automatically.

The goal of the battle is to either catch or kill the three leaders. With them gone, all pretense of organization vanishes and the raiders quickly disintegrate into anarchy. If the umber hulks are still alive, they attack the PCs to avenge their masters (or at APL 4 a group of raiders) – proceed with Bottled Up below. Otherwise the real battle is over at this time. The PCs need to defend themselves against the occasional raider, but this costs no resources and it should be described. Any leader imprisoned has little to no information to reveal and even less inclination to provide it. They feel betrayed by the Sunndians, and hate them as much as the Ahlissans. They have no idea how they acquired their strange appearances and abilities, but they think it has something to do with their nightmares – nightmares they have since they worked in the Calling Mines. These nightmares are about dark caverns, something dangerous in deep dark water and voices that whisper both promises and threats.

Soon after the defeat of the raiders the leader of the Burrowers below ground arrives at the cave. The PCs are directed above ground with their prisoners or the corpses to discuss what happens next. Proceed with "Concluding the Battle Below". The PCs gain 3 victory points for each

leader caught or killed. They do not gain any points for a leader who escaped.

BOTTLED UP

This encounter is only used if the PCs manage to sneak into the living quarters of the leaders unnoticed. In that case they are attacked at some point by a group of raiders as described below. Depending on the noise the PCs make this might actually be before or even during the confrontation with the leaders. Remember that the umber hulks lair quite close to the living area of the leaders. If the umber hulks hear the fight, they arrive only a couple of rounds later. If the fight remained undetected, they arrive as soon as the Ahlissans and Burrowers start their attack. Details on the terrain can be found in the section “Leaders” above. Details on the creatures can be found in “Valley Entrance” and “Caverns” above.

APL 4 (EL 6)

- ☛ **Raider Sergeant:** male and female human ranger 3; hp 21; see Appendix 1.
- ☛ **Raider Corporal:** male and female human cleric 2; hp 16 each; see Appendix 1.
- ☛ **Raiders (4):** male and female human ranger 1; hp 9 each; see Appendix 1.

APL 6 (EL 8)

- ☛ **Raider Lieutenant:** male and female human fighter 4; hp 38; see Appendix 1.
- ☛ **Raider Sergeant:** male and female human ranger 3; hp 21; see Appendix 1.
- ☛ **Raider Corporal:** male and female human cleric 2; hp 16 each; see Appendix 1.
- ☛ **Raiders (10):** male and female human ranger 1; hp 9 each; see Appendix 1.
- ☛ **Ankhegs (2):** hp 28 each; see *Monster Manual* 14.

APL 8 (EL 10)

- ☛ **Raider Lieutenant:** male and female human fighter 4; hp 38; see Appendix 1.
- ☛ **Raider Sergeant:** male and female human ranger 3; hp 21; see Appendix 1.
- ☛ **Raider Corporal:** male and female human cleric 2; hp 16 each; see Appendix 1.
- ☛ **Raiders (10):** male and female human ranger 1; hp 9 each; see Appendix 1.
- ☛ **Umbur Hulks (2):** hp 71 each; see *Monster Manual* 249.

APL 10 (EL 12)

- ☛ **Raider Lieutenant:** male and female human fighter 4; hp 38; see Appendix 1.
- ☛ **Raider Sergeant:** male and female human ranger 3; hp 21; see Appendix 1.
- ☛ **Raider Corporal:** male and female human cleric 2; hp 16 each; see Appendix 1.

- ☛ **Raiders (10):** male and female human ranger 1; hp 9 each; see Appendix 1.
- ☛ **Horrid Umbur Hulks (2):** pseudonatural 12 HD umbur hulk; hp 102 each; see Appendix 1.

APL 12 (EL 14)

- ☛ **Raider Lieutenant:** male and female human fighter 4; hp 38; see Appendix 1.
- ☛ **Raider Sergeant:** male and female human ranger 3; hp 21; see Appendix 1.
- ☛ **Raider Corporal:** male and female human cleric 2; hp 16 each; see Appendix 1.
- ☛ **Raiders (10):** male and female human ranger 1; hp 9 each; see Appendix 1.
- ☛ **Horrid Umbur Hulks (2):** pseudonatural 20 HD umbur hulk; hp 230 each; see Appendix 1.

Tactics: See “Valley Entrance” and “Caverns”.

Treasure: See “Valley Entrance” and “Caverns”.

Development: See “Valley Entrance” and “Caverns”. When this is last part of the battle, use the development section of the “Leaders” instead.

SHEKAL

A side mission throughout the battle is to find Shekal, and to keep him alive for the remainder of the fight. His survival is paramount due to his intimate knowledge on how the raiders operate. With him in custody the Ahlissans and Burrowers have a much easier time rounding up any escaped raiders. Luckily for the PCs he wants to be found. He approaches the PCs soon after the first battle. He is not certain the PCs are friendly so he approaches them with care. He prefers to stick around free of bounds and quick to hide to make sure neither the PCs nor the raiders have an easy time to kill him. It takes some good arguments, but he does accept chains if the PCs insist on it.

If the raiders note his presence among the PCs, they do their utmost best to kill him. If he appears friendly they do so even at risk of their own health. If he is imprisoned, they only do so when a good opportunity arises. His survival earns the PCs 5 victory points.

He certainly dies in the battle if the PCs do not keep him around.

☛ **Shekal:** Male human (Suel) Bard/Assassin; hp 6 x APL (AL NE; Bluff 15+APL).

Appearance: Shekal is a lean thin man with short almost white hair and a pale skin. He wears a hunter's outfit and his face is weather worn. He has blue eyes. He is armed with rapier and a crossbow, and wears studded leather. He has scars of manacles around his wrists.

Personality: Shekal is a sly, shrewd manipulator of people who deeply detests the Ahlissan authorities. He is also a good judge of character. Throughout this adventure he acts like the repentant criminal working for the

authorities of Sunndi to get the other criminals caught. He is lying. If pressed for the truth he admits he is doing it for the money as well as to save his own skin. He does not go as far as to actively help against his erstwhile companions.

CONCLUDING THE BATTLE

With the last fight detailed above any serious resistance has been broken and what remains is a mop up of the raiders. None of these fights pose a threat to the PCs and a couple of hours after the battle started, it is over. The outcome of the battle depends on the amount of victory points the PCs have earned both in this encounter and Encounter 2.

The PCs can earn the following VPs in this encounter:

- Valley Entrance and Caverns: 10 - #rounds needed to conquer. Reduce the total by 5 if the landslide or flashflood has been triggered.
- Bottled Up: 3.
- Leaders: 3 per leader disabled.
- Leaders defeated right before the battle: 1 point extra per leader defeated.
- Keep Shekal alive: 5 points.

Potential VPs Earned in Encounter 2:

- Successfully luring the raiders out of their hiding place: 2 points.
- Sending the Burrowers up the slopes before the battle: 1 point.
- Disabling the leaders of the raiders before the battle: none at this point, see Encounter 3.
- Maneuvering part of the army to the back entrance and coordinating the attack correctly: 2 points.
- Providing ones own way of long-range communication besides the three rings: 1 point.
- If the officers accept an idea cooked up by the PCs that does not necessarily mean the plan is good enough to earn victory points. Judge how good the tactic is and assign a point value based on it. It should never be more than 2 points. If the outcome is highly dependent on the success of the PCs, the victory points are not earned before the PCs succeeded in the action. Be strict. Earning victory points this way should not be easy.
- Successfully assisting in determining the details on the plans with a Profession (soldier) check. If the PCs beat a DC 20 check they earn 1 victory point plus 1 for each ten points by which they beat the basic DC.

Total VPs earned:

- 0 – 10: The battle is considered a failure. Too many soldiers died and a large fraction of the raiders managed to escape. However unreasonable it might be, Farask blames the PCs and the PCs earn both the

Disfavor of House Torquann and Disgraced in Battle. See the Conclusion for more details.

- 11 – 20: The battle ran its course as expected. The amount of casualties is acceptable, and most raiders are captured or killed. If any members of the Hollow Highland Liberation Front remain it will be nothing more than small unorganized gangs who do not pose much of a threat to honest folk in the region. The PCs are paid as agreed upon, but they do not earn anything special.
- 21+: The battle was a decisive victory with minimal casualties. Only a handful of raiders escaped. Virtually all raiders are dead or captured. The Hollow Highland Liberation Front is no more. Durain and Farask recognize the PCs for their role in the battle. The PCs earn the **Favor of House Torquann** and **Served with Distinction**. See the Conclusion for more details.

Development: After the battle the allied forces are tired and many are wounded. They also have a lot of prisoners. Instead of a three day march back to Hexpools they decide for the 1 day march to the Calling Mines. There they are planning to drop of the prisoners and rest before returning home. The PCs can decide to go home immediately, but major Farask and major Durain do not have the promised gold with them so in this case the PCs are not paid for the services (although they do earn any favors). If the PCs still insist the adventure is over for them. Otherwise proceed with Encounter 4.

4: CALLING OF THE MINES

After the battle, they and the soldiers together with their prisoners and meager loot return to the Calling Mines. The trip takes 1 day and it is rather uneventful. Read aloud or paraphrase the following:

The trail you are following through the Highlands is far from easy, becoming rather treacherous at some points. The dust choked path at times winds along precipitous cliffs, steep, scree-strewn slopes and overgrown sinkholes dotting the landscape. All the while Pelor gazes down on you mercilessly turning the Highlands into what feels like a dusty oven.

There is considerable relief among the men when you spot the first pillars of smoke, and the overgrown mounds of mine spoil, certain signs that you have arrived at the infamous Calling Mines. Not long afterward you enter the broad Vale of the Calling Mines. A handful of dead trees stand scattered at the margins and the stench of smoke and brimstone wafts up from below. Across the valley, about 1 mile distance, stands a small walled village watched over by a very big keep, standing upwind of the many foundries further down the valley near an obvious man-made lake. A number of roads run through the valley towards several yawning openings in the valley slopes. There is a lot

of movement among some of the openings and the foundries. Other openings appear deserted and disused, some being nothing more than abandoned ruins. Guard posts dot the valley, and the keep looks ready to withstand a siege at a moment's notice. One glance shows you that silver mining on this scale is clearly not healthy for nature. Except for some hardy grasses and herbs, little plant life can be seen.

The column of soldiers steers itself towards the keep to set up camp at the feet of its walls for some much needed rest. All along the way workers and their overseers look at the column, cheering loudly, while the guards salute you. At the gates you are welcomed by Coinmaster Zamasken, the Zilchite manager of the mines, and Commander Noquann, the Hextorite commander of the Ahlissan army in the Hollow Highlands. The formalities only take a few minutes, before you are all given leave for the evening. You are expected to give the Coinmaster and the Commander a briefing on the battle together with major Durain and major Farask shortly after lunch the next day.

Coinmaster Zamasken and General Commander Noquann recognize the fact that the soldiers and their officers are tired after the battle and the 1 day march. They allow the people a good night's rest, before requiring an official report the following day.

Ask whether the PCs are planning to do something special before going to sleep (or rest). There are a couple of taverns in the small village, as well as a temple of Zilchus and shrines dedicated to Hextor and Ulaa. The gp limit is 100 gp. Regardless of the actual results of the battle, the locals treat the PCs as if it was a great victory – the result of propaganda if it did not went as well. The convicted prisoners are kept under lock and key in a compound. The village is inhabited by overseers, animal handlers and the workers of the foundries.

Once they go to sleep they are haunted by nightmares. Each PC who can dream during the night, which includes elves (elves do not sleep, but during their meditation they do enter a state similar to dreaming), must make a DC 10 + APL Will save. PCs who have been imprisoned in the Calling Mines before gain a -4 penalty on this saving throw. Give the PCs who succeed Player's Handout 1. Those who failed get Player's Handout 2 as well as the **Touched by Darkness** AR item. See the Conclusion for more details. Characters who are immune to mind effecting effects sleep as normal. *Protection from evil* does not offer any protection.

Development: The next morning the PCs are expected to show up on the debriefing around noon. Except for the PCs nobody really remembers being plagued by nightmares during their sleep, although if asked, more people than normal have been complaining about sleeping badly. Then again, nightmares, voices and the sense of being watched are all too common in the Calling Mines, although usually it is limited to the underground

areas. The local priests are not particularly worried about the nightmares. A DC 20 Diplomacy check does get the clergy of Ulaa to admit that the amount of people visiting their services or asking them for their guidance have been rapidly declining over the last few months – even among the convicts who get some much needed help and support from the faithful. Followers of Ulaa succeed automatically at the Diplomacy check.

Once the PCs are ready to go to the debriefing, proceed with Encounter 5.

5: DISPUTE

The debriefing takes place in a comfortably furnished room inside the keep. Read out loud or paraphrase the following:

The keep is a grey depressing building made for defense instead of comfort. The room you are currently in is in sharp contrast with this outward appearance. Two large open windows provide a clear view on the Vale below and allow plenty of light to enter. The floor is covered with a thick carpet and tappets depicting merchant scenes cover the walls. Below the windows stand two comfortable chairs next to a low table. A large oaken table stands in the middle surrounded by eight solid wooden, beautifully carved dining chairs. On the mantle hang three shields depicting the heraldry of Hexpools, Zelradton and Ahlissa. A cabinet covered with crystal glasses and bottles of expensive looking drinks stand in a corner. Everything looks clean and expensive and the smell of the foundries is masked with the odor of lavender.

On one side of the table sits his Excellency Zamasken and on the other side Commander Noquann. Arriving at the same time with you are major Durain, major Farask and your fellow adventurers. Noquann's face is expressionless, ignoring your arrival. Zamasken on the other hand raises immediately, walking towards the cabinet while looking in your direction. "Welcome. Please take a seat. Anything to drink?"

The cabinet contains a wide selection of expensive liquors, but it does not contain any ale. Zamasken does have water, and cold tea. Only after the PCs have settled down and gotten their drinks, does Zamasken start the debriefing.

The first thing Zamasken wants is a report on the battle both from the PCs and the two officers. He is not much of a military man, but Commander Noquann asks the right questions. If the battle was a failure, major Farask tries to blame the PCs although he does not make any direct accusations. Major Durain is more honest about it, stating that all parties failed to do their best. On the other hand, if the battle was a decisive victory major Farask is equally quick to compliment the PCs on their

involvement. If you are running the adventure in a timed event you should keep this part brief.

Once the two commanders are aware of what transpired at the Battle of the Burrows they start discussing what should be done with the prisoners. It quickly becomes clear that Commander Noquann and Coinmaster Zamasken oppose each other in this regard. Zamasken wants to deliver all the imprisoned raiders to Sunndi as agreed upon in the treaty with Sunndi, while Noquann wants to execute them all. Noquann does not deny the existence of the treaty, merely that the treaty only applies to Hollow Highlanders. Since they have no way to verify for sure who is a Highlander and who an escaped convict (especially since the two can be the same) and they should be punished with death for their crimes anyway, why go through all the trouble of identification? There is also no need for a trial since they all have been caught red-handed. Zamasken's opinion is that it is better to uphold the treaty, and let the Sunndians sort out who is and is not a Hollow Highlander. Besides, the last time Noquann massacred a large group of prisoners and guards for crimes it led to a rebellion.

The last argument causes the discussion to quickly escalate beyond the mere fate of the prisoners into one about the relations between the Temple of Hextor and the Temple of Zilchus. Noquann considers the worshippers of the Great Guildmaster (another name for Zilchus) to be weak in their willingness to discuss anything and their inability to show proper strength. Their ruling has weakened the position of the law and introduced much corruption. Reclaiming the former glory of the Great Kingdom and the safety it entailed for its citizens is farther away than ever. What is worse, the citizens blame the faithful of the Scourge of Battle (another name for Hextor) for all things that go wrong, while it is the temple of the Guildmaster who does not allow the guards enough leeway to properly deal with the anarchists and criminals of the kingdom.

Zamasken coldly points out that it were worshippers of the Scourge of Battle who caused the destruction of the Great Kingdom in the first place by their inability to react in any other way than through violence and to rely on devils and orcs to do the real fighting. Trade brings gold and influence with which both laws can be enforced and areas to be made safe again. Besides, the faithful of the Great Guildmaster despise corruption since it is bad for trade and morale. People should earn their income through their own actions and not by theft, extortion and blackmail.

Development: If the PCs do not involve themselves in the discussion, Zamasken eventually wins. Noquann leaves the room angrily while trying to keep his temper under control. Zamasken is furious as well, but he hides it better and apologizes towards the PCs for the discussion. He dismisses the PCs, promising that they get the agreed upon money the following morning. Proceed with Encounter 6 as if the PCs supported Zamasken. In

this case you should only quickly summarize the encounter. Just make sure the PCs realize there is a deep resentment between the faiths of Hextor and Zilchus in Ahlissa.

If the PCs do involve themselves in the discussion, you should spend some time roleplaying the arguments. Try to impress the fact that the relations between the Temples of Hextor and Zilchus are very strained with the first resenting their loss of power and the second disliking the violence preached by Hextor and fearing an open rebellion.

The PCs can sway the discussion towards one side or another. The lead talker must make a Diplomacy check opposed by a Diplomacy check made by either Noquann (+13 modifier) or Zamasken (+15 modifier) depending on whom they support. Other PCs can assist if they open their mouths during the discussion. You can grant them a +2 circumstance bonus if they use good arguments, but the discussion is not about facts and their impact is limited. If the PCs lose the check the discussion is one by whoever won the check of the NPCs. If the PCs win the check, they sway the discussion into their favor. If that happens to be Zamasken, Noquann leaves even quicker and angrier, while Zamasken is certainly grateful. If it is Noquann they supported, Zamasken coldly accepts defeat, informing everybody that the prisoners are going to be executed the next day. In either case proceed with Encounter 6. Obviously, they also greatly anger the opposing people especially if the PCs involve themselves in any argument about whether the Zilchites or the Hextorites are good rulers.

Note that neither major Farask nor major Durain involve themselves in this discussion. If pressed, Durain and Farask support Zamasken although each does so for different reasons.

Troubleshooting: It should be noted that there is no good or evil side in this discussion. Each side is interpreting a treaty differently and neither is wrong. The Hextorites appear to be a little bloodthirsty, but these raiders have committed several capital crimes and even by the much more lenient laws of Sunndi they deserve death (although they might get no punishment at all in Sunndi since their brethren in the Hollow Highlands are much more forgiving and do not necessarily see it as a treasonous act). Make sure the players realize this when discussing their options. It might prevent any arguments between PCs from becoming too heated.

6: TREACHERY

Regardless of who wins the discussion in Encounter 5, the losing side decides to take action. The Zilchites try to hand over the imprisoned raiders to the Burrowers in the middle of the night. The Hextorites prepare to kill them. Each side does so through underlings and gated allies to help deny any official involvement.

If the PCs supported the winning side, an informant warns them of the planned actions and they are asked to

guard the imprisoned raiders. The exact time of the attack is not known by the informant nor is there any information on who or what will attack. If the PCs supported the losing side, they are secretly informed of the planned actions and asked to help. In this case they need to sneak towards the prisoners and deal with the guards. If they supported nobody, the Zilchites simply hire them to guard the prisoners. In this case, the informants do not warn them about any imminent attack.

Since there are many possible situations no boxed text is provided. If the PCs are guarding the compound, let them come up with some tactics (at the very least they need to mention where they are and what spells are running at what time). The opposing church attacks 1 hour after midnight. If the PCs are raiding the compound they can do so at any time during the night, although the Burrowers really need time to get away with the prisoners so the earlier the better.

Terrain: The raiders are kept at a small square compound normally used when processing newly arrived convicts. 10 feet high earthen walls topped by 3 feet high wooden palisades surround the compound. It is a DC 15 Climb check on the compound side. On the other side no climb check is required, but it does cost double move to move up and charging down requires a Balance check as normal for a steep slope (see the *Dungeon Master's Guide* 89).

The compound self is bare and dusty. Movement is normal here. There are 4 open wooden buildings that are little more than a slanted roof and the four support pillars. Each is 20 by 20 feet wide and 10 feet high. A large beam runs along the floor from one side to the other in the middle. This wooden beam is anchored in the floor and the prisoners are chained to this beam. Hammocks are provided to sleep on, but there are too many prisoners at the moment and most sleep on the bare ground. The support beams provide partial cover like trees (see the *Dungeon Master's Guide* 87). The chain beam counts as a low 2 feet thick wooden wall. The area with the prisoners counts as difficult terrain. If the prisoners are in panic or angry towards the PCs moving through the area requires a DC 15 Strength or Dexterity check to prevent being tripped up to once per round. In this case a prone character takes 2d6 non lethal damage per round at the start of their round.

Creatures: The ordinary Ahlissan soldiers who guard the perimeter, stay out of this conflict. They either have been bribed to look the other way, or they are simply too afraid, or when the PCs are the main guards, feel that the PCs should suffer the brunt of the attack. Only when it becomes impossible to ignore what is going on at the compound do they sound the alarm, but even then any relief forces take so much time to arrive that by that time any fight has finished.

The real threat to the PCs is a cleric and his or her outer-planar allies. Halkar, a priest of Hextor, and his fiendish allies are here to kill the prisoners. Larna and her

celestial friends are here to make sure the prisoners survive the night and are delivered to the Sunndians. The priests know they are acting on their own initiative – although their leaders did hint doing so would be appreciated. He/she knows that if successful, they are not punished (and more likely to be rewarded), but if caught they cannot expect any help. Halkar does not care about the fate of the prisoners. In fact, he wants to see them all dead. Larna on the other hand wants to keep them alive. Both are fanatical worshippers of their deity as are their allies.

APL 4 (EL 6)

☛ **Halkar:** male human cleric 4; hp 31; see Appendix 1.

☛ **Nupperibo (2):** hp 16 each; see Appendix 1.

Or

☛ **Larna:** female human cleric 4; hp 31; see Appendix 1.

☛ **Hound Archon*:** hp 33 each; see *Monster Manual* 16.

* These are lawful neutral instead of lawful good, replace their DR with 10/chaotic, their *magic circle against evil* for *magic circle against chaos* and their *detect evil* with *detect chaos*.

APL 6 (EL 8)

☛ **Halkar:** male human cleric 6; hp 45; see Appendix 1.

☛ **Steel devil (1):** hp 51 each; see Appendix 1.

Or

☛ **Larna:** female human cleric 6; hp 45; see Appendix 1.

☛ **Hound Archons (2)*:** hp 33 each; see *Monster Manual* 16.

* These are lawful neutral instead of lawful good, replace their DR with 10/chaotic, their *magic circle against evil* for *magic circle against chaos* and their *detect evil* with *detect chaos*.

APL 8 (EL 10)

☛ **Halkar:** male human cleric 8; hp 59; see Appendix 1.

☛ **Steel devils (2):** hp 51 each; see Appendix 1.

Or

☛ **Larna:** female human cleric 8; hp 59; see Appendix 1.

☛ **Zilchite Thief Catchers (2):** male hound archon ranger 2; hp 62 each; see Appendix 1.

APL 10 (EL 12)

☛ **Halkar:** male human cleric 10; hp 83; see Appendix 1.

☛ **Steel devils (4):** hp 51 each; see Appendix 1.

Or

☛ **Larna:** female human cleric 10; hp 83; see Appendix 1.

☛ **Zilchite Thief Catchers (2):** male hound archon ranger 2/fighter 2; hp 78 each; see Appendix 1.

APL 12 (EL 14)

☛ **Halkar:** male human cleric 12; hp 99; see Appendix 1.

☛ **Orthons (4):** hp 87 each; see Appendix 1.

Or

☛ **Larna:** female human cleric 12; hp 99; see Appendix 1.

☛ **Zilchite Thief Catchers (2):** male hound archon ranger 2/fighter 4; hp 106 each; see Appendix 1.

Tactics: Both Halkar and Larna leave the actual fighting to their outsider allies while they remain at the back. Halkar tries to disable the opponents by targeting them with mind-affecting compulsion spells which are much more effective due to his domain powers. If necessary though he does buff and cure the devils to prolong the fight. Larna focuses on keeping the hound archons alive by curing and buffing them.

If the PCs are initiating the attack, there are no 10 minute per level duration spells running. If the clerics are initiating the attack these spells are running. The long duration spells are always active and these have been taken into account in the stat blocks. Since the hound archons can cast *aid* at will these spells are always active on Larna and the hound archons. This gives the hound archons in APL 4 and 6 10 temporary hit points (which has not been noted in the hit points above) and a +1 morale bonus on attack rolls.

Halkar and the devils go out of their way to kill people, although they do not necessarily risk their own life to kill a downed opponent. If a cleric keeps healing a character back to his feet this changes though. Larna and the hound archons on the other hand are not as deadly. They prefer to keep their opponents alive, even going so far as to use nonlethal damage. If the PCs keep her alive in return, and allow her to keep her equipment, she is willing to sell it (in short: the PCs do not lose access to her items).

Their attitude towards surrender though depends on the situation. If they are initiating an attack on the compound they try to flee or if impossible fight to the death. If they are defending the compound, they flee or surrender instead. There is no shame in a defeat by a superior opponent and they hope for relief forces before the opponents can kill them. They are not cowards though, and they do not flee/surrender at the first sign of trouble. In fact, the outsiders would not die permanently, and while they do not like the idea of being banished from the Prime for a long time, it is not the same kind of threat as death. They sacrifice themselves for the life of the cleric they are protecting.

Note that at APL 4 Halkar uses *obscuring mist* to cover the battlefield quickly since it provides a great boon to the blind nupperibo. Also remember that Larna has a

stalwart pact active on herself and the hound archons at APL 10 and 12.

Treasure:

The equipment of the outsiders immediately turns into junk at its owner's death or when removed out of their sight. Looting the priest:

APL 4: Loot 160 gp; Coin 5 gp; Magic 140 gp; *healing belt* (63 gp), *potion of remove blindness* (63 gp), *scroll of obscuring mist* (2 gp), *scroll of remove paralysis* (13 gp); Total 305 gp.

APL 6: Loot 18 gp; Coin 5 gp; Magic 448 gp; +1 *spiked full plate* (225 gp), *healing belt* (63 gp), *potion of remove blindness* (63 gp), *scroll of obscuring mist* (2 gp), *scroll of remove paralysis* (13 gp), *vest of resistance +1* (83 gp); Total 471 gp.

APL 8: Loot 5 gp; Coin 5 gp; Magic 887 gp; +1 *heavy wooden shield* (96 gp), +1 *spiked full plate* (225 gp), *healing belt* (63 gp), *periapt of wisdom +2* (333 gp), *potion of remove blindness* (63 gp), *scroll of obscuring mist* (2 gp), *scroll of remove paralysis* (13 gp), *vest of resistance +1* (83 gp); Total 897 gp.

APL 10: Loot 5 gp; Coin 5 gp; Magic 1,128 gp; +1 *heavy wooden shield* (96 gp), +1 *spiked full plate* (225 gp), *healing belt* (63 gp), *periapt of wisdom +2* (333 gp), *potion of remove blindness* (63 gp), *ring of counterspells* (333 gp), *scroll of obscuring mist* (2 gp), *scroll of remove paralysis* (13 gp), *vest of resistance +2* (333 gp); Total 1,471 gp.

APL 12: Loot 5 gp; Coin 5 gp; Magic 2,427 gp; +2 *heavy wooden shield* (346 gp), +2 *spiked full plate* (475 gp), *healing belt* (63 gp), *helm of glorious recovery* (467 gp), *periapt of wisdom +2* (333 gp), *potion of remove blindness* (63 gp), *ring of counterspells* (333 gp), *scroll of obscuring mist* (2 gp), *scroll of remove paralysis* (13 gp), *vest of resistance +2* (333 gp); Total 2,437 gp.

Detect magic results: +1 and +2 *heavy wooden shield* (Faint Abjuration), +1 and +2 *spiked full plate* (Faint Abjuration), *healing belt* (Faint Conjunction), *helm of glorious recovery* (Moderate Conjunction), *periapt of wisdom +2* (Moderate Transmutation), *potion of remove blindness* (Faint Conjunction), *ring of counterspells* (Moderate Evocation), *scroll of obscuring mist* (Faint Conjunction), *scroll of remove paralysis* (Faint Conjunction), *vest of resistance +1* and +2 (Faint Abjuration).

Development: As soon as the opponents are defeated, the adventure is over for the PCs. If the PCs supported the Hextorites and were victorious, all the raiders are executed. The PCs gain the **blessing of Hextor**. If the PCs supported Zilchus, or simply worked for them, and were victorious, all the raiders are given to Sunndi. The PCs gain the **blessing of Zilchus** as a reward for their services. More details on these blessings can be found on the AR.

In the unlikely case that they worked for the Zilchites when the Hextorites won the argument, they need to flee the Calling Mines in a hurry together with the Burrowers and their prisoners. Under normal circumstances the Ahlissans would immediately dispatch

a unit of soldiers to get the escaped prisoners back, but Coinmaster Zamasken delays them long enough for it to fail. Despite having acted against the Commander's wishes, they do not earn any disfavor. The Ahlissan authorities later confirm that the Coinmaster was correct and the temple of Hextor has enough other things on their mind than to take out their anger of a group of do-gooders. They do earn the **blessing of Zilchus**. Zamasken also makes sure they get their reward for the services during the Battle of the Burrows.

comments about the module are also welcomed at this address.

1. What APL did you play?
2. How many victory points did the PCs earn?
3. What happened to the leaders of the raiders?
4. Did Shekal survive the battle?
5. Who did the PCs support during the dispute between Zamasken and Noquann?
6. What happened with the imprisoned raiders?

CONCLUSION

The PCs are thanked for a job well done and get a reward from whomever they helped. At the same time they should wonder about the tense situation at the Calling Mines and between the Zilchites and Hextorites. Something tells the PCs that even though the last raiders have been caught, it is not the last time they are at the Calling Mines.

Regardless of the outcome of the battle, the PCs get paid as promised at the start of the adventure. Only if they acted particularly cowardly or actually helped the raiders is this money not paid. If the PCs earned 10 or less victory points (or actually aided the raiders) the PCs gain **disfavor of House Torquann** and **disgraced in battle**. If they earned 21 or more points they instead earn the **favor of House Torquann** and **served with distinction**. Note that if the PCs treated major Farask with great disrespect you are within your right not to give the favor of house Torquann to said PC even if they did earn enough victory points. If the PCs earned between 10 and 21 victory points they do not get any of these favors or disavors.

Finally, if the PCs aided the Zilchites in Encounter 5 they gain the **blessing of Zilchus**. If on the other hand they aided the Hextorites they gain the **blessing of Hextor** instead.

Treasure:

Reward for helping at the Battle of the Burrows:

- APL 4:** Coin 200 gp.
- APL 6:** Coin 300 gp.
- APL 8:** Coin 400 gp.
- APL 10:** Coin 500 gp.
- APL 12:** Coin 600 gp.

CAMPAIGN CONSEQUENCES

This scenario has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to rolspeel@planet.nl and gomez@gryphonhill.com as soon as possible. General

EXPERIENCE POINT SUMMARY

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

3: Battle of the Burrows

The PCs can gain only xp for defeating the leaders and either the valley entrance, the caverns or defending the position.

Take the valley entrance

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

Take the caverns

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

Defeat the leaders

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

Defend the position

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

6: Treachery

Defeat either the Zilchites or the Hextorites

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

Story Award

Earned at least 21 victory points:

APL 4	30 XP
APL 6	60 XP
APL 8	90 XP
APL 10	120 XP
APL 12	150 XP

Discretionary roleplaying award

APL 4	105 XP
APL 6	120 XP
APL 8	135 XP
APL 10	150 XP
APL 12	165 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

TREASURE SUMMARY

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

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

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

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

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

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

3: Battle of the Burrows

Looting the leaders:

APL 4: Loot 211 gp; Magic 780 gp; +1 full plate (221 gp), +1 heavy wooden shield (96 gp), cloak of resistance +1 (83 gp), hat of disguise (150 gp), potion of remove blindness (63 gp), 2x scrolls of benign transposition (2 gp each), scroll of invisibility (13 gp), scroll of obscuring mist (2 gp), scroll of swim (arcane) (13 gp), spell book (42 gp), wand of magic missile (3rd level) (25 charges) (94 gp); Total 991 gp.

APL 6: Loot 78 gp; Magic 1,330 gp; 2x +1 full plate (221 gp each), +1 heavy wooden shield (96 gp), brooch of shielding (125 gp), 2x cloak of resistance +1 (83 gp each), hat of disguise (150 gp), potion of cure light wounds (4 gp), potion of remove blindness (63 gp), 2x scrolls of benign transposition (2 gp each), scroll of invisibility (13 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp), scroll of swim (arcane) (13 gp), spell book (63 gp), vest of resistance +1 (83 gp), wand of magic missile (3rd level) (25 charges) (94 gp); Total 1,407 gp.

APL 8: Loot 78 gp; Coin 83 gp; Magic 2,092 gp; 2x +1 full plate (221 gp each), +1 heavy wooden shield (96 gp), brooch of shielding (125 gp), 2x cloak of resistance +1 (83 gp each), hat of disguise (150 gp), headband of intellect +2 (333 gp), potion of cure light wounds (4 gp), 2x potion of remove blindness (63 gp each), scout's headband (283 gp), 2x scrolls of benign transposition (2 gp each), scroll of invisibility (13 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp), scroll of swim (arcane) (13 gp), spell book (146 gp), vest of resistance +1 (83 gp), wand of magic missile (3rd level) (25 charges) (94 gp); Total 2,253 gp.

APL 10: Loot 78 gp; Coin 83 gp; Magic 2,642 gp; 2x +1 full plate (221 gp each), +1 heavy wooden shield (96 gp), brooch of shielding (125 gp), 2x cloak of resistance +1 (83 gp each), gauntlets of ogre power (333 gp), hat of disguise (150 gp), headband of intellect +2 (333 gp), potion of cure light wounds (4 gp), 2x potion of remove blindness (63 gp each), repelling gauntlets (192 gp), scout's headband (283 gp), 2x scrolls of benign transposition (2 gp each), scroll of invisibility (13 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp), scroll of swim (arcane) (13 gp), spell book (171 gp), vest of resistance +1 (83 gp), wand of magic missile (3rd level) (25 charges) (94 gp); Total 2,803 gp.

APL 12: Loot 78 gp; Coin 83 gp; Magic 5,230 gp; 2x +2 full plate (471 gp each), +2 heavy wooden shield (346 gp), amulet of natural armor +1 (167 gp), brooch of shielding (125 gp), cloak of resistance +1 (83 gp each), cloak of resistance +2 (333 gp each), gauntlets of ogre power (333 gp), hat of disguise (150 gp), headband of intellect +4 (1,333 gp), periapt of wisdom +2 (333 gp), potion of cure light wounds (4 gp), 2x potion of remove blindness (63 gp each), repelling gauntlets (192 gp), scout's headband (283 gp), 2x scrolls of benign transposition (2 gp each), scroll of invisibility (13 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp), scroll of swim (arcane) (13 gp), spell book (171 gp), vest of resistance +1 (83 gp), wand of magic missile (3rd level) (25 charges) (94 gp); Total 5,391 gp.

6: Treachery

APL 4: Loot 160 gp; Coin 5 gp; Magic 140 gp; healing belt (63 gp), potion of remove blindness (63 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp); Total 305 gp.

APL 6: Loot 18 gp; Coin 5 gp; Magic 448 gp; +1 spiked full plate (225 gp), healing belt (63 gp), potion of remove blindness (63 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp), vest of resistance +1 (83 gp); Total 471 gp.

APL 8: Loot 5 gp; Coin 5 gp; Magic 887 gp; +1 heavy wooden shield (96 gp), +1 spiked full plate (225 gp), healing belt (63 gp), periapt of wisdom +2 (333 gp), potion of remove blindness (63 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp), vest of resistance +1 (83 gp); Total 897 gp.

APL 10: Loot 5 gp; Coin 5 gp; Magic 1,128 gp; +1 heavy wooden shield (96 gp), +1 spiked full plate (225 gp), healing belt (63 gp), periapt of wisdom +2 (333 gp), potion of remove blindness (63 gp), ring of counterspells (333 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp), vest of resistance +2 (333 gp); Total 1,471 gp.

APL 12: Loot 5 gp; Coin 5 gp; Magic 2,427 gp; +2 heavy wooden shield (346 gp), +2 spiked full plate (475 gp), healing belt (63 gp), helm of glorious recovery (467 gp), periapt of wisdom +2 (333 gp), potion of remove blindness (63 gp), ring of counterspells (333 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp), vest of resistance +2 (333 gp); Total 2,437 gp.

Conclusion

Reward for helping at the Battle of the Burrows:

APL 4: Coin 200 gp.

APL 6: Coin 300 gp.

APL 8: Coin 400 gp.

APL 10: Coin 500 gp.

APL 12: Coin 600 gp.

Treasure Cap

APL 4: 650 gp.

APL 6: 900 gp.

APL 8: 1,300 gp.

APL 10: 2,300 gp.

APL 12: 3,300 gp.

Total Possible Treasure

APL 4: 1,446 gp.

APL 6: 2,178 gp.

APL 8: 3,550 gp.

APL 10: 4,774 gp.

APL 12: 8,428 gp.

ADVENTURE RECORD ITEMS

Disfavor of House Torquann: The next three adventures upkeep is doubled and everything you buy costs 10% more than normal.

Disgraced in Battle: You lose one favor of your choice with the Ahlissan army or Ahlissan authorities. If you do not have any such favor, you lose the next one earned.

Favor of House Torquann: You gain free luxurious upkeep in the next 3 adventures. In addition you can spend this favor to gain a one-time reduction of 10% to the price of one item up to a maximum reduction of 1000 gp. The reduction does NOT apply to crafting an item.

Served with Distinction: The PC can spend it to gain access to one of the following item (selected at the signing of the AR):

- _Access to the Tactical Soldier (MH) prestige class.
- _One time access to *crystal of energy assault* least and lesser or a *restful crystal* (MIC).
- _Access to the spells *battlefield illumination*, *battlemagic perception*, and *resounding voice* (all from *Heroes of Battle*).

In addition members of a Sunndian Military MO gain 10 promotion points.

Touched by Darkness: You have developed a mild phobia for darkness or a slight sense of paranoia for the monster under water (your choice). This is mainly a role-playing effect. It might have additional consequences in future adventures.

In addition you fulfill the special requirement for and gain access to the *alienist* (CA) prestige class.

Blessing of Hextor: During the next 3 adventures you gain the *Smite* ability from the Destruction domain, except that you can only use it 1/adventure, the damage bonus equals the APL of this adventure and it can be applied to a single target of a ranged attack or spell as long as the attack deals hit point damage and requires an attack roll.

Blessing of Zilchus: During the next 3 adventures you gain the ability to cast 1/adventure a *sanctuary* (DC 10+half APL) on yourself as a standard action that lasts APL in rounds.

Etann's Spellbook: APL 4—*benign transposition* (SC), *mage armor*, *magic missile*, *ray of enfeeblement*, *scorching ray*, *swim* (SC), *web*; APL 6—*fireball*, *glitterdust*, *haste*; APL 8—*anticipate teleportation* (SC), *dimension door*, *enervation*, *false life*, *summon monster III*; APL 10—*summon monster IV*, *summon monster V*; APL 12—*alarm*, *detect scrying*, *baleful polymorph*, *summon monster VI*, *wall of force*.

- *Wand of magic missile* (25 charges) (Adventure; CL 3; 1,125 gp; DMG)

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

- *Brooch of shielding* (Adventure; DMG)
- Etann's Spellbook (Adventure; 900 gp; see above)

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

- Etann's Spellbook (Adventure; 1,700 gp; see above)
- *Scout's headband* (Adventure; 3,400 gp; MIC)

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

- Etann's Spellbook (Adventure; 2,150 gp; see above)
- *Repelling gauntlets* (Adventure; 2,300 gp; MIC)
- *Ring of counterspells* (Adventure; DMG)

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

- Etann's Spellbook (Adventure; 3,200 gp; see above)
- *Helm of glorious recovery* (Adventure; 5,600 gp; MIC)

ITEM ACCESS

APL 4:

- Etann's Spellbook (Adventure; 500 gp; see above)
- *Hat of disguise* (Adventure; DMG)
- *Healing belt* (Adventure; 750 gp; MIC; max 1 per PC)
- *Scroll of benign transposition* (Adventure; 25 gp; SC)
- *Scroll of swim* (arcane) (Adventure; 150 gp; SC)

APPENDIX 1: ALL APLS

THE RAIDERS

RAIDER LIEUTENANT (4)

CR 4

Male or female human fighter 4
LN or LE Medium Humanoid (human)

Init +1; **Senses** Listen +1, Spot +4

Languages Common

AC 21, touch 11, flat-footed 20
(+1 Dex, +8 armor, +2 shield)

hp 38 (4 HD);

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

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee mwk bastard sword +9 (1d10+5/19-20)

Ranged mwk light crossbow +6 (1d8/19-20)

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

Atk Options Cleave, Power Attack

Combat Gear *potion of bear's endurance*, *potion of bull's strength*, *potion of cure moderate wounds*, *smokestick* (2), *tanglefoot bag* (2)

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

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Improved Toughness, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Skills Climb +4, Jump -2, Spot +4

Possessions combat gear plus masterwork bastard sword, dagger, masterwork light crossbow, 20 bolts, masterwork full plate, masterwork heavy steel shield.

RAIDER SERGEANTS (4)

CR 3

Male or female human ranger 3
CN Medium Humanoid (human)

Init +2; **Senses** Listen +6, Spot +6

Languages Common, Old Oeridian

AC 17, touch 11, flat-footed 15
(+2 Dex, +4 armor, +1 shield)

hp 21 (3 HD);

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

Speed 30 ft. in studded leather (6 squares), base movement 30 ft.;

Melee mwk longsword +6 (1d8+2/19-20)

Ranged mwk mighty composite longbow +7 (1d8+2/x3)

Base Atk +1; **Grp** +5

Atk Options favored enemy humanoid (human) +2, Point Blank Shot, Rapid Shot

Combat Gear 2 alchemist fire, 2 *potions of cure light wounds*, 2 *tanglefoot bags*

Abilities Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8

Feats Endurance, Point Blank Shot, Rapid Shot, Stealthy, Track, Weapon Focus (longbow)

Skills Climb +4, Hide +9, Listen +6, Knowledge (dungeoneering) +4, Knowledge (geography) +4,

Knowledge (nature) +7, Move Silently +9, Spot +6, Survival +6 (+8 in natural terrain), Swim +3

Possessions combat gear plus masterwork

longsword, dagger, hand axe, masterwork mighty

composite longbow, 40 arrows, +1 *chain shirt*, mwk buckler.

RAIDER CORPORALS (12)

CR 2

Male or female human cleric 2

CN Medium humanoid (human)

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

Languages Common

AC 16, touch 9, flat-footed 16
(-1 Dex, +5 armor, +2 shield)

hp 16 (2 HD)

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

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.;

Melee light mace +3 (1d6+2)

Ranged light crossbow +0 (1d8/19-20)

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

Special Actions 1/day reroll a d20 roll, spontaneous cure, turn undead 5/day

Combat Gear *scroll of invisibility* (divine), 2 *scrolls of obscuring mist*

Cleric Spells Prepared (CL 2nd):

1st—*bless*, *entropic shield*^P, *protection from law*, *shield of faith*

0—*detect magic*, *detect poison*, *guidance*, *mending*

D: Domain spell. Deity: Kurell. Domains: Luck, Trickery

Abilities Str 14, Dex 8, Con 12, Int 10, Wis 15, Cha 13

Feats Combat Casting, Endurance

Skills Concentration +5 (+9 when casting defensively), Diplomacy +3, Heal +6, Knowledge (religion) +2

Possessions combat gear plus light mace, dagger, light crossbow, 10 bolts, 10 cold iron bolts, 10 silver bolts, mwk breastplate, mwk heavy wooden shield, wooden holy symbol, spell component pouch

RAIDERS (120)

CR 1

Male or female human* ranger 1

* There are a couple of dwarves, gnomes and halflings among the raiders as well. Make the necessary changes on the fly.

CN Medium Humanoid (human)

Init +2; **Senses** Listen +4, Spot +4

Languages Common, Old Oeridian

AC 16, touch 11, flat-footed 14
(+2 Dex, +3 armor, +1 shield)

hp 9 (1 HD);

Fort +3, **Ref** +4, **Will** +0

Speed 30 ft. in studded leather (6 squares), base movement 30 ft.;

Melee longsword +3 (1d8+2/19-20)

Ranged longbow +3 (1d8/x3)
Base Atk +1; **Grp** +3
Atk Options favored enemy humanoid (human) +2,
Point Blank Shot

Abilities Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8
Feats Point Blank Shot, Stealthy, Track
Skills Climb +2, Hide +6, Listen +4, Knowledge (dungeoneering) +3, Knowledge (geography) +3, Knowledge (nature) +5, Move Silently +6, Spot +4, Survival +4, Swim +0
Possessions combat gear plus longsword, dagger, hand axe, longbow, 20 arrows, studded leather, buckler.

DWARF RAIDER (MODIFICATIONS)

Init +2; **Senses** Darkvision 60 ft.; Listen +4, Spot +4
Languages Common, Dwarf
hp 10 (1 HD);
Fort +4, **Ref** +4, **Will** +0; +2 racial vs. spells and spell-like abilities and poison
Speed 20 ft. in studded leather (4 squares), base movement 20 ft.;
Abilities Con 15, Cha 6
SQ stonecunning, stability
Feats Point Blank Shot, Track**Skills** Climb +0, Hide +4, Jump -6, Move Silently +4, Swim -2

GNOME RAIDER (MODIFICATIONS)

Init +2; **Senses** Lowlight vision; Listen +6, Spot +4
Languages Common, Gnome
AC 17, touch 12, flat-footed 15
hp 10 (1 HD);
Fort +4, **Ref** +4, **Will** +0; +2 vs. illusions
Speed 20 ft. in studded leather (4 squares), base movement 20 ft.;
Melee longsword +3 (1d6+1/19-20)
Ranged longbow +4 (1d6/x3)
Base Atk +1; **Grp** -1
Abilities Str 12, Con 15
Feats Point Blank Shot, Track**Skills** Climb -1, Hide +10, Jump -6, Move Silently +6, Swim -3

HALFLING RAIDER (MODIFICATIONS)

Init +3; **Senses** Listen +6, Spot +4
Languages Common, Gnome
AC 18, touch 13, flat-footed 16
Fort +4, **Ref** +6, **Will** +1; +2 vs. fear
Speed 20 ft. in studded leather (4 squares), base movement 20 ft.;
Melee longsword +3 (1d6+1/19-20)
Ranged longbow +5 (1d6/x3)
Base Atk +1; **Grp** -1
Abilities Str 12, Dex 17
Feats Point Blank Shot, Track**Skills** Climb +1, Hide +10, Jump -4, Move Silently +8, Swim -3

3: BATTLE OF THE BURROWS**Leaders****SALINA****CR 3**

Female human cleric 3

CN Medium Humanoid (human)

Init -1; **Senses** Listen +2, Spot +2**Languages** Common, Undercommon**AC** 22, touch 9, flat-footed 22

(-1 Dex, +9 armor, +3 shield, +1 natural)

hp 24 (3 HD)**Fort** +6, **Ref** +1, **Will** +6**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** morningstar +2 (1d8)**Ranged** light crossbow +1 (1d8/-19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +4**Atk Options** turn undead 4/day**Special Actions** 1/day +1 bonus on single Will save or Wisdom check, 1/day reroll any d20 roll, spontaneous cure**Combat Gear** *potion of remove blindness***Cleric Spells Prepared** (CL 3rd):2nd—*close wounds**, *shield other*, *touch of madness*^{AD} (DC 14)1st—*entropic shield*^D, *obscuring mist*, *sanctuary* (DC 13), *shield of faith*.0—*create water*, *detect magic*, *detect poison*, *guidance***D:** Domain spell. Deity: Kurell. Domains: Luck, Madness** *Spell Compendium*

† Already cast

Abilities Str 10, Dex 8, Con 14, Int 12, Wis 15, Cha 13**Feats** Aberration Blood (flexible limbs)*, Bestial Hide** *Lords of Madness* 180**Skills** Concentration +8, Heal +5, Knowledge

(arcane) +4, Knowledge (the planes) +3,

Knowledge (religion) +4, Spellcraft +7, Spot +2

Possessions combat gear plus morningstar, dagger, light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, wooden holy symbol, spell component pouch, *cloak of resistance* +1, *hat of disguise*.**ETANN****CR 3**

Male human wizard 3

CE Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1**Languages** Common, Old Oeridian, Terran**AC** 11, touch 11, flat-footed 11

(+1 Dex, +0 armor)

hp 16 (3 HD);**Fort** +5, **Ref** +2, **Will** +4**Speed** 30 ft. (6 squares);**Melee** dagger +1 (1d4/19-20)**Ranged** light crossbow +2 (1d8/19-20)**Base Atk** +1; **Grp** +1**Combat Gear** *scroll of benign transposition** (2), *scroll of invisibility*, *scroll of obscuring mist*, *scroll of swim**, *wand of magic missile* (3rd level) (25 charges)**Wizard Spells Prepared** (CL 3rd):2nd—*scorching ray*, *web* (DC 15)1st—*mage armor*, *magic missile*, *ray of enfeeblement*0—*detect magic*, *detect poison*, *message* (2)

† Already cast

* *Spell Compendium***Abilities** Str 10, Dex 13, Con 14, Int 15, Wis 12, Cha 8**Feats** Great Fortitude, Scribe Scroll, Skill Focus (concentration), Spell Focus (conjunction)**Skills** Concentration +11, Knowledge (arcana) +8, Knowledge (the planes) +8, Knowledge (dungeoneering) +8, Spellcraft +10**Possessions** combat gear plus dagger, light crossbow, 20 bolts, spell component pouch**Spellbook** spells prepared plus 1st—*benign transposition*; 2nd—*swim*.**DRAGOSH (RAGING)****CR 3**

Male half-orc barbarian 2/fighter 1

CN Medium humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1**Languages** Common, Orc**AC** 17, touch 9, flat-footed 16

(+1 Dex, +8 armor, -2 rage); Uncanny Dodge

hp 38 (3 HD);**Fort** +9, **Ref** +1, **Will** +3; True Believer**Speed** 20 ft. in full plate (4 squares), base movement 40 ft.;**Melee** mwk greatsword +9 (2d6+7/19-20) or**Melee** mwk silver shortsword +10 (1d6+4/19-20)**Ranged** composite longbow +4 (1d8/x3)**Base Atk** +3; **Grp** +8**Atk Options** Power Attack**Special Actions** rage 1/day (7 rounds), true believer 1/day**Combat Gear****Abilities** Str 21, Dex 13, Con 18, Int 8, Wis 12, Cha 6**Feats** Power Attack, True Believer*, Weapon Focus (short sword)* *Complete Divine***Skills** Knowledge (religion) +1, Survival +6, Swim +1,**Possessions** combat gear plus mwk greatsword, mwk silver shortsword, dagger, composite longbow, 20 arrows, mwk full plate, wooden holy symbol (Kurell)**6: TREACHERY****HALKAR****CR 4**

Male human cleric 4

LE Medium humanoid (human)
Init +0; **Senses** Listen +3, Spot +3
Languages Common, Infernal

AC 20, touch 10, flat-footed 20
 (+0 Dex, +8 armor, +2 shield)
hp 31 (4 HD)
Fort +6, **Ref** +1, **Will** +9

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;
Melee morningstar +4 (1d8+1) or
Melee spiked gauntlet +4 (1d4+1)
Ranged light crossbow +3 (1d8/19-20)
Base Atk +3; **Grp** +4
Atk Options spontaneous inflict
Special Actions rebuke undead 2/day
Combat Gear *healing belt**, *potion of remove blindness*, *scroll of obscuring mist*, *scroll of remove paralysis*
** Magic Item Compendium*
Cleric Spells Prepared (CL 4th):
 2nd—*cure moderate wounds*, *enthrall*^P (DC 17),
hold person (DC 18), *spiritual weapon*^P
 1st—*bless*, *command*^P (DC 17) (2), *cure light wounds*, *obscuring mist*
 0—*detect magic*, *detect poison* (2), *mending*, *read magic*
D: Domain spell. Deity: Hextor. Domains: Domination*, Tyranny*
** Spell Compendium*

Abilities Str 13, Dex 10, Con 14, Int 12, Wis 16, Cha 8
Feats Greater Spell Focus (Enhancement), Iron Will, Skill Focus (Concentration), Spell Focus (Enhancement)
Skills Concentration +12, Diplomacy +6, Knowledge (religion) +8, Spellcraft +8
Possessions combat gear plus morningstar, dagger, spiked gauntlets, light crossbow, 20 bolts, masterwork spiked full plate, masterwork heavy wooden shield, spell component pouch, wooden holy symbol (Hextor)

NUPPERIBO* (2)

CR 2

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 LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init -4; **Senses** Blindsight 30 ft.; Listen —, Spot +-2 (within 30 ft.)
Aura fear (10 ft., DC 11)
Languages Infernal (receive telepathy only)
Weakness Deaf

AC 14, touch 10, flat-footed 14
 (+4 natural); 5 ranks Balance
hp 16 (2 HD); fast healing 3
Immune fire, poison, mind-affecting spells and abilities
Resist acid 10, cold 10
Fort +5, **Ref** +3, **Will** +1

Speed 20 ft. (4 squares)
Melee halberd +5 (1d10+3/x3) or

Melee 2 claws each +4 (1d4+2)
Base Atk +2; **Grp** +4

Abilities Str 15, Dex 10, Con 14, Int 4, Wis 7, Cha 3
Feats Toughness, Weapon Focus (halberd)
Skills Balance +5, Climb +7, Hide +5, Jump +1, Swim +7
Possessions combat gear plus halberd

Blindsight (Ex) A nupperibo can sense all foes within 30 feet as a sighted creature would. Beyond that range it treats all targets as having total concealment. A nupperibo is susceptible to scent-based attacks, however, and is affected normally by overpowering odors. Negating a nupperibo's sense of smell effectively blinds it.
Fear Aura (Su) At the end of each nupperibo's turns, creatures within 10 feet of it must succeed on a DC 11 Will saving throw or be panicked for 5 rounds.
 A creature that successfully saves cannot be affected again by that same nupperibo's aura for 24 hours.
Deaf (Ex) A nupperibo takes a -4 penalty on initiative checks and automatically fails Listen checks.

Or

LARNA

CR 4

Female human cleric 4
 LN Medium humanoid (human)
Init +0; **Senses** Listen +3, Spot +3
Languages Common, Celestial

AC 20, touch 10, flat-footed 20
 (+0 Dex, +8 armor, +2 shield)
hp 31 (4 HD) + 10 temporary hp (*aid*)
Fort +6, **Ref** +1, **Will** +9

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;
Melee^A morningstar +5 (1d8+1) or
Melee^A spiked gauntlet +5 (1d4+1)
Ranged^A light crossbow +4 (1d8/19-20)
^A includes a +1 morale bonus *aid*
Base Atk +3; **Grp** +4
Atk Options spontaneous cure
Special Actions turn undead 2/day
Combat Gear *healing belt**, *potion of remove blindness*, *scroll of obscuring mist*, *scroll of remove paralysis*
** Magic Item Compendium*
Cleric Spells Prepared (CL 4th):
 2nd—*calm emotions* (DC 16), *close wounds**,
invisibility^P, *shield other*^P
 1st—*bless*, *command*^P (DC 15) (2), *inhibit** (DC 15), *shield of faith*
 0—*detect magic*, *detect poison* (2), *mending*, *read magic*
D: Domain spell. Deity: Zilchus. Domains: Pact*, Trickery
** Spell Compendium*

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

Feats Augmented Healing*, Iron Will, Skill Focus
(Concentration)

* *Complete Divine*

Skills Concentration +12, Diplomacy +6, Heal +9,
Knowledge (religion) +6, Spellcraft +6

Possessions combat gear plus morningstar, dagger,
spiked gauntlets, light crossbow, 20 bolts,
masterwork spiked full plate, masterwork heavy
wooden shield, spell component pouch, wooden
holy symbol (Zilchus)

3: BATTLE OF THE BURROWS

Leaders

SALINA

CR 5

Female human cleric 5

CN Medium Humanoid (human)

Init -1; **Senses** Darkvision 15 ft.; Listen +2, Spot +5**Languages** Common, Undercommon**AC** 22, touch 9, flat-footed 22

(-1 Dex, +9 armor, +3 shield, +1 natural)

hp 38 (5 HD)**Fort** +7, **Ref** +1, **Will** +7**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** morningstar +3 (1d8)**Ranged** light crossbow +2 (1d8/-19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +5**Atk Options** turn undead 4/day**Special Actions** 1/day +2 bonus on single Will save or Wisdom check, 1/day reroll any d20 roll, spontaneous cure**Combat Gear** *potion of remove blindness*, *scroll of remove paralysis***Cleric Spells Prepared** (CL 5th):3rd—*dispel magic*, *magic circle against good*, *rage*^D2nd—*close wounds**, *resist energy*, *shield other*, *touch of madness*^D (DC 15)1st—*command* (DC 14), *entropic shield*^P, *obscuring mist*, *sanctuary* (DC 14), *shield of faith*.0—*create water* (2), *detect magic*, *detect poison*, *guidance***D:** Domain spell. Deity: Kurell. Domains: Luck, Madness** *Spell Compendium*

† Already cast

Abilities Str 10, Dex 8, Con 14, Int 12, Wis 16, Cha 13**Feats** Aberration Blood (flexible limbs)*, Bestial Hide*, Inhuman Vision** *Lords of Madness* 180**Skills** Concentration +10, Heal +5, Knowledge (arcane) +4, Knowledge (the planes) +5, Knowledge (religion) +6, Spellcraft +9, Spot +5**Possessions** combat gear plus morningstar, dagger, light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, wooden holy symbol, spell component pouch, *cloak of resistance* +1, *hat of disguise*.**ETANN**

CR 5

Male human wizard 5

CE Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1**Languages** Common, Old Oeridian, Terran, Undercommon**AC** 11, touch 11, flat-footed 11

(+1 Dex, +0 armor)

hp 26 (5 HD);**Fort** +6, **Ref** +3, **Will** +6**Speed** 30 ft. (6 squares);**Melee** dagger +2 (1d4/19-20)**Ranged** light crossbow +3 (1d8/19-20)**Base Atk** +2; **Grp** +2**Combat Gear** *brooch of shielding*, *scroll of benign transposition** (2), *scroll of invisibility*, *scroll of obscuring mist*, *scroll of swim**, *wand of magic missile* (3rd level) (25 charges)**Wizard Spells Prepared** (CL 5th):3rd—*fireball* (DC 16), *haste*2nd—*glitterdust* (DC 16), *scorching ray*, *web* (DC 16)1st—*mage armor*, *magic missile* (2), *ray of enfeeblement*0—*detect magic*, *detect poison*, *message* (2)

† Already cast

* *Spell Compendium***Abilities** Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 8**Feats** Great Fortitude, Rapid Spell*, Scribe Scroll, Skill Focus (concentration), Spell Focus (conjuraton)* *Complete Divine***Skills** Concentration +13, Knowledge (arcana) +11, Knowledge (the planes) +11, Knowledge (dungeoneering) +11, Knowledge (geography) +5, Spellcraft +13**Possessions** combat gear plus dagger, light crossbow, 20 bolts, *vest of resistance* +1, spell component pouch**Spellbook** spells prepared plus 1st—*benign transposition*; 2nd—*swim*.**DRAGOSH (RAGING)**

CR 5

Male half-orc barbarian 2/fighter 2/ranger 1

CN Medium humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1**Languages** Common, Orc**AC** 18, touch 9, flat-footed 17

(+1 Dex, +9 armor, -2 rage); Uncanny Dodge

hp 57 (5 HD);**Fort** +13, **Ref** +4, **Will** +4; True Believer**Speed** 20 ft. in full plate (4 squares), base movement 40 ft.;**Melee** mwk greatsword +13 (2d6+9/19-20) or**Melee** mwk silver shortsword +13 (1d6+5/19-20)**Ranged** composite longbow +6 (1d8/x3)**Base Atk** +5; **Grp** +11**Atk Options** Power Attack**Special Actions** rage 1/day (7 rounds), true believer 1/day**Combat Gear** *potion of cure light wounds*, tanglefoot bag**Abilities** Str 22, Dex 13, Con 18, Int 8, Wis 12, Cha 6

Feats Power Attack, True Believer*, Weapon Focus (greatsword), Weapon Focus (short sword)
 * *Complete Divine*
Skills Knowledge (religion) +3, Survival +7, Swim +3
Possessions combat gear plus mwk greatsword, mwk silver shortsword, dagger, composite longbow, 20 arrows, +1 *full plate*, *cloak of resistance* +1, wooden holy symbol (Kurell)

6: TREACHERY

HALKAR

CR 6

Male human cleric 6
 LE Medium humanoid (human)
Init +4; **Senses** Listen +3, Spot +3
Languages Common, Infernal

AC 21, touch 10, flat-footed 21 (+0 Dex, +9 armor, +2 shield)
hp 45 (6 HD)
Fort +8, **Ref** +3, **Will** +11

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;
Melee morningstar +5 (1d8+1) or
Melee spiked gauntlet +5 (1d4+1)
Ranged light crossbow +4 (1d8/19-20)
Base Atk +4; **Grp** +5
Atk Options spontaneous inflict
Special Actions rebuke undead 2/day
Combat Gear *healing belt**, *potion of remove blindness*, *scroll of obscuring mist*, *scroll of remove paralysis*
 * *Magic Item Compendium*
Cleric Spells Prepared (CL 6th):
 3rd—*dispel magic*, *magic circle against good*, *mass aid**, *suggestion*^D (DC 19)
 2nd—*cure moderate wounds*, *enthrall*^P (DC 17), *hold person* (DC 18), *silence* (DC 15), *spiritual weapon*
 1st—*bless*, *command*^P (DC 17) (2), *cure light wounds*, *inhibit** (DC 17)
 0—*detect magic*, *detect poison* (2), *mending*, *read magic*
D: Domain spell. Deity: Hextor. Domains: Domination*, Tyranny*
 * *Spell Compendium*

Abilities Str 13, Dex 10, Con 14, Int 12, Wis 16, Cha 8
Feats Greater Spell Focus (Enhancement), Improved Initiative, Iron Will, Skill Focus (Concentration), Spell Focus (Enhancement)
Skills Concentration +14, Diplomacy +8, Knowledge (religion) +10, Spellcraft +10
Possessions combat gear plus morningstar, dagger, spiked gauntlets, light crossbow, 20 bolts, +1 *spiked full plate*, masterwork heavy wooden shield, *vest of resistance* +1, spell component pouch, wooden holy symbol (Hextor)

STEEL DEVIL*

CR 6

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LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +3; **Senses** see in darkness; Listen +8, Spot +8
Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 26, touch 9, flat-footed 26 (-1 Dex, +17 natural); 5 ranks Balance
hp 51 (6 HD); DR 5/good
Immune fire, poison, mind-affecting spells and abilities, sleep effects, stun, paralysis, death effects
Resist acid 10, cold 10; **SR** 16
Fort +9, **Ref** +4, **Will** +4

Speed 20 ft. (4 squares)
Melee mwk cold iron greatsword +11/+6 (2d6+4/19-20)
Base Atk +6; **Grp** +9
Atk Options Combat Expertise, push +7
Special Actions chant, formation fighting
Spell-Like Abilities (CL 6th):
At Will—*greater command* (DC 17), *haste* (self only), *scare* (DC 14)

Abilities Str 16, Dex 8, Con 19, Int 13, Wis 9, Cha 14
Feats Combat Expertise, Improved Initiative, Weapon Focus (greatsword)
Skills Balance +8, Diplomacy +11, Intimidate +11, Jump +6, Knowledge (geography) +10, Knowledge (the planes) +10, Listen +8, Ride +8, Survival -1
Possessions combat gear plus masterwork cold iron greatsword

Chant (Su) As a swift action, a steel devil can begin to chant. For 1 minute starting immediately after it uses this ability, the steel devil produces a horrid, rhythmic shrieking that sounds like metal rasping against metal. Any spellcasters within 30 feet of a chanting steel devil must make a Concentration check (DC 15 + the spell's level) to cast a spell. This DC increases by 1 for each chanting steel devil beyond the first. *Silence* and similar effects negate this ability.

Formation Fighting (Ex) If a square adjacent to a steel devil is occupied by another steel devil, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple steel devils stack.

Push (Ex) A steel devil's attacks hammer home with such tremendous force that they can force opponents to move. Each time a steel devil strikes an opponent in melee, it can make a Strength check opposed by the target's Strength check; the steel devil gains a +4 racial bonus on this check. If the devil succeeds, it forces its opponent to move 5 feet in a direction of its choice. Large or larger creatures gain a +4 bonus on this check per size category larger than a steel devil, and Small or smaller ones take a -4 penalty per size category smaller than the steel devil.

Or

LARNA

CR 6

Female human cleric 6
 LN Medium humanoid (human)
Init +4; **Senses** Listen +3, Spot +3
Languages Common, Celestial

AC 21, touch 10, flat-footed 21
 (+0 Dex, +9 armor, +2 shield)
hp 45 (6 HD) + 10 temporary hp (*aid*)
Immune *nondetection*
Fort +8, **Ref** +3, **Will** +11

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;
Melee^A morningstar +6 (1d8+1) or
Melee^A spiked gauntlet +6 (1d4+1)
Ranged^A light crossbow +5 (1d8/19-20)
^A includes a +1 morale bonus *aid*
Base Atk +4; **Grp** +5
Atk Options spontaneous cure
Special Actions turn undead 2/day
Combat Gear *healing belt**, *potion of remove blindness*, *scroll of obscuring mist*, *scroll of remove paralysis*
 * *Magic Item Compendium*
Cleric Spells Prepared (CL 6th):
 3rd—*dispel magic*, *magic circle against chaos*,
*mass aid**, *nondetection*^D ‡
 2nd—*close wounds** (2), *hold person* (DC 16),
invisibility^D, *silence* (DC 16)
 1st—*bless*, *command*^D (DC 15), *inhibit** (DC 15),
protection from chaos, *shield of faith*
 0—*detect magic*, *detect poison* (2), *mending*, *read magic*
D: Domain spell. Deity: Zilchus. Domains: Pact*, Trickery
 ‡ Already cast
 * *Spell Compendium*

Abilities Str 13, Dex 10, Con 14, Int 12, Wis 16, Cha 8
Feats Augmented Healing*, Improved Initiative, Iron Will, Skill Focus (Concentration)
 * *Complete Divine*
Skills Concentration +14, Diplomacy +8, Heal +9, Knowledge (religion) +8, Spellcraft +8
Possessions combat gear plus morningstar, dagger, spiked gauntlets, light crossbow, 20 bolts, +1 *spiked full plate*, masterwork heavy wooden shield, *vest of resistance* +1, spell component pouch, wooden holy symbol (Zilchus)

3: BATTLE OF THE BURROWS

Leaders

SALINA

CR 7

Female human cleric 7

CN Medium Humanoid (human)

Init -1; **Senses** Darkvision 20 ft.; Listen +2, Spot +6**Languages** Common, Undercommon**AC** 23, touch 9, flat-footed 23

(-1 Dex, +9 armor, +3 shield, +2 natural)

hp 52 (8 HD)**Resist** 5 cold**Fort** +8, **Ref** +2, **Will** +8**Speed** 20 ft. in full plate (4 squares), base movement 30 ft, swim 30 ft.**Melee** morningstar +5 (1d8)**Ranged** light crossbow +4 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +7**Atk Options** turn undead 4/day**Special Actions** 1/day +3 bonus on single Will save or Wisdom check, 1/day reroll any d20 roll, spontaneous cure**Combat Gear** *potion of remove blindness*, *scroll of remove paralysis***Cleric Spells Prepared** (CL 8th):4th—*confusion*^D (DC 17), *greater magic weapon*3rd—*dispel magic*, *invisibility purge*, *magic circle against good*, *rage*^D2nd—*close wounds**, *resist energy* (2), *shield other*, *touch of madness*^D (DC 15)1st—*command* (2) (DC 14), *entropic shield*^D, *obscuring mist*, *sanctuary* (DC 14), *shield of faith*.0—*create water* (3), *detect magic*, *detect poison*, *guidance***D:** Domain spell. Deity: Kurell. Domains: Luck, Madness** *Spell Compendium*

‡ Already cast

Abilities Str 10, Dex 8, Con 14, Int 12, Wis 17, Cha 13**Feats** Aberration Blood (flexible limbs)*, Bestial Hide*, Inhuman Vision*, Waterspawn** *Lords of Madness* 180**Skills** Concentration +12, Heal +7, Knowledge (arcane) +5, Knowledge (the planes) +6, Knowledge (religion) +6, Spellcraft +11, Spot +6, Swim -2**Possessions** combat gear plus morningstar, dagger, light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, wooden holy symbol, spell component pouch, *cloak of resistance* +1, *hat of disguise*

ETANN

CR 7

Male human wizard 5/alienist* 2

* *Complete Arcane* 21

CE Medium humanoid (human)

Init +1; **Senses** Listen +4, Spot +4**Aura** *anticipate teleportation* (30 ft. radius)**Languages** Common, Old Oeridian, Terran, Undercommon**AC** 15, touch 11, flat-footed 11(+1 Dex, +4 *mage armor*)**hp** 36 (7 HD) plus 12 temporary *false life*;**Fort** +7, **Ref** +4, **Will** +9**Speed** 30 ft. (6 squares);**Melee** dagger +3 (1d4/19-20)**Ranged** light crossbow +4 (1d8/19-20)**Base Atk** +3; **Grp** +3**Combat Gear** *brooch of shielding*, *scroll of benign transposition** (2), *scroll of invisibility*, *scroll of obscuring mist*, *scroll of swim**, *wand of magic missile* (3rd level) (25 charges)**Wizard Spells Prepared** (CL 7th):4th—*dimension door*, *enervation*, *rapid summon monster III*3rd—*anticipate teleportation** ‡, *fireball* (DC 17), *haste*2nd—*false life* ‡, *glitterdust* (DC 17), *scorching ray*, *web* (DC 17)1st—*mage armor* (2) ‡, *magic missile* (2), *ray of enfeeblement*0—*detect magic*, *detect poison*, *message* (2)

‡ Already cast

* *Spell Compendium***Abilities** Str 10, Dex 13, Con 14, Int 18, Wis 10, Cha 8**Feats** Augmented Summoning, Great Fortitude, Rapid Spell*, Scribe Scroll, Skill Focus (concentration), Spell Focus (conjuraton)* *Complete Divine***Skills** Concentration +15, Knowledge (arcana) +12, Knowledge (the planes) +12, Knowledge (dungeoneering) +12, Knowledge (geography) +6, Listen +4, Spellcraft +16, Spot +4**Possessions** combat gear plus dagger, light crossbow, 20 bolts, *vest of resistance* +1, *headband of intellect* +2, spell component pouch, platinum hourglass (500 gp)**Spellbook** spells prepared plus 1st—*benign transposition*; 2nd—*swim***Summon Alien (Su)** Whenever an alienist would use any *summon monster* spell to summon a celestial or fiendish creature, she instead summons a pseudonatural version of that creature. An alienist gives up the ability to summon nonpseudonatural creatures with a *summon monster* spell.

DRAGOSH (RAGING)

CR 7

Male half-orc barbarian 2/fighter 2/ranger 1/pious templar* 2

* *Complete Divine* 50

CN Medium humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1**Languages** Common, Orc

AC 18, touch 9, flat-footed 17
(+1 Dex, +9 armor, -2 rage); **Uncanny Dodge**
hp 77 (7 HD);
Resistance mettle
Fort +16, **Ref** +4, **Will** +7; True Believer

Speed 20 ft. in full plate (4 squares), base movement 40 ft.;
Melee mwk greatsword +15/+10 (2d6+9/19-20) or
Melee mwk silver shortsword +15/+10 (1d6+5/19-20)
Ranged composite longbow +8/+3 (1d8/x3)
Base Atk +7; **Grp** +15
Atk Options Power Attack, smite (+4 atk, +2 dmg)
1/day
Special Actions rage 1/day (7 rounds), true believer
1/day
Combat Gear *potion of cure light wounds*, *potion of remove blindness*, tanglefoot bag
Templar Spells Prepared (CL 1st):
1st—*corrupt weapon* (2)

Abilities Str 22, Dex 13, Con 18, Int 8, Wis 12, Cha 6
Feats Aberrant Blood*, Power Attack, True Believer**,
Weapon Focus (greatsword), Weapon Focus (short sword)
* *Lords of Madness*; ** *Complete Divine*
Skills Knowledge (religion) +3, Survival +7, Swim +5
Possessions combat gear plus mwk greatsword,
mwk silver shortsword, dagger, composite
longbow, 20 arrows, +1 *full plate*, *cloak of resistance* +1, *scout's headband*, wooden holy
symbol (Kurell)

Mettle (Ex) If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she 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.

6: TREACHERY

HALKAR

CR 8

Male human cleric 8
LE Medium humanoid (human)
Init +4; **Senses** Listen +3, Spot +3
Languages Common, Infernal

AC 22, touch 10, flat-footed 22
(+0 Dex, +9 armor, +3 shield)
hp 59 (8 HD)
Fort +9, **Ref** +3, **Will** +12

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;
Melee morningstar +7/+3 (1d8+1) or
Melee spiked gauntlet +7/+3 (1d4+1)
Ranged light crossbow +6 (1d8/19-20)
Base Atk +6; **Grp** +7
Atk Options spontaneous inflict
Special Actions rebuke undead 2/day
Combat Gear *healing belt**, *potion of remove blindness*, *scroll of obscuring mist*, *scroll of remove paralysis*
* *Magic Item Compendium*

Cleric Spells Prepared (CL 8th):
4th—*cure critical wounds*, *fear*^P (DC 18), *freedom of movement*, *recitation**
3rd—*dispel magic*, *invisibility purge*, *magic circle against good*, *mass aid**, *suggestion*^D (DC 20)
2nd—*cure moderate wounds*, *enthrall*^P (DC 18),
hold person (DC 19), *silence* (DC 16), *spiritual weapon*
1st—*bless*, *command*^P (DC 18) (2), *cure light wounds*, *inhibit** (DC 18), *shield of faith*
0—*detect magic*, *detect poison* (2), *guidance*,
mending, *read magic*
D: Domain spell. Deity: Hextor. Domains:
Domination*, Tyranny*
* *Spell Compendium*

Abilities Str 13, Dex 10, Con 14, Int 12, Wis 19, Cha 8
Feats Greater Spell Focus (Enhancement), Improved Initiative, Iron Will, Skill Focus (Concentration), Spell Focus (Enhancement)
Skills Concentration +16, Diplomacy +10, Knowledge (religion) +12, Spellcraft +12
Possessions combat gear plus morningstar, dagger, spiked gauntlets, light crossbow, 20 bolts, +1 *spiked full plate*, +1 *heavy wooden shield*, *vest of resistance* +1, *periapt of wisdom* +2, spell component pouch, wooden holy symbol (Hextor)

STEEL DEVILS* (2)

CR 6

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LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +3; **Senses** see in darkness; Listen +8, Spot +8
Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 26, touch 9, flat-footed 26
(-1 Dex, +17 natural); 5 ranks Balance
hp 51 (6 HD); DR 5/good
Immune fire, poison, mind-affecting spells and abilities, sleep effects, stun, paralysis, death effects
Resist acid 10, cold 10; **SR** 16
Fort +9, **Ref** +4, **Will** +4

Speed 20 ft. (4 squares)
Melee mwk cold iron greatsword +11/+6 (2d6+4/19-20)
Base Atk +6; **Grp** +9
Atk Options Combat Expertise, push +7
Special Actions chant, formation fighting
Spell-Like Abilities (CL 6th):
At Will—*greater command* (DC 17), *haste* (self only), *scare* (DC 14)

Abilities Str 16, Dex 8, Con 19, Int 13, Wis 9, Cha 14
Feats Combat Expertise, Improved Initiative, Weapon Focus (greatsword)
Skills Balance +8, Diplomacy +11, Intimidate +11, Jump +6, Knowledge (geography) +10, Knowledge (the planes) +10, Listen +8, Ride +8, Survival -1
Possessions combat gear plus masterwork cold iron greatsword

Chant (Su) As a swift action, a steel devil can begin to chant. For 1 minute starting immediately after it uses this ability, the steel devil produces a horrid, rhythmic shrieking that sounds like metal rasping against metal. Any spellcasters within 30 feet of a chanting steel devil must make a Concentration check (DC 15 + the spell's level) to cast a spell. This DC increases by 1 for each chanting steel devil beyond the first. *Silence* and similar effects negate this ability.

Formation Fighting (Ex) If a square adjacent to a steel devil is occupied by another steel devil, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple steel devils stack.

Push (Ex) A steel devil's attacks hammer home with such tremendous force that they can force opponents to move. Each time a steel devil strikes an opponent in melee, it can make a Strength check opposed by the target's Strength check; the steel devil gains a +4 racial bonus on this check. If the devil succeeds, it forces its opponent to move 5 feet in a direction of its choice. Large or larger creatures gain a +4 bonus on this check per size category larger than a steel devil, and Small or smaller ones take a -4 penalty per size category smaller than the steel devil.

Or

LARNA

CR 8

Female human cleric 8

LN Medium humanoid (human)

Init +4; **Senses** Listen +3, Spot +3

Languages Common, Celestial

AC 22, touch 10, flat-footed 22

(+0 Dex, +9 armor, +3 shield)

hp 59 (8 HD) + 10 temporary hit points (*aid*)

Immune *nondetection*

Fort +9, **Ref** +3, **Will** +12

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee^A morningstar +8/+4 (1d8+1) or

Melee^A spiked gauntlet +8/+4 (1d4+1)

Ranged^A light crossbow +7 (1d8/19-20)

^A includes a +1 morale bonus *aid*

Base Atk +6; **Grp** +7

Atk Options spontaneous cure

Special Actions turn undead 2/day

Combat Gear *healing belt**, *potion of remove blindness*, *scroll of obscuring mist*, *scroll of remove paralysis*

* *Magic Item Compendium*

Cleric Spells Prepared (CL 8th):

4th—*confusion*^D (DC 18), *freedom of movement* (2), *recitation**

3rd—*dispel magic*, *invisibility purge*, *magic circle against good*, *mass aid**, *nondetection*^D ‡

2nd—*calm emotions* (DC 16), *close wounds**, *hold person* (DC 16), *invisibility*^D, *silence* (DC 16)

1st—*bless*, *command*^P (DC 15), *inhibit** (DC 15), *protection from chaos*, *shield of faith* (2)

0—*detect magic*, *detect poison* (2), *guidance*, *mending*, *read magic*

D: Domain spell. Deity: Zilchus. Domains: Pact*, Trickery

‡ Already cast

* *Spell Compendium*

Abilities Str 13, Dex 10, Con 14, Int 12, Wis 19, Cha 8

Feats Augmented Healing*, Improved Initiative, Iron Will, Skill Focus (Concentration)

* *Complete Divine*

Skills Concentration +16, Diplomacy +10, Heal +10, Knowledge (religion) +10, Spellcraft +10

Possessions combat gear plus morningstar, dagger, spiked gauntlets, light crossbow, 20 bolts, +1 *spiked full plate*, +1 *heavy wooden shield*, *vest of resistance* +1, *periapt of wisdom* +2, spell component pouch, wooden holy symbol (Zilchus)

ZILCHITE THIEF CATCHER (2) CR 6

Male hound archon ranger 2

LN Medium Outside (Archon, Extraplanar, Lawful)

Init +1; **Senses** Darkvision 60 ft., lowlight vision, scent; Listen +14, Spot +14

Aura aura of menace (20 ft., DC 15), *magic circle against chaos*

Languages Celestial, *tongues*

AC 24, touch 11, flat-footed 23

(+1 Dex, +4 armor, +9 natural)

hp 62 (8 HD) + 10 temporary hit points (*aid*); DR 10/chaotic

Immune electricity, petrification

Resist ; **SR** 16

Fort +11 (+15 against poison), **Ref** +9, **Will** +9

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee^A mwk greatsword +15/+10 (2d6+7/19-20) and bite +9 melee (1d8+2) or

Melee^A mwk sap +15/+10 (1d6+5 nonlethal) and bite +9 melee (1d8+2) or

Melee^A bite +14 melee (1d8+5) and slam +9 melee (1d4+2)

Ranged^A mwk mighty composite longbow +11/+6 (1d8+5/x3)

^A includes a +1 morale bonus *aid*

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

Atk Options Improved Grapple, Power Attack, Rapid Shot

Special Actions change shape, teleport

Combat Gear

Spell-Like Abilities (CL 6th):

At Will—*aid*, *continual flame*, *detect chaos*, *message*.

Abilities Str 20, Dex 13, Con 16, Int 10, Wis 16, Cha 10

Feats Improved Grapple, Improved Unarmed Strike, Power Attack, Rapid Shot, Track

Skills Concentration +12, Diplomacy +2, Hide +11, Jump +17, Listen +14, Move Silently +11, Search +2, Sense Motive +12, Spot +14, Survival +14

Possessions combat gear plus mwk greatsword, mwk sap, dagger, mwk mighty composite longbow, 40 arrows, mwk chain shirt

Aura of Menace (Su) A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Magic Circle Against Chaos (Su) A *magic circle against chaos* effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su) Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su) All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Change Shape (Su) A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and weapon attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Skills While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

3: BATTLE OF THE BURROWS

Burrowing Creatures

HORRID UMBER HULKS (2) CR 9

Pseudonatural* 12 HD umber hulk

* *Lords of Madness* 161

CE Large outsider

Init +1; **Senses** Darkvision 60 ft., tremorsense 60 ft.;

Listen +15, Spot +0

Languages Terran**AC** 18, touch 10, flat-footed 17

(-1 size, +1 Dex, +8 natural); alternate form

hp 102 (12 HD); DR 10/magic**Resist** acid 15, electricity 15; **SR** 22**Fort** +10, **Ref** +5, **Will** +8**Speed** 20 ft. (4 squares), burrow 20 ft.;**Melee** claws +15/+15 (2d6+7) and
Bite +13 melee (2d8+3)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +9; **Grp** +20**Atk Options** confusing gaze (DC 17), true strike
1/day**Abilities** Str 24, Dex 13, Con 19, Int 11, Wis 11, Cha
13**Feats** Great Fortitude, Improved Natural Attack
(claws), Multiattack, Toughness**Skills** Climb +16, Jump +5, Listen +15**Alternate Form (Su)** As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against a pseudonatural creature when it is this alternate form.**Confusing Gaze (Su)** *Confusion* as the spell, 30 feet, caster level 8th, Will DC 17 negates.**True Strike (Su)** Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Leaders

SALINA CR 9

Female human cleric 9

CN Medium Humanoid (human)

Init -1; **Senses** Darkvision 25 ft.; Listen +3, Spot +7**Languages** Common, Undercommon**AC** 23, touch 9, flat-footed 23

(-1 Dex, +9 armor, +3 shield, +2 natural)

hp 66 (9 HD)**Resist** 5 cold**Fort** +9, **Ref** +3, **Will** +10 (+12 vs. mind affecting
spells and abilities)**Speed** 20 ft. in full plate (4 squares), base movement
30 ft, swim 30 ft.**Melee** morningstar +6/+1 (1d8)**Ranged** light crossbow +5 (1d8/-19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +8**Atk Options** turn undead 4/day**Special Actions** 1/day +4 bonus on single Will save
or Wisdom check, 1/day reroll any d20 roll,
spontaneous cure**Combat Gear** *potion of remove blindness*, *scroll of
remove paralysis***Cleric Spells Prepared** (CL 9th):5th—*break enchantment*^P, *slay living* (DC 19)4th—*airwalk*, *confusion*^D (DC 18), *greater magic
weapon* (2)3rd—*dispel magic* (2), *invisibility purge*, *magic
circle against good*, *rage*^D2nd—*close wounds** (2), *resist energy* (2), *shield
other*, *touch of madness*^D (DC 16)1st—*command* (2) (DC 15), *entropic shield*^P,
obscuring mist, *sanctuary* (DC 15), *shield of faith*.0—*create water* (3), *detect magic*, *detect poison*,
*guidance***D:** Domain spell. Deity: Kurell. Domains: Luck,
Madness** *Spell Compendium*

† Already cast

Abilities Str 10, Dex 8, Con 14, Int 12, Wis 18, Cha
13**Feats** Aberration Blood (flexible limbs)*, Bestial Hide*,
Inhuman Vision*, Warped Mind*, Waterspawn** *Lords of Madness***Skills** Concentration +14, Heal +8, Knowledge

(arcane) +6, Knowledge (the planes) +6,

Knowledge (religion) +7, Spellcraft +13, Spot +7,
Swim -1**Possessions** combat gear plus morningstar, dagger,
light crossbow, 20 bolts, +1 *full plate*, +1 *heavy
wooden shield*, wooden holy symbol, spell
component pouch, *cloak of resistance* +1, *hat of
disguise*

ETANN

CR 9

Male human wizard 5/alienist* 4

* *Complete Arcane* 21

CE Medium humanoid (human)

Init +1; **Senses** Listen +4, Spot +4**Aura** *anticipate teleportation* (45 ft. radius)**Languages** Common, Old Oeridian, Terran,
Undercommon**AC** 15, touch 11, flat-footed 11(+1 Dex, +4 *mage armor*)**hp** 49 (9 HD) plus 14 temporary *false life*;**Fort** +8, **Ref** +5, **Will** +10**Speed** 30 ft. (6 squares);**Melee** dagger +4 (1d4/19-20)**Ranged** light crossbow +5 (1d8/19-20)**Base Atk** +4; **Grp** +4**Combat Gear** *brooch of shielding*, *repelling
gauntlets***, *scroll of benign transposition** (2),
scroll of invisibility, *scroll of obscuring mist*, *scroll of*

swim*, wand of magic missile (3rd level) (25 charges)

* *Spell Compendium*; ** *Magic Item Compendium*

Wizard Spells Prepared (CL 9th):

5th—rapid summon monster V

4th—dimension door, enervation, rapid summon monster IV

3rd—anticipate teleportation* †, fireball (DC 17), haste, sculpted glitterdust (DC 17)

2nd—false life (2) †, glitterdust (DC 17), scorching ray, web (DC 17)

1st—alarm †, mage armor (2) †, magic missile, ray of enfeeblement

0—detect magic, detect poison, message (2)

† Already cast

Abilities Str 10, Dex 13, Con 14, Int 19, Wis 10, Cha 8

Feats Augmented Summoning, Great Fortitude, Metamagic School Focus** (conjuration), Rapid Spell*, Scribe Scroll, Sculpt Spell***, Skill Focus (concentration), Spell Focus (conjuration)

* *Complete Divine*; ** *Complete Mage*; *** *Complete Arcane*

Skills Concentration +17, Knowledge (arcana) +14, Knowledge (the planes) +14, Knowledge (dungeoneering) +12, Knowledge (geography) +6, Listen +6, Spellcraft +18, Spot +6

Possessions combat gear plus dagger, light crossbow, 20 bolts, vest of resistance +1, headband of intellect +2, spell component pouch, platinum hourglass (500 gp)

Spellbook spells prepared plus 1st—benign transposition; 2nd—swim.

Summon Alien (Su) Whenever an alienist would use any *summon monster* spell to summon a celestial or fiendish creature, she instead summons a pseudonatural version of that creature. An alienist gives up the ability to summon nonpseudonatural creatures with a *summon monster* spell.

Mad Certainty Gain 3 additional hit points. –4 penalty on all Bluff, Diplomacy, and Handle Animal checks.

DRAGOSH (RAGING) CR 9

Male half-orc barbarian 2/fighter 2/ranger 1/pious templar* 4

* *Complete Divine* 50

CN Medium humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Orc

AC 19, touch 9, flat-footed 18

(+1 Dex, +9 armor, +1 natural, –2 rage); Uncanny Dodge

hp 97 (9 HD); **DR** 1/–

Resistance cold 5, mettle

Fort +17, **Ref** +5, **Will** +8; True Believer

Speed 20 ft. in full plate (4 squares), base movement 40 ft., swim 40 ft.;

Melee mwk greatsword +18/+13 (2d6+10/19-20) or

Melee mwk silver shortsword +18/+13 (1d6+8/19-20)

Ranged composite longbow +10/+5 (1d8/x3)

Base Atk +9; **Grp** +18

Atk Options Power Attack, smite (+4 atk, +4 dmg) 1/day

Special Actions rage 1/day (7 rounds), true believer 1/day

Combat Gear *potion of cure light wounds*, *potion of remove blindness*, tanglefoot bag

Templar Spells Prepared (CL 2nd):

2nd—cure moderate wounds

1st—corrupt weapon (2)

Abilities Str 25, Dex 13, Con 18, Int 8, Wis 12, Cha 6
SQ amphibious

Feats Aberrant Blood*, Bestial Hide*, Power Attack, True Believer**, Water Spawn*, Weapon Focus (greatsword), Weapon Focus (short sword), Weapon Specialization (short sword)

* *Lords of Madness*; ** *Complete Divine*

Skills Knowledge (religion) +3, Survival +7, Swim +16

Possessions combat gear plus mwk greatsword, mwk silver shortsword, dagger, composite longbow, 20 arrows, +1 full plate, gauntlets of ogre power, cloak of resistance +1, scout's headband*, wooden holy symbol (Kurell)

* *Magic Item Compendium*

Mettle (Ex) If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she 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.

6: TREACHERY

HALKAR

CR 10

Male human cleric 10

LE Medium humanoid (human)

Init +4; **Senses** Listen +3, Spot +3

Languages Common, Infernal

AC 22, touch 10, flat-footed 22

(+0 Dex, +9 armor, +3 shield)

hp 83 (10 HD)

Fort +11, **Ref** +5, **Will** +14

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee morningstar +8/+4 (1d8+1) or

Melee spiked gauntlet +8/+4 (1d4+1)

Ranged light crossbow +7 (1d8/19-20)

Base Atk +7; **Grp** +8

Atk Options spontaneous inflict

Special Actions rebuke undead 2/day

Combat Gear *healing belt**, *potion of remove blindness*, *ring of counter spells (dispel magic)*, *scroll of obscuring mist*, *scroll of remove paralysis*

* *Magic Item Compendium*

Cleric Spells Prepared (CL 10th):

5th—greater command^P (DC 21) (2), righteous wrath of the faithful*

4th—cure critical wounds, fear^P (DC 19), freedom of movement, recitation*, spell immunity

3rd—dispel magic, invisibility purge, magic circle against good, mass aid*, suggestion^P (DC 20)

2nd—*cure moderate wounds*, *enthrall*^P (DC 18),
hold person (DC 19), *resist energy* (2), *silence*
(DC 17)

1st—*bless*, *command*^P (DC 18) (2), *cure light
wounds*, *inhibit** (DC 18), *shield of faith*

0—*detect magic*, *detect poison* (2), *guidance*,
mending, *read magic*

D: Domain spell. Deity: Hextor. Domains:
Domination*, Tyranny*

* *Spell Compendium*

Abilities Str 13, Dex 10, Con 14, Int 12, Wis 19, Cha
8

Feats Greater Spell Focus (Enhancement), Improved
Initiative, Improved Toughness, Iron Will, Skill
Focus (Concentration), Spell Focus (Enhancement)

Skills Concentration +18, Diplomacy +12, Knowledge
(religion) +14, Spellcraft +14

Possessions combat gear plus morningstar, dagger,
spiked gauntlets, light crossbow, 20 bolts, +1
spiked full plate, +1 *heavy wooden shield*, *vest of
resistance* +2, *periapt of wisdom* +2, spell
component pouch, wooden holy symbol (Hextor)

STEEL DEVILS* (4)

CR 6

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

Init +3; **Senses** see in darkness; Listen +8, Spot +8

Languages Celestial, Draconic, Infernal; telepathy
100 ft.

AC 26, touch 9, flat-footed 26
(-1 Dex, +17 natural); 5 ranks Balance

hp 51 (6 HD); DR 5/good

Immune fire, poison, mind-affecting spells and
abilities, sleep effects, stun, paralysis, death effects

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

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

Speed 20 ft. (4 squares)

Melee mwk cold iron greatsword +11/+6 (2d6+4/19-
20)

Base Atk +6; **Grp** +9

Atk Options Combat Expertise, push +7

Special Actions chant, formation fighting

Spell-Like Abilities (CL 6th):

At Will—*greater command* (DC 17), *haste* (self
only), *scare* (DC 14)

Abilities Str 16, Dex 8, Con 19, Int 13, Wis 9, Cha 14

Feats Combat Expertise, Improved Initiative, Weapon
Focus (greatsword)

Skills Balance +8, Diplomacy +11, Intimidate +11,
Jump +6, Knowledge (geography) +10, Knowledge
(the planes) +10, Listen +8, Ride +8. Survival -1

Possessions combat gear plus masterwork cold iron
greatsword

Chant (Su) As a swift action, a steel devil can begin
to chant. For 1 minute starting immediately after it
uses this ability, the steel devil produces a horrid,
rhythmic shrieking that sounds like metal rasping
against metal. Any spellcasters within 30 feet of a
chanting steel devil must make a Concentration

check (DC 15 + the spell's level) to cast a spell.
This DC increases by 1 for each chanting steel
devil beyond the first. *Silence* and similar effects
negate this ability.

Formation Fighting (Ex) If a square adjacent to a
steel devil is occupied by another steel devil, both
gain a +2 bonus on attack rolls, damage rolls, and
saving throws so long as they remain adjacent.
Bonuses gained from multiple steel devils stack.

Push (Ex) A steel devil's attacks hammer home with
such tremendous force that they can force
opponents to move. Each time a steel devil strikes
an opponent in melee, it can make a Strength
check opposed by the target's Strength check; the
steel devil gains a +4 racial bonus on this check. If
the devil succeeds, it forces its opponent to move 5
feet in a direction of its choice. Large or larger
creatures gain a +4 bonus on this check per size
category larger than a steel devil, and Small or
smaller ones take a -4 penalty per size category
smaller than the steel devil.

Or

LARNA

CR 10

Female human cleric 10

LN Medium humanoid (human)

Init +4; **Senses** Listen +3, Spot +3

Languages Common, Celestial

AC 22, touch 10, flat-footed 22

(+0 Dex, +9 armor, +3 shield)

hp 83 (10 HD) + 10 temporary hp (*aid*); *stalwart pact*
active

Immune *nondetection*

Fort +11, **Ref** +5, **Will** +14

Speed 20 ft. in full plate (4 squares), base movement
30 ft.;

Melee^A morningstar +10/+5 (1d8+1) or

Melee^A spiked gauntlet +9/+5 (1d4+1)

Ranged^A light crossbow +8 (1d8/19-20)

^A includes a +1 morale bonus *aid*

Base Atk +7; **Grp** +8

Atk Options spontaneous cure

Special Actions turn undead 2/day

Combat Gear *healing belt**, *potion of remove
blindness*, *ring of counter spells* (*dispel magic*),
scroll of obscuring mist, *scroll of remove paralysis*

* *Magic Item Compendium*

Cleric Spells Prepared (CL 10th):

5th—*flamestrike* (DC 19), *stalwart pact*^P* †,
*righteous wrath of the faithful**

4th—*confusion*^D (DC 18), *freedom of movement*
(2), *greater magic weapon*, *recitation**

3rd—*dispel magic*, *invisibility purge*, *magic circle
against chaos*, *mass aid**, *nondetection*^D †

2nd—*close wounds* (2), *invisibility*^D, *resist energy*
(2), *silence* (DC 16)

1st—*bless*, *command*^P (DC 15), *inhibit** (DC 15),
sanctuary (DC 15), *shield of faith* (2)

0—*detect magic*, *detect poison* (2), *guidance*,
mending, *read magic*

D: Domain spell. Deity: Zilchus. Domains: Pact*, Trickery

† Already cast

* *Spell Compendium*

Abilities Str 13, Dex 10, Con 14, Int 12, Wis 19, Cha 8

Feats Augmented Healing*, Improved Initiative, Improved Toughness, Iron Will, Skill Focus (Concentration)

* *Complete Divine*

Skills Concentration +18, Diplomacy +12, Heal +10, Knowledge (religion) +12, Spellcraft +12

Possessions combat gear plus morningstar, dagger, spiked gauntlets, light crossbow, 20 bolts, +1 *spiked full plate*, +1 *heavy wooden shield*, *vest of resistance* +2, *periapt of wisdom* +2, spell component pouch, wooden holy symbol (Zilchus)

ZILCHITE THIEF CATCHER (2) CR 8

Male hound archon ranger 2/fighter 2

LN Medium Outside (Archon, Extraplanar, Lawful)

Init +1; **Senses** Darkvision 60 ft., lowlight vision, scent; Listen +14, Spot +14

Aura aura of menace (20 ft., DC 15), *magic circle against chaos*

Languages Celestial, *tongues*

AC 24, touch 11, flat-footed 23 (+1 Dex, +4 armor, +9 natural); Dodge, Mobility, Elusive Target

hp 78 (10 HD) + 10 temporary hp (*aid*); DR 10/chaotic; *stalwart pact* active

Immune electricity, petrification

Resist ; **SR** 16

Fort +15 (+19 against poison), **Ref** +10, **Will** +10

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee mwk greatsword +17/+12 (2d6+7/19-20) and bite +11 melee (1d8+2) or

Melee mwk sap +17/+12 (1d6+5 nonlethal) and bite +11 melee (1d8+2) or

Melee bite +16 melee (1d8+5) and slam +11 melee (1d4+2)

Ranged mwk mighty composite longbow +13/+8 (1d8+5/x3)

^A **includes a** +1 morale bonus *aid*

Base Atk +10; **Grp** +19

Atk Options Improved Grapple, Power Attack, Rapid Shot

Special Actions change shape, teleport

Combat Gear *potion of remove blindness*

Spell-Like Abilities (CL 6th):

At Will—*aid*, *continual flame*, *detect chaos*, *message*.

Abilities Str 20, Dex 13, Con 16, Int 10, Wis 16, Cha 10

Feats Dodge, Elusive Target*, Improved Grapple, Improved Unarmed Strike, Mobility, Power Attack, Rapid Shot, Track* *Complete Warrior*

Skills Concentration +12, Diplomacy +2, Hide +11, Jump +21, Listen +14, Move Silently +11, Search +2, Sense Motive +12, Spot +14, Survival +14

Possessions combat gear plus mwk greatsword, mwk sap, dagger, mwk mighty composite longbow, 40 arrows, mwk chain shirt, *cloak of resistance* +1

Aura of Menace (Su) A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Magic Circle Against Chaos (Su) A *magic circle against chaos* effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su) Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su) All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Change Shape (Su) A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and weapon attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Skills While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

3: BATTLE OF THE BURROWS

Burrowing Creatures

HORRID UMBER HULKS (2) CR 12

Pseudonatural* 20 HD umber hulk

* *Lords of Madness* 161

CE Huge outsider

Init +1; **Senses** Darkvision 60 ft., tremorsense 60 ft.;

Listen +21, Spot +0

Languages Terran**AC** 22, touch 9, flat-footed 21

(-2 size, +1 Dex, +13 natural); alternate form

hp 230 (20 HD); DR 10/magic**Resist** acid 15, electricity 15; **SR** 25**Fort** +17, **Ref** +9, **Will** +12**Speed** 20 ft. (4 squares), burrow 20 ft.;**Melee** claws +24/+24 (3d6+11) and
Bite +22 melee (3d8+5)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +15; **Grp** +34**Atk Options** confusing gaze (DC 21), true strike
1/day**Abilities** Str 32, Dex 12, Con 24, Int 11, Wis 11, Cha
13**Feats** Great Fortitude, Improved Natural Armor x2,
Improved Natural Attack (claws), Multiattack,
Toughness**Skills** Climb +26, Jump +15, Listen +21**Alternate Form (Su)** As a standard action, a
pseudonatural creature can take the form of a
grotesque, tentacled mass. Despite the alien
appearance, its abilities remain unchanged. Other
creatures receive a -1 morale penalty on their
attack rolls against a pseudonatural creature when
it is this alternate form.**Confusing Gaze (Su)** *Confusion* as the spell, 30 feet,
caster level 8th, Will DC 21 negates.**True Strike (Su)** Once per day, a pseudonatural
creature can gain a +20 insight bonus on a single
attack roll. In addition, the creature suffers no miss
chance against a target that has concealment or
total concealment when making this attack.

Leaders

SALINA CR 11

Female human cleric 11

CN Medium Humanoid (human)

Init -1; **Senses** Darkvision 25 ft.; Listen +4, Spot +8**Languages** Common, Undercommon**AC** 25, touch 9, flat-footed 25

(-1 Dex, +10 armor, +4 shield, +2 natural)

hp 78 (11 HD) + 10 temporary hit points (*heroes*
feast)**Immune** fear, poison (*heroes feast*)**Resist** 5 cold**Fort** +10, **Ref** +3, **Will** +13^H (+15 vs. mind affecting
spells and abilities)**Speed** 20 ft. in full plate (4 squares), base movement
30 ft, swim 30 ft.**Melee**^H morningstar +9/+4 (1d8)**Ranged**^H light crossbow +8 (1d8/-19-20)^H +1 morale bonus *heroes feast***Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +10**Atk Options** turn undead 4/day**Special Actions** 1/day +5 bonus on single Will save
or Wisdom check, 1/day reroll any d20 roll,
spontaneous cure**Combat Gear** *potion of remove blindness*, *scroll of*
*remove paralysis***Cleric Spells Prepared** (CL 11th):6th—*heroes feast* †, *mislead*^P5th—*break enchantment*^P, *slay living* (DC 20)4th—*confusion*^P (DC 19), *greater magic weapon*
(2), *freedom of movement* (2)3rd—*dispel magic* (2), *invisibility purge*, *magic*
circle against good, *magic vestment*, *rage*^P2nd—*close wounds** (2), *resist energy* (2), *shield*
other, *touch of madness*^{AD} (DC 17)1st—*command* (2) (DC 16), *entropic shield*^P,
obscuring mist, *sanctuary* (DC 16), *shield of faith*
(2).0—*create water* (3), *detect magic*, *detect poison*,
*guidance***D:** Domain spell. Deity: Kurell. Domains: Luck,
Madness** *Spell Compendium*

† Already cast

Abilities Str 10, Dex 8, Con 14, Int 12, Wis 20, Cha
13**Feats** Aberration Blood (flexible limbs)*, Bestial Hide*,
Inhuman Vision*, Warped Mind*, Waterspawn** *Lords of Madness***Skills** Concentration +16, Heal +11, Knowledge
(arcane) +6, Knowledge (the planes) +6,
Knowledge (religion) +7, Spellcraft +15, Spot +8,
Swim +0**Possessions** combat gear plus morningstar, dagger,
light crossbow, 20 bolts, +2 *full plate*, +2 *heavy*
wooden shield, wooden holy symbol, spell
component pouch, *cloak of resistance* +1, *periapt*
of wisdom +2, *hat of disguise*

ETANN

CR 11

Male human wizard 5/alienist* 6

* *Complete Arcane* 21

CE Medium humanoid (human)

Init +1; **Senses** Listen +8, Spot +8**Aura** *anticipate teleportation* (55 ft. radius)**Languages** Ancient Sueloise, Common, Draconic,
Old Oeridian, Terran, Undercommon**AC** 15, touch 11, flat-footed 11(+1 Dex, +4 *mage armor*)**hp** 59 (11 HD) plus 25 temporary hp (*false life* and
heroes feast);

Immune fear, poison (*heroes feast*), *detect scrying*
Fort +8, **Ref** +5, **Will** +11^H

Speed 30 ft. (6 squares);

Melee^H dagger +5 (1d4/19-20)

Ranged^H light crossbow +6 (1d8/19-20)

^H +1 morale bonus *heroes feast*

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

Combat Gear *brooch of shielding*, *repelling gauntlets***, *scroll of benign transposition** (2), *scroll of dimension door*, *scroll of invisibility*, *scroll of obscuring mist*, *scroll of swim**, *wand of magic missile* (3rd level) (25 charges)

* *Spell Compendium*; ** *Magic Item Compendium*

Wizard Spells Prepared (CL 11th):

6th—*rapid summon monster VI*

5th—*baleful polymorph* (DC 20), *rapid summon monster V*, *wall of force*

4th—*detect scrying* †, *dimension door*, *enervation*, *rapid summon monster IV*

3rd—*anticipate teleportation** †, *fireball* (DC 18), *haste* (2), *sculpted glitterdust* (DC 18)

2nd—*false life* (2) †, *glitterdust* (DC 18), *scorching ray*, *web* (DC 18)

1st—*alarm* †, *mage armor* (2) †, *magic missile*, *protection from good*, *ray of enfeeblement*

0—*detect magic*, *detect poison*, *message* (2)

† Already cast

* *Spell Compendium*

Abilities Str 10, Dex 13, Con 14, Int 21, Wis 10, Cha 8

Feats Augmented Summoning, Great Fortitude, Metamagic School Focus* (conjuration), Rapid Spell**, Scribe Scroll, Sculpt Spell***, Skill Focus (concentration), Spell Focus (conjuration)

* *Complete Mage*; ** *Complete Divine*; *** *Complete Arcane*

Skills Concentration +19, Knowledge (arcana) +17, Knowledge (the planes) +15, Knowledge (dungeoneering) +13, Knowledge (geography) +7, Listen +8, Spellcraft +21, Spot +8

Possessions combat gear plus dagger, light crossbow, 20 bolts, *vest of resistance* +1, *headband of intellect* +4, spell component pouch, platinum hourglass (500 gp)

Spellbook spells prepared plus 1st—*benign transposition*; 2nd—*swim*.

Summon Alien (Su) Whenever an alienist would use any *summon monster* spell to summon a celestial or fiendish creature, she instead summons a pseudonatural version of that creature. An alienist gives up the ability to summon nonpseudonatural creatures with a *summon monster* spell.

Mad Certainty Gain 3 additional hit points. –4 penalty on all Bluff, Diplomacy, and Handle Animal checks.

DRAGOSH (RAGING) CR 11

Male half-orc barbarian 2/fighter 4/ranger 1/pious templar* 4

* *Complete Divine* 50

CN Medium humanoid (orc)

Init +1; **Senses** Darkvision 60 ft.; Listen +1, Spot +1

Languages Common, Orc

AC 21, touch 9, flat-footed 20

(+1 Dex, +10 armor, +2 natural, –2 rage); Uncanny Dodge

hp 127 (11 HD) + 10 temporary hp (*heroes feast*); DR 1/–

Resistance cold 5, mettle

Fort +19, **Ref** +7, **Will** +11^H; True Believer

Speed 20 ft. in full plate (4 squares), base movement 40 ft., swim 40 ft.;

Melee^H mwk greatsword +21/+16/+11 (2d6+12/19-20) or

Melee^H mwk silver shortsword +21/+16/+11 (1d6+8/19-20)

Ranged^H composite longbow +13/+8/+3 (1d8/x3) ^H +1 morale bonus *heroes feast*

Base Atk +11; **Grp** +20

Atk Options Power Attack, smite (+4 atk, +4 dmg) 1/day

Special Actions rage 1/day (7 rounds), true believer 1/day

Combat Gear *potion of cure light wounds*, *potion of remove blindness*, tanglefoot bag

Templar Spells Prepared (CL 2nd):

2nd—*cure moderate wounds*

1st—*corrupt weapon* (2)

Abilities Str 25, Dex 13, Con 18, Int 8, Wis 12, Cha 6
SQ amphibious

Feats Aberrant Blood*, Bestial Hide*, Power Attack, True Believer**, Water Spawn*, Weapon Focus (greatsword), Weapon Focus (short sword), Weapon Specialization (great sword), Weapon Specialization (short sword)

* *Lords of Madness*; ** *Complete Divine*

Skills Climb +4, Knowledge (religion) +3, Survival +7, Swim +16

Possessions combat gear plus mwk greatsword, mwk silver shortsword, dagger, composite longbow, 20 arrows, +2 *full plate*, *amulet of natural armor* +1, *gauntlets of ogre power*, *cloak of resistance* +2, *scout's headband**, wooden holy symbol (Kurell)

* *Magic Item Compendium*

Mettle (Ex) If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she 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.

6: TREACHERY

HALKAR

Male human cleric 12

LE Medium humanoid (human)

Init +4; **Senses** Listen +5, Spot +5

Languages Common, Infernal

AC 24, touch 10, flat-footed 24

(+0 Dex, +10 armor, +4 shield)

hp 99 (12 HD) + 10 temporary hit points (*heroes' feast*)

CR 12

Immune fear, poison (*heroes' feast*)

Fort +12, **Ref** +6, **Will** +17^H

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee^H morningstar +11/+7 (1d8+1) or

Melee^H spiked gauntlet +11/+7 (1d4+1)

Ranged^H light crossbow +10 (1d8/19-20)

^H +1 morale bonus *heroes' feast*

Base Atk +9; **Grp** +10

Atk Options spontaneous inflict

Special Actions rebuke undead 2/day

Combat Gear *healing belt**, *helm of glorious recovery**, *potion of remove blindness*, *ring of counter spells (dispel magic)*, *scroll of obscuring mist*, *scroll of remove paralysis*

* *Magic Item Compendium*

Cleric Spells Prepared (CL 12th):

6th—*antilife shell*, *dominate person*^D (DC 24), *heroes feast* †

5th—*greater command*^P (DC 23) (2), *flame strike* (DC 20) (2), *righteous wrath of the faithful**

4th—*cure critical wounds*, *fear*^P (DC 19), *freedom of movement*, *recitation**, *spell immunity*

3rd—*dispel magic*, *invisibility purge*, *magic circle against good* (2), *mass aid**, *suggestion*^D (DC 21)

2nd—*cure moderate wounds*, *enthrall*^P (DC 19), *hold person* (DC 20), *resist energy* (2), *silence* (DC 17)

1st—*bless*, *command*^P (DC 19) (2), *cure light wounds* (2), *inhibit** (DC 19), *shield of faith* (2)

0—*detect magic*, *detect poison* (2), *guidance*, *mending*, *read magic*

D: Domain spell. Deity: Hextor. Domains: Domination*, Tyranny*

† Already cast

* *Spell Compendium*

Abilities Str 13, Dex 10, Con 14, Int 12, Wis 20, Cha 8

Feats Greater Spell Focus (Enhancement), Improved Initiative, Improved Toughness, Iron Will, Skill Focus (Concentration), Spell Focus (Enhancement), Spell Penetration

Skills Concentration +18, Diplomacy +12, Knowledge (religion) +14, Spellcraft +14

Possessions combat gear plus morningstar, dagger, spiked gauntlets, light crossbow, 20 bolts, +2 *spiked full plate*, +2 *heavy wooden shield*, *vest of resistance* +2, *perlept of wisdom* +2, spell component pouch, wooden holy symbol (Hextor)

ORTHONS (4)

CR 8

* *Fiendish Codex II* 128

LE Large Outsider (baatezu, evil, extraplanar, lawful)

Init +1; **Senses** see in darkness, *see invisibility*; Listen +12, Spot +12

Languages Celestial, Draconic, Infernal; Telepathy 100 ft.

AC 24, touch 10, flat-footed 23

(-1 size, +1 Dex, +8 armor, +6 natural); 5 ranks Balance

hp 87 (7 HD); DR 5/good or silver

Immune fear (*heroes' feast*), fire, poison

Resist acid 10, cold 10, stability (+4 against bull rush and trip); **SR** 18

Fort +13, **Ref** +6, **Will** +10^H

Speed 20 ft. (4 squares)

Melee^H hellspear +15/+10 (2d6+9/x3)

Ranged^H hellfire crossbow +8 ranged touch (2d6/19-20)

^H +1 morale bonus *heroes' feast*

Space 10 ft.; **Reach** 10 ft., 20 ft. with hellspear

Base Atk +7; **Grp** +17

Atk Options hell stroke

Special Actions dimensional interference, formation fighting, maggot burst

Spell-Like Abilities (CL 7th):

At Will—*greater teleport* (self plus 50 pounds of objects only), *see invisibility*

Abilities Str 22, Dex 13, Con 26, Int 8, Wis 15, Cha 11

Feats Exotic Weapon Proficiency (hellspear), Iron Will, Weapon Focus (hellspear)

Skills Balance +11, Climb +16, Intimidate +10, Jump +10, Listen +12, Search +9, Spot +12, Survival +2 (+4 following tracks)

Possessions combat gear plus hellspear, hellfire crossbow

Hellspear This exotic weapon has reach, but unlike most other reach weapons, it is also usable against opponents within its wielder's normal reach. It is a masterwork cold iron weapon.

Hellfire Crossbow Any devil that carries it can use a move action to focus the crossbow on a single target and let loose a stream of pure hellfire as a ranged touch attack. This energy appears as flame, but it has no energy type (and thus ignores resistances and immunities). A hellfire crossbow has a maximum range of 400 feet and no range increment. This weapon functions only in the hands of a baatezu. Other creatures are unable to focus the energy needed to spawn the bolt of energy from it.

Hell Stroke (Ex) When using a full attack action, an orthon can choose to make an extra attack at its highest attack bonus against an opponent adjacent to the target of its first attack. The orthon makes its first attack as normal, and then decides if it wants to use its hell stroke ability. If it uses this option, it cannot make any of the extra attacks from its full attack action. Otherwise, it takes them as normal. Note that the second attack granted by this ability must be against a different target. The second target must be within the orthon's reach.

Dimensional Interference (Su) At will, as a swift action, an orthon can emit a 20-foot-radius field that disrupts extradimensional movement. All creatures within the area are prevented from using any spell or spell-like ability that provides such movement, as if affected by a *dimensional anchor* spell. Each use of the field lasts for 4 rounds. There is no save against this ability.

Formation Fighting (Ex) If a square adjacent to an orthon is occupied by another orthon, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple orthons stack.

Magot Burst (Ex) When an orthon is slain, he maggots burst from its body in search of a new meal. Luckily, they cannot survive away from their original host for long. When an orthon takes a critical hit, or if it is slain, maggots surge from its body. All creatures other than baatezu within 10 feet of the orthon take 2d6 points of damage as the maggots swarm over the area, gnawing and biting all in their path.

Or

LARNA

CR 12

Female human cleric 12

LN Medium humanoid (human)

Init +4; **Senses** Listen +5, Spot +5

Languages Common, Celestial

AC 24, touch 10, flat-footed 24
(+0 Dex, +10 armor, +4 shield)

hp 99 (12 HD) + 20 temporary hp (*heroes' feast* and *aid*); *stalwart pact* active

Immune poison, fear (*heroes' feast*), *nondetection*

Fort +12, **Ref** +6, **Will** +17^H

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee^H morningstar +11/+7 (1d8+1) or

Melee^H spiked gauntlet +11/+7 (1d4+1)

Ranged^H light crossbow +10 (1d8/19-20)

^H includes a +1 morale bonus *heroes' feast* and *aid*.

Base Atk +9; **Grp** +10

Atk Options spontaneous cure

Special Actions turn undead 2/day

Combat Gear *healing belt**, *helm of glorious recovery**, *potion of remove blindness*, *ring of counter spells (dispel magic)*, *scroll of obscuring mist*, *scroll of remove paralysis*

* *Magic Item Compendium*

Cleric Spells Prepared (CL 12th):

6th—*heal*, *heroes feast* †, *mislead*^D

5th—*greater command* (DC 20), *flame strike* (DC 20) (2), *righteous wrath of the faithful**, *stalwart pact*^D †

4th—*confusion*^D (DC 19), *freedom of movement* (2), *greater magic weapon*, *recitation**

3rd—*dispel magic*, *invisibility purge*, *magic circle against chaos*, *mass aid** (2), *nondetection*^D †

2nd—*calm emotions* (DC 17), *close wounds**, *hold person* (DC 17), *invisibility*^D, *resist energy* (2)

1st—*bless*, *command*^D (DC 16) (2), *inhibit** (DC 16), *obscuring mist*, *sanctuary* (DC 16), *shield of faith* (2)

0—*detect magic*, *detect poison* (2), *guidance*, *mending*, *read magic*

D: Domain spell. Deity: Zilchus. Domains: Pact*, Trickery

† Already cast

* *Spell Compendium*

Abilities Str 13, Dex 10, Con 14, Int 12, Wis 20, Cha 8

Feats Augmented Healing*, Improved Initiative, Improved Toughness, Iron Will, Skill Focus (Concentration), Spell Penetration* *Complete Divine*

Skills Concentration +18, Diplomacy +12, Heal +11, Knowledge (religion) +12, Spellcraft +12

Possessions combat gear plus morningstar, dagger, spiked gauntlets, light crossbow, 20 bolts, +2 *spiked full plate*, +2 *heavy wooden shield*, *vest of resistance* +2, *periapt of wisdom* +2, spell component pouch, wooden holy symbol (Zilchus)

ZILCHITE THIEF CATCHER (2) CR 10

Male hound archon ranger 2/fighter 4

LN Medium Outside (Archon, Extraplanar, Lawful)

Init +1; **Senses** Darkvision 60 ft., lowlight vision, scent; Listen +14, Spot +14

Aura aura of menace (20 ft., DC 15), *magic circle against chaos*

Languages Celestial, *tongues*

AC 26, touch 11, flat-footed 25

(+1 Dex, +5 armor, +10 natural); Dodge, Mobility, Elusive Target

hp 106 (12 HD) + 20 temporary hp (*heroes' feast* and *aid*); DR 10/chaotic; *stalwart pact* active

Immune electricity, fear (*heroes feast*), petrification, poison (*heroes' feast*)

Resist ; **SR** 16

Fort +16 (+20 against poison), **Ref** +11, **Will** +14^H

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee^H mwk greatsword +19/+14/+9 (2d6+7/19-20) and

bite +13 melee (1d8+2) or

Melee^H mwk sap +19/+14/+9 (1d6+5 nonlethal) and bite +13 melee (1d8+2) or

Melee^H bite +18 melee (1d8+5) and slam +13 melee (1d4+2)

Ranged^H mwk mighty composite longbow +13/+8 (1d8+5/x3)

^H includes a +1 morale bonus *heroes' feast* and *aid*.

Base Atk +12; **Grp** +20

Atk Options Improved Grapple, Power Attack, Rapid Shot

Special Actions change shape, teleport

Combat Gear *potion of remove blindness*

Spell-Like Abilities (CL 6th):

At Will—*aid*, *continual flame*, *detect chaos*, *message*.

Abilities Str 21, Dex 13, Con 16, Int 10, Wis 16, Cha 10

Feats Dodge, Elusive Target*, Improved Grapple, Improved Toughness*, Improved Unarmed Strike, Iron Will, Mobility, Power Attack, Rapid Shot, Track* *Complete Warrior*

Skills Climb +8, Concentration +12, Diplomacy +2, Hide +11, Jump +21, Listen +14, Move Silently

+11, Search +2, Sense Motive +12, Spot +14, Survival +14

Possessions combat gear plus mwk greatsword, mwk sap, dagger, mwk mighty composite longbow, 40 arrows, +1 *chain shirt*, *amulet of natural armor* +1, *cloak of resistance* +1

Aura of Menace (Su) A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Magic Circle Against Chaos (Su) A *magic circle against chaos* effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su) Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su) All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Change Shape (Su) A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and weapon attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Skills While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

APPENDIX 2: NEW RULES ITEMS

FEATS

Aberration Blood [Aberrant]

One of your ancestors was an aberration and has passed the taint of its aberrant physiology down through the generations to you. This taint manifests physically in your appearance in some noticeable way.

Prerequisite: Humanoid.

Benefit: You gain a physical feature that grants you a racial bonus on one type of check; once you select the check to which this bonus applies (as well as the corresponding feature) you cannot change it later. The bonus must be chosen from the following list:

Flexible Limbs +2 bonus on Grapple checks

Special: You can select this feat more than once. Each time you select this feat, choose a different aberrant feature and gain the bonus associated with it.

Source: *Lords of Madness* 178.

Augmented Healing

Prerequisites: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp. An 8th-level cleric with the Healing Domain and this feat casting *cure moderate wounds* would restore 2d8+13 (9 for his caster level including the +1 caster level bonus for the Healing domain, +4 for this feat). A 13th-level druid casting *heal* would restore 144 hp (130 for her caster level + 14 for this feat, since *heal* is a 7th-level druid spell).

Source: *Complete Divine* 79.

Bestial Hide [Aberrant]

Your skin is thicker, scallier, or furrier than normal.

Prerequisites: Aberration Blood.

Benefit: Your natural armor bonus to AC improves by 1 for every two aberrant feats you possess.

Source: *Lords of Madness* 179.

Elusive Target [Tactical]

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

Prerequisites: Dodge, Mobility, base attack bonus +6.

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

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

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking

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

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

Source: *Complete Warrior* 110.

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefits: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Complete Warrior* 101.

Inhuman Vision [Aberrant]

You possess the inhuman eyes of some strange creature. They might look segmented or larger or without pupils. You might have eyestalks.

Prerequisite: Aberration Blood.

Benefit: You gain a racial bonus on Spot checks equal to the number of aberrant feats that you possess.

The range of your darkvision improves by 5 feet for every aberrant feat that you possess.

If you do not already have darkvision, you gain darkvision out to 5 feet for each aberrant feat you possess.

Source: *Lords of Madness* 180

Metamagic School Focus

You are unusually skilled at modifying the effects of a particular school of magic.

Prerequisites: Spell Focus (chosen school) or specialist wizard in chosen school.

Benefit: Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized. Three times per day, you can reduce by one level the cost of a metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced-cost spells prepared at any time.

Special: A wizard can select this feat as a wizard bonus feat. This feat can be taken more than once. Each

time you take it, it applies to a different school of magic.

Source: *Complete Mage* 45.

Rapid Spell [Metamagic]

You can cast spells with long casting times more quickly.

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

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

Source: *Complete Divine* 84.

Sculpt Spell [Metamagic]

You can alter the area of your spells.

Prerequisites: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

Source: *Complete Arcane* 83.

True Believer

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

Source: *Complete Divine* 86.

Warped Mind [Aberrant]

Your tainted form has altered the physical nature of your brain, making you resistant to mental effects and more capable of unleashing the power of your mind on others.

Prerequisites: Aberration Blood.

Benefit: You gain a racial bonus on Will saves against mind-affecting spells and abilities equal to one-half the number of aberrant feats you possess.

You gain 1 psionic power point for each aberrant feat you possess.

Source: *Lords of Madness* 182.

Waterspawn [Aberrant]

Your abnormal body and heritage has become more pronounced. You have prominent fins and are supremely well adapted to the icy deeps.

Prerequisites: Aberration Blood, one other aberrant feat.

Benefit: You gain a Swim speed equal to your land speed. This also grants you a +8 racial bonus on Swim checks, the ability to take 10 on any Swim check, and the ability to use the run action while swimming.

You gain resistance to cold 5. You can breathe air and water with equal ease.

Source: *Lords of Madness* 182.

MAGIC ITEMS

Healing Belt

Price (Item Level): 750 gp (3rd)

Body Slot: Waist

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: – and Standard (command)

Weight: 1 lb.

While wearing a *healing belt*, you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition, the belt has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.)

1 charge: Heals 2d8 points of damage.

2 charges: Heals 3d8 points of damage.

3 charges: Heals 4d8 points of damage.

Prerequisites: Craft Wondrous Item, *cure moderate wounds*.

Cost to Create: 500 gp, 40 XP, 1 day.

Source: *Magic Item Compendium* 110.

Helm of Glorious Recovery

Price (Item Level): 5,600 gp (10th)

Body Slot: Head

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: Swift (command)

Weight: 3 lb.

Developed by a militant, lawful good sect for its paladins, these helmets are potent healing devices. Once per day, this helmet can heal you of 4d8+7 points of damage.

Prerequisites: Craft Wondrous Item, *cure critical wounds*.

Cost to Create: 2,800 gp, 224 XP, 6 days.

Source: *Magic Item Compendium* 111.

Repelling Gauntlets

Price (Item Level): 2,300 gp (6th)

Body Slot: Hands

Caster Level: 9th

Aura: Moderate; (DC 19) conjuration

Activation: Immediate (command)

Weight: –

Inspired by the spells of the legendary wizard Bigby, these gloves help keep enemies at a safe distance. You can activate *repelling gauntlets* only when a visible enemy moves into a square adjacent to you. That enemy must attempt a DC 17 Reflex save; if this fails, it is immediately pushed 5 feet away from you and it loses any remaining movement allowed in that action (though it can use additional actions to move farther).

For example, if a wolf (speed 50 feet) moved 30 feet into a square adjacent to you, and it failed its save against the effect, you would push it 5 feet away from you in any direction and it would lose the remaining 20 feet of that move action. It could then use another move action, if it still had one, to close the remaining distance. If the wolf were charging, its entire full-round action would be wasted.

This ability functions once per day.

Prerequisites: Craft Wondrous Item, Bigby's *interposing hand*.

Cost to Create: 1,150 gp, 92 XP, 3 days.

Source: *Magic Item Compendium* 121.

Ring of Communication

Price (Item Level): 2,000 gp (6th)

Body Slot: Ring

Caster Level: 5th

Aura: Faint; (DC 17) divination

Activation: Free (mental)

Weight: –

Each of these identical silver rings is inscribed with the Draconic word for friendship.

When you activate a *ring of communication*, for the next minute you can clearly hear any words spoken by anyone within 1 mile who is wearing another *ring of communication* to which you are attuned. The volume of the speech and the background noise at either end make no difference; whispers are audible above even the sounds of combat.

Any two or more ring wearers need only touch their rings together (a standard action) and speak the command word in unison to attune the rings to each other. Any number of rings can become attuned to one another in this manner, so long as all are touched together at the same time.

A ring remains attuned to the others until you attune it to a different ring.

Prerequisites: Forge ring, *detect thoughts*.

Cost to Create: 1,000 gp, 80 xp, 2 days.

Source: *Magic Item Compendium* 122.

Scout's Headband

Price (Item Level): 3,400 gp (8th)

Body Slot: Head

Caster Level: 9th

Aura: Moderate; (DC 19) divination

Activation: – and standard (command)

Weight: –

A *scout's headband* grants you a +2 competence bonus on Spot checks. This is a continuous effect and requires no activation.

In addition, this circlet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges enhances your visual acuity as described below.

1 *charge:* You gain darkvision out to 60 feet for 1 hour.

2 *charges:* You can see invisible creatures and objects (as *see invisibility*) for 10 minutes.

3 *charges:* You gain *true seeing* (as the spell) for 1 minute.

Prerequisites: Craft Wondrous Item, *see invisibility*, *darkvision*, *true seeing*.

Cost to Create: 1,700 gp, 136 XP, 4 days.

Source: *Magic Item Compendium* 132.

SPELLS

Domination

Granted Power: You gain the Spell Focus (enchantment) as a bonus feat.

1. Command
2. Enthrall
3. Suggestion
4. Dominate Person
5. Command, greater
6. Geas/Quest
7. Suggestion, mass
8. True Domination
9. Monstrous Thrall

Source: *Spell Compendium* 273.

Madness

Granted Power: You subtract 1 from all Wisdom-based skill checks and all Will saves. However, once per day, you can see and act with the clarity of true madness: Add one-half your level to a single Wisdom-based skill check or Will save. You must choose to use this benefit before the check or save is rolled.

1. Confusion, lesser
2. Touch of madness
3. Rage
4. Confusion
5. Bolts of bedevilment
6. Phantasmal killer
7. Insanity
8. Maddening scream
9. Weird

Source: *Spell Compendium* 276.

Pact

Granted Power: Add Appraise, Intimidate, and Sense Motive to your list of cleric class skills.

1. *Command*
2. *Shield other*
3. *Speak with dead*
4. *Divination*
5. *Stalwart Pact*
6. *Zealot Pact*
7. *Renewal Pact*
8. *Death Pact*
9. *Gate*

Source: *Spell Compendium* 278.

Tyranny

Granted Power: Add +1 to the save DC of any enhancement (compulsion) spell you cast.

1. *Command*
2. *Enthrall*
3. *Discern Lies*
4. *Fear*
5. *Command, greater*
6. *Geas/Quest*
7. *Bigby's grasping hand*
8. *Charm monster, mass*
9. *Dominate monster*

Source: *Spell Compendium* 281.

Aid, mass

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 3

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

Targets: One or more creatures, no two of which are more than 30 ft. apart.

This spell functions like *aid* (PH 196), except that it affects multiple subjects at a distance and each subject gains temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+15).

Source: *Spell Compendium* 8.

Anticipate Teleportation

Abjuration

Level: Sorcerer/Wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5 ft./level emanation from touched creature.

Duration: 24 hours.

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded by an invisible aura that anticipates and delays teleportation of any creature into spell's area. Any teleportation spell or effect (including all spells with teleportation description) can be anticipated, making the spells

recipient instantly aware of exact location where teleporting creature will arrive (subject to restrictions below), the creature's size and how many other creatures (and their size) are arriving with it. The spell also delays the arrival of teleporting creature by 1 round, so it arrives on its own initiative count immediately before its next turn, generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready weapons. The teleporting creature(s) do not perceive this delay.

Since teleporting creature does not necessarily arrive at precise location it intends, this spell affects a creature arriving in range, even if its original destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival. The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area, the spell will affect re-entry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while spell is in effect.

Source: *Spell Compendium* 13

Benign Transposition

Conjuration (Teleportation)

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

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

Targets: Two willing creatures of up to Large size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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.

Source: *Spell Compendium* 27.

Close Wounds

Conjuration (Healing)

Level: Cleric 2

Components: V

Casting Time: 1 immediate action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

This spell cures 1d4 points of damage +1 point per caster level (maximum +5).

If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to –0 hit points, for example, leaving the character at negative hit points but stable.

Used against an undead creature, *close wounds* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

Source: *Spell Compendium* 48.

Inhibit

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 1, cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You inhibit your foe from acting. The subject is forced to delay until the following round, acting immediately before you on your initiative count.

Source: *Spell Compendium* 123.

Recitation

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: all allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Source: *Spell Compendium* 170.

Righteous Wrath of the Faithful

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 5, Purification 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Targets: Allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Allies gain one additional melee attack each round, at their highest attack bonus, when making a full attack. (This additional attack is not cumulative with other effects that grant extra attacks, such as a *haste* spell.) They also gain +3 morale bonus on melee attack rolls. (This bonus on melee attack rolls does stack with the bonus provided by *haste*).

Stalwart Pact

Evocation

Level: Cleric 5, Pact 5

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered, then 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Once this spell is cast, it remains dormant until the subject is reduced to half or less of its full normal hit points. Once the subject has taken enough damage to reduce it to half or lower hit points, it immediately gains 5 temporary hit points per two caster levels (maximum 35 hit points at 14th level), damage reduction 5/magic, and a +2 luck bonus on saving throws. The hit points, damage reduction, and saving throw bonus disappear when the spell ends.

Material Component: Incense worth 250 gp.

Source: *Spell Compendium* 204.

Swim

Transmutation [Water]

Level: Druid 2, Sorcerer/Wizard 2

Components: V, S, M

Casting Time: 1 round

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

Target: One creature

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

Making the sound of crushing waves with your throat completes the spell. With a wave of your hand, the subject seems more streamlined, with a hint of webbed appendages.

This spell gives the recipient a swim speed of 30 feet (although not the ability to breathe underwater or hold one's breath beyond normal limits). As long as the creature isn't carrying more than a light load, it can swim without making Swim checks. It also gains a +8 bonus on any Swim checks to perform special actions or avoid hazards, though it still takes the normal penalty for weight carried (–1 per 5 pounds). The recipient can choose to take 10 on Swim checks, even if rushed or threatened, and can use the run action while swimming if it swims in a straight line.

If the creature is carrying more than a light load, it must make Swim checks to move (taking the normal penalty for weight carried) but all other benefits of the spell still apply.

Material Component: a goldfish scale.

Source: *Spell Compendium* 217

Touch of Madness

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You can cause a living creature to become dazed by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no actions for 1 round per caster level.

Source: *Spell Compendium* 221.

DMS' AID 1: SUMMONED MONSTERS

SUMMON MONSTER II

PSEUDONATURAL MONSTROUS SCORPION

N Medium Outsider

Init +0; **Senses** Darkvision 60 ft., tremorsense 60 ft.;
Listen +0, Spot +4

AC 14, touch 10, flat-footed 14

hp 17 (2 HD)

Immune mind-affecting effects

Resist acid 5, electricity 5; **SR** 12

Fort +7, **Ref** +0, **Will** +0

Speed 40 ft. (8 squares)

Melee claws +4/+4(1d4+3) and
Sting –1 (1d4+1 plus poison)

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

Atk Options improved grab, poison (DC 15, 1d2
Con/1d2 Con), true strike 1/day

Special Actions constrict 1d4+3

Abilities Str 17, Dex 10, Con 18, Int –, Wis 10, Cha 2
SQ alternate form

Feats –

Skills Climb +7, Hide +4, spot +4

Constrict (Ex) A monstrous scorpion deals automatic
claw damage on a successful grapple check.

Improved Grab (Ex) To use this ability, a monstrous
scorpion must hit with a claw attack. A monstrous
scorpion can use either its Strength modifier or
Dexterity modifier for grapple checks, whichever is
better.

Alternate Form (Su) As a standard action, a
pseudonatural creature can take the form of a
grotesque, tentacled mass. Despite the alien
appearance, its abilities remain unchanged. Other
creatures receive a –1 morale penalty on their
attack rolls against a pseudonatural creature when
it is this alternate form.

True Strike (Su) Once per day, a pseudonatural
creature can gain a +20 insight bonus on a single
attack roll. In addition, the creature suffers no miss
chance against a target that has concealment or
total concealment when making this attack.

PSEUDONATURAL MONSTROUS SPIDER

N Medium outsider

Init +3; **Senses** Darkvision 60 ft., tremorsense 60 ft.;
Listen +0, Spot +4

AC 14, touch 13, flat-footed 11

hp 15 (2 HD)

Immune mind-affecting effects

Resist acid 5, electricity 5; **SR** 12

Fort +6, **Ref** +3, **Will** +0

Speed 30 ft. (6 squares), climb 20 ft.;

Melee bite +4 (1d6+2 plus poison)

Ranged net +4 touch (special)

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

Atk Options poison (DC 14, 1d4 Str/1d4 Str), throw
web 8/day (hp 6, Escape Artist DC 14, Break DC
18), true strike 1/day

Special Actions

Abilities Str 15, Dex 17, Con 16, Int –, Wis 10, Cha 2
SQ alternate form

Feats Weapon Finesse^B

Skills Climb +13, Hide +7, Jump +2, Spot +4

Alternate Form (Su) As a standard action, a
pseudonatural creature can take the form of a
grotesque, tentacled mass. Despite the alien
appearance, its abilities remain unchanged. Other
creatures receive a –1 morale penalty on their
attack rolls against a pseudonatural creature when
it is this alternate form.

True Strike (Su) Once per day, a pseudonatural
creature can gain a +20 insight bonus on a single
attack roll. In addition, the creature suffers no miss
chance against a target that has concealment or
total concealment when making this attack.

SUMMON MONSTER III

PSEUDONATURAL BISON

N Large outsider

Init +0; **Senses** Low-light vision, scent; Listen +7,
Spot +5

AC 13, touch 9, flat-footed 13

hp 47 (5 HD); DR 5/magic

Resist acid 5, electricity 5; **SR** 15

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

Speed 40 ft. (8 squares);

Melee gore +10 (1d8+12)

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

Base Atk +3; **Grp** +15

Atk Options stampede, true strike 1/day

Special Actions

Abilities Str 26, Dex 10, Con 20, Int 3, Wis 11, Cha 4
SQ alternate form

Feats Alertness, Endurance

Skills Listen +7, Spot +5

Alternate Form (Su) As a standard action, a
pseudonatural creature can take the form of a
grotesque, tentacled mass. Despite the alien
appearance, its abilities remain unchanged. Other
creatures receive a –1 morale penalty on their
attack rolls against a pseudonatural creature when
it is this alternate form.

True Strike (Su) Once per day, a pseudonatural
creature can gain a +20 insight bonus on a single
attack roll. In addition, the creature suffers no miss
chance against a target that has concealment or
total concealment when making this attack.

Stampede (Ex) A frightened herd of bison flees as a
group in a random direction (but always away from
the perceived source of danger). They literally run
over anything of Large size or smaller that gets in
their way, dealing 1d12 points of damage for each
five bison in the herd (Reflex DC 20 half).

PSEUDONATURAL DIRE WEASEL

N Medium outsider

Init +4; **Senses** Low-light vision, scent; Listen +3, Spot +5

AC 16, touch 14, flat-footed 12

hp 19 (3 HD); DR

Resist acid 5, electricity 5; **SR** 13

Fort +5, **Ref** +7, **Will** +4

Speed 40 ft. (8 squares)

Melee bite +6 (1d6+6)

Base Atk +2; **Grp** +6

Atk Options attach, blood drain, true strike/1day

Special Actions alternate form

Abilities Str 18, Dex 19, Con 14, Int 3, Wis 12, Cha 11

SQ alternate form

Feats Alertness, Stealthy, Weapon Finesse

Skills Hide +8, Listen +3, Move Silently +8, Spot +5

Alternate Form (Su) As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a –1 morale penalty on their attack rolls against a pseudonatural creature when it is this alternate form.

True Strike (Su) Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Attach (Ex) A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex) A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

SUMMON MONSTER IV

PSEUDONATURAL MONSTROUS SPIDER

N Large outsider

Init +3; **Senses** Darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +4

AC 14, touch 12, flat-footed 11

hp 30 (4 HD); DR 5/magic

Immune mind-affecting effects

Resist acid 5, electricity 5; **SR** 14

Fort +7, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares), climb 20 ft.;

Melee bite +6 (1d8+3 plus poison)

Ranged net +6 touch (special)

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

Base Atk +3; **Grp** +11

Atk Options poison (DC 15, 1d6 Str/1d6 Str), throw web 8/day (hp 12, Escape Artist DC 15, Break DC 19), true strike 1/day

Special Actions

Abilities Str 19, Dex 17, Con 16, Int –, Wis 10, Cha 2
SQ alternate form

Feats –

Skills Climb +13, Hide +3, Jump +4, Spot +4

Alternate Form (Su) As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a –1 morale penalty on their attack rolls against a pseudonatural creature when it is this alternate form.

True Strike (Su) Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

SUMMON MONSTER V

PSEUDONATURAL BROWN BEAR

N Large outsider

Init +1; **Senses** Low-light vision, scent; Listen +4, Spot +7

AC 25, touch 10, flat-footed 14

hp 63 (6 HD); DR 5/magic

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

Fort +11, **Ref** +6, **Will** +3

Speed 40 ft. (8 squares); Run

Melee claws +13/+13 (1d8+10) and
Bite +6 (2d6+5)

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

Base Atk +4; **Grp** +18

Atk Options improved grab, true strike 1/day

Special Actions alternate form

Abilities Str 31, Dex 13, Con 23, Int 3, Wis 12, Cha 6
SQ alternate form

Feats Endurance, Run, Track

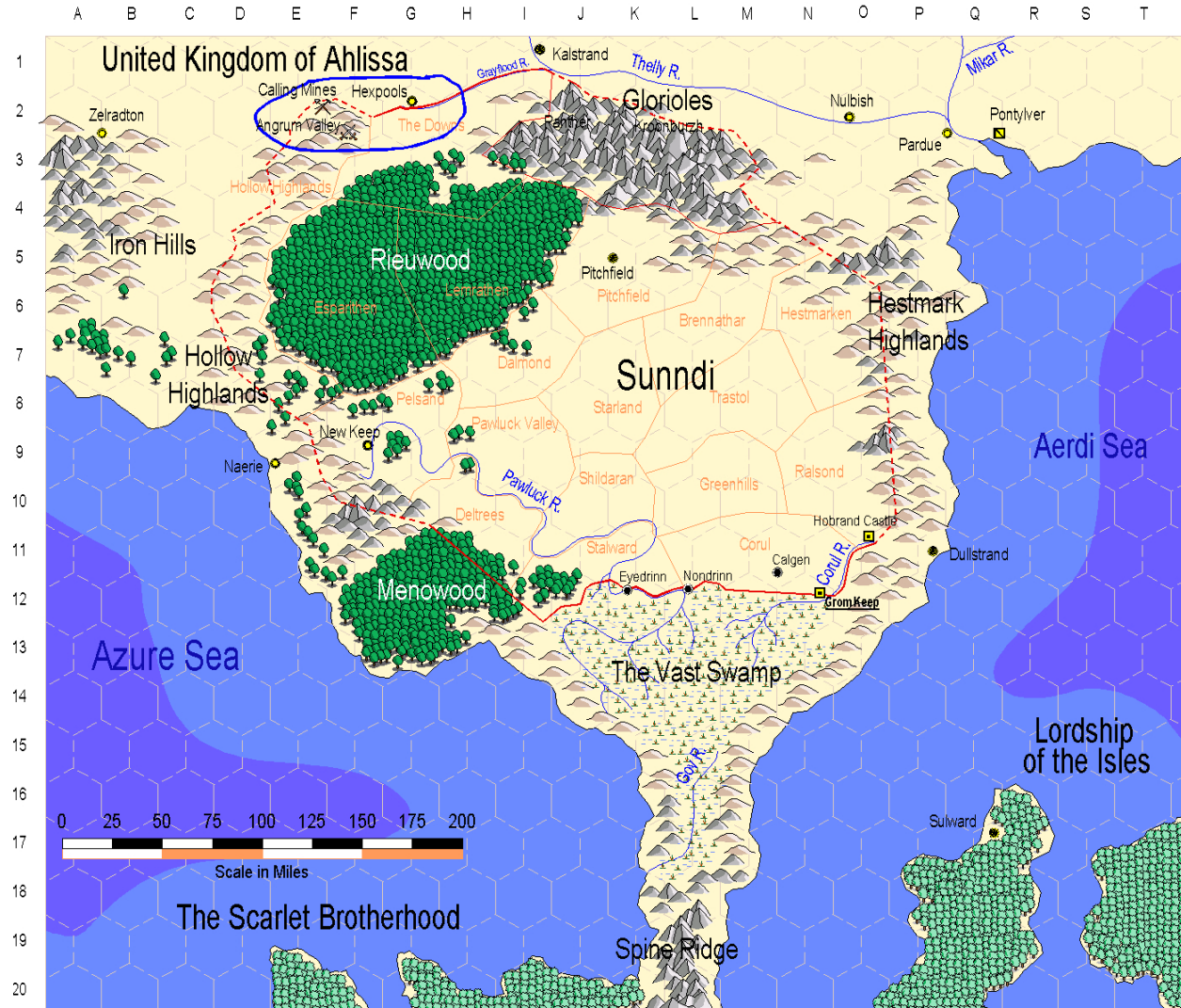
Skills Listen +4, Spot +7, Swim +14

Alternate Form (Su) As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a –1 morale penalty on their attack rolls against a pseudonatural creature when it is this alternate form.

True Strike (Su) Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack.

Improved Grab (Ex) To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

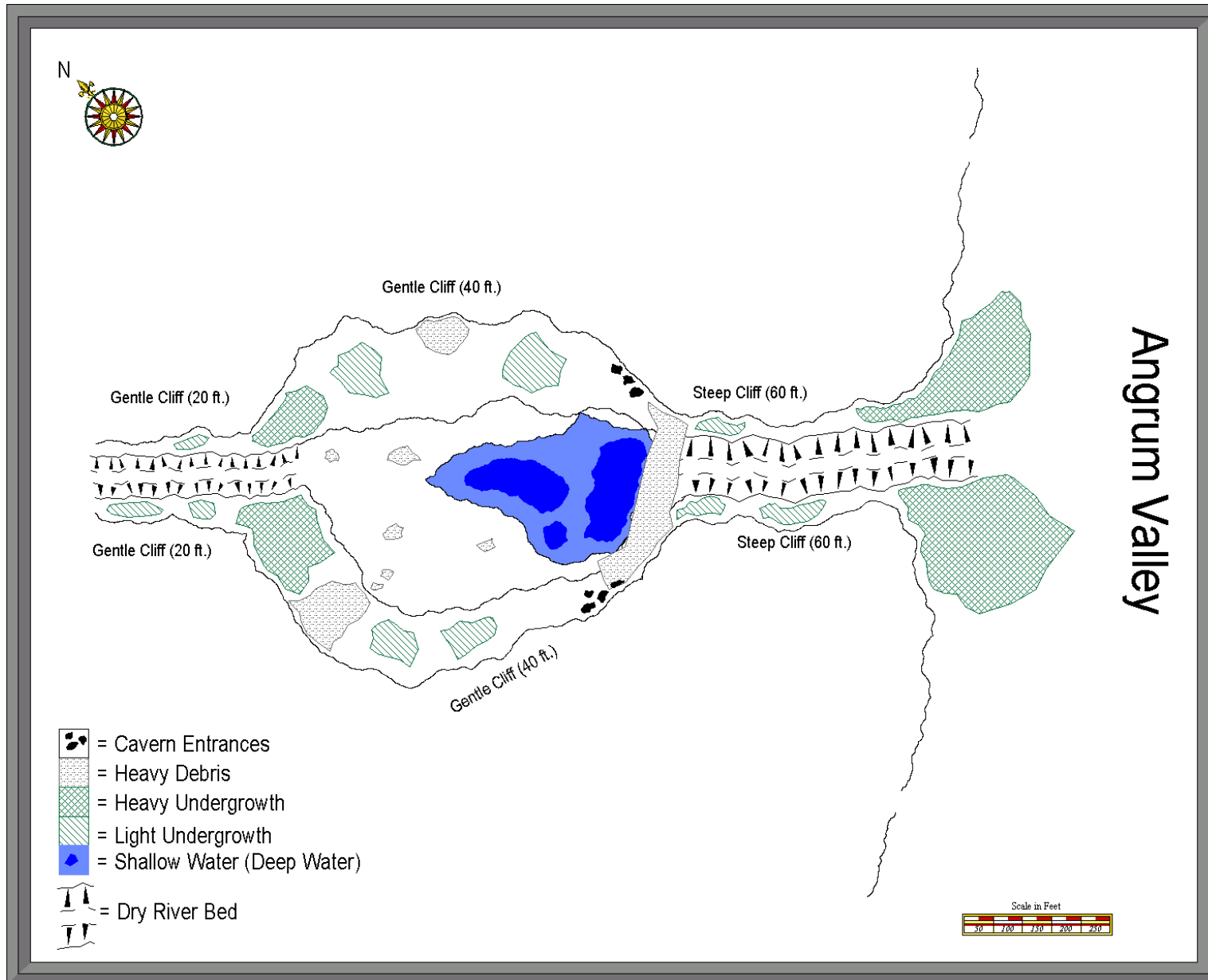
THE HOLLOW HIGHLANDS

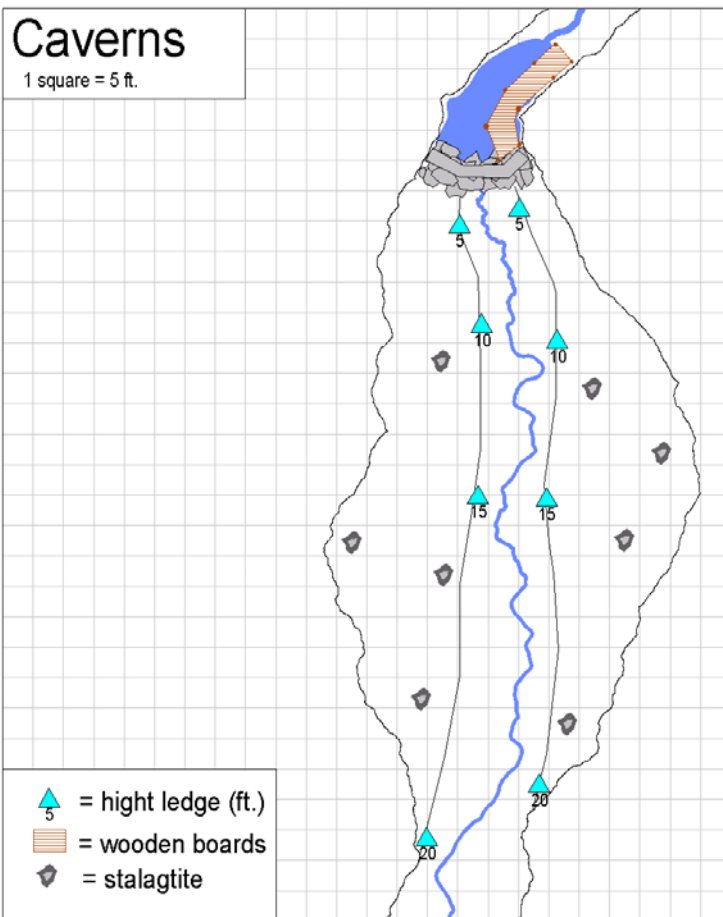


The blue line circles the area around Hexpools and the Calling Mines.

Map by Pierre van Rooden.

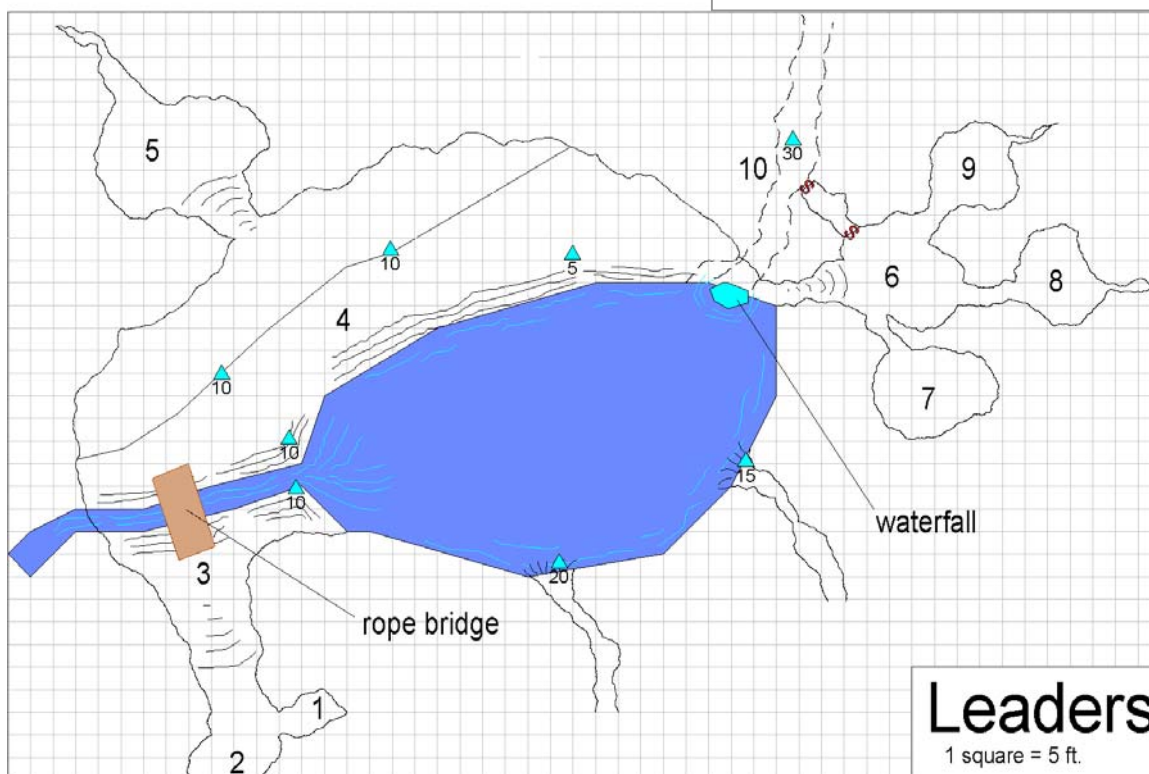
VALLEY OF THE RAIDERS





Leaders

1. Entrance from Above
2. Entrance from Caverns
3. Rope Bridge
4. Lake Cavern
5. Umber Hulk Lair
6. Living Room Leaders
7. Salina's Room
8. Etann's Room
9. Dragosh's Room
10. Secret Exit (40 ft. high ladder leads to river)



PLAYER HANDOUT 1: DARK VOICES

With a sudden shock you wake up, stone cold and gasping for breath. After a few moments of recovering your senses, you feel strange mix of tiredness and relief. It feels almost like you have nearly drowned in ice-cold water – a sensation so life-like that only the surroundings give any indication it was more than a nightmare. You cannot remember much of your dream except that it involved a dark cold underground lake and whispering voices and even this is fading quickly just as with most other dreams.

PLAYER HANDOUT 2: NIGHTMARE

With a sudden shock you wake up, stone cold and gasping for breath. After a few moments of recovering your senses, you feel strange mix of tiredness and relief. It feels almost like you have nearly drowned in ice cold water – a sensation so life-like that only the surroundings give any indication it was more than a nightmare. Try as you might though, you cannot remember anything of your dream except that it was terrifying.