

4-6 PCs



Levels 2-3



CHAMPION'S REST

TYL-P
2011



A3

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A3: Champion's Rest is a 3.5 OGL & Pathfinder Compatible Adventure designed for 4-6 2-3rd level characters. This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at www.d20srd.org & paizo.com/pathfinderRPG/prd/ respectively. This adventure is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 39 of this product. Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.) Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Adventureaweek.com, LLP game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



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ADVENTURE BACKGROUND

A local hunter was stalking highly prized prey north of the Dark Wood when he noticed something out of the ordinary. A group of figures appeared to be celebrating atop an old Vikmordere Barbarian Burial Mound. As the hunter sneaked closer he spied many Vikmordere with their bows in the air, dancing and chanting as if preparing for war. The hunter quickly withdrew and hid for a time before charging through the Dark Wood and warning the village. The mayor immediately dispatched a group of soldiers to the burial mound to capture or slay the Vikmordere spotted there.

The soldiers never returned.

ADVENTURE SYNOPSIS

- The party travels through the dangerous Dark Wood north toward the Loi'Tok Burial Mound.
- After a ferocious battle with a devil, the group stays at the Hunter's Cabin and proceeds through the rest of Dark Wood, arriving at the burial mound the following morning. (Optional)
- The party begins exploring the burial mound when a group of Vikmordere (Barbarian) warriors arrive looking for their kin.
- While here the party may choose to explore the mound in search of treasure or ancient magic.
- If the party explores the entire area they will find that the Monster of Loi'Tok Burial Mound (a Kra'Tah) is responsible for the death of the entire group of soldiers.

ADVENTURE HOOK

The mayor of a local village hires the PCs to travel to the Loi'Tok Burial Mound and search for a group of missing soldiers.

INTRODUCTION

If you wish to utilize our original Campaign Setting please proceed with Chapter One.

If you are using your own campaign setting you may skip directly to Chapter Two. The mayor or a public official of any town or village may hire the PCs to find their missing soldiers and direct the PCs to the Loi'Tok Burial Mound.

CHAPTER ONE RYBALKA CITY HALL

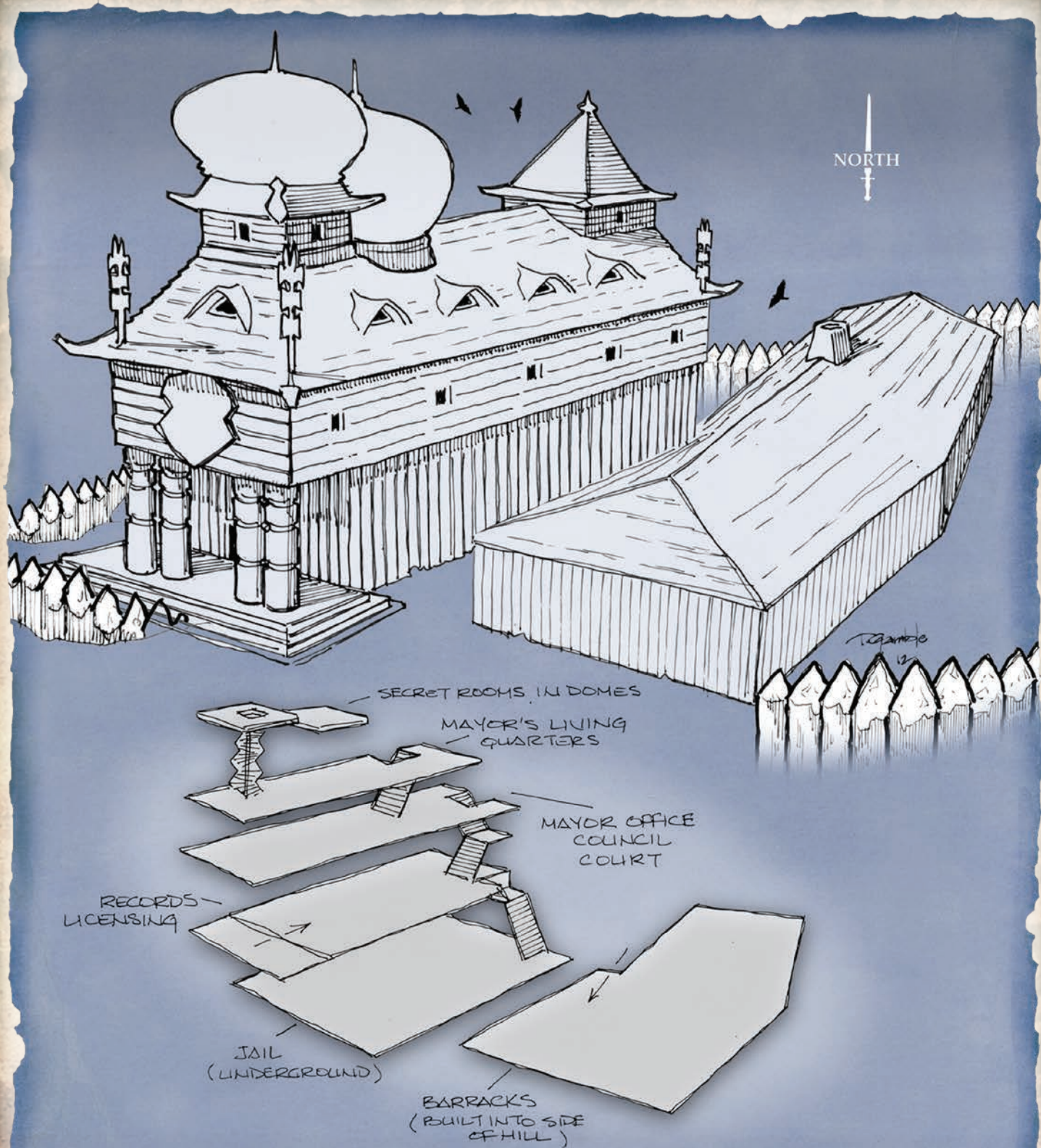
The mayor of Rybalka sends an urgent summons to the party. Read the following as they arrive at Rybalka City Hall:

As you enter Rybalka City Hall you find Mayor Igor Leonid pacing back and forth wringing his hands. He turns to face you. *"Although I would love to exchange formalities, we must get straight to business. Please, come inside and have a seat."*

You make yourselves comfortable while the mayor continues his pacing.

"You all have been invited here by the King himself to serve your Kingdom and preserve this bastion of truth and justice on the edge of evil Vikmordere territory. I'm sure growing up you heard the horror stories about the dreaded Vikmordere. They raid and steal from our people, killing even helpless women and children. They are foul beasts indeed, and although we tolerate the settled village people to stay here in Rybalka, the Vikmordere tribes are not permitted anywhere near the village or its environs."

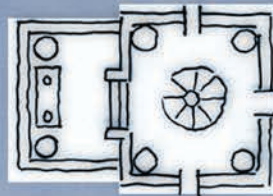
"We currently patrol a border in a fifteen mile circumference, killing any Vikmordere on sight. Although it's sometimes difficult for our patrols to cover this much ground, we have hunters and trappers working those lands who report to us on a regular basis. A few nights ago an old hunter found me at the tavern drinking with my men."



RYBALKA CITY HALL

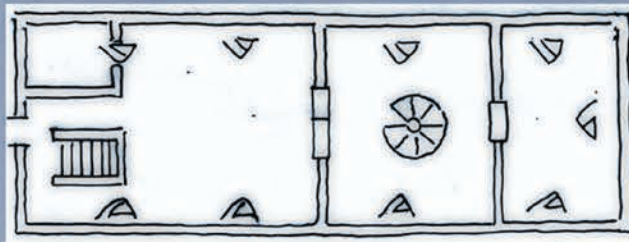
JAIL HOUSE, BARRACKS, AND
MAYOR'S LIVING QTRS.



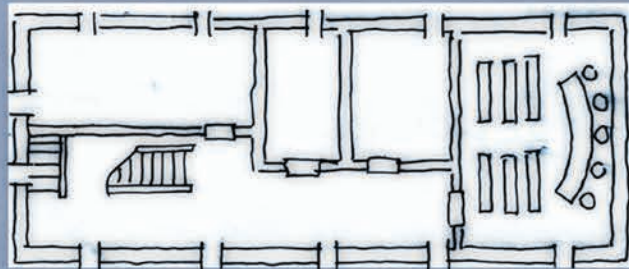


SECRET ROOMS
(IN DOMES)

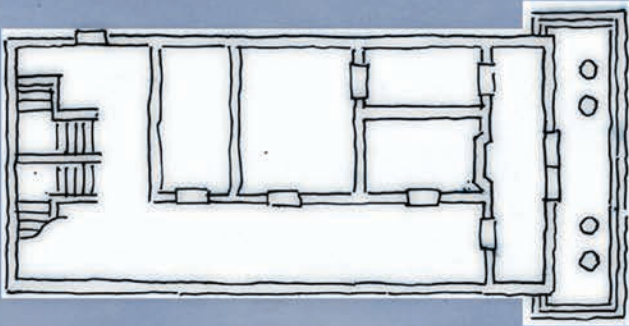
MAYOR'S LIVING
QUARTERS



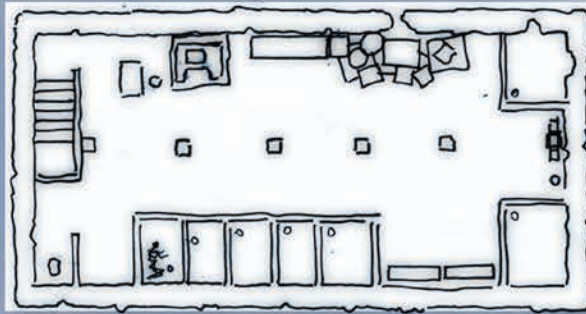
MAYOR'S OFFICE
COUNCIL/COURT



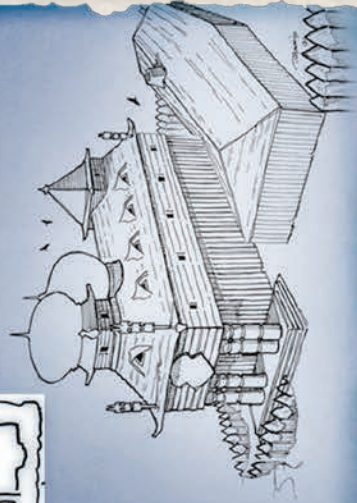
ENTRANCE
RECORDS/LICENSING



JAIL (INTERROGATION)
STORAGE



BARRACKS



RYBALKA CITY HALL

JAIL HOUSE, BARRACKS, AND
MAYOR'S LIVING QTRS.



He told us he had found a great burial mound through the Dark Wood, about 15 miles north of Rybalka. Atop this mound were those bloody Viks! They were doin' some sort of ritual, dancing about calling out to the animal spirits or some such thing. Most likely they're moving back into the area and preparing to launch an attack. From what the hunter said it was most likely just a small scouting party, no more than six to ten Viks. I dispatched some of my best men to travel to the burial mound and slay the those no good barbarians."

"It has been over three days and I haven't heard from my men nor have any of the returning trappers or hunters. I can only assume that the Vikmordere have killed them and are quite possibly eyeing Rybalka as their next target. I need your help in protecting this village. If you can locate and stop this raiding party you will keep the village safe! Rybalka will pay you 50 gold pieces each for assisting in this matter. I've seen many cowards turn tail and run outta here back the way they came when confronted with the danger of the cold and unforgiving wilderness. I've seen grown men piss their pants at the sight of the beasts of the Dark Wood and scream all the way back to the Klavek Homeland. I'm not giving you all of your gold until you finish this first job for me. For now you each get 25, when the job is done and the Vikmordere are dead you get the other 25. For each of my men you bring back alive I'll throw in another 25 gold to your group. If you bring em all back I'll have Quorron over at the forge make you the finest weapons you ever did wield*."

*Offer of 1 Masterwork weapon per PC.

Mayor Igor Leonid will send Lieutenant Tolosh along with the PCs to make sure they are trustworthy and follow his orders. This man will remain quiet and refrain from even small talk with the PCs, stating that he is there only to perform his duty. He has only set foot in the Dark Wood once and knows to travel during the day and keep to the main path at all times. Those who wander in the Dark Wood never return.

Lieutenant Tolosh

male human Ftr2: CR 2; Size M (6 ft., 1 in.tall); HD 2d10+2; hp 20; Init +0; Spd 30 ft.; AC 15 – Chain piecemeal; Attack +4 melee, or +2 ranged; SV Fort +4, Ref +0, Will +0; AL LG; Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 10.



Languages Spoken: Common.

Skills and feats: Climb +7, Hide +0, Intimidate +1, Knowledge (Geography) +2, Listen +2, Move Silently +0, Ride +4, Spot +2, Swim +3; Alertness, Rapid Reload (crossbow, heavy), Weapon Focus (axe), Weapon Focus (great-club).

Weapon: Axe – att: +5 / dmg: 1d6+2

A map is given to the PCs which shows the basic route from Rybalka, up the peninsula and through the Dark Wood to the Hunter's Cabin. From the Hunter's Cabin the trail continues up and out of the Dark Wood to a location marked only as "Burial Mound" far to the north in what appears to be a barren plain of snow.

If it is nighttime the mayor will ask the PCs to return to their inn and get some rest but leave first thing in the morning. If daytime, the mayor will rush the PCs on their way asking Lt. Tolosh to lead the PCs through Dark Wood.

A Most Dangerous Game

The start of this adventure includes an extremely dangerous battle with a powerful adversary. Normally as a GM I pit the PCs against monsters which challenge them in combat yet they are able to overcome. Every once in a while I challenge them with an enemy a rank or so above the norm, but I still make sure it is possible for them to beat if they coordinate their efforts. In this particular battle you will be pitting the PCs against an enemy that will make mincemeat of 1st level PCs. The reason you are doing this is not to kill off your player's characters, but to make them realize that death is a real outcome of combat and to open their eyes to the dangers and perils of Dark Wood.



0 30 60 120 180
SCALE IN MILES

RYBALKA



Overview of RYBALKAN PENINSULA
in relationship to SERPENT LAKE



Typical
Rybalkan Miner
Transport



Burial
Mound

0 1.5 3 6 9
SCALE IN MILES

Hunter's Cabin



DARK WOOD

VILLAGE OF
RYBALKA

Sun Lord
Ka'Teek's Crypt



Mine Loading
Cavern Entry

Miner Transport
Fortified Entry



Typical Vikmordere Style
Iron Ore Vessel



RYBALKAN PENINSULA

VILLAGE OF RYBALKA AND ENVIRONS

DARK WOOD

Use the map of the Rybalkan Peninsula to freestyle the PCs travel through Dark Wood. If you wish to introduce encounters you may use any of the following adversaries.

Encounters in Dark Wood

Wolf CR1

3.5 | Pathfinder

Wolf, Dire CR3

3.5 | Pathfinder

Wolverine, Dire CR4

3.5 | Pathfinder

Wolf, Winter CR5

3.5 OGL | Pathfinder

If you prefer to stick to a straightforward plot simply skip these encounters.

As the sun gets lower in the sky and threatens to hide behind the distant mountains you finally reach your refuge. A well-built cabin with a stable and small outhouse beckon you ever closer. Smoke twists up from the chimney, tempting you with thoughts of a hot fire and warm meal. The buildings are coated with thick sheets of solid ice. The limbs of tall dark evergreens hang down, heavy with thick dollops of fresh snow. A gigantic human warrior suddenly bursts from the cabin, glowing axe in hand. He looks around frantically as if searching for someone. The warrior's eyes hone in on your group and he begins to trudge through the snow in your direction.

The eerie jangle of chains can be heard close by. The noise grows louder and is accompanied by a deep growl.

Instinctively you leap backwards just as a fearsome devil covered in chains bursts from the snow bank! Only one eye is visible through the thick shroud of twisted metal links. The warrior from the cabin raises the axe over his head and charges toward the devil.

Cual assists the party in combat and offers healing potions as needed. He has already consumed a Potion of Bull's Strength and wades through combat wildly swinging FeatherAxe.

Chain Devil, Kyton

3.5 | Pathfinder



Tactics: The Chain Devil will move in on Lt. Tolosh and attempt to take him down with a physical attack. After this it will use its Unnerving Gaze (Su) to give it an advantage and then activate Dancing Chains (Su) while moving in to attack additional adversaries.

GM Notes: If the PCs mentioned that they were extra alert or preparing for combat after first hearing the chains than have everyone roll initiative, if not give the Chain Devil a surprise attack first before initiative is even rolled.

NPC: Cual Beartooth

3.5 | Pathfinder



HUNTER'S CABIN

IN THE MIDDLE OF THE DARK WOOD



STABLE / SHOP

OUTHOUSE

ENTRANCE / PORCH



After the battle has concluded continue with the descriptive text below.

After the devil has been slain, the huge hunter-warrior takes his long handled battle axe and cleaves the devil's head from its body. He lifts up the head, still covered in barbed chains and dripping with black blood and carries it to his cabin's porch where he sets it on display with a few other devil heads. He turns the heads so they all face out towards the dark forest. He then hangs his axe next to the door and turns to face you. "You are brave warriors. I am Cual Beartooth. This is my home. It is almost dark. Come inside, you stay here."

The warrior begins to remove his armor. The armor is alien to you, with devilish symbols and runes seemingly branded deep into the metal. Underneath Cual is dressed in leathers and furs skinned from the animals and monsters of the forest. He stands tall for a human, almost 7 feet with long greasy unkempt brown hair and partially rotten teeth. His skin looks thick and tough and he stands as though even the strongest wind could not knock him down. He turns and walks inside, leaving the door ajar so that you may follow. A blazing fireplace beckons you inwards as you instinctively move towards the warmth.

Inside the cabin rests Jorn Feldridge, one of the soldiers originally dispatched by Mayor Igor Leonid to investigate the appearance of Vikmordere near the Burial Mound north of the Dark Wood. He lies upon the ground on a small cot foaming at the mouth and jabbering in his sleep. Cual explains that he found him with minor wounds collapsed in the forest. Cual dragged him back to the cabin and warmed him up, feeding him bear broth with medicinal herbs in an attempt to nurse him back to health. After the soldier slept soundly Cual followed the tracks to see where the man had come from. The trail led far to the north to a great Vikmordere Burial Mound. Upon seeing this Cual returned to the cabin, not wanting to stray far in case his home was attacked while away.

Cual refuses to leave his cabin to assist the PCs but will give them some medicinal herbs and bear broth which functions as a standard healing potion. Cual's other

healing potions are also made from this mixture. Cual does not share the recipe and explains that this particular secret is that of the Dark Wood and he is not privy to shed anymore light on that subject.

If one of the PCs casts "Remove Fear" on Jorn Feldridge he will stop the incessant rambling and foaming at the mouth. After a few minutes he will awake from his coma. Jorn will recant the tale of the Kra'Tah attacking the soldiers at the burial mound. He's not sure if anyone survived. He was too overwhelmed with fear and fled in a panic. After fleeing, Jorn ran into a strange headless man in the woods that cast foul magic on him. This is the last thing he remembers.

The party may choose to return the soldier to Rybalka for a reward and resupply before continuing to the mound, or they may continue on their way letting Cual escort the young man back to Rybalka in a few days.

In either case, continue when the party is ready to venture to the Vikmordere Burial Mound Loi'Tok.

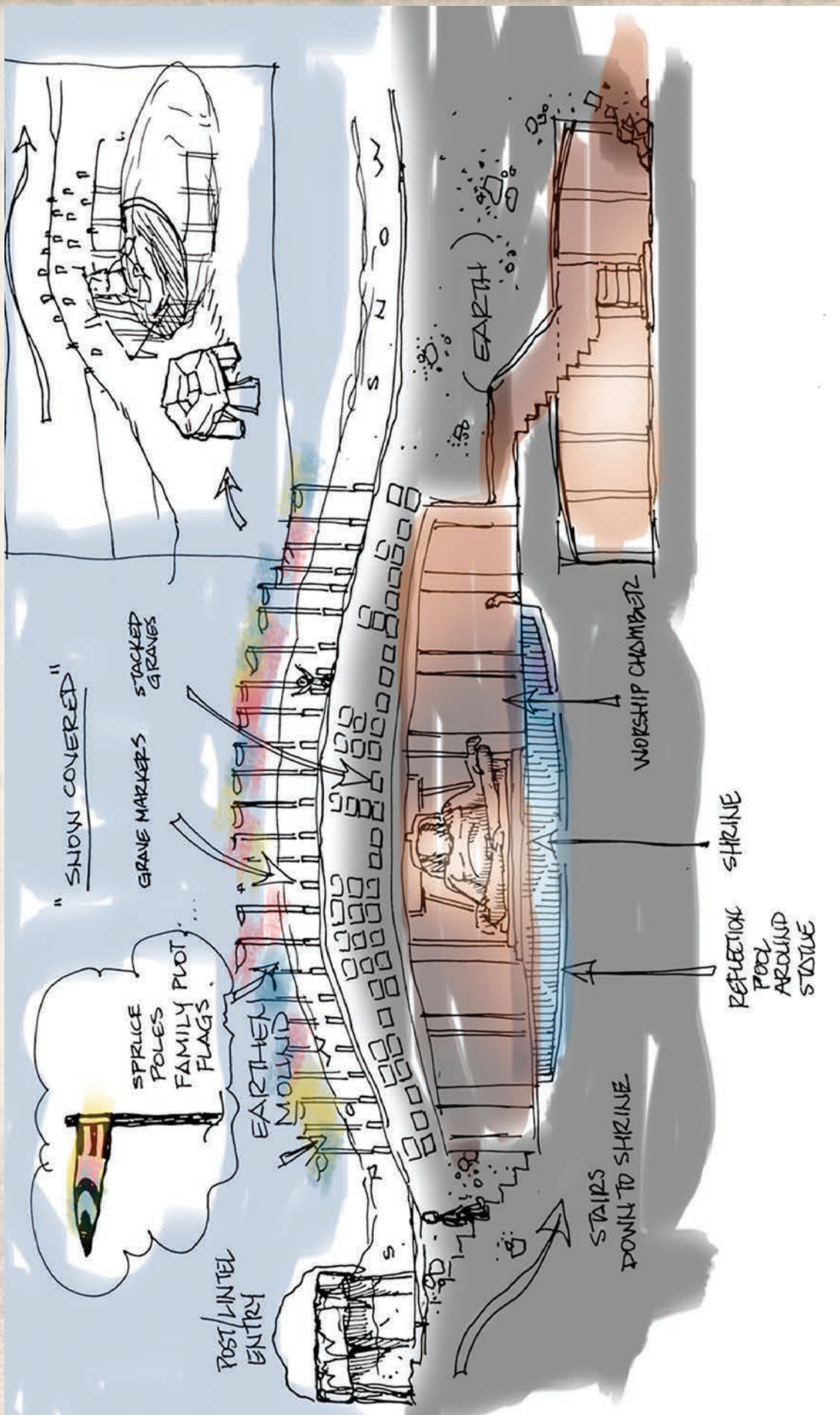
CHAPTER TWO

HISTORY OF LOI'TOK BURIAL MOUND

Long ago the ancients created this place to bury and honor their dead.

After many centuries passed the tomb fell into disuse and was forgotten. The tomb was rediscovered many centuries later by the Snoqua, a large Vikmordere tribe.

The Snoqua tribe spent years restoring the main chamber. They replaced crumbling stone pillars with gigantic cedar totem poles. This once again made the place structurally sound. The Vikmordere Snoqua tribe tore apart the existing temple above the main chamber. They converted the former temple of the Ancients into a sanctioned burial chamber (mausoleum) for their most honored warriors and shamans. (Tribal chieftains are buried in a hidden sacred shrine in the mountains far from here.) The original name of this place has been lost to the ages, thus the Snoqua renamed the place Loi'Tok which means "Champion's Rest" in Vikmordere.



GM TIP: Storytellers



You may use either Cual or Tolosh to shed some light on the history of the burial mound. Tolosh knows only what he has heard from those in the village. Cual has spoken with many tribal members and learned first hand the oral history which the Snoqua tribe passes down. If your group thrives in rich, story heavy games than reveal as much as you wish. If they prefer to skip the story and get right to the action feel free to skip this section.

THE RECLAMATION

A couple decades ago, the Snoqua tribe lost hold of this area to the Klavekian ground troops just after the village of Rybalka was taken.

During the past year the tribal chief periodically sent scouting parties to the area. They continually found the area around the Loi'Tok Burial Mound devoid of Klavekian patrols.

Two weeks ago, a Champion of the Snoqua people died in combat protecting the tribe. The chief gathered the Snoqua people and deemed the Loi'Tok Burial Mound and surrounding environs safe. The Snoqua people performed many rituals involving song and dance to praise the Ancestor Spirit.

To celebrate the fallen warrior and the reclamation of the site, six warriors led by Shaman Wey'Jo traveled to the Loi'Tok. Their mission was clear: to bury the remains of the Snoqua Champion and spend the day in ritualistic song and dance blessing the Ancestor Spirit.

The Snoqua warriors led by Shaman Wey'Jo arrived at Loi'Tok almost one week ago. They spent the first couple hours on the surface of the Burial Mound singing, dancing, and praying around the colorful Vikmordere family flags. The flags mark the location of each family where cedar caskets belonging to the greatest warriors are stacked.

The Unexpected

A Rybalkan hunter was stalking highly prized prey north of the Dark Wood when he noticed something

out of the ordinary. A group of figures appeared to be celebrating atop an old Vikmordere Burial Mound. As the hunter sneaked closer he spied many Vikmordere with their bows in the air, dancing and chanting as if preparing for war. The hunter quickly withdrew and hid for a time before charging through the Dark Wood and warning the village of Rybalka. The mayor immediately dispatched a group of Rybalkan Soldiers to travel to the burial mound and capture or slay the Vikmordere spotted there.

THE UNKNOWN

In every story there is the unknown element that someone forgot to add into the equation. The unknown that makes your blood curdle and your stomach fold in upon itself. The unknown in this case hails from the deepest, darkest, most vile recesses of the Serpent Lake. A monster only spoken of in hushed whispers and tribal legends called the "Kra'Tah" by the Vikmordere. It is rumored to snatch Vikmordere children out of their encampments in the darkness of night and drag them kicking and screaming into the dark depths of the Serpent Lake from which they never return.

A few years ago an especially nasty Kra'Tah decided to make Loi'Tok its new home. After being driven out of its natural habitat by adolescent serpent spawn it sought a new watery place to call home. Lucky for it, Loi'Tok not only had an easy cavern entrance for it to clamber down, but it also sports a fine pool of tepid hot spring water. The pool feeds into a couple caverns ideal for hiding and stashing bodies. The best part about the Kra'Tah's new home is the reflection pool. This pool located in the main chamber makes a perfect place from which to snatch unsuspecting prey.

THE BURIAL

After paying their respects to the Ancestor Spirit, Shaman Wey'Jo and the Snoqua warriors descended the stairs into the main chamber. Prior to climbing the stairs to the mausoleum they stopped to pray before the idol statue.

While praying to the ancients the Kra'Tah crept slowly to the surface of the water. Striking without warning the creature killed two of the warriors before they knew what hit them. The Vikmordere panicked and fumbled with their weapons while the creature tore through

their group. Wey'Jo the Shaman was gripped by fear and fled through a secret door hidden behind the giant idol statue. Frantic, he left the passage open and disappeared into the lower tunnels to take refuge from the creature. The creature dragged the Snoqua one by one into the reflection pool leaving only puddles of water and trails of blood as evidence of the slaughter.

After a couple of days the Rybalkan soldiers arrived and entered the burial mound. Wey'Jo incorrectly assumed that his tribe had arrived (to find their missing kinsmen) and rushed into the main chamber. The Rybalkan soldiers fired arrows on Wey'Jo. Wey'Jo stunned at first, answered by engaging them with powerful tribal spells channeled from the Ancestor Spirit. The wild commotion coaxed the Kra'Tah to the surface. Wey'Jo, badly wounded by the Rybalkan arrows fell to the ground just as the Kra'Tah erupted from the water.

The Rybalkan soldiers turned their attention to the monster while Wey'Jo dragged himself back to the secret passage. The Rybalkan soldiers fought valiantly and dealt many nasty blows to the monster, but their soft bodies were no match for the Kra'Tah's sharp claws. One by one, all of the soldiers fell to the ferocious crustaceous monster. Wey'Jo crawled into the secret passageway, pushing the door shut behind him (lest the creature follow) and dragged himself down half the flight of stairs. Finally, with no more blood to give, Wey'Jo collapsed and died.

The Kra'Tah monster spent the next few hours pulling its fresh kills into the water and taking them to her lair.

CHAPTER THREE

ARRIVAL AT LOI'TOK BURIAL MOUND

The PCs arrive at the burial mound almost 5 days after the battle between the Rybalkan soldiers and the Kra'Tah. The Rybalkans aren't the only ones launching a rescue attempt, the Vikmordere have also sent out a search party to find out what happened to their men.

This group of Vikmordere arrives at Loi'Tok exactly three hours after the PCs.

Keep careful track of the PCs movements and passing

time as they progress through Loi'Tok. After exactly three hours have passed, the Vikmordere will arrive and attack the PCs (from behind if possible). The Snoqua tribal members believe that the PCs are Klavekian invaders and are responsible for the death of their men. The Vikmordere will fight to the death. If captured the Vikmordere swallow a small hard poisonous berry that causes instant death. Each warrior keeps one such berry tucked in between his gum and lip during combat just in case. All Vikmordere have heard the terrible stories of Klavekian torture and do not wish to find themselves on the other side of their barbaric blades.

Combat Trigger: Exactly 3 hours in Loi'Tok

Vikmordere Warriors (6-10)

3.5 | Pathfinder



Diplomacy



If the PCs exercise diplomacy (**Diplomacy DC15**) they can get the Vikmordere to listen to them. If they are able to converse in the Snoqua tongue (using spells or abilities), there is a chance (**Diplomacy DC20**) the Vikmordere lower their weapons completely and may even par lay with the PCs. The warriors do not wish to become involved in the affairs of the Klavekians, and only wish to be left in peace to continue their mission. If the two groups can work together to make this happen there is a cumulative 20% chance per hour spent within the burial mound that one group or the other does something which insults another in the group, immediately escalating tensions and introducing the possibility of direct conflict.

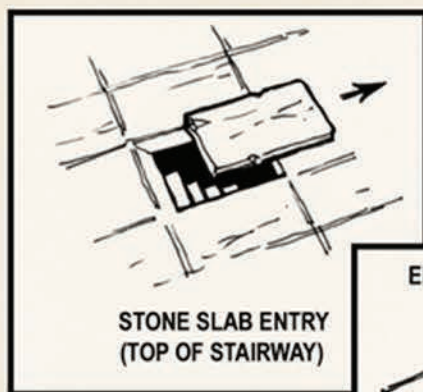
LOI'TOK LOCATION KEY

Read the following when the PCs spot the burial mound from afar:

Between the monotony of the white snow and the gray sky, there is a bright flash of color up ahead.



BURIAL MOUND COMPLEX AND DETAILS



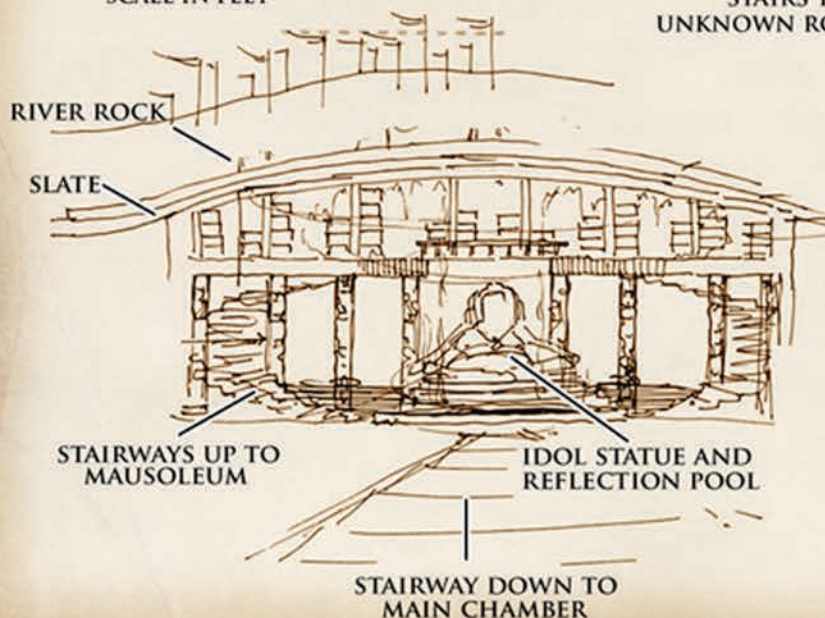
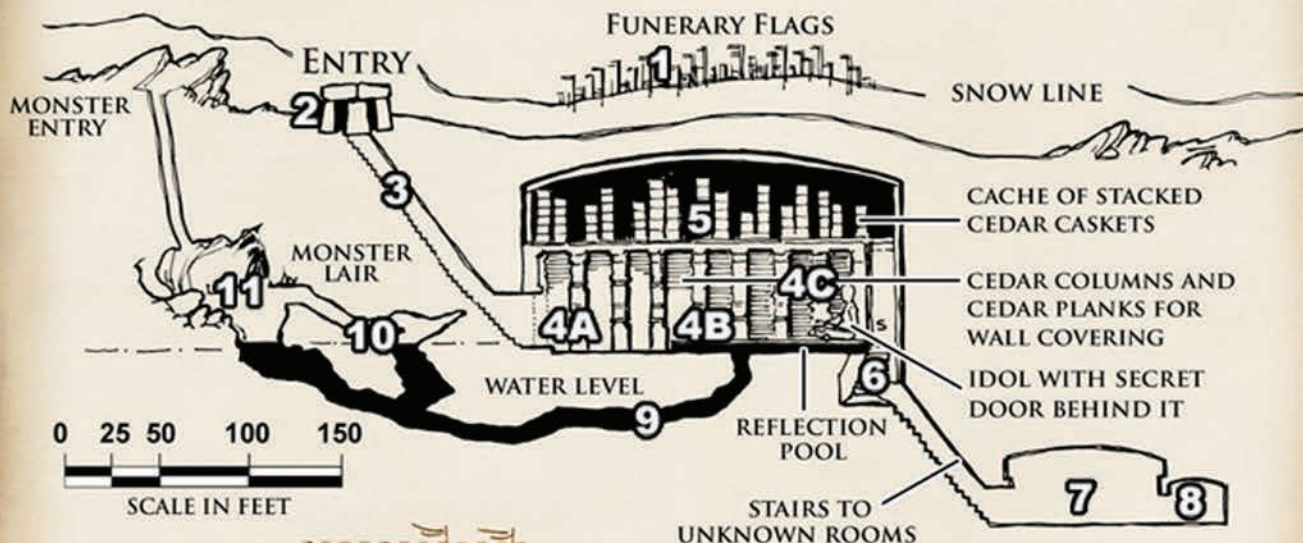
STONE SLAB ENTRY
(TOP OF STAIRWAY)



ENTRY AT TOP OF
STAIRWAY



TOTEM COLUMN
DETAILS



STACKING CASKETS
CARVED CEDAR WOOD

1. FUNERARY FLAGS

Colorful flags on long cedar poles driven deep through the snow into the hard soil beneath. Each flag represents a different Vikmordere family burial plot in the Mausoleum directly beneath.

You now stand amongst the brightly colored flags which are attached to solid cedar poles. Each flag is decorated with unique shapes and vivid colors depicting what appear to be family crests. The flag poles are driven deep into the snow and coated with a thick layer of oil. Not a single pole leans despite the constant wind ripping across the barren snow covered plains.

If the group stays in this area for too long a pack of wild wolves will catch the scent of the party and begin to approach cautiously. Privately roll a Spot/Perception DC 18 check for each party member. Those with Knowledge: Nature or Survival skills obtain a +2 bonus to their checks. The party is considered surprised unless someone in the party spots the wolves which approach cautiously up the opposite side of the mound.

Choose the number of wolves based on your players ability and their character's total levels. (For beginning players I would recommend 2 wolves whereas an advanced party of veteran players may be able to handle as many as 6 or even 8 wolves.)

Wolves (2-8)

3.5 | Pathfinder



Tactics: The wolf pack attempts to surprise the party by approaching slowly & cautiously from the opposite side of the burial mound. Once the wolves engage the party they focus their attacks on the weakest individual in the party.

Weakness: If an intimidating spell involving fire is used there is a good chance the pack will flee into the snowy tundra.



2. ENTRY

A stone structure originally built as shelter from the elements while workers constructed Loi-Tok. A loose stone slab has been slid away to reveal stairs leading to area 3.

A solitary stone structure sits off to the north of the burial mound at ground level. Four rectangular grey stones hold aloft a square stone roof. Boot prints in the snow appear to come from all directions, converging at this structure. Within the structure are the remnants of a small fire and some small bones strewn about. The floor of the structure is constructed of rectangular tiles about 2x3', one of these tiles has been pulled loose and slid out of the way revealing a set of stone stairs leading into the darkness.

Upon Approach



Spot/Perception DC 15

Success = A small broach similar to the Sacred Necklace was dropped just outside the stone structure and partially concealed in the snow. It radiates strong magic yet any attempts to discover its true nature fail.

Use = If worn, the small "Sacred Broach" will protect the wearer from any traps within the burial mound. The traps will still spring for other party members. For example: If the wearer passes over a pit trap nothing will happen, as soon as another party member crosses the same patch of ground the trap will spring.

Upon Examining Boot Prints



Tracking/Survival DC 15

Success = The boot prints which converge at this location can be tracked in completely opposite directions. The first group arrive from Dark Wood to the South and were made by Rybalkan Soldier boots. A single set of prints leads from the entry building back toward Dark Wood.

The second group of prints tromp in far from the north. Although the boot prints which made these tracks are unfamiliar it is assumed they are of Vikmordere origin. (It would take many days to follow these Vikmordere tracks and by then snow would cover them.)

3. STAIRS

This steep flight of stairs provides a means of entry to Loi'Tok's main chamber. The stairs contain a trap which resets to protect the tomb from grave robbers. (*Rybalkans spotted and avoided/Vikmordere were already aware of it.*) Bones are scattered at the bottom of the stairs from past invaders.

This steep flight of stairs leads into a surprisingly warm darkness beyond. The faint smell of decay wafts up from somewhere deep below. With each step you progress further and further underground.

Just before the halfway point of the stairs is a guillotine-like trap which drops a sharp blade from the ceiling above.

Guillotine Trap CR 1



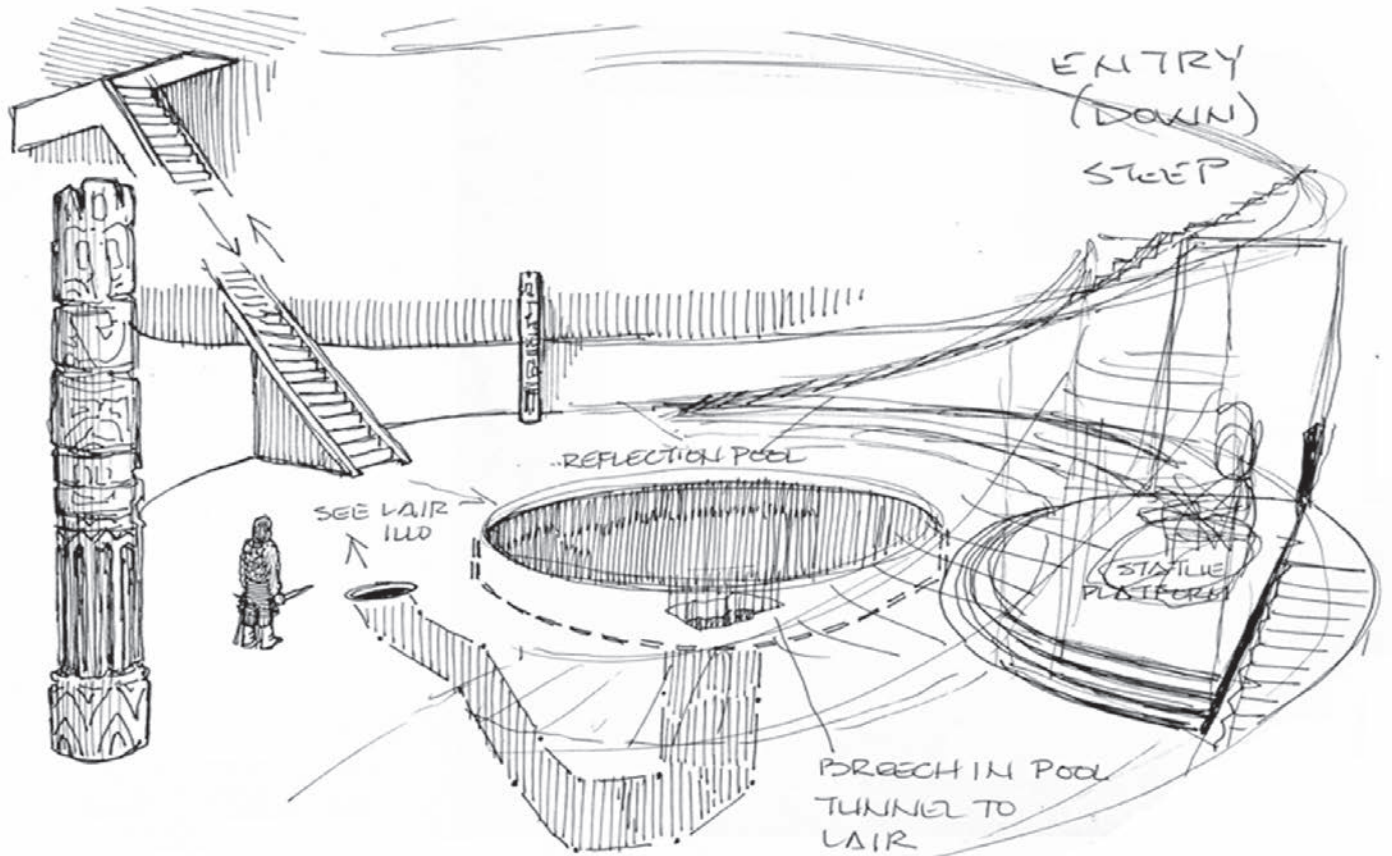
Type: Mechanical; Search/Perception 21, Disable Device DC 20

Trigger: location; Duration: instantaneous; Reset: automatic; Bypass: dimensional door, teleport, jump over trigger steps (2)

Effect: Atk +8 melee (1d8/x3)

4A. MAIN CHAMBER

The main chamber is a 150'x150' circular room with gigantic carved cedar totem poles which replaced aging stone pillars. A gigantic Idol rests against the east wall with a reflection pool directly in front of it. Stairs from area 3 enter from the west facing the Idol statue head-on. Two sets of stairs skirt the north and south walls curving up to the Vikmordere Mausoleum.



The stairs come to an end in a vast circular underground chamber. Illuminated by your light source, you can see what appears to be a finely built reflection pool up ahead. There are puddles of water tinged with blood on the floor around the pool. Beyond the pool is a large idol statue resting upon a stone dais overlooking the water. Your light dances upon the water and a perfect reflection of the statue stares back up at you. A trail of blood to the left of the statue scrapes up two stone stairs onto the dais and disappears into the darkness behind the statue.

Puddles of water and blood surround the reflection pool. A few swords, bows, and arrows are scattered about here. The signs of battle are apparent, but the owners of the weapons are nowhere to be found. The swords are of Rybalkan make while the bows and arrows are covered in feathers, beads, and fangs and could only be Vikmordere. As you pass peer into the water your eyes focus on a dark hole beneath the surface of the water. The bottom of the pool has a large hole which appears to have been smashed open from the other side.

A bit of human flesh dangles from the jagged edges of the hole, a grotesque clue which waves as you as the water gently moves and laps at the side of the pool. Your eyes refocus on the surface of the rippling water.

Two additional flights of stairs skirt either side of this room headed upwards to another room directly above you.

4B. REFLECTION POOL

The reflection pool perfectly reflects the still image of the ancient idol gazing up at itself in the water. The outside of the pool is made from precisely chiseled stones engraved with strange runes and symbols.

The reflection pool itself is 5' deep. Over the years the structural integrity of the pool has failed and many cracks have formed. The Kra'Tah easily broke through from below upon discovering this area, creating a 10' wide hole at the bottom of the reflection pool. This allows the Kra'Tah to move from the underground caves into the reflection pool and the main chamber above. The water in the caves below is naturally heated by hot

springs. By the time the water reaches the surface it is luke-warm thus produces a small amount of steam.

The Kra'Tah monster has fed heavily as of late and thus will only investigate loud noises. If a loud noise is made (falling bricks from area 4C) it will arrive in 1d6 minutes to investigate. It will ease into the reflection pool through the hole below, peering up at the surface to zero in on its targets. Once an opportune moment arises, so will the Kra'Tah.

Statistical information on the Kra'Tah is located in area 11.

If you use the Kra'Tah early in the adventure you may want to introduce a "mate" which remains in the lair below, guarding some freshly laid eggs.

If the PCs wish to go after the Kra'Tah or are gutsy enough to brave the waters of the reflection pool they may attempt to hold their breath and swim through the hole to area 9.

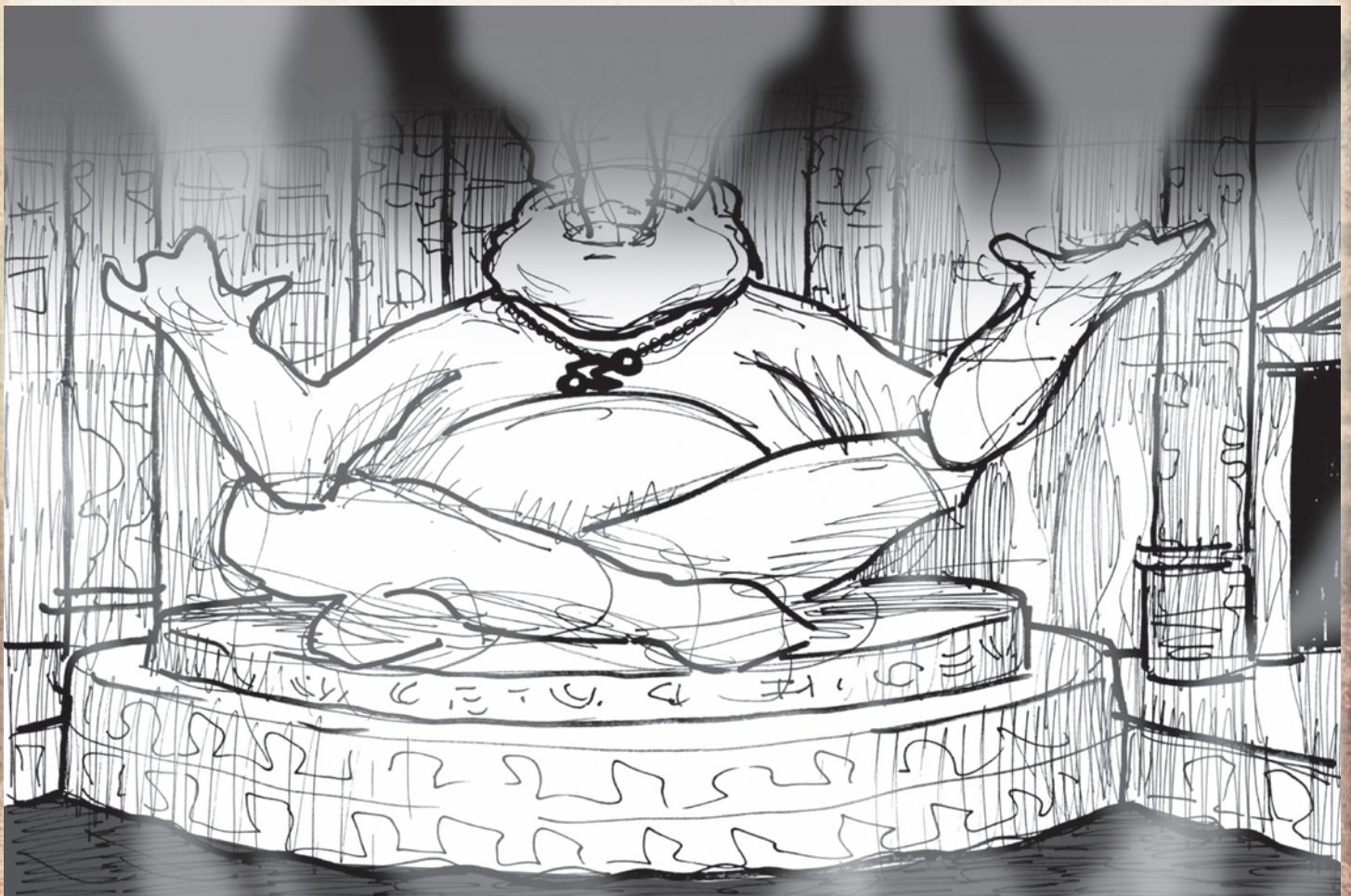
4C. IDOL & SECRET PASSAGE

This stone idol was placed here to watch over the spirits of the 8 Lords and protect their slumber from interruption. The idol may have been sculpted to represent a god or a spiritual leader but the truth has been lost to time. It is a fairly large and imposing statue measuring about 25' tall.

The idol appears to wear a necklace (actually part of the stone carving) which is fashioned after the Sacred Necklace found in area 8.

If the statue is inspected closely the words "Mai'Tak Kobu'Cha" are found carved into his back.

A large stone statue silently dominates this room resting upon a large stone dais. The statue is carved to resemble a slightly overweight man sitting cross legged with arms outstretched into the air. His hands are open, the left palm up and the right palm facing you. Around his neck he wears a meticulously detailed necklace also carved from stone.



If one of the players takes a closer look at the necklace read the following:

The necklace is carved to appear as a beaded necklace with spherical beads encircling the statue's neck. Each bead is finely detailed with small markings which resemble maps of huge islands on the ocean. The beads converge upon a large amulet- a waning moon with a green sphere to the top right and a purple sphere to the bottom left.

The green and purple spheres can be pressed like buttons. Pressing both of the spherical buttons opens the secret door shown below.

Secret Passage



Perception/Spot DC 12: "A trail of blood leads from the reflection pool up the stairs, behind the statue, and disappears into the wall. Obviously a secret passage or some magical arts are at work here."

The secret door can also be forced open which sets off a trap dropping bricks from the ceiling directly above the secret door.

Open Secret Door



There are four methods that may be used to open the secret door.

1. If the party has already pressed the correct buttons upon the altar in area 5 then the trap shown below has been disarmed and the secret door is now unlocked. All they must do now is push on the wall which will cause it to slide back and to the side allowing passage.
2. It can be opened by pushing both the green & purple spherical buttons on the statue's necklace.
3. By speaking the words "Mai'Tak Kobu'Cha" aloud (these words are carved into the back of the statue).
4. If the party has NOT activated the altar in area 5 they can only open this door with brute force (see below).

Secret Door in Wall



Hardness: 7

Hit Points: 80

Break DC: 30

Falling Bricks CR 2



Type: Mechanical; Search/Perception 22, Disable Device: DC 20

Trigger: touch trigger; Duration: instantaneous; Reset: repair; Bypass: dimensional door, teleport

Effect: All targets in adjacent 5' squares – Atk +12 melee (2d6, bricks)

The secret door opens into area 6.

5. VIKMORDERE MAUSOLEUM

The resting place of over 75 of the greatest Vikmordere warriors and shamans, this mausoleum is a sacred place to all Vikmordere, not only those in the Snoqua tribe. Ornate engraved cedar caskets are expertly designed to neatly stack one on top of another. Great warriors from the same family are stacked many caskets high, some reaching almost to the ceiling numbering up to 8 per stack. Due to the expert design of the caskets and magically enhanced wood these stacks will remain stable indefinitely. The Vikmordere are buried as tradition dictates- naked and without valuables of any kind. Grave robbers will find no treasure here.

Read after the group climbs the stairs from the Main Chamber.

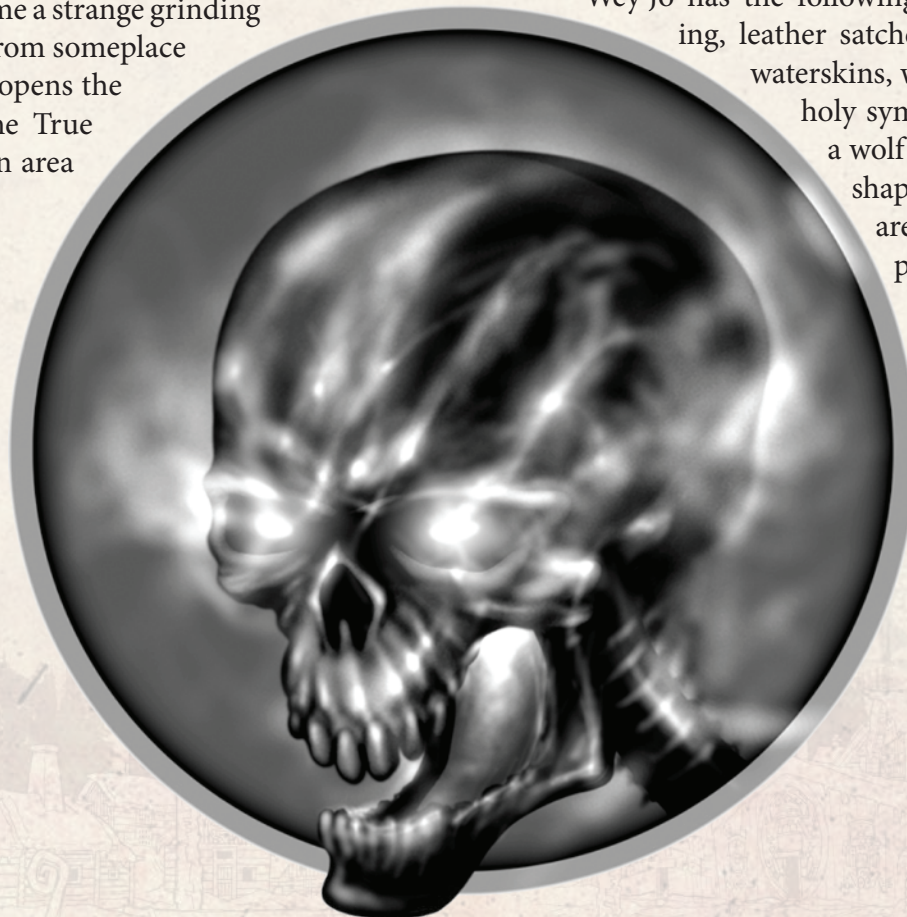
As you finish your climb up the stairs you are enveloped in the strong scent of cedar. The air up here is surprisingly cool despite the warm room below. Large rectangular crates are stacked nearly to the ceiling throughout this vast chamber.

As the group continues into the Mausoleum read this:

You progress further into the chamber and find it completely filled with these crates. You shine your [light source] to and fro to get a better vantage. Suddenly you come to a realization, these aren't crates- they're coffins. Interlocking cedar coffins carved with intricate symbols and patterns and painted with tribal paint. These are the dead of the Vikmordere. The stacks are sorted by family and the flags you saw outside must be directly overhead, marking the location of each stack. You get the feeling you have entered a place where you are not welcome.

THE ALTAR

In the middle of this room is an altar. Is is all that is left of the temple that once graced this chamber before it was converted into a tomb. The altar is solid marble and engraved with three circles. Each circle is a different size and color- large yellow, medium green, and small purple. They are arranged in a horizontal line from biggest to smallest. By pressing both the green and purple symbols at the same time a strange grinding noise will issue forth from someplace far below. This action opens the concealed panel in the True Crypt of the 8 Lords in area 8.



THE GUARDIANS

The Vikmordere's greatest warriors have been charged with watching over the Vikmordere Mausoleum. Even in death, they stand vigilant and alert.

Skeletons,
Shadow-Stealth (1-3)
3.5 | Pathfinder



6. SECRET PASSAGE – STAIRS

Beyond the secret door a flight of stairs descends 50' to the south, stops on a landing and turns to the east descending 100'. There is a pit trap located at the base of the stairs entering the False Crypt of the Ancients.

The corpse of the Vikmordere Shaman Wey'Jo rests upon the landing in a pool of blood. When the party comes upon him he looks to be at peace in death. Ry-balkan arrows stick out of his stomach, chest, and back.

Wey'Jo has the following: heavy fur clothing, leather satchel, tribal rations, 2 waterskins, walking stick, cedar holy symbol engraved with a wolf howling at a moon shaped like the statue in area 4c, and a leather pouch filled with herbs, small bones, and feathers.



Pit Trap CR 2



Type: Mechanical; Search/Perception
20, Disable Device: DC 20

Trigger: location trigger (base of stairs); Duration: instantaneous; Reset: manual; Bypass: dimensional door, teleport, jump

Effect: 40 ft deep (4d6, fall); Reflex save avoids

Sarcophagus Trap (x8) CR 2



Type: Mechanical; Search/Perception
18, Disable Device: DC 16

Trigger: Opening a sarcophagi; Duration: instantaneous; Reset: repair; Bypass: none

Effect: Atk +17 melee (1 damage & Poison by needle – Fort Save DC 14 resists. Poison = 1 Con/Unconscious for 1d10+20 minutes)

7. FALSE CRYPT OF THE EIGHT LORDS

This false crypt was designed to fool grave robbers into believing they had reached the final burial place of the Eight Lords of the Ancients. Eight Stone sarcophagi line the walls to the north and south containing only ancient crumbling bones. Each sarcophagus is trapped to further persuade robbers to back out and return to the surface. This false crypt is 100'x50'. A cracked domed ceiling dominates the room. Flecks of paint are the only signs of a once great mural.

An old tattered tapestry hangs on the far wall (adjacent to area 8) which originally concealed the secret door. Now that it has rotted apart it shouldn't be too difficult for curious PCs to figure out that a secret door lies beyond.

After descending the stairs and dealing with the pit trap you enter a long chamber containing 8 stone sarcophagi. Your footsteps echo off the walls and throw dust into the air. It seems as if no one has been down here in hundreds of years. A rotted and torn black tapestry partially conceals the wall at the far end of this chamber.

Each sarcophagus is trapped with a simple poison needle. Spells were cast upon each trap to preserve the poison and keep the trap functioning for thousands of years.

Every sarcophagus is full of dust and crumbling human bones. There is no treasure to be found in this room.

A trapped, locked, and hidden secret door on the eastern wall hides the true Crypt of the Eight Lords.

Thrice Trapped Secret Door



Partially concealed by a rotting tapestry.

This door has a small spider living in its keyhole, a lock trapped with a poison needle, and finally a magical burning hands trap which is activated once the revolving door is pushed.

Perception/Spot DC 18

Success = "A very faint line filled with years of dust and cobwebs runs vertically across the wall. As you run your finger over the crack you find a very small keyhole. The keyhole is occupied by a small black spider guarding its newly hatched young."

DOOR TRAP #1

Natural Primary Trap: Spider Bite

The mother spider is not poisonous but will bite for 1 point of damage if anyone touches the area around the keyhole.

GM TIP: If the spider bites a PC, mess with the players heads and roll some dice behind the GM screen. Then smile and shake your head scribbling down some fake notes. This kind of rouse increases the level of tension and summons a sense of urgency, thus heightening the importance of their mission.

DOOR TRAP #2



Mechanical Secondary Trap: Poison Needle CR 2

Type: Mechanical; Search/Perception 18, Disable Device: DC 16

Trigger: Opening a sarcophagi; Duration: instantaneous; Reset: repair; Bypass: none

Effect: Atk +17 melee (1 damage & Poison by needle – Fort Save DC 14 resists. Poison = 1 Con/Unconscious for 1d10+20 minutes)

DOOR TRAP #3

Magical Tertiary Trap: Burning Hands CR 2

Type: Magical; Search/Perception 18
Disable Device: DC 19

Trigger: Proximity (pushing revolving door 1/2" into wall); Duration: instantaneous; Reset: none; Bypass: Teleportation

Effect: Burning Hands, 1st level wizard, 1d4 fire, DC 11 Reflex save for 1/2 damage.

Read the following as the PCs enter:

You slowly urge the revolving secret door open. A thick dust spotted with clumps of old cobwebs rushes out across the floor and blasts you in the face with dry air. The scent of death upon you, before you open your eyes you know already that which you enter- a tomb. An ancient tomb.

Eight large stone sarcophagi rest upon eight individual stone dais. Each dais is inlaid with a precious colored stone which in turn matches a stone set into the lid of each sarcophagus.

The walls are also stone and have been carved into an elaborate work of art. Eight men on horseback gather in a circle beside a forest and a lake, arms outstretched toward the heavens. Above the men are three suns or perhaps moons- the largest colored yellow, the next green, and the smallest purple. Descending from the spherical objects in the sky is a glittering golden crown encrusted with fine jewels. Devils and demons can be seen on the edges of the carving take refuge and hiding in the forests and beneath the earth.

8. TRUE CRYPT OF THE EIGHT LORDS

The Crypt of the Eight Lords of the Ancients has not been open since the day it was sealed. Powerful adversaries await those who dare disturb the Eight Lords of the Ancients.

GM Note: If the undead lords in this tomb are too powerful for the party's level, encourage them to withdraw. There are many subtle ways to do so.



If Lieutenant Tolosh is still alive he will remind the group that this has nothing to do with their mission and storm out of the room. "We are desecrating a sacred tomb! The mayor will hear about this!" He calls while returning to the stairs.

The PCs may return at a future date to plunder these tombs.

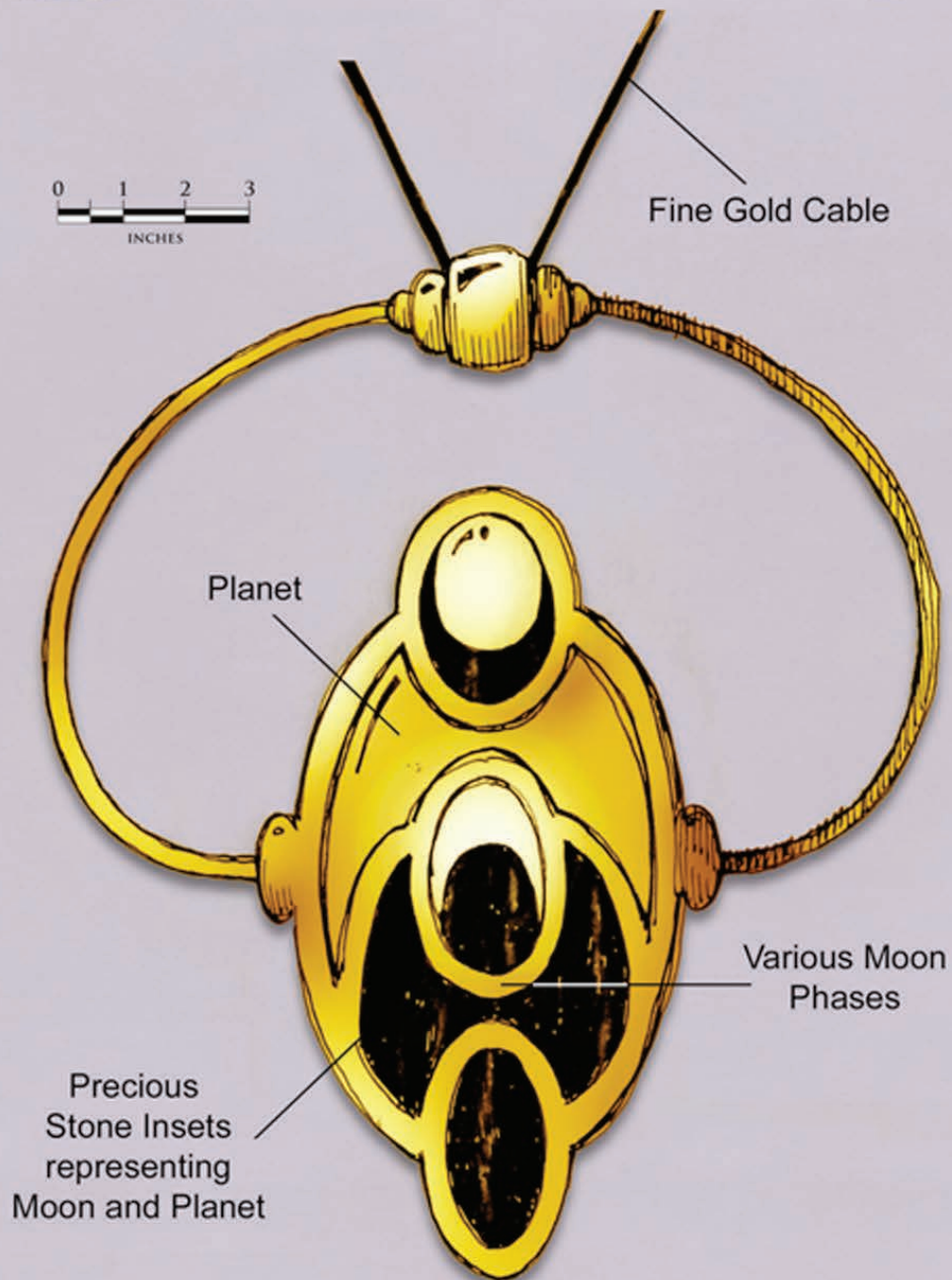
This is the resting place of the Eight Lords who collectively ruled this land from 356-408 (after Sun Lord Ka'Teek's reign). The Eight Lords were the only collective group to rule over this land. The group consisted of eight powerful and wealthy nobles who chose to form an alliance rather than resort to barbarous bloodshed. During their reign they successfully banished the rift devils who occupied human lands back to the Dark Wood.



The Eight Lords were so diligent about protecting fellow countrymen and their homes during their reign, that even in death they will never sleep soundly. They hang on to the waking world waiting for the day that they are needed again to drive the devils and demons back to their caves and hollows. The Eight Lords' bodies have rested here, undisturbed for almost 1000 years.



SACRED PENDANT NECKLACE



Altar Secret Trigger – Opens Concealed Panel



If the green and purple symbols on the altar in area 5 were pressed a concealed panel on the mural has popped open. This panel is actually a small stone drawer with the 3 colored circular symbols inlaid upon the front to disguise it. Resting within the drawer is the greatest treasure contained in this entire tomb, the Sacred Necklace.

Entering the tomb with the Blade of the Sun Lord



The lords refrain from attacking anyone who possesses the Blade of the Sun Lord Ka'Teek. The Undead Lords are not able to communicate, but withdraw and allow the wielder of the blade to enter the tomb alone if he or she displays a peaceful stance. At the first sign that others accompany the one with the blade, the undead will attack.

If the wielder of the Blade of the Sun Lord attacks any of the lords they will attack full force and defend themselves accordingly.



A specific ritual is required to open any of the sarcophagi. First a dais stone must be carefully pried loose, next the stone is to be held against the matching stone on the Lord's sarcophagus. While holding the stones together the name and birth date of that specific lord are to be read aloud. Finally, the dais stone is to be returned to its original resting place inlaid upon the dais. That specific sarcophagus can then be safely opened and its treasure retrieved.



Although this ritual has been lost to the ages, it does not make discovering it through alternative means impossible. Fastidious individuals have a way of making the impossible, possible.

Secret: The name of each lord is actually etched into the carving on the wall in very small writing along with the year of their birth and death. In addition the name of each lord is carved into the lid of their stone sarcophagus hidden amongst many runes and symbols.

Name: DOB-RIP – Precious Stone

J'War Toldnius: 338-408 – Citrine
Tel'Varus Tonth: 337-407 – Bloodstone
K'Tolth: 337-408 – Pearl
Fer'Je: 334-407 – Topaz

No'To Reel'Quith: 335-408 – Quartz
Qed'Io: 334-409 – Amethyst
Shh'Toh: 336-409 – Amber
M'Te: 334-410 – Moonstone

If any of the ritualistic steps are taken out of order (or the sarcophagi opened outright), the Lord whose slumber has been disturbed will emerge. He will usher the invaders out of the tomb. If the invaders resist, the undead Lord will attack mercilessly. Every 6 rounds thereafter, another Lord will awaken and join the fray. The Lords will not stop attacking until all of the PCs either leave the tomb or are dead.



If you wish to alter this encounter to allow lower level PCs a fighting chance you may utilize Skeletal Champions in place of the Lords of the Ancients. If you do so make sure you adjust the experience awards and treasure accordingly.



Skeletal Champions (8)

3.5 | Pathfinder



Lord of the Ancients (8)

3.5 | Pathfinder

Within each sarcophagus is a gold ring marked with with 3 spheres- large yellow, medium green, and small purple.



Each sarcophagus also contains 100 ancient gold coins (worth 5 gp each) stamped with the symbol of 3 spheres.

The matching dais/sarcophagi stones are as follows:

Gem: Citrine (Semi-precious), GP value: 50

Gem: Bloodstone (Semi-precious), GP value: 50

Gem: Pearl (Fancy), GP value: 100

Gem: Topaz (Precious), GP value: 500

Gem: Quartz (Semi-precious), GP value: 50

Gem: Amethyst (Fancy), GP value: 100

Gem: Amber (Fancy), GP value: 100

Gem: Moonstone (Semi-precious), GP value: 50

9. WATER CAVES – WATER

The reflection pool empties into caves filled with naturally heated water fed by springs below the surface.

The PCs will need to either hold their breath as they swim the length of the tunnel or use other magical means to breathe. A light source will also be needed as the tunnels are dark and full of slippery black algae.

The water here is warm and soothing. As you swim along you notice strange dark algae growing on the nearby rocks. It seems to be absorbing the light from your [light source].

The algae is completely harmless. In fact, the black algae is edible! For each 1 ounce portion of black algae consumed, 1 hp is healed. There are over 10 lbs. of black algae growing underwater throughout these caves.

There is a 20% chance that the Kra'Tah will be encountered in these tunnels. If a large amount of noise is made the Kra'Tah will come to investigate and will arrive within mere minutes.

The tunnels go on for about 150' before splitting off into a vertical shaft (area 10) but also continues under water for another 50' to the Monster Lair (area 11) where the Kra'Tah lives.

10. WATER CAVES – AIR

A brief respite from holding ones breath awaits in this cave. Claw marks can be seen on the wet rocks here where the Kra'Tah has made its way up and down the passage. A large amount of steam gathers here and cannot escape making visibility poor (10' or less).

Footing here is treacherous and one must make balance or acrobatic checks while moving. A failed check causes a slip and fall onto the jagged rocks (1d6) or onto the rocks and then into the water (1d6+2).

There is a 10% chance of encountering the Kra'Tah upon these slippery rocks. If substantial noise is made in this area the Kra'Tah will arrive within 1-2 minutes.

11. LAIR OF THE KRA'TAH MONSTER OF LOI'TOK

This natural cave is 80' wide x 100' deep with a 10' wide vertical tunnel at the back of the cave which leads directly to the surface. The tunnel exits in a snow covered

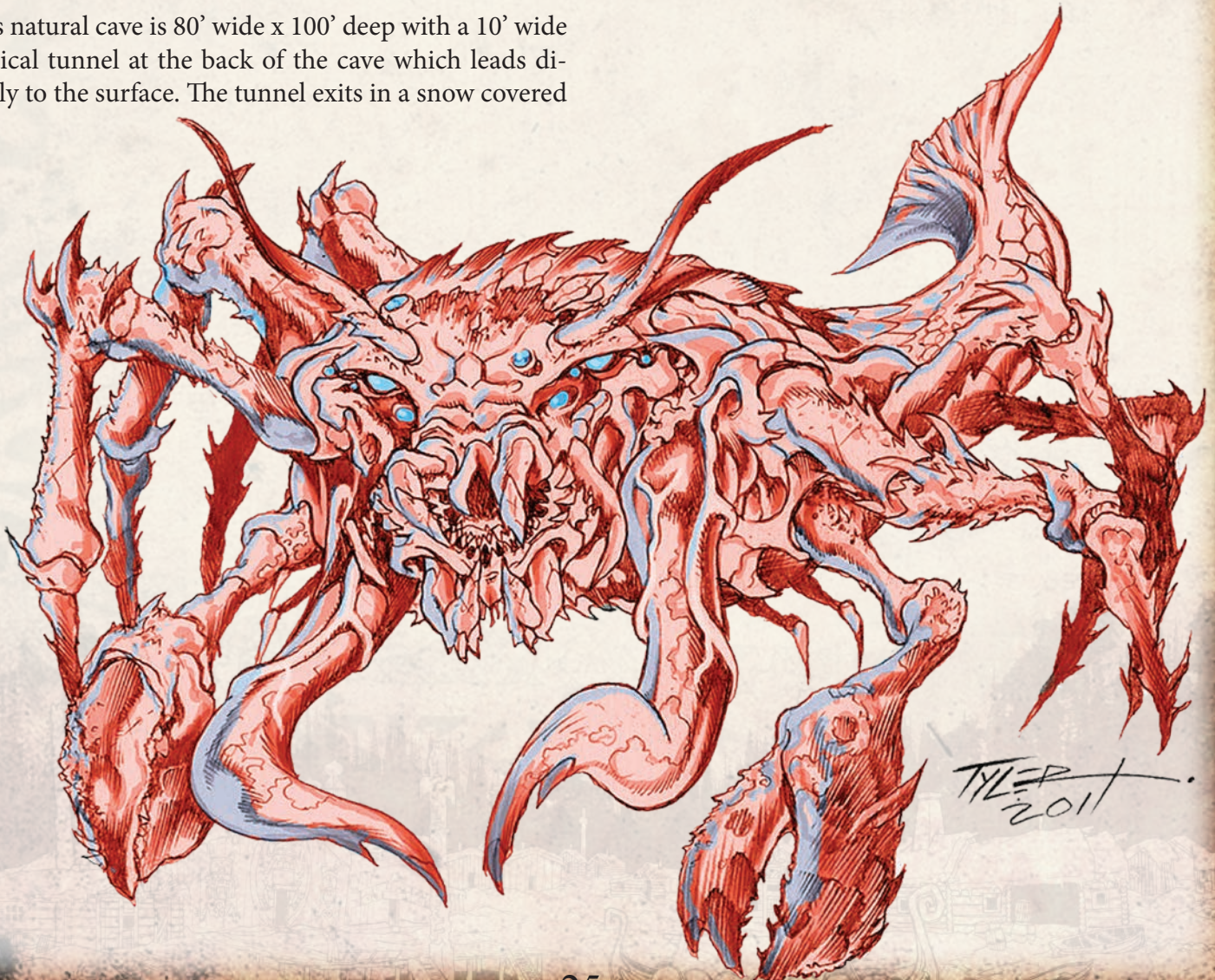
rock field just north of the Burial Mound.

Due to the warming effect of the hot springs on the surrounding rock, this cave is a hotbed of activity for creatures not typically seen in this cold climate. Giant rats, large spiders, and poisonous fireflies feed on the carrion left by the Kra'Tah throughout this cavern.

You emerge from the warm water into a large cave 80' wide and so deep you cannot make out where it ends. The strong smell of decaying flesh hits you firmly in the face, it is so strong it drops you to your knees.

Fort Save DC 20

Fail = Vomiting & Nausea, -1 on all subsequent checks for 1d10+10 minutes



After losing the contents of your stomach on the cave floor you begin to peer around. Spider webs decorate the ceiling like tapestries and scattered pools of rancid water dot the cave floor. The sound of critters scurrying over rocks can be heard echoing faintly off the wet cavern walls. Nearby, the sucked dry remains of a Rybalkan soldier lay ripped open- organs and entrails strewn about the ground by scavengers. Other bodies can be seen in the distance piled among refuse and scattered coins and weaponry.

The Rybalkan corpse has no valuables as most have fallen out as his body was dragged throughout the cave.

When the PCs move deeper into the cave read this:

One by one small fireflies light up illuminating the interior of the cave. A dozen corpses litter the floor, half eaten and now in the early stages of decomposition. The smell is so strong one must cover ones face to keep from vomiting. 5 of the dead are Rybalka, and the other 6 are Vikmordere. Suddenly the fireflies throughout the cavern begin to surround the group and slowly gravitate towards you. Their glow grows brighter and you see each one has a long barb protruding from its abdomen.

If the Kra'Tah was not killed previously, read the following before proceeding with the Poisonous Firefly combat:

As you prepare to defend yourself you hear the sound of something large moving at the back of the cavern. Fading into the light is a terrifying form with a shiny red and black chitinous exoskeleton. It has long crab-like legs lined with sharp barbs like a hundred sharpened daggers. It hisses and opens a gaping maw filled with razor sharp black teeth and moves towards the group.

Kra'Tah - Monster of Loi'Tok



The Kra'Tah will wait for the poisonous fireflies to injure or poison the PCs before moving in to attack. If the Kra'Tah loses 3/4 of her hit points she will attempt to escape via the tunnel leading to the surface. She will abandon Loi'Tok for the time behind and return to Serpent Lake. In a few days she will return and attempt to find a safe place in the tomb to lay 14 eggs.

Poison Firefly Swarm

3.5 | Pathfinder

Kra'Tah

3.5 | Pathfinder

Searching the corpses reveals a total 12 gold, 34 silver, and 81 copper.



One of the Rybalka soldiers wears a magical Ring of Protection +1.

A Vikmordere warrior carries a dagger+1 in a handmade leather sheath decorated in tribal war paint and covered in feathers and fangs from various wilderness creatures.

Other than the valuables there is torn and rotten clothing, a few unopened rations in iron disks with the seal of the Klavek Kingdom upon them, and a number of tribal beads, feathers, and ritualistic rune covered stones.

ADVENTURE CONCLUSION

The adventurer's journey back to Cual's Cabin in Dark Wood is uneventful. Upon arriving they find that the Rybalkan soldier has awoken. The soldier recants the tale of the other soldier's deaths at the claws of the Kra'Tah. Cual safely escorts the group back to Rybalka. Igor Leonid is saddened at the news of his soldiers' deaths; he personally notifies each soldier's family and makes funeral arrangements with the local temple. He begins to assess the situation and promises the PCs they will be making the journey to the burial mound again, but for now he has another mission for them: A4 – Forest for the Trees.

A3 – EXPERIENCE AWARDS

100 per – Retrieving a belonging from each Rybalkan soldier to show the mayor

500 – Activating the trigger on the altar in area 5

800 – Retrieving the Sacred Necklace from area 8

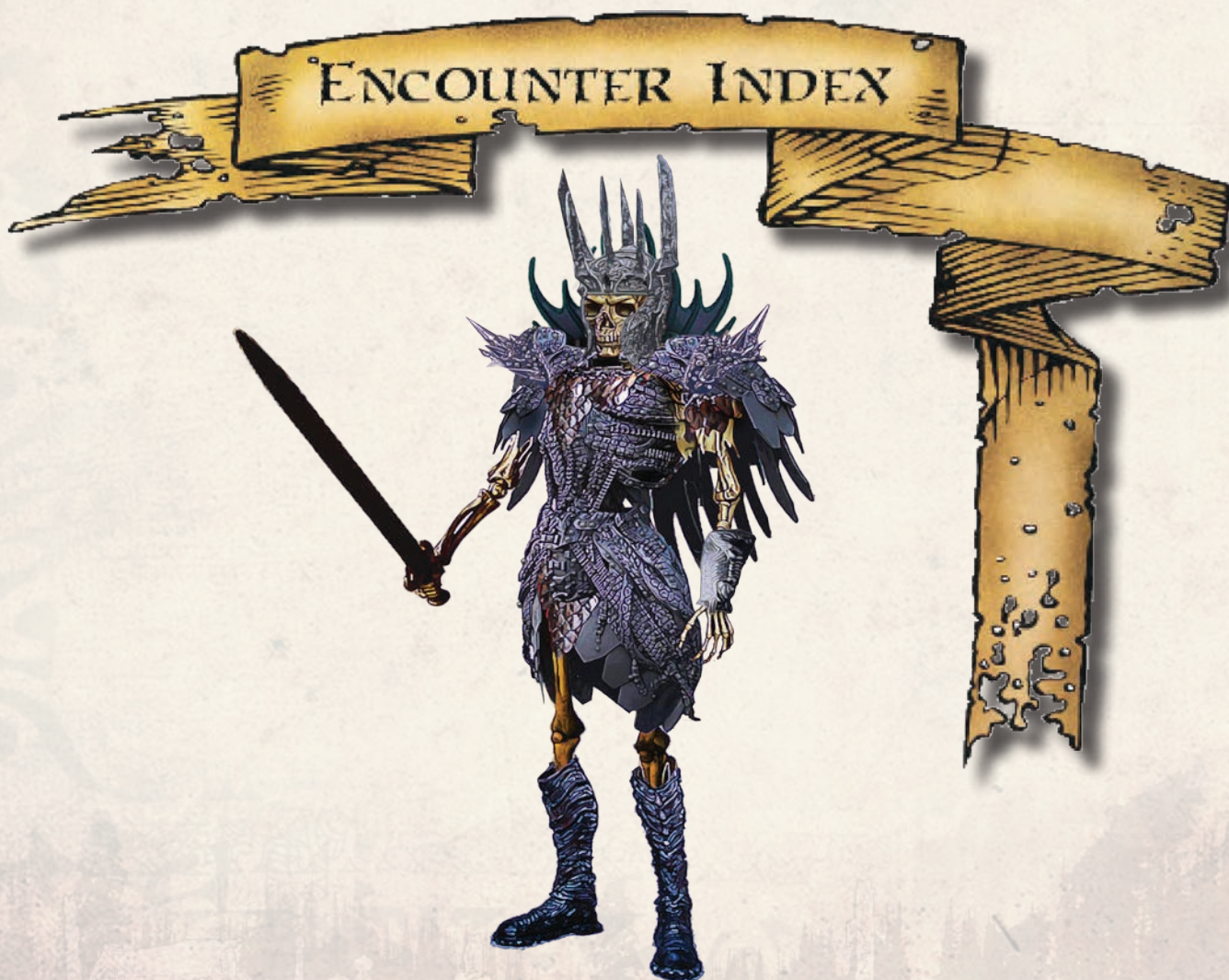
500 – Slaying the Kra'Tah (this is in addition to the CR award)

100 each – Support Roles: Cartographer (map-maker), Treasure Keeper, Adventure Log, Time Keeper/Initiative Tracker

100-300 each – Role-Playing experience (varies depending on if player role-played and/or altered their voice/accent)

CR experience – (Combat, Trap Removal, etc.)

Any additional awards you feel are appropriate



Contained within are the necessary statblocks required to effectively run this adventure, both for the OGL 3.5 system and the Pathfinder system, distinguished by the colorations of orange and red, respectively.

Additionally, all combat sequences throughout the adventure are linked to their respective page within the index for your convenience.

Chain Devil (Kyton)

Size/Type: Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 8d8+16 (52 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18

Base Attack/Grapple: +8/+10

Attack: Chain +10 melee (2d4+2/19-20)

Full Attack: 2 chains +10 melee (2d4+2/19-20)

Space/Reach: 5 ft./5 ft. (10 ft. with chains)

Special Attacks: Dancing chains, unnerving gaze

Special Qualities: Damage reduction 5/silver or good, darkvision 60 ft., immunity to cold, regeneration 2, spell resistance 18

Saves: Fort +8, Ref +8, Will +6

Abilities: Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12

Skills: Climb +13, Craft (blacksmithing) +17, Escape Artist +13, Intimidate +12, Listen +13, Spot +13, Use Rope +2 (+4 with bindings)

Feats: Alertness, Improved Critical (chain), Improved Initiative

Environment: A lawful evil-aligned plane

Organization: Solitary, gang (2-4), band (6-10), or mob (11-20)

Challenge Rating: 6

Treasure: Standard

Alignment: Always lawful evil

Advancement: 9-16 HD (Medium)

Level Adjustment: +6

Kytons are humanlike devils, wrapped in chains instead of clothing. A chain devil is 6 feet tall and weighs about 300 pounds, chains included.

Chain devils speak Infernal and Common.

COMBAT

A chain devil attacks by flailing away with the spiked chains that serve as its clothing, armor, and weapons.

A chain devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

SPECIAL ABILITIES

Dancing Chains (Su) A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su) Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Regeneration (Ex) Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6×10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills

Chain devils have a +8 racial bonus on Craft checks involving metalwork.

Cual Beartooth

Size/Type: Medium Humanoid (Human) Male Barbarian 12

Hit Dice: 12d12+60 (151 hp)

Initiative: +6

Speed: 30 ft.

Armor Class: 20 (+8 armor, +2 Dex), touch 12, flat-footed 18

Base Attack/Grapple: +12/+16

Attack: Featheraxe +14 melee (1d8+4/19-20/x30 or +1 dagger +19 melee (1d4+3/19-20/x2) or gauntlet +16 melee (1d3+4)

Full Attack: Featheraxe +14/+14/+9/+4 melee (1d8+4/19-20/x3) and +1 Dagger +9 melee (1d4+3/19-20/x2) or Gauntlet +16/+11/+6 melee (1d3+4/x2)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: damage reduction 2/-, Energy Absorption: Fire (1/rage), Energy Resistance, Greater: Fire (1/rage), Energy Resistance: Fire, Fast Movement +10, Fearless Rage, Improved Uncanny Dodge (Lv >=16), rage (31 rounds/day), resistance to cold 10, Trap Sense +4

Saves: Fort +13, Ref +6, Will +7

Abilities: Str 19, Dex 14, Con 20, Int 12, Wis 16, Cha 12

Skills: Balance -1, Climb +10, Craft (Baskets) +4, Craft (Bows) +4, Craft (Carpentry) +4, Craft (Cloth) +4, Craft (Clothing) +4, Craft (Leather) +4, Craft (Pottery) +4, Craft (Rope) +4, Craft (Shoes) +4, Craft (Traps) +4, Craft (Weapons) +4, Fly -1, Handle Animal +12, Heal +13, Hide -1, Intimidate +12, Jump -1, Knowledge (Nature) +16, Listen +7, Move Silently -1, Ride -1, Search +2, Spot +7, Survival +18, Swim +5

Feats: Cleave, Improved Critical (Featheraxe), Improved Initiative, Power Attack, Weapon Focus (Featheraxe)

Challenge Rating: 11

Alignment: Chaotic Neutral

Languages: Common, Vikmordere

Combat Gear: +1 Dagger, Devil's Scale Mail, Featheraxe; Other Gear: Potion of Aid, Potion of Barkskin +2, Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Cure Light Wounds (4), Potion of Cure Moderate Wounds (4), Potion of Cure Serious Wounds (2), Potion of Eagle's Splendor (2), Potion of Endure Elements (2), Potion of Fox's Cunning, Potion of Haste, Potion of Hide From Ani-

mals, Potion of Hide From Undead, Potion of Invisibility, Potion of Jump, Ring of Cold Resistance, Minor

SPECIAL ABILITIES

Damage Reduction (2/-) You have Damage Reduction against all attacks.

Damage Resistance, Cold (10) You have the specified Damage Resistance against Cold attacks.

Energy Absorption: Fire (Su) 1/rage, convert a fire attack into temporary healing.

Energy Resistance, Greater: Fire (Ex) 1/rage, halve a fire attack's damage before applying resistance.

Energy Resistance: Fire (Ex) Fire Resistance while raging

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Fearless Rage (Ex) While raging, you are immune to the shaken and frightened conditions.

Improved Uncanny Dodge (Lv >=16) (Ex) Retain DEX bonus to AC when flat-footed. Cual cannot be flanked unless the attacker is Level 16+.

Rage (31 rounds/day) (Ex) +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.

Trap Sense +4 (Ex) +4 bonus on reflex saves and AC against traps.

Dire Wolf

Size/Type: Large Animal
Hit Dice: 6d8+18 (45 hp)
Initiative: +2
Speed: 50 ft. (10 squares)
Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple: +4/+15
Attack: Bite +11 melee (1d8+10)
Full Attack: Bite +11 melee (1d8+10)
Space/Reach: 10 ft./5 ft.
Special Attacks: Trip
Special Qualities: Low-light vision, scent
Saves: Fort +8, Ref +7, Will +6
Abilities: Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*
Feats: Alertness, Run, TrackB, Weapon Focus (bite)
Environment: Temperate forests
Organization: Solitary or pack (5-8)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 7-18 HD (Large)
Level Adjustment: —

Dire Wolverine

Size/Type: Large Animal
Hit Dice: 5d8+23 (45 hp)
Initiative: +3
Speed: 30 ft. (6 squares), climb 10 ft.
Armor Class: 16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Base Attack/Grapple: +3/+13
Attack: Claw +8 melee (1d6+6)
Full Attack: 2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Rage
Special Qualities: Low-light vision, scent
Saves: Fort +8, Ref +7, Will +5
Abilities: Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills: Climb +14, Listen +7, Spot +7
Feats: Alertness, Toughness, TrackB
Environment: Cold forests
Organization: Solitary or pair
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 6-15 HD (Large)

Dire wolverines grow to about 12 feet in length and can weigh as much as 2,000 pounds.

Combat

Dire wolverines attack opponents wantonly, fearing no other creatures.

Rage (Ex) A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Skills A dire wolverine has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Kra'Tah

Size/Type: Large aberration (aquatic)

Hit Dice: 6d8+6 (33 hp)

Initiative: +7

Speed: 30 ft., swim 20 ft.

Armor Class: 19 (+4 Dex, +5 natural, -1 size), touch 14, flat-footed 14

Base Attack/Grapple: +5/+8

Attack: 2 claws +7 melee (1d6+2 plus grab)

Full Attack: 2 claws +7 melee (1d6+2 plus grab)

Space/Reach: 10 ft./10 ft.

Special Attacks: constrict (1d6+1), paralytic tentacles

Special Qualities: amphibious, darkvision 60 ft., immune to poison

Saves: Fort +4, Ref +7, Will +9

Abilities: Str 13, Dex 18, Con 12, Int 10, Wis 14, Cha 5

Skills: Hide +18, Knowledge (nature) +8, Listen +17, Move Silently +18, Sense Motive +9, Spot +17, Swim +24

Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw)

Environment: arctic lakes/temperate caves

Organization: solitary, pair, or pack (3-6)

Challenge Rating: 4

Treasure: standard

Alignment: Chaotic Evil

SPECIAL ABILITIES

Paralytic Tentacles (Ex) The Kra'Tah can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 16 Fortitude save each round on the Kra'Tah's turn or be paralyzed for 3 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d6+1 points of damage each round from the creature's mandibles.



Lords of the Ancients

Size/Type: Medium undead human skeletal champion warrior 1
Hit Dice: 2d12+1d10+15 (33 hp)
Initiative: +9
Speed: 30 ft.
Armor Class: 29 (+6 armor, +5 Dex, +6 natural, +2 shield), touch 16, flat-footed 23
Base Attack/Grapple: +2/+9
Attack masterwork longsword +11 melee (1d8+7/19-20)
Full Attack: masterwork longsword +11 melee (1d8+7/19-20)
Space/Reach: 5 ft./5 ft.
Special Attack: -
Special Qualities: channel resistance +4, damage reduction 5/bludgeoning, darkvision 60 ft., immune to cold, undead traits
Saves: Fort +7, Ref +5, Will +7
Abilities: Str 25, Dex 21, Con 8, Int 17, Wis 18, Cha 20
Skills: Intimidate +11, Listen +10, Move Silently +3, Spot +10
Feats: Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword)
Challenge Rating: 4
Alignment: Neutral Evil
Languages: None
Environment: any
Organization: solitary, pair, or platoon (3-12)
Treasure: standard (breastplate, heavy steel shield, masterwork longsword, other treasure)

Poisonous Firefly Swarm

Size/Type: Diminutive vermin (swarm)
Hit Dice: 7d8 (31 hp)
Initiative: +1
Speed: 5 ft.; fly 40 ft. (good)
Armor Class: 14 (+4 size), touch 14, flat-footed 13
Base Attack/Grapple: +4/-
Attack: swarm (2d6+1 plus poison)
Full Attack: swarm (2d6+1 plus poison)
Space/Reach: 10 ft./0 ft.
Special Attack: distraction (DDC 13); poison
Special Qualities: darkvision 60 ft., immune to weapon damage; swarm traits, vermin traits
Saves: Fort +5, Ref +3, Will +3
Abilities: Str 1, Dex 10, Con 10, Int —, Wis 12, Cha 9
Skills: Fly +10, Spot +9; Racial Modifiers +8 Spot
Feats: -
Challenge Rating: 2
Alignment: Neutral
Languages: none
Environment: underground/temperate forests
Organization: solitary, pair, fury (3-6 swarms), maelstrom (7-12 swarms)
Treasure: none

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; save Fort DC 13; frequency 1/round for 4 rounds; effect 1 Dexterity damage; cure 1 save. The save DC is Constitution-based.

Skeletal Champions

Size/Type: Medium Undead/ Fighter level 2 (skill points 2) Knight
Hit Dice: 1d12+2d12 (hp 19)
Initiative: +6
Speed 30 ft.
Armor Class: 20, Touch 12, flat footed 18 (+0 Chain Shirt, +0 Shield, heavy steel) (+2 Dex, +2 Natural, +4 armor, +2 shield)
Base Attack/Grapple +2/+5
Attack: Single Attack(+1/+1) Scimitar +7 (1d6+4)
Full: (+1/+1) Scimitar +7 (1d6+4)
Space/Reach: 5 ft./5 ft.
Special Attack -
Special Qualities: Damage reduction 5/bludgeoning, Darkvision 60, Immunity to cold, Undead Traits
Saves Fort +3, Ref +2, Will +2
Abilities Str 17, Dex 15, Con 0, Int 0, Wis 10, Chr 1;
Skills: Climb -1, Handle Animal -4, Intimidate -4, Jump -1, Listen 0, Ride 2, Spot 0, Swim -5
Feats: Blind-fight: Re-roll miss chance for concealment, Power Attack: Subtract from to hit add to damage, Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Improved Initiative: +4 Initiative checks, Martial Weap Prof, Shield Proficiency: Can use shields, Simple Weapon Proficiency, Tower Shield Proficiency: Can use the tower shield and suffer only normal shield skill penalties, Weapon Focus: +1 to attack rolls
Challenge Rating: 2
Alignment: Neutral evil
Languages: None
Environment: Temperate plains
Treasure: None

MAGIC ITEMS (max value 2000)

+1 Scimitar (2000gp)
Total Value = 2000

Skeletons, Shadow Stealth

Size/Type: Medium undead
Hit Dice: 2d12+6 (19 hp)
Initiative: +7
Speed: 30 ft.
Armor Class: 21 (+2 armor, +5 Dex, +4 natural), touch 13, flat-footed 17
Base Attack/Grapple: +2/+6
Attack: 2 short swords +2 melee (1d6+2) or 2 claws +4 melee (1d4+4)
Full Attack: 2 short swords +2 melee (1d6+2) or 2 claws +4 melee (1d4+4)
Space/Reach: 5 ft./5 ft.
Special Attack: -
Special Qualities: damage reduction 5/bludgeoning, darkvision 60 ft., immune to cold, undead traits
Saves: Fort +2, Ref +6, Will +4;
Abilities: Str 19, Dex 20, Con -, Int 4, Wis 14, Cha 14;
Skills: -
Feats: Improved InitiativeB, Two-Weapon Fighting
Challenge Rating: 3
Alignment: Chaotic Neutral
Languages: None
Environment: any
Organization: any
Treasure: none
Gear: Broken chain shirt

Strategy: If any non-Vikmordere enter the Mausoleum the Shadow Stealth Skeleton(s) will move with complete silence and shadow stealth around the stacks of caskets to attack the invaders from the rear.

DM NOTE: For lower level/smaller groups use only 1 Shadow Stealth Skeleton. If this still proves too powerful for the group use Lieutenant Tolosh as the party tank and have him press in on the skeleton(s) while the rest of the party chooses their actions.

After sufficiently injuring 2 party members (and if no more than 1 PC battles him in melee) the Stealth Skeleton(s) will attempt to flee back into the shadows. The Skeleton(s) will then move around the party looking for another opportunity to attack from the shadows.

Vikmordere Warriors, Snoqua Tribe

Size/Type: Medium Humanoid Barbarian level 1 (Scout)
Hit Dice: 1d12+1 (8 hp)
Initiative: +1
Speed: 40 ft.
Armor Class: 13, Touch 11, flat footed 12 (+2 armor, +1 Dex)
Base Attack/Grapple: +1/+3
Attack: spear +4 melee (1d8+3/x3) or shortbow +2 ranged (1d6/x3)
Full Attack: spear +4 melee (1d8+3/x3) or shortbow +2 ranged (1d6/x3)
Space/Reach: 5 ft./5 ft. (10 ft. with spear)
Special Attack: Rage (+4 Con, +4 Str, +2 will save, -2 AC;4/day)
Special Qualities: fast movement
Saves: Fort +3, Ref +1, Will +2
Abilities: Str 15, Dex 12, Con 13, Int 11, Wis 14, Cha 9
Skills: Climb +6, Handle Animal +3, Hide +5, Listen +6, Move Silently +5, Spot +6, Tumble +5
Feats :Skill Focus (Stealth), Weapon Focus (spear)
Challenge Rating: 1
Alignment: Chaotic Neutral
Languages: Vikmordere
Environment: Any
Organization: Company 10-20, Band 30-100, Squad 4-8
Treasure: Standard

Wolf

Size/Type: Medium Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: +2
Speed: 50 ft. (10 squares)
Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple: +1/+2
Attack: Bite +3 melee (1d6+1)
Full Attack: Bite +3 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Trip
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*
Feats: Track, Weapon Focus (bite)
Environment: Temperate forests
Organization: Solitary, pair, or pack (7-16)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3 HD (Medium); 4-6 HD (Large)
Level Adjustment: —

Wolves are pack hunters known for their persistence and cunning.

COMBAT

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

SPECIAL ABILITIES

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Winter Wolf

Size/Type: Large Magical Beast (Cold)

Hit Dice: 6d10+18 (51 hp)

Initiative: +5

Speed: 50 ft. (10 squares)

Armor Class: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +6/+14

Attack: Bite +9 melee (1d8+6 plus 1d6 cold)

Full Attack: Bite +9 melee (1d8+6 plus 1d6 cold)

Space/Reach: 10 ft./5 ft.

Special Attacks: Breath weapon, freezing bite, trip

Special Qualities: Darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire

Saves: Fort +8, Ref +6, Will +3

Abilities: Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10

Skills: Hide -1*, Listen +6, Move Silently +7, Spot +6, Survival +1*

Feats: Alertness, Improved Initiative, Track

Environment: Cold forests

Organization: Solitary, pair, or pack (3-5)

Challenge Rating: 5

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Usually neutral evil

Advancement: 7-9 HD (Large); 10-18 HD (Huge)

Level Adjustment: +3 (cohort)

A winter wolf grows about 8 feet long and stands about 4-1/2 feet at the shoulder. It weighs about 450 pounds.

Winter wolves can speak Giant and Common.

COMBAT

Winter wolves typically hunt in packs. Their size, cunning, and formidable breath weapon allow them to hunt and kill creatures much larger than themselves. A pack usually circles an opponent, each wolf attacking in turn to exhaust it. If they're in a hurry, white wolves try to pin their foes.

SPECIAL ABILITIES

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks. *Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.



Cual Beartooth CR 11

Male Human Barbarian 12
CN Medium Humanoid (Human)
Init +2; Senses Perception +8

DEFENSE

AC 20, touch 12, flat-footed 18 (+8 armor, +2 Dex)
hp 151 (12d12+60)
Fort +13, Ref +6, Will +7
Defensive Abilities Guarded Life, Improved Uncanny Dodge (Lv >=16), Trap Sense +4; DR 2/—; Resist cold 10, Energy Absorption: Fire (1/rage), Energy Resistance, Greater: Fire (1/rage), Energy Resistance: Fire

OFFENSE

Spd 30 ft.
Melee +1 Dagger +9 (1d4+3/19-20/x2) and Featheraxe +13/+13/+8/+3 (1d8+4/20/x3) and Gauntlet (from Armor) +16/+11/+6 (1d3+4/20/x2) and Unarmed Strike +16/+11/+6 (1d3+4/20/x2)

STATISTICS

Str 19, Dex 14, Con 20, Int 12, Wis 16, Cha 12
Base Atk +12; CMB +16; CMD 28
Feats Cleave, Improved Critical (Featheraxe), Improved Initiative, Power Attack, Weapon Focus (Featheraxe)
Skills Acrobatics -1, Climb +10, Craft (Baskets) +4, Craft (Bows) +4, Craft (Carpentry) +4, Craft (Cloth) +4, Craft (Clothing) +4, Craft (Leather) +4, Craft (Pottery) +4, Craft (Rope) +4, Craft (Shoes) +4, Craft (Traps) +4, Craft (Weapons) +4, Fly -1, Handle Animal +12, Heal +13, Intimidate +12, Knowledge (Nature) +16, Perception +8, Ride -1, Stealth -1, Survival +18, Swim +5
Languages Common, Vikmordere
SQ Fast Movement +10 (Ex), Fearless Rage (Ex), Mighty Swing (1/rage) (Ex), Rage (31 rounds/day) (Ex)
Combat Gear +1 Dagger, Devil's Scale Mail, Featheraxe; Other Gear Potion of Aid, Potion of Barkskin +2, Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Cure Light Wounds (4), Potion of Cure Moderate Wounds (4), Potion of Cure Serious Wounds (2), Potion of Eagle's Splendor (2), Potion of Endure Elements (2), Potion of Fox's Cunning, Potion of Haste, Potion of Hide From Animals, Potion of Hide From Undead, Potion of Invisibility, Potion of Jump, Ring of Cold Resistance, Minor

SPECIAL ABILITIES

Damage Reduction (2/-) You have Damage Reduction against all attacks.

Damage Resistance, Cold (10) You have the specified Damage Resistance against Cold attacks.

Energy Absorption: Fire (1/rage) (Su) 1/rage, convert a fire attack into temporary healing.

Energy Resistance, Greater: Fire (1/rage) (Ex) 1/rage, halve a fire attack's damage before applying resistance.

Energy Resistance: Fire (Ex) Fire Resistance while raging

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Fearless Rage (Ex) While raging, you are immune to the shaken and frightened conditions.

Guarded Life (12 HP) (Ex) If reduced below 0HP, convert some damage to non-lethal. Auto-stabilize below 0HP.

Improved Uncanny Dodge (Lv >=16) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 16+.

Mighty Swing (1/rage) (Ex) Automatically confirm a critical while raging.

Rage (31 rounds/day) (Ex) +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.

Trap Sense +4 (Ex) +4 bonus on reflex saves and AC against traps.

Kra'Tah CR 4

Skittering into the light is a terrifying form with a shiny red chitinous exoskeleton. It has long crab-like legs lined with sharp barbs like a hundred sharpened daggers. It hisses and opens a gaping maw filled with razor sharp black teeth and moves towards the group.

XP 1,200

CE Large (15' long) aberration (aquatic)

Init +7; Senses darkvision 60 ft.; Perception +19

DEFENSE

AC 19, touch 14, flat-footed 14 (+4 Dex, +5 natural, -1 size)

hp 33 (6d8+6)

Fort +4, Ref +7, Will +9

Immune poison

OFFENSE

Speed 30 ft., swim 20 ft.

Melee 2 claws +7 (1d6+2 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (1d6+1), paralytic tentacles

STATISTICS

Str 13, Dex 18, Con 12, Int 10, Wis 14, Cha 5

Base Atk +5; CMB 8; CMD 23

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw)

Skills Knowledge (nature) +8, Perception +19, Sense

Motive +9, Stealth +20, Swim +24

SQ amphibious

ECOLOGY

Environment arctic lakes/temperate caves

Organization solitary, pair, or pack (3-6)

Treasure standard

SPECIAL ABILITIES

Paralytic Tentacles (Ex) The Kra'Tah can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 16 Fortitude save each round on the Kra'Tah's turn or be paralyzed for 3 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d6+1 points of damage each round from the creature's mandibles.



Kyton, Evangelist (Chain Devil) CR 6

Wickedly barbed chains adorn this lean figure, and gaps in the bindings reveal deathly pale flesh etched with jagged scars.

XP 2,400

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

Init +7; Senses darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)

hp 60 (8d10+16); regeneration 2 (good weapons and spells, silver weapons)

Fort +8, Ref +9, Will +3

DR 5/silver or good; Immune cold; SR 17

OFFENSE

Speed 30 ft.

Melee 4 chains +11 (2d4+2)

Space 5 ft; Reach 5 ft. (10 ft. with chains)

Special Attacks dancing chains, unnerving gaze

STATISTICS

Str 15, Dex 17, Con 14, Int 11, Wis 12, Cha 12

Base Atk +8; CMB +10; CMD 23

Feats Alertness, Blind-Fight, Improved Initiative, Weapon Focus (chain)

Skills Acrobatics +14, Climb +13, Craft (blacksmithing) +11, Escape Artist +14, Intimidate +12, Perception +14

Languages Common, Infernal

SQ chain armor

SPECIAL ABILITIES

Chain Armor (Ex) The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Dancing Chains (Su) A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the kyton's power over that chain. If the save is successful, the kyton

cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

Unnerving Gaze (Su) Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Poison Firefly Swarm CR 2

XP 600

N Diminutive vermin (swarm)

Init +1; Senses darkvision 60 ft.; Perception +9

DEFENSE

AC 14, touch 14, flat-footed 13; (+4 size)

hp 31 (7d8)

Fort +5, Ref +3, Will +3

Defensive Abilities swarm traits; Immune weapon damage

Weakness swarm traits

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (2d6+1 plus poison)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 13), poison

STATISTICS

Str 1, Dex 10, Con 10, Int —, Wis 12, Cha 9

Base Atk +4; CMB —; CMD —

Skills Fly +10, Perception +9; Racial Modifiers +8

Perception

SQ swarm traits, vermin traits

ECOLOGY

Environment underground/temperate forests

Organization solitary, pair, fury (3–6 swarms), maelstrom (7–12 swarms)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; save Fort DC 13; frequency 1/round for 4 rounds; effect 1 Dexterity damage; cure 1 save. The save DC is Constitution-based.

Snoqua Vikmordere Tribal Warriors CR 1

Human Barbarians

XP 400

Medium Humanoid

CN Barbarian level 1 (Scout)

Init +1; Senses; Perception +6

DEFENSE

AC 13, Touch 11, flat footed 12 (+2 armor, +1 Dex)

hp 8 (1d12+1)

Fort +3, Ref +1, Will +2

OFFENSE

Speed 40

Melee Spear +4 (1d8+3/x3)

Ranged Shortbow +2 (1d6/x3) range 70

Space 5ft.; Reach 5ft.

Special Attacks

Rage +4 con +4 Str +2 will save -2 AC per day 4

STATISTICS

Str 15, Dex 12, Con 13, Int 11, Wis 14, Cha 9

Base Attack +1 CMB +3; CMD 14

Feats Skill Focus (Stealth), Weapon Focus (spear)

Skills Acrobatics 5, Climb 6, Handle Animal 3,

Intimidate -1, Know Nature 0, Perception 6, Ride 1,

Stealth 5, Survival 2, Swim 2

Languages Vikmordere

ECOLOGY

Environment Any

Organization Company 10-20, Band 30-100, Squad 4-8

Treasure Standard

SPECIAL ABILITIES

Fast Movement Land Movement raised by 10

Skeletons, Shadow Stealth CR 3

XP 900

CN Medium undead

Init +7; Senses darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 13, flat-footed 17 (+2 armor, +5 Dex, +4 natural)

hp 18 (2d8+6)

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

DR 5/bludgeoning; Immune cold, undead traits;

Move Silently +10

OFFENSE

Speed 30 ft.

Melee Dual wield short swords +2 (1d6 +2), or 2

claws +4 (1d4+4)

Space 5 ft.Reach 5 ft.

STATISTICS

Str 19, Dex 20, Con -, Int 4, Wis 14, Cha 14;

Base Atk +2; CMB 4; CMD 18

Feats Improved InitiativeB, Two-Weapon Fighting

Gear Broken chain shirt

ECOLOGY

Environment any

Organization any

Treasure none

Strategy: If any non-Vikmordere enter the Mausoleum the Shadow Stealth Skeleton(s) will move with complete silence and shadow stealth around the stacks of caskets to attack the invaders from the rear.

DM NOTE: For lower level/smaller groups use only 1 Shadow Stealth Skeleton. If this still proves too powerful for the group use Lieutenant Tolosh as the party tank and have him press in on the skeleton(s) while the rest of the party chooses their actions.

After sufficiently injuring 2 party members (and if no more than 1 PC battles him in melee) the Stealth Skeleton(s) will attempt to flee back into the shadows. The Skeleton(s) will then move around the party looking for another opportunity to attack from the shadows.

Skeletal Champions CR 2

XP 600

Human skeletal champion warrior 1

NE Medium undead

Init +5; Senses darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

hp 17 (3 HD; 2d8+1d10+3)

Fort +3 Ref +1 Will +3; channel resistance +4

DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19–20)

STATISTICS

Str 17, Dex 13, Con —, Int 9, Wis 10, Cha 12

Base Atk +2; CMB +5; CMD 16

Feats Cleave, Improved InitiativeB, Power Attack,

Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth –1

ECOLOGY

Environment any

Organization solitary, pair, or platoon (3–12)

Treasure standard (breastplate, heavy steel shield, masterwork longsword, other treasure)

Some skeletons retain their intelligence and cunning, making them formidable warriors. These undead are far more powerful than their mindless kin, and many gain class levels.

Lords of the Ancients

Skeletal Champion CR 4

XP 1200

Human skeletal champion warrior 1

NE Medium undead

Init +9; Senses darkvision 60 ft.; Perception +10

DEFENSE

AC 29, touch 16, flat-footed 23 (+6 armor, +5 Dex, +6 natural, +2 shield)

hp 29 (2d8+1d10+15)

Fort +7, Ref +5, Will +7; channel resistance +4

DR 5/bludgeoning; Immune cold, undead traits;

OFFENSE

Speed 30 ft.

Melee masterwork longsword +11 (1d8+7/19–20)

Space 5 ft.Reach 5 ft.

STATISTICS

Str 25, Dex 21, Con –, Int 17, Wis 18, Cha 20

Base Atk +2; CMB 9; CMD 24

Feats Cleave, Improved InitiativeB, Power Attack,

Weapon Focus (longsword)

Skills Intimidate +11, Perception +10, Stealth +3

ECOLOGY

Environment any

Organization solitary, pair, or platoon (3–12)

Treasure standard (breastplate, heavy steel shield, masterwork longsword, other treasure)

Winter Wolf CR 5

This bear-sized wolf has white fur and a rime of frost around its muzzle. Its eyes are pale blue, almost white in color.

XP 1,600

NE Large magical beast (cold)

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

hp 57 (6d10+24)

Fort +9, Ref +6, Will +3

Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 50 ft.

Melee bite +10 (1d8+7 plus 1d6 cold and trip)

Space 10 ft.; Reach 5 ft.

Special Attacks breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 cold damage, Reflex half DC 17)

STATISTICS

Str 20, Dex 13, Con 18, Int 9, Wis 13, Cha 10

Base Atk +6; CMB +12; CMD 23 (27 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Perception +11, Stealth +4 (+10 in snow), Survival +5; Racial Modifiers +2 Perception, +2 Stealth (+8 in snow), +2 Survival

Languages Common, Giant

ECOLOGY

Environment cold forests and plains

Organization solitary, pair, or pack (6–11)

Treasure standard

Winter wolves are larger, smarter, more ferocious variants of worgs with white fur and a deadly breath weapon.

A typical winter wolf is 8 feet long, stands 4-1/2 feet tall at the shoulder, and weighs about 450 pounds. Winter wolves will often ally themselves with frost giants, hill giants, and other large humanoids, serving entire tribes of giants as both scouts and guards.

Wolf CR 1

This powerful canine watches its prey with piercing yellow eyes, darting its tongue across sharp white teeth.

XP 400

N Medium animal

Init +2; Senses low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +5, Ref +5, Will +1

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+1 plus trip)

STATISTICS

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; CMB +2; CMD 14 (18 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking); Racial Modifiers +4 Survival when tracking by scent

ECOLOGY

Environment cold or temperate forests

Organization solitary, pair, or pack (3–12)

Treasure none

Generally, a wolf stands from 2-1/2 to 3 feet tall at the shoulder and weighs between 45 and 150 pounds, with females being slightly smaller.

Wolf, Dire CR 3

This immense black wolf is the size of a horse, its fangs as large and sharp as knives.

XP 800

N Large animal

Init +2; Senses low-light vision, scent; Perception +10

DEFENSE

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

hp 37 (5d8+15)

Fort +7, Ref +6, Will +2

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+6 plus trip)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Base Atk +3; CMB +8; CMD 20 (24 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking); Racial Modifiers +4 Survival when tracking by scent

ECOLOGY

Environment cold or temperate forests

Organization solitary, pair, or pack (3–8)

Treasure none

An enormous version of a normal wolf, dire wolves represent the wolf in its most primal form. These creatures follow the same basic behaviors of regular wolves, but are much more aggressive. Dire wolves often serve giants as hunting companions and vicious guard animals. Some ferocious humanoids and woodsmen use trained dire wolves as mounts. Darker than normal wolves, dire wolves' coats tend toward blacks and deep mottled grays. An adult dire wolf is typically about 9 feet long and weighs roughly 800 pounds.

Wolverine, Dire CR 4

This terrible wolverine is as large as a bear, its jaws and claws oversized and brutal, its eyes dark and filled with rage.

XP 1,200

N Large animal

Init +7; Senses low-light vision, scent; Perception +12

DEFENSE

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)

hp 42 (5d8+20)

Fort +7, Ref +7, Will +2

OFFENSE

Speed 30 ft., climb 10 ft.

Melee 2 claws +6 (1d8+4), bite +6 (1d6+4)

Space 10 ft.; Reach 5 ft.

Special Attacks rage

STATISTICS

Str 19, Dex 17, Con 17, Int 2, Wis 12, Cha 10

Base Atk +3; CMB +8; CMD 21 (25 vs. trip)

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Climb +12, Perception +12

SPECIAL ABILITIES

Rage (Ex) A dire wolverine that takes damage in combat flies into a rage on its next turn, madly clawing and biting until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.

Dire wolverines tend to be even more territorial than their smaller wolverine cousins, and they defend to the death the areas where they choose to live, often selecting humanoid-settled regions as their own and then fearlessly tearing the settlements apart. Dire wolverines grow to about 12 feet in length and can weigh as much as 2,000 pounds.



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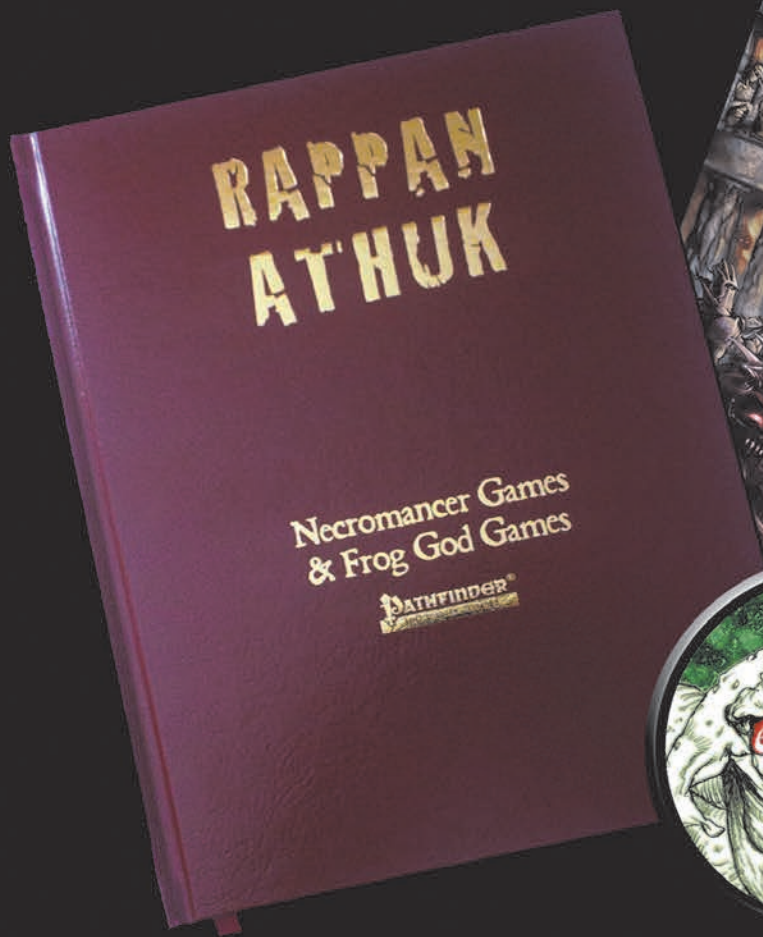
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The party is hired by the mayor of the local town to locate some soldiers that went missing after entering Loi'Tok. Strangely enough no sign of the soldiers can be found within the burial site aside from a few scattered weapons and pools of blood. Before the party has time to investigate, Vikmordere barbarians show up searching for a group of their own missing kinsmen.

Also included in "Champion's Rest":

- **Maps by 3x ENnie Award winning Cartographer Todd Gamble**
- **Maps included: Rybalkan Peninsula, Hunter's Cabin in Dark Wood, and Loi'Tok Burial Mound including additional artist sketches of the interior rooms.**
- **New NPC: Cual Beartooth the hunter of Dark Wood and only human resident able to survive in the devil infested forest**
- **New Puzzle: Sarcophagi Puzzle where PCs must match birthstones to the proper sarcophagus or face the wrath of the dead**
- **New Puzzle: Altar Puzzle where PCs must discern a specific pattern to proceed or find themselves in a very sticky situation**
- **New Magical Item: Sacred Necklace**
- **New Monster: Poisonous Firefly Swarm**
- **New Monster: Shadow Stealth Skeleton**
- **New Monster: Kra'Tah**

