Encounters 3 and 5

Crossbow Assassin x 2 Human Ranger 1

Male Human Rgr1 CR 1 Medium Humanoid HD 1d8+1(Ranger) Init +3 Spd 30 AC:16 (Flatfooted:13 Touch:13) Atk +1 base melee, +4 base ranged +4 (1d8, 19-20/x2 Light Crossbow) +1 (1d6, Shortsword) AL CN SV Fort +3. Ref +5. Will +1 STR 10, DEX 16, CON 12, INT 8, WIS 13, CHA 12. Skills: Handle Animal +5, Listen +5, Move Silently +6, Search +3, Spot +5, Survival +5. Feats: Armor Proficiency: light, Armor Proficiency: medium, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Track. Favored Enemy: Humans +2 Possessions: Weapons: Light Crossbow (35 gp); Shortsword (10 gp); Dagger (2 gp). Armor: Studded leather (25 gp).

Melee Assassin x 2

Human Ranger 1 Male Human Rgr1 CR 1 Medium Humanoid HD 1d8+1(Ranger) Init +1 Spd 30 AC:14 (Flatfooted:13 Touch:11) Atk +3 base melee, +2 base ranged +4 (1d8+3, Longsword, 2-Handed) +0/-5 (1d8+2, Longsword; 1d4+1, Dagger) +2 (1d6, Shortbow) AL CN SV Fort +3, Ref +3, Will +1 STR 14, DEX 12, CON 12, INT 10, WIS 13, CHA 12. Skills: Handle Animal +5, Heal +5, Listen +5, Move Silently +4, Search +4, Spot +5, Survival +5. Feats: Armor Proficiency: light, Armor Proficiency: medium, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Track, Weapon Focus: Longsword. Favored Enemy: Humans +2 Possessions: Weapons: Shortbow (30 gp); Longsword (15 gp); Dagger (2 qp). Armor: Studded leather (25 gp).

Encounter 6

Dire Rats (EL 1)

See Monster Manual 3.5e, Pg. 64. Use the hit points listed in the encounter.

Dwarven Dungeoneer

Male Dwarf, Hill Ftr3 Medium Humanoid (Dwarf) HD 3d10+9(Fighter) hp 28 Init +1 Spd 20 AC:15 (Flatfooted:14 Touch:11) Atk +6 base melee. +4 base ranged +6 (1d10+4, Dwarven Waraxe) SQ: +1 Attack vs. Orcs and Goblinoids, +2 Appraise (Stone and Metal Items), +2 Craft (Stone and Metal Items), +2 Saves vs. Poison, +2 Saves vs. Spells and Spell-like Effects, +4 Dodge Bonus to AC vs. Giants, Darkvision (Ex): 60 ft., Stability (Ex), Stonecunning (Ex), Weapon Familiarity (Ex) AL NG SV Fort +6, Ref +2, Will +2 STR 16, DEX 13, CON 16, INT 13, WIS 12, CHA 9. Feats: Dodge, Hammer and Anvil, Mobility, Power Attack Possessions: Weapons:, Dwarven Waraxe Armor: Chain shirt

Half-Elf Dungeoneer

Female Half-Elf Rgr1 Medium Humanoid (Half-Elf) HD 1d8+1(Ranger) hp 9 Init +3 Spd 20 AC:17 (Flatfooted:14 Touch:13) Atk +2 base melee, +3 base ranged +3 (1d8, Longbow) SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Spells and Spell-like Effects; RF: Elven Blood AL N SV Fort +3, Ref +5, Will +1 STR 14, DEX 16, CON 13, INT 13, WIS 12, CHA 9. Feats: Point Blank Shot, Track Favored Enemies: Aberrations (+2) Possessions: Weapons: Longbow Armor: Studded Leather Shields: Buckler

Halfling Dungeoneer

Male Halfling, Lightfeet Rog1 Small Humanoid (Halfling) HD 1d6(Rogue) hp 6 . Init +4 Spd 20 AC:19 (Flatfooted:15 Touch:15) Atk +2 base melee, +5 base ranged +2 (1d4+1, Short Sword, Sneak Attack +1d6) SQ: +1 bonus to attack with thrown weapons and sling, +2 morale bonus on saving throws vs Fear; RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons AL NG SV Fort +1, Ref +7, Will +0 STR 13, DEX 18, CON 11, INT 12, WIS 9, CHA 14. Feats: Hammer and Anvil Possessions: Weapons: Dagger; Short Sword. Armor: Chain shirt

Encounter 7

All ATLs

Flesh Golems (EL 10) See Monster Manual 3.5e, Pg. 135. Use the hit points listed in the encounter.

Encounters 3 and 5

Crossbow Assassin x 3

Human Ranger 2 Male Human Rgr2 CR 2 Medium Humanoid HD 2d8+2(Ranger) Init +3 Spd 30 AC:16 (Flatfooted:13 Touch:13) Atk +2 base melee, +5 base ranged +5 (1d8, 19-20/x2 Light Crossbow) +2 (1d6, Sword, short) AL CN SV Fort +4, Ref +6, Will +1 STR 10, DEX 16, CON 12, INT 8, WIS 13, CHA 12. Skills: Handle Animal +6, Listen +6, Move Silently +7, Search +4, Spot +6, Survival +6. Feats: Armor Proficiency: light, Armor Proficiency: medium, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Track. Favored Enemy: Humans +2 Possessions: Weapons: Light Crossbow (35 gp); Sword, short (10 gp); Dagger (2 gp). Armor: Studded leather (25 gp). Melee Assassin x 2 Human Ranger 2 Male Human Rgr2 CR 2

Medium Humanoid HD 2d8+2(Ranger) Init +1 Spd 30 AC:14 (Flatfooted:13 Touch:11) Atk +4 base melee, +3 base ranged +5 (1d8+3, Longsword) +3/+2 (1d8+2, Longsword; 1d4+1, Dagger) +3 (1d6, Shortbow) AL CN SV Fort +4, Ref +4, Will +1 STR 14, DEX 12, CON 12, INT 10, WIS 13, CHA 12. Skills: Handle Animal +6, Heal +6, Listen +6, Move Silently +5, Search +5, Spot +6, Survival +6. Feats: Armor Proficiency: light, Armor Proficiency: medium, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Track, Two-Weapon Fighting, Weapon Focus: Longsword. Favored Enemy: Humans +2 Possessions: Weapons: Shortbow (30 gp); Longsword (15 gp); Dagger (2 gp). Armor: Studded leather (25 gp).

Encounter 6

Large Monstrous Centipedes (EL 2)

See Monster Manual 3.5e, Pg. 286. Use the hit points listed in the encounter.

Dwarven Dungeoneer

Male Dwarf, Hill Ftr5 Medium Humanoid (Dwarf) HD 5d10+15(Fighter) hp 39 Init +1 Spd 20 AC:15 (Flatfooted:14 Touch:11) Atk +8 base melee, +6 base ranged +8 (1d10+4, Dwarven Waraxe) SQ: +1 Attack vs. Orcs and Goblinoids, +2 Appraise (Stone and Metal Items), +2 Craft (Stone and Metal Items), +2 Saves vs. Poison, +2 Saves vs. Spells and Spell-like Effects, +4 Dodge Bonus to AC vs. Giants, Darkvision (Ex): 60 ft., Stability (Ex), Stonecunning (Ex), Weapon Familiarity (Ex) AL NG SV Fort +7, Ref +2, Will +2 STR 17, DEX 13, CON 16, INT 13, WIS 12, CHA 9. Feats: Blind-Fight, Dodge, Hammer and Anvil, Mobility, Power Attack Possessions: Weapons: Dwarven Waraxe Armor: Chain shirt

Half-Elf Dungeoneer

Female Half-Elf Rgr3 Medium Humanoid (Half-Elf) HD 3d8+3(Ranger) hp 20 Init +3 Spd 20 AC:17 (Flatfooted:14 Touch:13) Atk +5 base melee, +6 base ranged +6 (1d8, Longbow) SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Spells and Spell-like Effects; RF: Elven Blood AL N SV Fort +4, Ref +6, Will +2 STR 14, DEX 16, CON 13, INT 13, WIS 12, CHA 9. Feats: Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track Favored Enemies: Aberrations (+2) Possessions: Weapons: Longbow Armor: Studded Leather Shields: Buckler

Halfling Dungeoneer

Male Halfling, Lightfeet Rog3 Small Humanoid (Halfling) HD 3d6(Rogue) hp 17 Init +4 Spd 20 AC:19 (Flatfooted:15 Touch:15) Atk +4 base melee, +7 base ranged +7 (1d4+1, Short Sword, Sneak Attack +2d6) SQ: +1 bonus to attack with thrown weapons and sling, +2 morale bonus on saving throws vs Fear; RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons AL NG SV Fort +2, Ref +8, Will +1 STR 13, DEX 18, CON 11, INT 12, WIS 9, CHA 14. Feats: Hammer and Anvil, Weapon Finesse Possessions: Weapons: Dagger; Short Sword Armor: Chain shirt

Encounter 7

All ATLs Flesh Golems (EL 10) See Monster Manual 3.5e, Pg. 135. Use the hit points listed in the encounter.

Encounters 3 and 5

Crossbow Assassin x 3

Human Ranger 3 Male Human Rgr3 CR 3 Medium Humanoid HD 3d8+3(Ranger) Init +3 Spd 30 AC:16 (Flatfooted:13 Touch:13) Atk +3 base melee, +6 base ranged +7 (1d8, 19-20/x2 Light Crossbow) +3 (1d6, Sword, short) AL CN SV Fort +4, Ref +6, Will +2 STR 10, DEX 16, CON 12, INT 8, WIS 13, CHA 12. Skills: Handle Animal +7, Listen +7, Move Silently +8, Search +5, Spot +7, Survival +7.

Feats: Armor Proficiency: light, Armor Proficiency: medium, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Track, Weapon Focus: Light Crossbow. Favored Enemy: Humans +2 Possessions: Weapons: Light Crossbow (35 gp); Sword, short (10 gp); Dagger (2 gp). Armor: Studded leather (25 gp).

Melee Assassin x 3

Human Ranger 3 Male Human Rgr3 CR 3 Medium Humanoid HD 3d8+3(Ranger) Init +1 Spd 30 AC:14 (Flatfooted:13 Touch:11) Atk +5 base melee, +4 base ranged +6 (1d8+3, Longsword) +4/+3 (1d8+2, Longsword; 1d4+1, Dagger) +4 (1d6, Shortbow) AL CN SV Fort +4, Ref +4, Will +2 STR 14, DEX 12, CON 12, INT 10, WIS 13, CHA 12. Skills: Handle Animal +7, Heal +7, Listen +7, Move Silently +6, Search +6, Spot +7, Survival +7.

Feats: Armor Proficiency: light, Armor Proficiency: medium, Endurance, Power Attack, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Track, Two-Weapon Fighting, Weapon Focus: Longsword. Favored Enemy: Humans +2 Possessions:

Weapons: Shortbow (30 gp); Longsword (15 gp); Dagger (2 gp).

Armor: Studded leather (25 gp).

Encounter 6

Carrion Crawler (EL 4)

See Monster Manual 3.5e, Pg. 30. Use the hit points listed in the encounter.

Dwarven Dungeoneer

Male Dwarf, Hill Ftr7 Medium Humanoid (Dwarf) HD 7d10+21(Fighter) hp 62 Init +1 Spd 20 AC:15 (Flatfooted:14 Touch:11) Atk +10/+5 base melee, +8/+3 base ranged +11/+6 (1d10+4, Masterwork Dwarven Waraxe) SQ: +1 Attack vs. Orcs and Goblinoids, +2 Appraise (Stone and Metal Items), +2 Craft (Stone and Metal Items), +2 Saves vs. Poison, +2 Saves vs. Spells and Spell-like Effects, +4 Dodge Bonus to AC vs. Giants, Darkvision (Ex): 60 ft., Stability (Ex), Stonecunning (Ex), Weapon Familiarity (Ex) ÀL NG SV Fort +8, Ref +3, Will +5 STR 17, DEX 13, CON 16, INT 13, WIS 12, CHA 9. Feats: Blind-Fight, Combat Expertise, Dodge, Hammer and Anvil, Iron Will, Mobility, Power Attack Possessions: Weapons: Masterwork Dwarven Waraxe Armor: Masterwork Chain shirt

Half-Elf Dungeoneer

Female Half-Elf Rgr5 Medium Humanoid (Half-Elf) HD 5d8+10(Ranger) hp 40 Init +3 Spd 30 AC:17 (Flatfooted:14 Touch:13) Atk +7 base melee, +8 base ranged +8 (1d8, Longbow) SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Spells and Spell-like Effects; RF: Elven Blood AL N SV Fort +6, Ref +7, Will +2 STR 14, DEX 16, CON 14, INT 13, WIS 12, CHA 9. Feats: Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track Favored Enemies: Aberrations (+4), Oozes (+2) Spells Prepared (Rgr --/1): 1st - Summon Nature's Ally I Possessions: Weapons: Longbow Armor: Studded leather Shields: Buckler

Halfling Dungeoneer

Male Halfling, Lightfeet Rog5 Small Humanoid (Halfling) HD 5d6(Rogue) hp 20: Init +4 Spd 20 AC:19 (Flatfooted:19 Touch:15) Atk +6 base melee, +8 base ranged +8 (1d4+2, Short Sword, Sneak Attack +3d6) SQ: +1 bonus to attack with thrown weapons and sling, +2 morale bonus on saving throws vs Fear; RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons AL NG SV Fort +2, Ref +9, Will +1 STR 14, DEX 18, CON 11, INT 12, WIS 9, CHA 14 Feats: Hammer and Anvil, Weapon Finesse. Possessions: Weapons: Dagger; Short Sword Armor: Chain shirt

Encounter 7

<u>All ATLs</u> **Flesh Golems (EL 10)** See Monster Manual 3.5e, Pg. 135. Use the hit points listed in the encounter.

Encounters 3 and 5

Crossbow Assassin x 4

Human Ranger 4 Male Human Rgr4 CR 4 Medium Humanoid HD 4d8+4(Ranger) Init +3 Spd 30 AC:16 (Flatfooted:13 Touch:13) Atk +4 base melee, +7 base ranged +8 (1d8, 19-20/x2 Light Crossbow) +4 (1d6, Sword, short) AL CN SV Fort +5, Ref +7, Will +2 STR 10, DEX 17, CON 12, INT 8, WIS 13, CHA 12. Skills: Handle Animal +8, Listen +8, Move Silently +9, Search +6, Spot +8, Survival +8.

Feats: Armor Proficiency: light, Armor Proficiency: medium, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Track, Weapon Focus: Light Crossbow. Favored Enemy: Humans +2

Spells Known (Rgr --/1): 1st -- Alarm, Animal Messenger, Calm Animals, Charm Animal, Delay Poison, Detect Animals or Plants, Detect Poison, Detect Snares and Pits, Divine Inspiration, Endure Elements, Entangle, Eyes of the Avoral, Hide from Animals, Jump, Longstrider, Magic Fang, Pass without Trace, Read Magic, Resist Energy, Silvered Claws, Speak with Animals, Summon Nature's Ally I, Twilight Luck. Spells Prepared (Rgr --/1): 1st - Summon Nature's Ally I. Possessions: Weapons: Light Crossbow (35 gp); Sword, short (10 gp); Dagger (2 gp). Armor: Studded leather (25 gp).

Melee Assassin x 3

Human Ranger 4 Male Human Rgr4 CR 4 Medium Humanoid HD 4d8+4(Ranger) Init +1 Spd 30 AC:14 (Flatfooted:13 Touch:11) Atk +6 base melee, +5 base ranged +7 (1d8+3, Longsword) +5/+4 (1d8+2, Longsword; 1d4+1, Dagger) +5 (1d6, Shortbow) AL CN SV Fort +5, Ref +5, Will +2 STR 14, DEX 13, CON 12, INT 10, WIS 13, CHA 12. Skills: Handle Animal +8, Heal +8, Listen +8, Move Silently +7, Search +7, Spot +8, Survival +8.

Feats: Armor Proficiency: light, Armor Proficiency: medium, Endurance, Power Attack, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Track, Two-Weapon Fighting, Weapon Focus: Longsword. Favored Enemy: Humans +2

Spells Known (Rgr --/1): 1st -- Alarm, Animal Messenger, Calm Animals, Charm Animal, Delay Poison, Detect Animals or Plants, Detect Poison, Detect Snares and Pits, Divine Inspiration, Endure Elements, Entangle, Eyes of the Avoral, Hide from Animals, Jump, Longstrider, Magic Fang, Pass without Trace, Read Magic, Resist Energy, Silvered Claws, Speak with Animals, Summon Nature's Ally I, Twilight Luck. Spells Prepared (Rgr --/1): 1st - Entangle. Possessions: Weapons: Shortbow (30 gp); Longsword (15 gp); Dagger (2 gp). Armor: Studded leather (25 gp).

Encounter 6

Rust Monsters (EL 6) See Monster Manual 3.5e, Pg. 216. Use the hit points listed in the encounter.

Dwarven Dungeoneer

Male Dwarf, Hill Ftr9 Medium Humanoid (Dwarf) HD 9d10+27(Fighter) hp 75 Init +1 Spd 20 AC:15 (Flatfooted:14 Touch:11) Atk +13/+8 base melee, +10/+5 base ranged +14/+9 (1d10+6, Masterwork Dwarven Waraxe) SQ: +1 Attack vs. Orcs and Goblinoids, +2 Appraise (Stone and Metal Items), +2 Craft (Stone and Metal Items), +2 Saves vs. Poison, +2 Saves vs. Spells and Spell-like Effects, +4 Dodge Bonus to AC vs. Giants, Darkvision (Ex): 60 ft., Stability (Ex), Stonecunning (Ex), Weapon Familiarity (Ex) ÀL NG SV Fort +9, Ref +6, Will +6 STR 18, DEX 13, CON 16, INT 13, WIS 12, CHA 9. Feats: Blind-Fight, Combat Expertise, Dodge, Hammer and Anvil, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack Possessions: Weapons: Masterwork Dwarven Waraxe Armor: Masterwork Chain shirt

Half-Elf Dungeoneer

Female Half-Elf Rgr7 Medium Humanoid (Half-Elf) HD 7d8+14(Ranger) hp 54 Init +3 Spd 30 AC:17 (Flatfooted:14 Touch:13) Atk +9/+4 base melee, +10/+5 base ranged +11/+6 (1d8, Masterwork Longbow) SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Spells and Spell-like Effects; RF: Elven Blood AL N SV Fort +7. Ref +8. Will +3 STR 14, DEX 16, CON 14, INT 13, WIS 12, CHA 9. Feats: Blind Shot, Endurance, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track Favored Enemies: Aberrations (+4), Oozes (+2) Spells Prepared (Rgr --/2): 1st - Delay Poison, Summon Nature's Ally I Possessions: Weapons: Masterwork Longbow Armor: Masterwork Studded leather Shields: Masterwork Buckler

Halfling Dungeoneer

Male Halfling, Lightfeet Rog7 Small Humanoid (Halfling) HD 7d6(Rogue) hp 27 Init +4 Spd 20 AC:19 (Flatfooted:19 Touch:15) Atk +8 base melee, +10 base ranged +9/+9 (1d4+2, Masterwork Short Sword; 1d3+1, Masterwork Dagger, Sneak Attack +4d6) SQ: +1 bonus to attack with thrown weapons and sling, +2 morale bonus on saving throws vs Fear; RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons AL NG SV Fort +3, Ref +10, Will +2 STR 14, DEX 18, CON 11, INT 12, WIS 9, CHA 14 Feats: Hammer and Anvil, Two-Weapon Fighting, Weapon Finesse Possessions: Weapons: Masterwork Dagger, Masterwork Short Sword Armor: Masterwork Chain Shirt

Encounter 7

All ATLs Flesh Golems (EL 10) See Monster Manual 3.5e, Pg. 135. Use the hit points listed in the encounter.

Encounters 3 and 5

Crossbow Assassin x 4

Human Ranger 5 Male Human Rgr5 CR 5 Medium Humanoid HD 5d8+5(Ranger) Init +3 Spd 30 AC:16 (Flatfooted:13 Touch:13) Atk +5 base melee, +8 base ranged +9 (1d8, 19-20/x2 Light Crossbow) +5 (1d6, Sword, short) AL CN SV Fort +5, Ref +7, Will +2 STR 10, DEX 17, CON 12, INT 8, WIS 13, CHA 12. Skills: Handle Animal +9, Listen +9, Move Silently +10, Search +7, Spot +9, Survival +9.

Feats: Armor Proficiency: light, Armor Proficiency: medium, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Track, Weapon Focus: Light Crossbow. Favored Enemy: Humans +4, Elves +2

Spells Known (Rgr --/1): 1st -- Alarm, Animal Messenger, Calm Animals, Charm Animal, Delay Poison, Detect Animals or Plants, Detect Poison, Detect Snares and Pits, Divine Inspiration, Endure Elements, Entangle, Eyes of the Avoral, Hide from Animals, Jump, Longstrider, Magic Fang, Pass without Trace, Read Magic, Resist Energy, Silvered Claws, Speak with Animals, Summon Nature's Ally I, Twilight Luck. Spells Prepared (Rgr --/1): 1st - Summon Nature's Ally I. Possessions: Weapons: Light Crossbow (35 gp); Sword, short (10 gp); Dagger (2 gp).

Armor: Studded leather (25 gp).

Melee Assassin x 4

Human Ranger 5 Male Human Rgr5 CR 5 Medium Humanoid HD 5d8+5(Ranger) Init +1 Spd 30 AC:14 (Flatfooted:13 Touch:11) Atk +7 base melee, +6 base ranged +8 (1d8+3, Longsword) +6/+5 (1d8+2, Longsword; 1d4+1, Dagger) +6 (1d6, Shortbow) AL CN SV Fort +5, Ref +5, Will +2 STR 14, DEX 13, CON 12, INT 10, WIS 13, CHA 12. Skills: Handle Animal +9, Heal +9, Listen +9, Move Silently +8, Search +8, Spot +9, Survival +9.

Feats: Armor Proficiency: light, Armor Proficiency: medium, Endurance, Power Attack, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Track, Two-Weapon Fighting, Weapon Focus: Longsword. Favored Enemy: Humans +4, Elves +2

Spells Known (Rgr --/1): 1st -- Alarm, Animal Messenger, Calm Animals, Charm Animal, Delay Poison, Detect Animals or Plants, Detect Poison, Detect Snares and Pits, Divine Inspiration, Endure Elements, Entangle, Eyes of the Avoral, Hide from Animals, Jump, Longstrider, Magic Fang, Pass without Trace, Read Magic, Resist Energy, Silvered Claws, Speak with Animals, Summon Nature's Ally I, Twilight Luck. Spells Prepared (Rgr --/1): 1st - Entangle. Possessions: Weapons: Shortbow (30 gp); Longsword (15 gp); Dagger (2 gp). Armor: Studded leather (25 gp).

Encounter 6

Large Gibbering Mouther (EL 8) Large Aberration Hit Dice: 6d8+48 hp 84 Initiative: +0 Speed: 10 ft. (2 squares), swim 20 Armor Class: 20 (-1 size, +11 natural), touch 9, flat-footed 20 Base Attack/Grapple: +4/+12 Attack: Bite +7 melee (1d2+6) and spittle +3 ranged touch (1d4 acid plus blindness) Full Attack: 6 bites +7 melee (1d2+6) and spittle +3 ranged touch (1d4 acid plus blindness) Space/Reach: 10 ft./5 ft. Special Attacks: Gibbering, Spittle, Improved Grab, Swallow Whole, Blood Drain, Ground Manipulation Special Qualities: Amorphous, Damage Reduction 5/Bludgeoning, Darkvision 60 ft. Saves: Fort +10, Ref +4, Will +6 Abilities: STR 18, DEX 11, CON 26, INT 4, WIS 13, CHA 13 Skills: Listen +4, Spot +9, Swim +12. Feats: Lightning Reflexes, Multiattack, Improved Natural Armor

A gibbering mouther is a horrible creature seemingly drawn from a lunatic's nightmares. Although not evil, it thirsts after bodily fluids and seems to prefer the blood of intelligent creatures.

It is difficult to describe the mouther. While its body has the form and fluid motion of an amoeba, its surface has the color (but not the consistency) of human flesh. Countless eyes and toothy mouths constantly form and disappear all over the creature, often retreating into its body even as they become apparent. Sometimes their arrangement resembles a face, but just as often they have no relationship to one another.

- Gibbering (Su): As soon as a mouther spots something edible, it begins a constant gibbering as a free action. All creatures (other than mouthers) within a 60-foot spread must succeed at a Will save (DC 14) or be affected as though by a confusion spell for 1d2 rounds. This is a sonic, mind-affecting compulsion effect. Opponents who successfully save cannot be affected by the same gibbering mouther's gibbering for 24 hours. The save DC is Charismabased.
- Spittle (Ex): As a free action every round, a gibbering mouther fires a stream of spittle at one opponent within 30 feet. The mouther makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 21 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.
- Improved Grab (Ex): To use this ability, a gibbering mouther must hit a Medium or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.
- Swallow Whole (Ex): The gibbering mouther can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering mouther doesn't actually

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"swallow" the opponent. It engulfs it within its amorphous form, but the effect is essentially the same.) Once the opponent is inside, the gibbering mouther can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering mouther (same AC). The gibbering mouther's body can hold 2 Medium, 8 Small, 32 Tiny, 128 Diminutive or smaller creatures.

- Blood Drain (Ex): A swallowed opponent automatically takes 1d4 points of Constitution damage each round.
- Ground Manipulation (Su): At will, as a standard action, a gibbering mouther can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouther in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).
- Amorphous (Ex): A gibbering mouther is not subject to critical hits. It cannot be flanked.

Dwarven Dungeoneer

Male Dwarf, Hill Ftr11 Medium Humanoid (Dwarf) HD 11d10+33(Fighter) hp 83 Init +1 Spd 20 AC:16 (Flatfooted:15 Touch:11) Atk +15/+10/+5 base melee. +12/+7/+2 base ranged +17/+12/+7 (1d10+7, Dwarven Waraxe +1) SQ: +1 Attack vs. Orcs and Goblinoids, +2 Appraise (Stone and Metal Items), +2 Craft (Stone and Metal Items), +2 Saves vs. Poison, +2 Saves vs. Spells and Spell-like Effects, +4 Dodge Bonus to AC vs. Giants, Darkvision (Ex): 60 ft., Stability (Ex), Stonecunning (Ex), Weapon Familiarity (Ex) AL NG SV Fort +10, Ref +6, Will +6 STR 18, DEX 13, CON 16, INT 13, WIS 12, CHA 9. Feats: Blind-Fight, Combat Expertise, Dodge, Hammer and Anvil, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (Dwarven Waraxe) Possessions: Weapons: Dwarven Waraxe +1 Armor: Chain shirt +1 Half-Elf Dungeoneer Female Half-Elf Rgr9 Medium Humanoid (Half-Elf) HD 9d8+18(Ranger) hp 66 Init +3 Spd 30

AC:17 (Flatfooted:14 Touch:13) Atk +11/+6 base melee, +12/+7 base ranged +14/+9 (1d8, Masterwork Longbow) SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Spells and Spell-like Effects; RF: Elven Blood AL N SV Fort +7, Ref +8, Will +3 STR 14, DEX 17, CON 14, INT 13, WIS 12, CHA 9. Feats: Blind Shot, Endurance, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus: Longbow Favored Enemies: Aberrations (+4), Oozes (+2) Spells Prepared (Rgr --/2): 1st - Delay Poison, Summon Nature`s Ally I Possessions: Weapons: Masterwork Longbow Armor: Masterwork Studded leather Shields: Masterwork Buckler

Halfling Dungeoneer

Male Halfling, Lightfeet Rog9 Small Humanoid (Halfling) HD 9d6+9(Rogue) hp 38 . Init +4 Spd 20 AC:19 (Flatfooted:19 Touch:15) Atk +9/+4 base melee, +11/+6 base ranged +10/+5/+10/+5 (1d4+2, Masterwork Short Sword, 1d3+1, Masterwork Dagger, Sneak Attack +5d6) SQ: +1 bonus to attack with thrown weapons and sling, +2 morale bonus on saving throws vs Fear; RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons AL NG SV Fort +5, Ref +11, Will +3 STR 14, DEX 18, CON 12, INT 12, WIS 9, CHA 14 Feats: Hammer and Anvil, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse. Possessions: Weapons: Masterwork Dagger, Masterwork Short Sword Armor: Masterwork Chain Shirt,

Encounter 7

All ATLs Flesh Golems (EL 10) See Monster Manual 3.5e, Pg. 135. Use the hit points listed in the encounter.