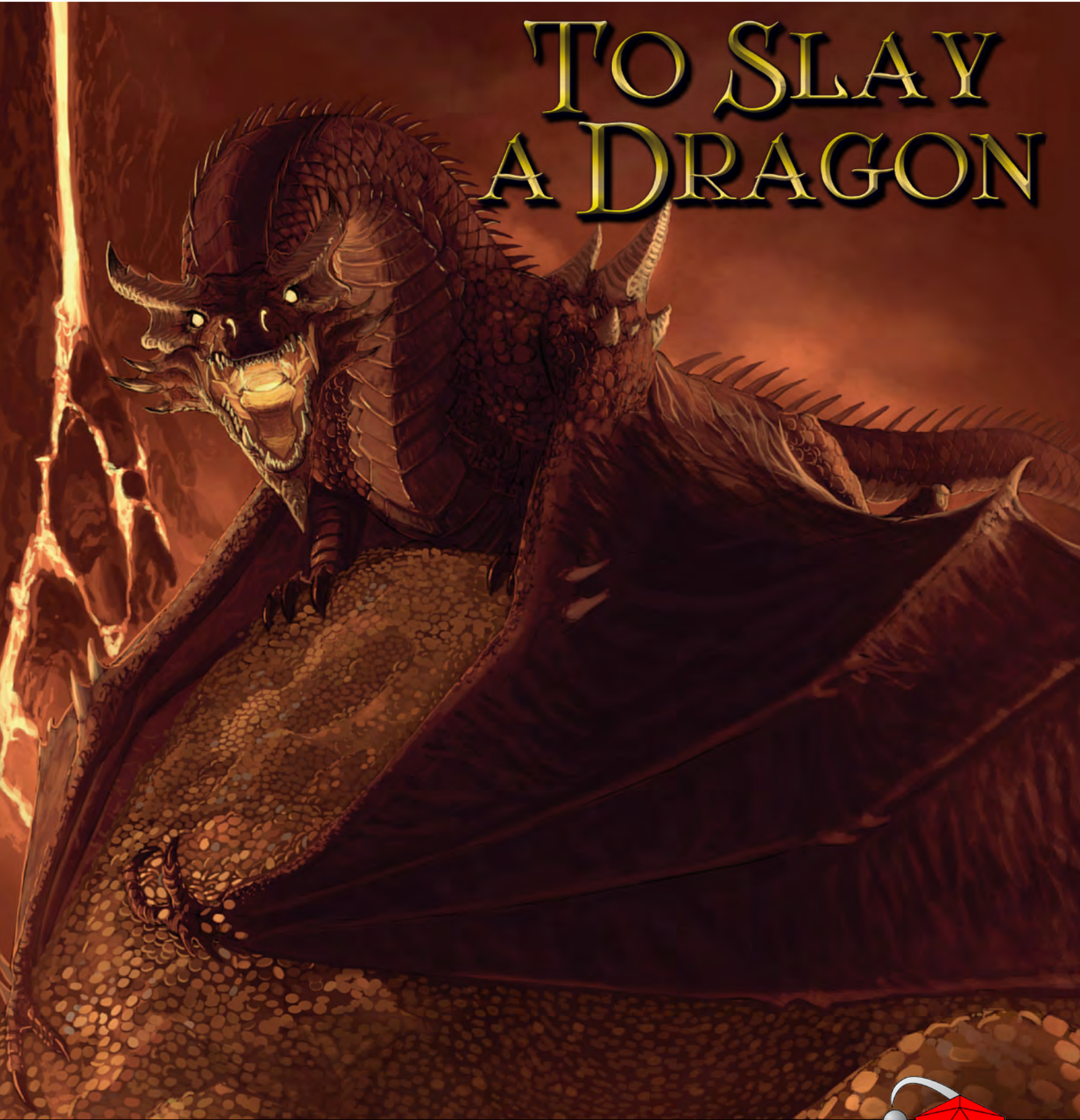


TO SLAY A DRAGON



BY RUSS MORRISSEY, JACOB DRISCOLL
CHRISTOPHER J. HERBERT & BRIAN CASEY

RUSS MORRISSEY'S

TO SLAY A DRAGON



AN ADVENTURE FOR 1ST-6TH LEVEL CHARACTERS

WRITTEN AND DESIGNED BY: RUSS MORRISSEY,
JACOB DRISCOLL, CHRISTOPHER J. HERBERT

ADDITIONAL TEXT BY: BRIAN CASEY EDITORS: RUSS MORRISSEY, RYAN NOCK

LAYOUT & GRAPHIC DESIGN: HAL MANGOLD CARTOGRAPHY: SEAN MACDONALD

ART: CLAUDIO POZAS, STORN COOK, BRUNO BALIXA, ERIC QUIGLEY, FOREST IMEL,
JEFF WARD, KEITH CURTIS, MALCOLM MCLINTON, NICOLE CARDIFF, RYAN SUMO,
WITH SPECIAL THANKS TO JOE WETZEL AT INKWEEL IDEAS

DRAGON NAMED BY: CHRISTOPHER J. HERBERT

WITH KICKSTARTER IDEAS FROM: AARON ATWOOD (*HENCHMAN*), MATTHEW MCKEE
(*GYPSY CAMP*), DARIN KERR (*HENGISTBURY RELIGIOUS PRACTICES*), WILLIAM STEFFEN
(*KOBOLD SNIPERS ON THE BRIDGE*), JAMES P WALKER (*WINGED KOBOLDS*), CHRIS GATH
(*TAEGAN, THE DWARF SUNDERER*), BRIAN SUSKIND (*NON-COMBAT ENCOUNTERS*)

THANK YOU TO 247 WONDERFUL, GOOD-LOOKING, WITTY, CHARMING,
AND INTELLIGENT KICKSTARTER BACKERS! YOU MADE THIS HAPPEN!



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Pathfinder and associated marks and logos are trademarks of Paizo Publishing, LLC, and are used under license. See paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game.

Everything in this book, other than the covers, the title and table of contents pages, the illustrations and maps, character and place names, story elements, trade dress, "EN Publishing," EN Publishing logos, and EN Publishing product titles and product logos, is designated Open Game Content.

Some artwork copyright Matthew Myer, 2011. Licensed by Nevermet Press, LLC. Used with permission. Some artwork copyright Claudio Pozas, used with permission.

EN PUBLISHING
7 RUTLAND COURT
BALACLAVA ROAD
SOUTHAMPTON
HAMPSHIRE
ENGLAND
SO18 6RX

EN PUBLISHING IS AN
IMPRINT OF EN WORLD.

PLEASE VISIT WWW.ENWORLD.ORG

TABLE OF CONTENTS

INTRODUCTION

ADVENTURE TIMELINE.....4

Character Advancement 4

ACT I: THE ILLS OF HENGISTBURY

ACT STRUCTURE.....6

HENGISTBURY

AND ENVIRONS.....6

Other People of Note 7

The Dragon 8

Hengistbury Locations: 8

Thornbury Locations..... 10

Other Locations of Note..... 11

THE PEOPLE

OF HOLDENSHIRE 11

GETTING STARTED 18

JACK OF THE WEIRWOOD.....18

THE HOUND OF FOGMOOR.....21

TROLL UNDER THE BRIDGE.....22

MEMORIES

OF BROCKENDALE.....23

LIZARD'S LAMENT 26

ESCORT SERVICE 27

PANDORA'S BOX.....29

MANHUNTER.....31

ON SAFARI 33

TROUBLEMAKERS 37

PECULIAR, MOST PECULIAR.....38

KOBOLDS OF THORNBURY..... 40

Dragonbane 41

MONSTERS & NPCs.....42

Quest I: Jack of the Weirwood..... 42

Faun 42

Satyr 42

Spring-Heeled Jack..... 43

Quest II: The Hound of Fogmoor 43

Werewolf (Hybrid Form)..... 43

Quest III: Troll Under the Bridge..... 44

Troll 44

Quest IV: Memories of Brockendale 44

Spider, Giant 44

Elanour..... 44

Skeleton, Medium 45

Wraith 45

Slime Crawler..... 46

Quest V: Lizard's Lament 46

Crocodile 46

Snake, Constrictor 47

Frog, Giant 47

Stirge..... 47

Lizardfolk 48

Lizard, Giant Frilled..... 48

Hag, Green 49

Quest VI: Escort Service 49

Goblin Ranger..... 49

Pirate 49

Hag, Sea 50

Merfolk..... 50

Squid 50

Quest VII: Pandora's Box 51

Kazyk..... 51

Quest VIII: Manhunter 51

Tila 51

Quest IX: On Safari..... 52

Wolf..... 52

Chimera 52

Quest X: Troublemakers..... 52

Andrew Nemeth..... 52

Old Jovan 53

Mossad 53

Bluestone 53

Quest XII: Kobolds of Thornbury..... 54

Kobold Cultist 54

Kobold Hunter 54

ACT II: JOURNEY TO SKULL MOUNTAIN

GATHERING THE TOOLS.....56

ACT STRUCTURE.....56

The Coward's Map..... 56

The Hammer of Vengeance..... 57

The Quiver of the Dragon's Bane 57

Cirothe's True Name 57

Completing the Act..... 59

Cirothe's Attacks..... 59

Overland Travel..... 60

Getting lost..... 60

Being Lost..... 60

Random Encounters..... 60

Illness & Injury 61

Supplies..... 62

THE BANDIT'S

OF BLACKFORD..... 63

Goal: Destroy the Alliance..... 63

Rewards 66

The Next Adventure..... 67

Location: Blackford..... 67

Location: Camp Rotelle..... 67

HALF-PINTS OF HALFPPOINT. 67

Goal: Break the Hoard..... 67

Plan: Kill Basyak..... 68

Plan: Cause Civil War..... 69

Plan: Help Out Flip 69

Rewards 70

The Next Adventure..... 70

Location: Keldur Fortress..... 70

Location: Halfpoint..... 71

THE GOBLIN WAR..... 71

Goal: Rescue the Unicorn King..... 71

Plan: Breaking Lorand Out..... 72

Plan: Sneaking Lorand Out..... 72

Plan: Negotiating Lorand's Release..... 72

Rewards 72

The Next Adventure..... 72

Location: Lorand's Prison 73

DOWN THE HATCH 73

Goal: Retrieve Vyswava's Mace..... 73

Plan: Beat Them Up And Take It..... 73

Plan: Sneak In & Grab It 73

Plan: Trade For It..... 74

Rewards 74

The Next Adventure..... 74

Location: Yoog's House..... 74

A GREAT POISON 74

Goal: Get Sheeltielle's Venom 74

Plan: Slaying Sheeltielle..... 76

Plan: Bait for the Bite..... 76

Plan: Enemy of My Enemy..... 76

Rewards 76

The Next Adventure..... 77

Location: The Spider's Lair..... 77

TROLLWOOD 77

Goal: Get the Troll Elder's Head..... 77

Plan: Kill the Troll Elder..... 77

Plan: Turn the Camp On Itself..... 77

Plan: Trick Theobod..... 78

Rewards 78

The Next Adventure..... 78

Location: Camp Zesu..... 78

OF THE BIG AND THE SMALL 78

Goal: Retrieve the

Hammer of Vengeance 79

Plan: Take It By Force..... 79

Plan: Sneak It Out 79

Plan: Get It Delivered 79

Rewards 80

The Next Adventure..... 80

Location: The Forgotten Shrine..... 80

DIG DEEP..... 81

Goal: Destroy the Rift Crystal 81

Plan: Sneaking In 82

Plan: The Direct Assault..... 82

Plan: Forming Revolts 82

Rewards 82

TABLE OF CONTENTS

The Next Adventure.....	82
Location: The Cave of the Rift	82
QUICK WOOD.....	83
Goal: Recover or Confirm	
the Death of Arotha.....	83
Plan: Fight the Forest.....	83
Plan: Stealing the Captive.....	83
Plan: Return the Proof.....	84
Option: Buying Time.....	84
Rewards	84
The Next Adventure.....	84
Location: The Bloodgrove.....	84
THE MAD QUEEN'S ARMY	85
Goal: Find the Secret	
Entrance to the Feycastle.....	85
Rewards	87
The Next Adventure.....	87
Location: The Drowhold	87
UNNATURE.....	87
Goal: Free the Faerie Queen	88
Optional Goal: Find Shebnem.....	88
Rewards	90
The Next Adventure.....	90
Location: The Feycastle	90
THE FOUR ARTIFACTS	90
The Coward's Map.....	90
The Quiver of Dragon's Bane.....	90
The Hammer of Vengeance.....	91
Cirothe's True Name	91
RANDOM ENCOUNTERS.....	91
TREASURE.....	94
Rewards	94
MONSTERS & NPCs.....	95
The Bandits of Blackford	95
<i>Bartl the Bloody,</i>	
<i>Servant of Slaughter</i>	<i>95</i>
<i>Blackford Bandit</i>	<i>95</i>
<i>Blackford Brigand.....</i>	<i>96</i>
<i>Blackford Desperado.....</i>	<i>96</i>
<i>Blackford Thug.....</i>	<i>97</i>
<i>Ceres the Cruel, Bane of Blackford</i>	<i>97</i>
<i>Goblinspeaker Yahret of the Woods</i>	<i>98</i>
<i>Nessi, Captain of the Guard</i>	<i>99</i>
<i>Larcenor, Mayor of Blackford.....</i>	<i>99</i>
<i>Town Guard.....</i>	<i>99</i>
<i>Orc Bodyguards</i>	<i>100</i>
<i>Olegka, orc emissary.....</i>	<i>100</i>
<i>Gelik, goblin diplomat</i>	<i>100</i>
<i>Vaclav.....</i>	<i>101</i>
The Half-Pints of Halfpoint	101
Chief Basyak	101
Orc Subchiefs.....	101
Orc Shamans.....	102
Orc Leader	102
Orcish Bodyguards.....	102
Orcs	103
Ogre Mercenaries.....	103
Junog, Ogre Leader	103

Vyswava, dwarf captive.....	103
Flip.....	104
Mara, mayor of Halfpoint	104
Jola.....	104
Halfpoint Town Guard	105
The Goblin War	105
Hobgoblin Mercenaries.....	105
Bugbear Mercenaries	105
Goblin Jailer	106
Goblin Troopers	106
Goblin Guards.....	106
Goblins	106
wolves	107
Medium Monstrous Spiders	107
Down the Hatch	107
ogres.....	107
ogre leaders	107
Aavarg, Friendly Troll.....	108
Yoog, Ogre Chieftain.....	108
A Great Poison.....	108
Giant Black Widow Spiders.....	108
Giant Black Widow Rogues.....	109
Giant Black Widow Sorcerer	109
Sheeltielle.....	110
Trollwood.....	110
Trolls.....	110
Troll Fighters.....	110
Troll Elder	111
Cave Giant Supervisors	111
Of the Big and the Small	111
Cave Giants.....	111
Monitor Lizards	112
Shadow Demon.....	112
spectrEs.....	112
Dig Deep	113
Azaziz, Babau Assassin.....	113
Babau	114
Quickwood.....	114
Lightning Treant	114
Scythe Tree	115
Mandragora	115
Drow.....	116
The Mad Queen's Army.....	116
Amaimon	116
Ant, Monstrous	117
Barbazu.....	117
Deva, Movanic.....	117
Drow Spiderguard.....	118
Drow	119
Giant Black Widow Spiders.....	119
Drow Priestess.....	119
Forlarren	120
Fiendish Dire Rat.....	121
Huggermugger	121
Lemure	122
Merchant.....	122
Pech	122
Unnature	123
Random Encounters	123
Commoner, Animal Handler	123
Commoner, Gnome	123
Commoner, Halfling.....	124
Commoner, Inn Staff	124

Shire Guard.....	124
Shire Guard, Captain.....	124

ACT III: INTO THE DRAGON'S LAIR

ENTERING THE LAIR.....126

Gully & Rope Bridge.....	126
Giant's Plateau.....	126
Cliff.....	126
Kobold's Guardpost.....	128
Caldera Entrance.....	128
Fire Stirge Nest	128
Landslide Kobold Trap.....	128
The Gap	130
Kobold's Guardpost.....	130
Wyrmlings.....	130
Lair Entrance	130

INSIDE THE LAIR.....131

Temple Door	131
Stone Bridge.....	131
Ancient Temple	132
Guard Post.....	132
Cells.....	132
Cultists Chamber	132
High Priestess's Chamber.....	132
Sacrificial Chamber &	
Island of Wyrms	134
Viewing Platform	134
Tunnel.....	134
The Dragon's Lair	135
How About All That Treasure?	136

EPILOGUE

What Next?	136
------------------	-----

THE DRAGON'S HOARD.....136

Coins.....	136
Mundane Objects.....	136
Potions	138
Loose Gemstones & Jewels	138
Books	139
Weapons & Armor	139
Wondrous Items & Wands.....	140
Scrolls.....	140

MONSTERS & NPCs.....140

Cirothe.....	140
Fire Stirge.....	141
Kobold Acolyte.....	141
Kobold Cultist	142
Kobold Guard	142
Kobold Guard, Elite	142
Kobold High Acolyte.....	143
"Kobold" High Priestess	143
Koroch	144
Taegan the Sunderer.....	144
Wyrmling Red Dragon	145

MONSTERS & NPCs...146

LICENSE

TO SLAY A DRAGON is a traditional dragonslaying adventure. Using the *Pathfinder* rules, we hearken back to the 1980s and embark on an adventure which is sure to remind you of RPG modules and boxed sets long past!

This trilogy of adventures leads an adventuring party from the sleepy town of Hengistbury on a journey across the land to challenge a red dragon who dwells in a volcano lair known as Skull Mountain.

While we (being EN Publishing) are known for producing complex, advanced adventure paths for the experienced GM (such as our *ZEITGEIST: The Gears of Revolution* and *War of the Burning Sky* adventure paths), this one is far more straightforward and direct. It's designed to be old-school, traditional, and nostalgic. So you won't find any complex plots, statblocks which make up a novel of their own, or intricate politics*—you'll get a sandbox village, followed by a hexcrawl, followed by a dungeon-crawl. It'll take you from 1st to 6th level (about 4 months if you play once per week for four hours).

*seriously, though, if you want those things, hit up wotbsadventurepath.com and zeitgeistadventurepath.com—just make sure you're on your game. They're designed for experienced GMs!

ADVENTURE TIMELINE

1. The PCs begin in a town called Hengistbury (detailed later). They engage in a number of optional quests in a sandbox fashion (such as *Jack of the Weirwood*, *The Hound of Fogmoor*, and *Memories of Brockendale*). Eventually, Ariadne, the niece of Brand the local ranger, is kidnapped by kobold cultist minions of Cirothe, the red dragon, and whisked away to Skull Mountain.
2. The PC begin a trek across the land, seeking various artifacts needed to defeat Cirothe while evading her kobold minions. After dealing with giant spiders, a mad Fey Queen, orc warbands, a Dwarven fortress, and much, much more, they finally reach Skull Mountain with the artifacts they need.
3. Dragon. Lava. Mountain. Lair. Treasure. You know how this bit goes.

CHARACTER ADVANCEMENT

This series of adventures requires some GM discretion, as it is designed to be very free-form in nature. In theory, the PCs could head to Cirothe's lair at 1st level, somehow avoid all the encounters on route, and face the dragon with 8 hit points.

Hopefully that won't happen.

The PCs should begin the adventure as 1st level characters. They should be at least 3rd level before you introduce Kobolds of Thornbury (they should be 3rd or 4th depending on how many quests they've undertaken). By the time they reach **Act III: Into the Dragon's Lair**, they should be at least 5th level; 6th if possible.

The total XP award budget for each quest in **Act I: The Ills of Hengistbury** is listed below. This adventure assumes a Medium character advancement progression (0 / 2000 / 5000 / 9000). You can use this list to help should you want to swap missions out for ideas of your own creation, or to assist generally in your planning. The XP value will also give you an idea of how tough each quest is.

QUEST	TOTAL XP	XP EACH*
<i>I: Jack of the Weirwood</i>	6400 XP	1600 XP
<i>II: The Hound of Fogmore</i>	600 XP	150 XP
<i>III: Memories of Brockendale</i>	4200 XP	1050 XP
<i>IV: Troll Under the Bridge</i>	1600 XP	400 XP
<i>V: Lizard's Lament</i>	8000 XP	2000 XP
<i>VI: Escort Service</i>	4000 XP	1000 XP
<i>VII: Pandora's Box</i>	1600 XP	400 XP
<i>VIII: Manhunter</i>	3600 XP	900 XP
<i>IX: On Safari</i>	3200XP	800 XP
<i>X: Troublemakers</i>	3400 XP	850 XP
<i>XI: Peculiar, Most Peculiar</i>	800 XP	200 XP
<i>XII: Kobolds of Thornbury</i>	2200 XP	550 XP

*Based on a party of 4 PCs. A party which completes roughly half of these quests will make 3rd level. Completing all of them would reach 4th level.

The next table shows the story award and the the total XP value of all enemy creatures in each quest in **Act II: Journey to Skull Mountain**. It does not include random encounters. Note that this is the total XP value—the PCs will not necessarily defeat every single creature in this adventure, and so will be unlikely to earn every XP available. The total XP value (not including random encounters) is 291,080 (or 72,770 each for a party of four PCs), which means if they kill absolutely everything they'll be entering Cirothe's lair as 9th level characters! The likelihood, though, is that they'll do so as 6th level characters, or 7th level if they push it a bit. You should absolutely let them begin **Act III** at whatever state of preparedness they wish!

QUEST	STORY XP	TOTAL CREATURES*
<i>The Bandits of Blackford</i>	2,000 XP	46,985 XP
<i>Halfpints in Halfpoint</i>	1,000 XP	41,450 XP
<i>Down the Hatch</i>	1,000 XP	14,400 XP
<i>Trollwood</i>	1,400 XP	37,600 XP
<i>Of the Big and the Small</i>	1,400 XP	36,800 XP
<i>Dig Deep</i>	1,400 XP	12,800 XP
<i>The Goblin War</i>	1,000 XP	23,000 XP
<i>A Great Poison</i>	1,000 XP	12,000 XP
<i>Quickwood</i>	1,400 XP	29,070+ XP
<i>The Mad Queen's Army</i>	1,400 XP	22575+ XP
<i>Unnature</i>	1,400 XP	Varies

*Note that this does not include random encounters. PCs are not expected to defeat every individual creature.

ACT I

THE ILLS OF HENGISTBURY

Pozas'is

This first act begins with the characters in the town of Hengistbury. There, they will begin their progression as heroes, and learn all about the dragon Cirothe's predations on the local area. As they advance in expertise and experience, the idea of tracking the dragon to her lair and ending her threat forever may become more of a realistic prospect.

ACT STRUCTURE

The first section of **Act I** describes the people and places that make up the environs of Hengistbury and the county of Holdenshire. This area acts as the backdrop for the adventuring action of this first, Act which is divided into twelve sections.

I: JACK OF THE WEIRWOOD

Children are being lured into the Weirwood by fauns under the control of Spring-Heeled Jack, who intends to perform a ritual to bring a blight across the county.

II: THE HOUND OF FOGMORE

A werewolf dwells on the Fogmoor, preying on lizardfolk primarily, but moving closer and closer to human populated areas.

III: TROLL UNDER THE BRIDGE

A troll is living under a bridge near Thornbury and is attacking travellers. Most are able to escape, because, strangely, the troll does not seem to pursue those who run.

IV: MEMORIES OF BROCKENDALE

A poltergeist haunts the ruins of Brockendale Castle. Deep within can be found the scabbard of Lord Pemberton's sword—a scabbard that will be essential if the heroes are to defeat the dragon.

V: LIZARD'S LAMENT

The Cavernsnappers, a particularly aggressive lizard man tribe, have been attacking fisherman, and have killed half-dozen recently. They must be dealt with.

VI: ESCORT SERVICE

Village blacksmith Rorus Klain has a shipment of masterwork daggers which need to be sent upriver to the neighbouring county of Lanickshire, but there have been reports of bandits. He needs someone to protect the shipment as it makes its 3-day journey to the border of Holdenshire.

VII: PANDORA'S BOX

The Mortimer brothers have obtained a curious box and have made the mistake of opening it. Unfortunately, the box designed to summon a rather bad-tempered bearded devil called Kazyk.

VIII: MANHUNTER

Brand Torek needs help to apprehend a pickpocket named "Tila", who just escaped from her Hengistbury jail cell. She's had a one hour head start, and the clock is ticking!

IX: ON SAFARI

Tales of a strange creature roaming the hills North-East of Brockendale Castle have attracted the attention of local veterinarian Albert Wright who sees this as an opportunity to make his dreams come true by capturing it.

X: TROUBLEMAKERS

A party of adventurers (not the PCs) has shown up in Thornbury, and have been nothing but trouble. No one is quite sure why they are here or what they want, but they would definitely prefer them to conduct their business and leave...

XI: PECULIAR, MOST PECULIAR

Something odd is happening at a place called Murray's Folly. No one is exactly sure what, but some of the local residents in Thornbury are worried.

XII: KOBOLDS OF THORNBURY

Kobolds attack, and steal away virgins from the village! Is this a random attack, or is the valley feeling the taloned influence of the dragon of Skull Mountain?

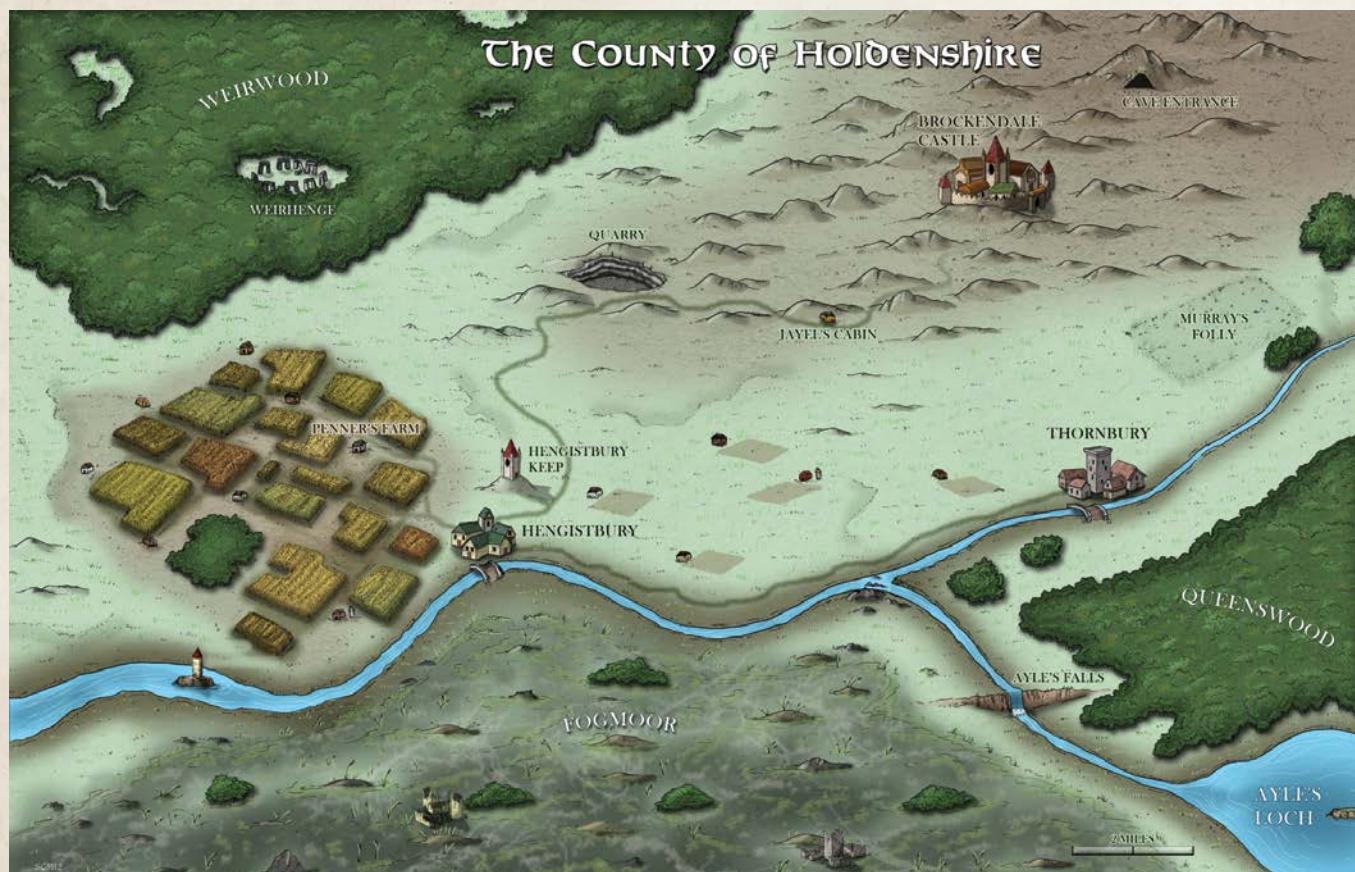
HENGISTBURY AND ENVIRONS

Hengistbury is a small village (population approximately 150) on the banks of a winding river located in the rustic and rural county of Holdenshire.

While normally a sleepy little village with a few essential services and not much excitement, it has recently become the focus of a rather disturbing amount of activity. Kobold tribes, normally located far to the East, have begun encroaching in the nearby plains and hills, someone or something is haunting the old castle, strange creatures move across the countryside and a myriad of other oddly disturbing events have been noticed.

The citizens of Hengistbury and the nearby community of Thornbury are on edge. Children have gone missing, Lizardmen are moving in, some even say that sinister rituals are being performed out on the Weirhenge. How much of this is true nobody really knows for sure, but everyone seems to agree that things aren't right.

The county is governed by **Lord Pemberton** and his lady-wife, **Lady Sybill Pemberton**. Lord and Lady Pemberton reside in Hengistbury Keep, on a small hill overlooking the village. They are benevolent rulers, but even they are beginning to worry about what might be happening around them.



The county is patrolled by a ranger, **Brand Torek**, a large, easygoing bear of a man, proficient in staff and bow. He reports directly to Lord Pemberton. He has several part time assistants located throughout the area and calls on them if things get out of hand.

HENGISTBURY (NG VILLAGE)

Corruption +1; Crime -3; Economy -1; Law +2; Lore +0; Society -3; Danger -1

Qualities: Insular, Rumormongering Citizens

DEMOGRAPHICS

Government: Overlord **Population:** 150

Notable NPCs: Lord Pemberton, Lady Sybill Pemberton

MARKETPLACE

Base Value 500gp; **Purchase Limit** 2,500gp;

Spellcasting 3rd;

Minor Items 2d4; **Medium Items** 1d4;

Major Items -3

Thornbury is smaller even than Hengistbury, boasting a mere 100 souls. Even so, there is a friendly rivalry between the villages, which manifests every year in a popular local cheese rolling competition which highlights a week long harvest festival in the fall. Located a few miles upriver from Hengistbury, travel between the two is not uncommon. For a silver coin, a local fisherman can be persuaded to ferry passengers in either direction. The journey takes a couple of hours.

With all the strangeness lately, if something isn't done soon, both Hengistbury and Thornbury may not make it to the fall festival. With rumours flying and tensions rising, it is up to the PCs to sort things out and ensure a long and prosperous life for the residents of Holdenshire...

OTHER PEOPLE OF NOTE

Three-Fingered Jake is an itinerant bard who wanders through every few weeks performing in exchange for food. Most news of the wider world comes from his visits to town. He may know the local stories and rumours and be able to point people to those that might be true as opposed to those that are merely whimsical fancy.

Ugg is a small hill giant that was befriended by the village some years ago. Ugg is not his real name, which is virtually unpronounceable to those who do not speak Giant, but he is affectionately called such by the locals as he—somewhat clumsily, yet cheerfully—assists with manual labour around town.

There is, of course, a **wizard**, **Kalle Sirkesalo** who lives in a tower located on an island in the river about 5 miles downstream. The wizard is rarely seen, but his servant **Hunch-backed Roland** (who is neither hunchbacked, nor is he named Roland) is seen in Hengistbury most weeks purchasing supplies.

Lady Sybill Pemberton is a cleric of a healing god, and volunteers in the only temple in Hengistbury. She can often be found

with her assistants, **Prirkka** and **Ariel**, tending to the needs of the community.

The Mortimer Brothers fancy themselves a “thieves guild,” but in reality the three young orphans, Gord, Beej and Poke, operate more as paid gossips and mischief makers. Gord Mortimer is soon coming of age and sweet on Ariadne. He may have a larger role to play if he thinks the PCs are worthy of his services.

GM’s Note: If the PCs manage to rescue the Mortimer brothers in **Pandora’s Box**, successfully retrieve and return Elise’s ring in **Lizard’s Lament**, and cure the sick troll child without killing its mother in **Troll Under the Bridge**, they may find themselves with an unlikely follower. Gord Mortimer will join them, based on his perception of the PCs as being tolerant of those in unfortunate circumstances, willing to comfort and aid the needy, and understanding of those who are different. When they go after Ariadne at the end of the module he will insist on coming along if he has not already joined them. Gord will perform the function of a henchman for the rest of the adventure; you should do your best to ensure he remains an interesting and interactive member of the party.

Ariadne is Brand Torek’s niece. She will play a pivotal role in the course of this adventure.

Tillian Bricklebottom is a male halfling scribe, writer, translator and wine purveyor who has settled down in Thornbury. His services may be needed.

THE DRAGON

The dragon resides in Skull Mountain, a dormant volcano, some 30-days travel from Hengistbury. An adult red dragon, it maintains a network of kobold servants, minions, and spies. As such, it will likely be aware of the PCs’ mission, and will attempt to interrupt it en route.

The dragon, via its network of kobold minions is, as dragons are wont to do, gathering treasure and kidnapping young virgins (of either gender—it’s not particular). It kidnaps these young people, the latest of which is Brand Torek’s niece, Ariadne, because its young wyrmlings demand the very best in tender mortal flesh.

GM’s Note: There are many NPCs in and around the county of Holdenshire. Several of them have roles to play in these adventures and some do not. The GM should feel free to use any and all of them if they so desire to set up scenes or provide colour or simply to encourage the PCs to take some particular course of action. Refer to the sidebars for where NPCs can be located most frequently and make use of the NPC booklet to fill in details of personality and occupations.

HENGISTBURY LOCATIONS:

In addition to a variety of small shops, houses and other essential buildings, several locations in Hengistbury are involved in the following adventures.

THE BLEEDING HEART TAVERN

Formerly known as the Beaming Hearth, the tavern forms the social hub of Hengistbury. At any given moment during its open hours at least a half dozen local residents can be found enjoying the fine offerings as served by **Meridith Jones**. The Tavern has a somewhat unusual arrangement with the local populace. Lord and Lady Pemberton own the tavern, but regularly appoint individual members of the community to run the bar on a weekly, rotating basis. Typically this passes through more established members of the community, such as **Stefan the Baker** and **Rorus Klain**, the blacksmith. Those who run the tavern are allowed to keep a percentage of that week’s profits to offset their losses from their regular business during the week. Sometimes this duty is rotated through the less fortunate members of the area if they are in need. Lord and Lady Pemberton are not so foolish as to allow the more unsavoury members of the community to have this opportunity.

This means that more or less everyone in Hengistbury is invested in the The Bleeding Heart’s success as well as being far more appreciative of the labour involved in making it run when they are merely patrons. It is rare for a fight to break out here and the locals are quick to shuffle anyone who has enjoyed too much cheer safely home before trouble

starts. The travelling bard, **Three-Fingered Jake**, spends most of his time here when he is in the area as the patrons are very happy to have him perform and tip him generously. If there is a rumour

PEOPLE LOCATED IN AND AROUND HENGISTBURY

LORD AND LADY PEMBERTON
UGG THE HILL GIANT
GORD, BEEJ AND POKE MORTIMER
ARIADNE
MERIDETH JONES
GAVIN MORRIGAN
WILLEM VON NEDERBEEN
AUS
PENNER
YARA BLOODCLAW
KITSTER “KIT” BARTLEBY
SARAZ BINT FARAD BINT AQUILAH
FREYA AEVAL
TEMERUS CLOTHBINDER
RORUS KLAİN
PRIRKKA STRONGFIST
HEINRICH KREBS
TAMAS AGRENS
MALLORY JACKDAW
STEDD GRIMWOLD
STEFAN THE BAKER

TRAVELLERS AND OUTLIERS:

BRAND TOREK
THREE-FINGERED JAKE
KALLE SIRKESALO
HUNCH-BACKED ROLAND
STEFAN OAKFELL
ANDREW NEMETH
LOGAN BROKENBARREL
KARATILANA “TILA” TORIN
MOSSAD
JUIDE “BLACK-HAND” AVERAUH
OLD JOVAN

or bit of news to be had in Holdenshire, The Bleeding Heart is the place to find it.

BRAND TOREK'S CABIN

Brand Torek is the local Sheriff, by appointment of Lord Pemberton. His cabin also serves as his office although he is not often found within. Brand is serious about his job and spends most of his day patrolling the county on foot. The cabin is not particularly fancy and sits near the Northern edge of the village, but residents of the area know to come here if trouble is at hand. If Brand himself is not there, it is always possibly that one of his part time deputies is nearby. Both **Yara Bloodclaw** and **Jayel** make occasional stops at the cabin to check in and see if help is needed. Brand's niece, **Ariadne**, is generally close at hand and can take messages for Brand if needed.

SAMUEL & SONS TRADING COMPANY

Samuel and Sons is the chief supplier of foreign produced goods in Holdenshire. They are also the chief market for locally produced goods to the wider world. They run a brisk business purchasing furs and fish as well as surplus crops and a few other locally produced items. In exchange they bring in manufactured goods such as glass items and worked leather. They ship their trade goods up and down the river and so are located near it.

Recently, there has been some sort of trouble at Samuel and Sons and this has attracted the notice of the home company. They've sent **Willem Von Nederveen** to investigate the problem and determine what to do.

THE TEMPLE

The Temple is managed by **Lady Sybill Pemberton**. Initially dedicated to Erastil, the God of farming and hunting, it is fair to say that the town of Hengistbury grew up around the Temple rather than the Temple being built where the locals lived. The Temple is a wooden affair and sometimes serves as the town meeting hall when large gatherings are called for and as the local infirmary and hospital when needed. It's walls and roof are built of stout oak harvested from Queenswood and bear many intricate carvings of wild animals of the hunt, field grains and other symbolism related to Erastil.

Lady Sybill ministers to the sick and infirm in Erastil's name. She does not preach to the townspeople, instead believing that by her good works she can influence them sufficiently to ensure a welcome in the hereafter. She is practical, though and understands that Erastil may not meet everyone's needs. For example, those of the Forge fall outside of Erastil's domain and, as such, require different beliefs. During her tenure she has seen fit to allow the placement of various symbols of other good aligned deities in and around the temple. If Erastil objects to this, he has remained silent on the matter.

GOODS & SERVICES

Hengistbury also offers the following goods and services:

BLEEDING HEART TAVERN MENU FOOD MENU

Marinated vegetables and lizard broth (4sp)
Peppery satyr and pork pie (12sp)
Saucy fungus and warthog pie (10sp)
Delicious half roasted eagle doused in a melon, and lamb puree (10sp)
Local deep-fried fox (5sp)
Seared griffin and pork broth (6sp)
Our world-famous boiled elk (5sp)
Mouthwatering miniature hyena pastries and tarts (6sp)

TODAY'S SPECIALS

Smoked mutton sausages and mashed hog cooked in Golden Beard Gin (12sp)
Bitter boiled camel cooked in Humble Hawk Mead (18sp)
Cold manticore cuts with lamb and oyster cooked in Moody Claw Gin (17sp)

DRINKS MENU

Lonely Dragon Beer
[5sp; ivory, opaque, smells like bacon]
Elven Ininyë Wine
[1sp; crimson, cloudy, smells like pears]
Dwarven Slateshield Stout
[1sp; white, opaque, smells like smoke]
Lazy Prior Grog
[4sp; orange, bubbly, smells like wine]
Bachelor's Snake Grog
[10sp; ivory, fizzing, smells like spices]
Black Rock Lager
[5sp; turquoise, sticky, smells like sewage]
Yellow Dog Cider
[3sp; charcoal, fizzing, smells like honey]
Honest John Cognac
[10sp; turquoise, translucent, smells like sulfur]

Penner's Pig Farm is located to the West of Hengistbury. **Penner** has an interest in pirate history and memorabilia and may know the odd thing or two about the river and it's environs.

Clothbinder's Cheese Shop features many fine cheeses. **Temrus Clothbinder** makes the cheeses for the annual harvest festival cheese roll. The cheeses wrapped in black are not to be touched.

The Forge in Hengistbury is run by **Rorus Klain**. **Rorus** is a smith of no small skill and supplies tools and weapons to both locals and soldiers for miles around. He has a large order that needs to go West soon.

THE AUTUMN FESTIVAL

Every Autumn, in celebration of a good harvest and successful business dealings and the general good health of the two communities, Lady Pemberton—just as her predecessors have always done—organizes a Harvest Festival for both Hengistbury and Thornbury. Farmers bring their final harvests and livestock, the various businessmen and gatherers bring their wares and anyone passing through is welcomed to the celebration. An informal judging is held and the winners in several categories for ‘Best Of’ goods each year are given a small carved trophy of Erastil’s bow and arrow done in oak. In addition, Lord Pemberton grants such winners six months of tax amnesty specifically so that the locals can enjoy the fruits of the winner’s labour at a reduced cost for part of the year. Lord Pemberton believes that this encourages the competition as well as allowing the less fortunate access to the same high quality goods as those who are more well off.

The highlight of the Autumn Festival is the cheese roll. On the last day of the week-long festival contestants gather on a steep hill located roughly midway between Hengistbury and Thornbury. Specially created Black Cheeses are brought out and, on starters orders, the cheeses are released while participants give chase hoping to catch one of the cheeses as it speeds down the hill. Secreted in one of the cheeses is a single platinum piece supplied by Lord and Lady Pemberton. Any contestant catching a cheese might be lucky enough to open it and find the prize. Competition is quite fierce, made only more so by the free pints of hard cider made available to the contestants before the roll. Most years the platinum piece goes unclaimed, but if this persists for more than 5 years Lord Pemberton will order a second platinum piece to be placed in a cheese. Those cheese that are not caught are taken back to Clothbinder’s Cheese Shop unopened and stored for future use. Some of them are becoming quite old indeed.

The Krebs Apothecary, run by **Heinrich Krebs**, makes many fine potions, philters and salves. He’s been known to make the occasional “aid to romance” as well as curatives, digestive aids, and special cleaning supplies. Should someone have need of smoke sticks, alchemist’s fire or other such adventuring goods, Krebs maintains a ready supply. He prefers to be known as Krebs the Apothecary.

Stedd’s Shoppe is the home and business of **Stedd Grimwald**. Stedd is an unfortunate dwarf with no beard and a sad story to tell. He also sells a variety of potions from his shop front. He is not the first choice for potions and the like since both the Apothecary and Kalle Sirkesalo can provide potions of better quality. He does, however, tend to have a wider variety on sale.

The Bakery, as run by **Steffen the Baker** is very popular early in the morning with the smell of fresh breads wafting in the air. Most of the people in town stop by here before going on with

their day. If the PCs need to find someone before the Bleeding Heart opens, this might be a good place to look.

THORNBURY LOCATIONS

The Spice of Life is run by **Nazid**. It is a small shop that offers various spices sourced from around the world, according to Nazid. In reality, he offers whatever spices he can acquire from the Samuel and Sons Trading Company combined with some locally sourced spices and a rare few he has managed to parcel out sparingly from a collection he brought when he first came to town. His prices are relatively high compared to the local economy, but, since his chief customers are the Lord and Lady Pemberton who buy them for their personal use and the use of a few special dishes at the Bleeding Heart, he manages to make a living. About once a year someone comes to town from afar and supplements his supply—likely it is someone from his homeland and nothing to be concerned about.

Reg Bakerman runs the **Thornbury Bakery**. It is smaller and has less variety than the Hengistbury bakery, but if fresh bread is wanted in Thornbury, this is where you go. Reg is a friendly fellow and gets on well with most people, but he does have a tendency to drink and this sometimes makes him late in getting the bread made the next day.

Denhew’s Pub ‘n’ Grub is the local tavern / inn in Thornbury. During the week, **Horatio Denhew**, the proprietor, does a reasonably brisk business. Things tend to slow down at the weekend though as folks prefer to go to the Bleeding Heart for the entertainment and camaraderie if they can make the trip. This doesn’t prevent Denhew from dreaming of opening a second Pub ‘n’ Grub in Hengistbury. He dislikes trouble in his tavern, but it happens anyway. When it does he relies on Brand Torek or his deputies to help settle things down.

Emery Shier is Thornbury’s local alchemist. He sometimes works with Heinrich Krebs to replenish supplies, but by and large makes himself available to the Thornbury locals to meet their more pressing needs. He runs his shop from the kitchen of his home. His alchemical supplies are more limited in variety, but of equal quality to Heinrich’s.

Albert Wright is a good enough Veterinarian to minister to the needs of the animals in both Hengistbury and Thornbury. He keeps his **Veterinary Clinic** in Thornbury because it keeps him near the Queenwood, Ayle’s Loch, and Brockendale Castle where he likes to search for animals to study in his leisure time. He is not a cruel man and merely makes notes of their habits and lifestyles. He hopes to someday find a rare and exotic creature to study so that he can make a name for himself by writing the definitive text on such an animal. His wish may come true sooner than he thinks.

Morrison’s Forge, run by **Donald Morrison**, takes care of the metalworking needs of Thornbury. He does well enough, but never seems to get the larger orders that Rorus does. Still, Rorus knows that Morrison does good, if uninspired work and occasionally helps him out by bringing him in to fulfil more gener-

al orders if Rorus has a particularly large and urgent request to complete. On these occasions Rorus pays him well for the help.

Tillian Bricklebottom has a small shop here in which he performs scribe and translation services for everyone in the area. Old deeds and wills, the occasional newly acquired manuscript from distant lands and the writing of official documents for Lord and Lady Pemberton tend to keep him reasonably busy. He is fluent in many arcane and strange languages and may be able to help translate a document that comes into the Party's hands. He supplements his business by selling writing supplies (pens, inks, parchments and papers) to those of the locals who have the ability to write and need to send letters. To those who can not, he charges a modest and reasonable fee to write such letters as they need.

OTHER LOCATIONS OF NOTE

This section will detail locations not already described in the quests below. GMs should feel free to use these locations for additional adventures or to expand existing adventures if they wish.

Logan Brokenbarrel runs the **Quarry** to the North of Thornbury. The quarry is a typical stone quarry and Logan is a fairly typical dwarf. Unless someone notices the tattoo, then they might realize that Logan used to be something quite different and has a secret past he would rather leave behind him.

Jayel's Cabin is located roughly half way between the Quarry and Brockendale Castle. **Jahmus "Jayel" Laekin** lives here. He prefers the quiet and solitude of this location, but is occasionally called on by Brand as a tracker if someone proves difficult to find or has become lost in the wilderness.

Ayel's Falls and **Ayel's Loch** are located to the south of Thornbury. Ayel's Falls is a wonderfully scenic location featuring a hundred foot drop into a small valley that leads to Ayel's Loch. Generally a peaceful scene of beauty and repose, it does have a secret history ripe for discovery.

The **Queenswood** is less menacing and dangerous than the Weirwood. This doesn't mean it is any less interesting though. Woodcutters tend to harvest wood from here rather than elsewhere due to it's proximity to the river. Occasionally, reports of strange events or odd creatures emerge.

A small troupe of gypsies is known to sometimes make their home within the Queenswood. On any given day there is a 60% chance that they can be found somewhere within. Among the travellers are those who can read magic, identify items and cast fortunes for adventurers who would like to see what the future holds. Late at night their camp fires can be seen burning off in the distance through the trees. It is possible they have some connection to **Saraz bint Farad bint Aquilah**

Hidden among the gypsies, and a secret they take great care to protect, is a young, Half-elf, female bard by the name of **Pixy Mistynote**. Why she is there, no one but the gypsies seems to know.

THE PEOPLE OF HOLDENSHIRE

This section of the book is designed to help you keep track of all the NPCs in Holdenshire (both Hengistbury and Thornbury). Not all NPCs are plot-critical, but the area is designed to work as a "sandbox" style setting; for this reason plot hooks and suggestions have been liberally sprinkled throughout the following descriptions in addition to the ones in the main adventure.

LORD & LADY PEMBERTON

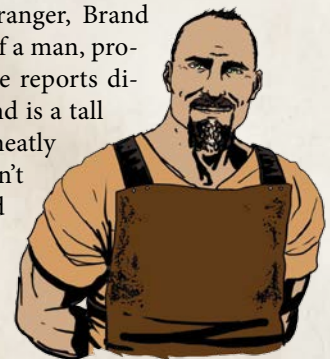
The County of Holdenshire is governed by Lord Pemberton and his lady-wife, Lady Sybill Pemberton, and contains the village of Hengistbury and the hamlet of Thornbury. Lord and Lady Pemberton reside in Hengistbury Keep, on a small hill overlooking Hengistbury. Lady Sybill Pemberton is a cleric of Erastil, and volunteers in the only temple in Hengistbury, with the aid of Ariel and Prirkka. Each year, Lady Sybill



organizes the Autumn Harvest Fair. Lord and Lady Pemberton also own Hengistbury's Bleeding Heart Tavern and have an unusual arrangement for running it. Between the Tavern, the Harvest Fair and several other local programs, they do much to ensure the communities in their care remain healthy, happy and prosperous. News of local problems and impending danger have made the Lord and Lady anxious about the fate of Holdenshire and they are most anxious to receive help in getting things back to normal. It may be that they will reward a group of adventurers well for helping out.

BRAND TOREK

The county is patrolled by a ranger, Brand Torek, a large, easygoing bear of a man, proficient in hammer and bow. He reports directly to Lord Pemberton. Brand is a tall man with broad shoulders, a neatly trimmed beard which doesn't hide his square jaw. A retired adventurer, he still keeps his old armor and massive warhammer hanging on the wall of his cabin-cum-office in Hengistbury. Brand is serious about his job and is rarely found



in his office as he spends much of his time patrolling the villages and roads. He dotes on his niece, Ariadne and would hate to see any harm befall her. His official title is "Sheriff" and he is occasionally assisted by Yara Bloodclaw and Jayel.

THREE-FINGERED JAKE

Three-Fingered Jake is an itinerant bard who wanders through every few weeks performing in exchange for food or coin. Most news of the wider world comes from his visits to town. He can usually be found performing in the Bleeding Heart Tavern (originally called the Beaming Hearth until the Mortimer Brothers vandalized the pub's sign). Jake knows many rumors, particularly regarding a certain sword and scabbard.



UGG

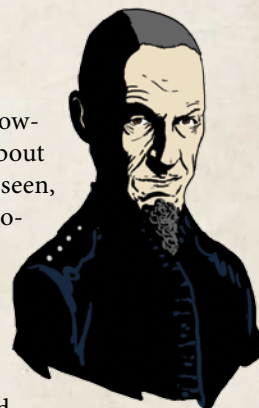
Ugg is a small hill giant who was befriended by the village children some years ago. Ugg is not his real name, but he is affectionately called such as he clumsily yet cheerfully assists with manual labor around town. Ugg is a kindhearted soul and



dislikes seeing others mistreated, particularly if the reason for doing so stems from prejudice against those who are 'different'. Ugg speaks both common and giant, but relies mostly on common while working in the village. Occasionally, when working alone, he can be heard to sign some quite interesting songs in giant. His best friends in Hengistbury are the Mortimer Brothers.

KALLE SIRKESALO

The wizard Kalle Sirkesalo lives in a tower located on an island in the river about five miles downstream. He is rarely seen, but his henchman Hunch-backed Roland (who is neither hunchbacked, nor is he named Roland) is seen in Hengistbury most weeks purchasing supplies. Kalle is a black mage who is often in need of rare ingredients. Roland can sometimes be found in the company of Freya Aeval, the pixie, as they head into the Weirwood. Kalle often supplies the Veterinarian Albert Wright with certain potions and medicines he needs for his job. No one is really quite sure what else might be going on at the tower.



PENNER

Penner is a halfling pig farmer with an affinity for pirate history and memorabilia. He likes to spend some evenings at the Bleeding Heart Tavern in the company of other locals. His interest in pirates may give him a unique perspective on some of the local goings on. His farms proximity to the Weirwood may give him insight there as well.



UGG

UGG

CR 7 (XP 3,200)

CG Large humanoid (giant)

Init -1; **Senses** low-light vision; Perception +6

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 85 (10d8+40)

Fort +11, **Ref** +2, **Will** +3

Defensive Abilities rock catching

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee 2 slams +13 (1d8+7)

Ranged rock +6 (1d8+10)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +7; **CMB** +15; **CMD** 24

Feats Cleave, Intimidating Prowess, Power Attack

Skills Climb +10, Intimidate +12, Perception +6

Languages Giant, Common

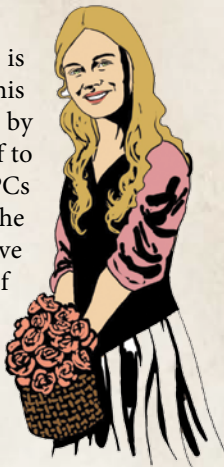
THE MORTIMER BROTHERS

The Mortimer Brothers fancy themselves a "thieves guild," but in reality the three young orphans, Gord, Beej and Poke, operate more as paid gossips. They spend a lot of time with Ugg, who is very protective of them. They often find themselves in minor trouble, but may overreach their grasp in the near future. Gord is in love with Ariadne and will soon come of age; he may find himself making a decision that is at once noble and a little foolish, but in the long run may see him become the apple of someone's eye.



ARIADNE

Ariadne is Brand Torek's niece. She is probably the most important NPC in this adventure, for it is she who is captured by the kobolds in Thornbury and taken off to the dragon's lair, and it is she who the PCs will be charged with rescuing. Gord, the oldest of the Mortimer Brothers, is in love with Ariadne; sadly, she is not aware of this. She can often be located in and around Brand's house, but does make the occasional foray to the riverbanks to pick flowers. Messages for Brand can be reliably left with her should the need arise.



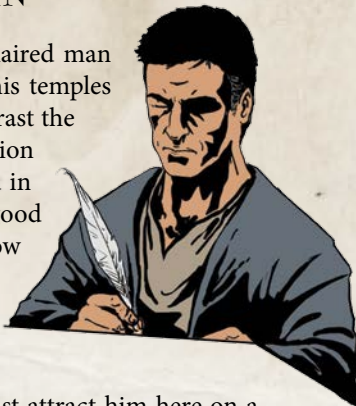
MEREDITH JONES

Meredith Jones is a young serious girl in her early 20s. She is stern looking, and doesn't quite know what to do in her life. Right now, she's working in the Bleeding Heart Tavern as a barmaid, but she knows for sure that she is meant for greater things. She is the only permanent employee of the tavern and therefore knows how things work better than most. It may be that she secretly admires someone in the town, but if so, she has kept it a well guarded secret.



GAVIN MORRIGAN

Gavin Morrigan is a dark haired man with a dusting of silver at his temples which seems almost to contrast the spark of youthful determination in his eyes. Often engrossed in writing, he is clearly in good shape. No one seems to know why he spends so much of his free time at the Bleeding Heart, nor what it is he is writing exactly. Surely something, or someone, must attract him here on a regular basis. What could it be?



WILLEM VON NEDERVEEN

Willem Von Nederveen is a traveling merchant from the trading company Samuel and Sons in Northminster. He is helpful to those who are friendly to him. Willem was sent to Hengistbury to figure out why the company is losing money there, which may lead him to ask the PCs for help if he thinks they are trustworthy enough. The com-



GORD MORTIMER

HUMAN ROGUE 1

CR 1/2 (XP 200)

N Medium humanoid

Init +3; **Senses** Perception +3

DEFENSE

AC 14, touch 12, flat-footed 12 (+1 armor, +3 Dex)

hp 5 (1d8+1)

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

OFFENSE

Speed 30 ft.

Melee sap +0 (1d6 nonlethal)

Ranged dart +3 (1d4)

Special Attacks sneak attack +1d6

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 13, **Wis** 8, **Cha** 14

Base Atk +0; **CMB** +0; **CMD** 13 **Feats** Deft Hands, Skill Focus (Sleight of Hand)

Skills Acrobatics +7, Appraise +5, Bluff +6, Disable Device +9, Disguise +8, Escape Artist +7, Knowledge (local) +5, Perception +3 (+4 to find traps), Sense Motive +3, Sleight of Hand +12, Stealth +7

Languages Common, Halfling

Special Qualities trapfinding +1

Combat Gear bag of caltrops; **Other Gear** padded armor, darts (4), sap, disguise kit, thieves' tools

pany does a brisk business buying up local materials and goods while selling finished products back to the residents. There really isn't any reason for them to be losing so much money. Or is there?

AUS

Aus is a young kid, annoying and always trying to scurry around and get the latest rumors in an effort to impress the older Mortimer Brothers. In particular, he is interested in rumors of the dragon in the East, and carries a stuffed dragon toy. He cheers for the dragon and pranks those who show interest in slaying it. He has collected a lot of dragon trivia in his 8 short years.

Some of it is even accurate, though no one is really sure about which bits have just been made up or confused with the real ones. Still, he constantly tries to find more and this may prove beneficial for the Party.



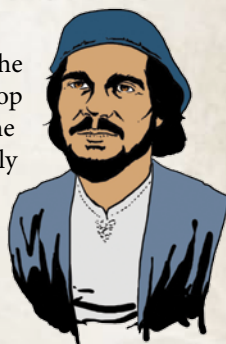
STEFAN OAKFELL

Stefan Oakfell is a woodsman and hunter. Softly spoken, rugged and lean, he is approaching his late 40s. Stefan has a haunted look in his eyes, a look which suggests he may have seen—or indeed, done—terrible things. Stefan is a solitary character who does not seek the company of others. He may, if he can be convinced to share it, have news of strange goings on in the Queenswood. He certainly seems to spend the majority of his time in and around it's environs.



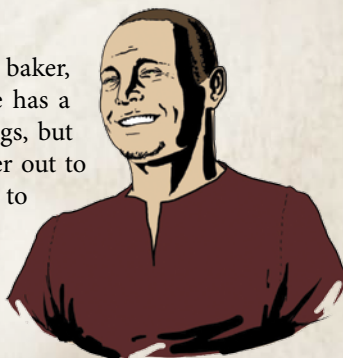
NAZID

Nazid of the Adashim family from the Ben-Yumo clan. He has a little spice shop called The Spice of Life from which he sells spices to the locals and particularly Lord and Lady Pemberton. About once a year or so a foreign gentlemen shows up to conduct business with Nazid. He's probably just bringing in fresh spices, right? It's probably just one of Nazid's relatives. There couldn't possibly be anything illegal going on here, could there?



REG BAKERSON

Reg Bakerson is Thornbury's baker, and a friendly sort to all. He has a habit of saying awkward things, but he's well meaning and is never out to do anyone harm. Reg likes to drink when he's not working, and becomes rather boisterous after a few drinks. Generally Reg is looked on affectionately by the townsfolk, although thought of as a bit odd. He tends to think of the Pub 'n' Grub as his home away from home and gets worried if trouble starts there. A night of too much drinking means the fresh bread in Thornbury will be delayed the next morning.



HORATIO DENHEW

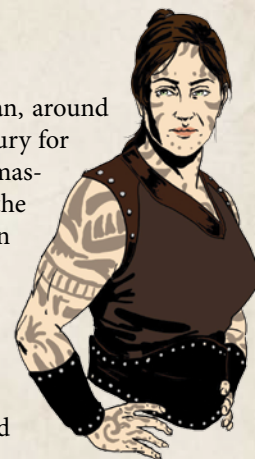
Horatio Denhew owns Thornbury's tavern, Denhew's Pub 'n' Grub. He hopes to one day open a second branch in Hengistbury, although the Bleeding Heart's popularity keeps him from doing this. When not in the kitchen, he likes to mingle with his patrons, loving to hear their tales. If asked why



he doesn't adventure himself, he replies, "I nearly kill meself in me own kitchen eery day; I wouldn't last more'n a week crawlin' through dungeons. Lemme refill yer ale."

YARA BLOODCLAW

Yara Bloodclaw is a tall tattooed woman, around 35 years old. She has lived in Hengistbury for about 6 years, now working as a beemaster. A capable warrior, she reinforces the guards of Hengistbury and is never seen without her two warhammers. If asked about her past she mentions only that she was raised in a cold mountain range in a land far away. She says little and never drinks alcohol. This makes her especially reliable if trouble should crop up late at night.



KITSTER "KIT" BARTLEBY

Kitster "Kit" Bartleby is a charismatic criminal. He is a fence, dealing with stolen property. It is Kit who persuaded John Tulworth to steal from Samuel & Sons. Kit must have some reason for targeting Samuel & Sons beyond just money—he has, after all, taken a very big risk in such a small community. Who does he sell to and why? And what are they doing with the goods?



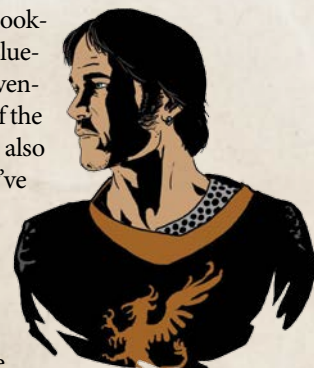
MYLANI AZALATHELLON

Mylani Azalathellon is a teenaged half-elf with a fascination with the law. She always carries two small books with her: a book of common laws, and a notebook that she uses to record any transgressions of the law that she witnesses. Enthusiastic, Brand finds her tiresome—but maybe she's on to something. Perhaps she's unwittingly seen something important and written it down in her little book. Or maybe she's just a nosy busybody with a score to settle.



ANDREW NEMETH

Andrew Nemeth is a wandering rogue, looking for a successful adventurer named "Blue-stone." Why? Probably because the adventurer owes him some money. He is part of the troublesome adventuring group which also includes Mossad and Old Jovan. They've been wandering around the area causing trouble for the residents with their questions and prying. Andrew is the de facto leader of the group.



GM's Note: Stats for Andrew can be found in the **Monsters & NPCs** section.

KARATILANA "TILA" TORIN

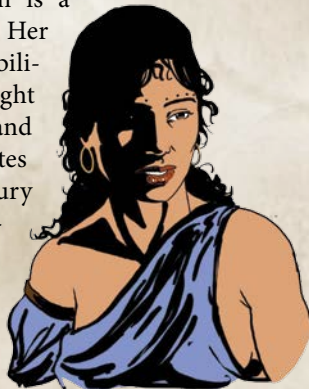
Karatilana "Tila" Torin is a "rogue economist", believing that redistribution of wealth is the key to economic success. She takes this belief very personally, handling much of this "redistribution" herself. The rest of the community simply regards her as a thief. This probably has everything to do with why she now finds herself in Brand's jail. How long she'll stay there is anyone's guess. If she does leave without permission, someone will probably have to fetch her back.



GM's Note: Stats for Tila can be found in the **Monsters & NPCs** section.

SARAZ BINT FARAD BINT AQUILAH

Saraz bint Farad bint Aquilah is a psion from a far away land. Her dress is that of someone of nobility or great wealth, wearing bright colored silks. She is inquisitive and curious and makes extensive notes about everything in Hengistbury and the surrounding countryside. She is naive about local customs. She suspects that something odd is going on at one of the stores in Hengistbury. She *could* be right, but really needs to learn more. She may be connected to a band of local gypsies in some way, but who can tell for sure?



FREYA AEVAL

Freya Aeval is tiny and adorable pixie girl with long braided red hair and blue eyes, with pink and black butterfly-like wings. She spends much of her time in the vicinity of the Bleeding Heart Tavern, although she can be a source of information about the Weirwood. She seems to be sweet on Hunch-backed Roland, though it isn't entirely certain that he returns the affection. They are often seen going into the Weirwood together, though.



ROBERT MACBAIN

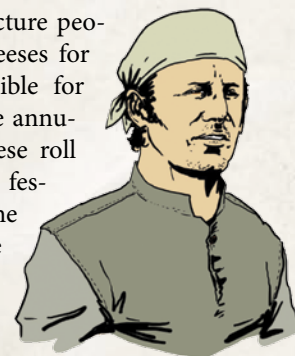
Robert MacBain is dark of hair and large of stature. Tall and well muscled from years working with his hands, Robert is generally thought of as kind and strong. He works stone

mined from the quarry for various uses around the county. Most of the homes in Hengistbury are starting to put in stone foundations and some of the larger buildings in the area are already converted. Probably no great secrets will be unearthed. Probably.



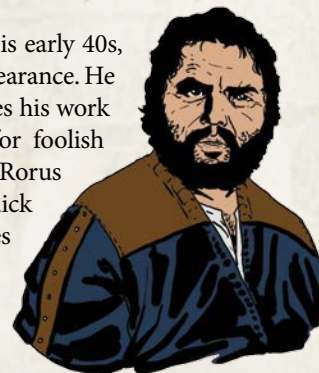
TEMRUS CLOTHBINDER

Temrus Clothbinder is a cheese maker ("Clothbinder" coming from the cloth used to bind up cheese, as he loves to lecture people). Not only does he make cheeses for general use, he is also responsible for providing the cheeses used in the annual Autumn Harvest Festival cheese roll competition. Each cheese for the festival is wrapped in black and all the residents know not to touch those cheeses. This prevents tampering and might also have something to do with the Platinum piece hidden in at least one cheese as a prize. At least, they are supposed to be hidden in the cheeses. As far as everyone else knows, anyway.



RORUS KLAIN

Rorus Klain is a large man in his early 40s, wide of girth and grizzled in appearance. He is a smith of great skill, and takes his work very seriously, with no time for foolish questions or irritating visitors. Rorus is quick to anger, but equally quick to forgive, and once he becomes a friend, he is fiercely loyal. His strong-willed wife, Yulana, is probably the only person in Hengistbury that Rorus fears. He often takes on large orders and has made arrangements with Thornbury's smith, Donald Morrison to cover his day-to-day work at these times.



MOSSAD

Mossad is a tall dark haired warrior who uses a two-handed sword. He, along with Old Jovan and Andrew Nemeth, is part of a troublesome company of adventurers staying temporarily in Hengistbury. Because of their shared experience with Blue-stone, Mossad is loyal to Nemeth and Old Jovan, but he is rapidly losing enthusiasm for the pursuit and grows more convinced each day that they should just move on.



GM's Note: Stats for Mossad can be found in the **Monsters & NPCs** section.

EMERY SHIER

Emery Shier is an alchemist based in Thornbury. He sometimes works with Heinrich Krebs to replenish supplies, but by and large makes himself available to the Thornbury locals to meet their more pressing needs. He runs his shop from the kitchen of his home. His alchemical supplies are more limited in variety, but of equal quality to Heinrich's. This makes some people suspicious and they wonder who the real talent is.



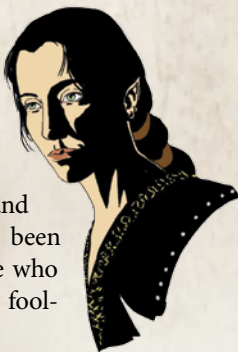
ALBERT WRIGHT

Albert Wright is the 12th of 13 kids of from the hills near Brockendale who grew up to be a veterinarian. He dreams of taking care of baby owlbears, sick hippogriffs or some other 'exotic' creature. He keeps his Veterinary Clinic in Thornbury because it keeps him near the Queenwood, Ayle's Loch, and Brockendale Castle where he likes to search for animals to study in his leisure time. He is not a cruel man and merely makes notes of their habits and lifestyles. He can be a valuable guide to the area around Brockendale Castle.



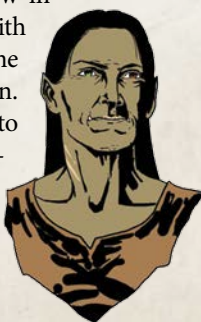
ARIEL

Ariel is a mid-wife and herb supplier. She spends much of her time in the local wilderness collecting supplies. She once adventured and is a somewhat accomplished mage. She helps Lady Sybill minister to the needs of the community and generally does so willingly, but she has been known to have a sharp word for anyone who has injured themselves doing something foolish or dangerous.



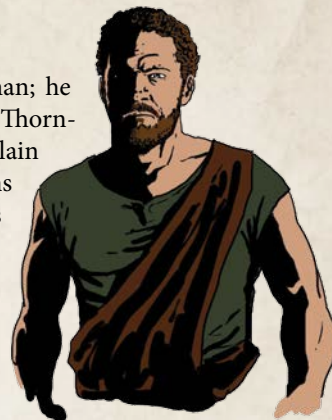
PRIRKKA STRONGFIST

Prirkka Strongfist is a half-orc midwife new in town. Prirkka is tall, with long black hair with a few hints of gray, about 50 years of age. One of her eyes is brown while the other is green. She is allergic to cats. She has been drafted into service helping Lady Sybill care for the county's residents. No one is quite sure where she came from or why she ended up here. Some folks still mistrust her, but she may be slowly winning them over, provided nothing untoward happens.



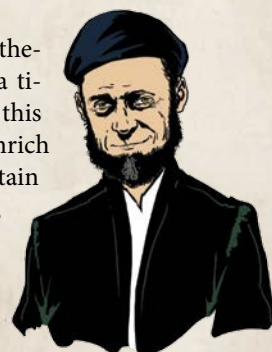
DONALD MORRISON

Donald Morrison is a giant of a man; he wears a kilt and works the forge in Thornbury. He's not as skilled as Rorus Klain is, but still produces serviceable items of decent quality. Rorus employs him when there is a large order that needs filling to handle the more work-a-day needs of the community. Both men are on genial terms with each other, but, is that just a hint of jealousy in Morrison's eyes?



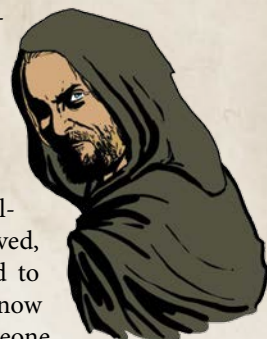
HEINRICH KREBS

Heinrich Krebs, a self proclaimed apothecary wears his chosen profession like a title. Almost all villagers use products of this shop, be it to help with diseases, to enrich the love-life, or to get the town's best stain remover. For the occasional adventurer, classics like Alchemist's fire or Smoke Sticks are always in stock. Whenever Heinrich needs to re-supply, Thornbury's Alchemist, Emery Shier comes along to help out. Some locals are starting to wonder who the real alchemist is.



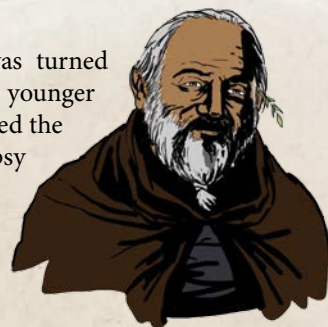
JUIDE "BLACK-HAND" AVERAUH

Juide "Black-Hand" Averauh is a rarely-seen woodsman who keeps the village well-supplied with good meat. Most people assume he hunts in Queenswood for the most part and Juide does nothing to disabuse them of this notion. Perhaps it is true. Although, if the rumors are to be believed, some folks might be quite displeased to discover his real source. He may know something about Ayle's Loch that someone else wishes he didn't.



OLD JOVAN

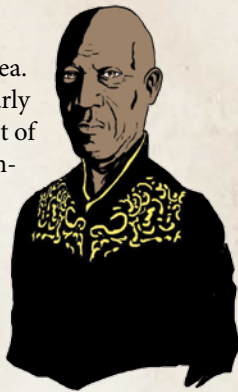
Old Jovan is a dwarf who was turned into a shambling mound in his younger years of adventuring. He travelled the swamps a long time until a gypsy was able to help turn him back. Unfortunately, a hint of the smell remained. People are often understandably uncomfortable in his presence. He is part of the adventuring party staying in Thornbury; the others are Andrew Nemeth and Mossad. Jovan is loyal to Nemeth, but he, too is beginning to weary of chasing Bluestone.



GM's Note: Stats for Jovan can be found in the **Monsters & NPCs** section.

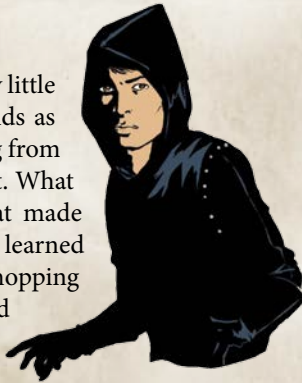
TAMAS AGRENS

Tamas Agrens is the local sage of the area. He's fairly aloof and unfriendly, and clearly considers himself more clever than most of the locals. For this reason, the Mortimer Brothers enjoy taunting him with stupid questions and pranks; trouble ensues when they steal a certain box from him, though. Maybe he does know something the rest of them don't. Whatever it is, it is unlikely to be good for anyone.



JOHN TULWORTH

John Tulworth is an untrustworthy little sneak. He is known to the other kids as "the toad". It is John who is stealing from Samuel & Sons at the behest of Kit. What hold does Kit have over him that made this possible? And has "The Toad" learned anything that would make Kit hopping mad? Maybe Tulworth is a good kid at heart who has just been lead down a bad path.



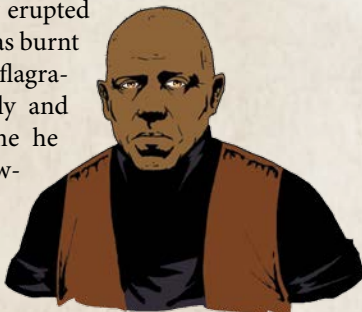
MALLORY JACKDAW

Mallory Jackdaw is a 7 year old boy, with unkempt brown hair and blue eyes, who never stops talking. He knows a little about everything and is willing to make the rest up. He's been feeding Aus various stories and, in some cases, outright lies about the dragon far to the East. It's fairly likely that any information he might give to interested adventurers is no better. He is the second of three children to disappear into the Weirwood.



STEDD GRIMWOLD

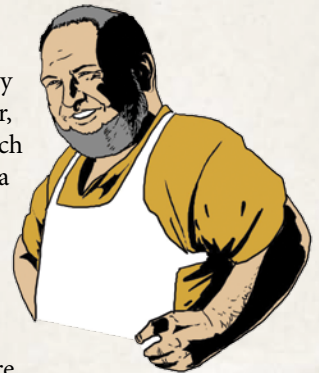
Stedd Grimwold is a dwarven sorcerer. He manifested his powers working the quarry: He needed a light to read a note and his body erupted into flames. All of his hair was burnt off and the fire caused a conflagration which killed his family and many other miners. In time he learned control over his powers, and opened a small shop in Hengistbury where he provides potions. Morose and taciturn, Stedd mopes



about, a sad forlorn shell of a dwarf. Perhaps something can be done for him?

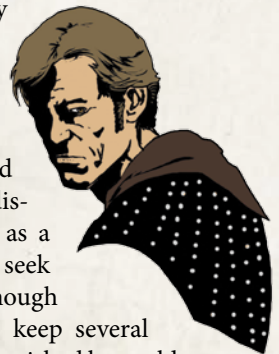
STEFFEN THE BAKER

Steffen the Baker is the Hengistbury town baker. With brown-grey hair, he's a little plump from too much bread. All that means is he has a finer understanding of the bread making arts than does his counterpart in Thornbury. People line up daily to collect fresh bread from Steffan and his bakery serves as a secondary community hub before the Bleeding Heart opens for the day. What you don't hear there, you might hear here.



JOHN-FRANCIS RAINWEAVER

John-Francis Rainweaver is hearty woodsman of indeterminate age. He was once a court scholar in Northminster. He was charged with teaching the young prince of Northminster, but some unspecified catastrophe occurred and he was dismissed. Unable to find more work as a scholar, he came to Holdenshire to seek what fortune he could. There is enough need for wood, meat and skins to keep several woodsmen busy. Perhaps Rainweaver wished he could redeem himself in some way, though?



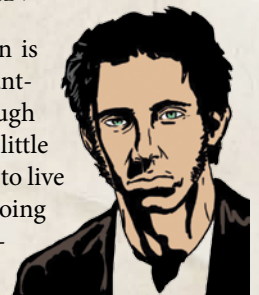
LOGAN BROKENBARREL

Logan Brokenbarrel is the black-bearded dwarf quarry-master. Those with a military background may recognize Logan's regimental tattoos, which link him to a notorious massacre committed by the last king's troops at Ayle's Loch. He keeps his past a closely-guarded secret and if anyone were to find out the exact nature of his deeds he would surely be displeased. He might even take drastic action to silence the person.



JAHMUS "JAYEL" LAEKIN

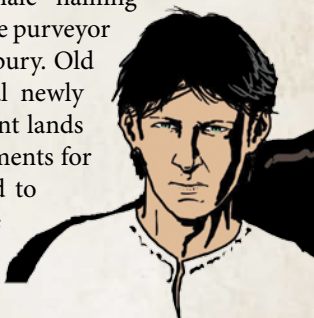
Widely known as Jayel, Jahmus Laekin is the name of a onetime scout, now hunter of men at the behest of Brand. Though amicable, the dark-haired man holds little sympathy for the malicious. He prefers to live peaceably, but has no qualms about doing bad things to bad folk. Or folks he believes to be bad at any rate. It would be



a terrible thing if he got carried away one day and did something unforgivable to someone innocent. Fortunately, Brand has been able to Jayel's energies for good.

TILLIAN BRICKLEBOTTOM

Tillian Bricklebottom is a male halfling scribe, writer, translator and wine purveyor who has settled down in Thornbury. Old deeds and wills, the occasional newly acquired manuscript from distant lands and the writing of official documents for Lord and Lady Pemberton tend to keep him reasonably busy. He is fluent in many arcane and strange languages and may be able to help translate a document that comes into the Party's hands.



GETTING STARTED

The previous pages set the scene for our little dragonslaying drama, and it's now time to get the players into the action. How the party has come to Hengistbury is a matter best left to the individual gaming group, but once that is established, read or paraphrase this aloud to your players:

Winter is over, and Hengistbury is experiencing a warm, dry Spring. The summer county fair is already being organized, the Fair Committee headed as always by Lady Sybill Pemberton, and the village is its usual bustling, cheerful self.

All is not well, however. There have been problems of late! Children have been disappearing into the Weirwood; howls of an unearthly nature have been echoing across the Fogmoor; and Three-Fingered Jake, the county's itinerant bard, has been spreading rumours of treasure in the ruins of Brockendale Castle.

All this aside, however, tonight is a warm, balmy evening. Many of the villagers are gathered in and outside the Bleeding Heart Tavern (originally called the Beaming Hearth, until some children vandalized the pub's sign), and any troubles seem far away.

This is an opportunity to introduce the PCs to various important members of the community. Most are friendly—unless the PCs do or say something to offend them—and are willing to

CONTINUING THE QUEST

Many of the Quests contain a section on **Continuing the Quest**. These are provided as suggestions on ways to either extend the current Quest or create new ones for a GM and Players who would like to spend additional time in the county of Holdenshire.

talk. Amongst the random gossip, talk of the weather and the harvest, discussion of the summer fair arrangements, and other domestic trivia, the PCs may pick up on various snippets of information (see the **Rumors In The Tavern** sidebar). This is all background information; the hooks will come later. For now, just let the PCs get to know everyone.

The PCs will now be free to attempt any of the initial quests. Once they have reached 3rd level, you should then proceed with **Kobolds of Thornbury**. Some of the quests are hinted at in the tavern rumours, and others contain their own plot hook to draw the PCs in. These hooks are presented at the start of each quest. The quests are short, most taking up only one or two pages.

Most of the quests can be attempted in any order. The final quest, **Kobolds of Thornbury**, is the one which ultimately sends the PCs on their journey to slay the dragon.

QUEST I

JACK OF THE WEIRWOOD

Children are being lured into the Weirwood by fauns under the control of Spring-Heeled Jack. They are being held in the Weirhenge where he intends to perform a ritual to bring a blight across the county. Why? Because he's a malicious, nasty, petty bastard who just enjoys seeing people suffer. He has three of the four children he needs, the latest being Poke Mortimer.

Following Poke's trail is easy up to a point. A DC 12 Survival check leads the PCs to the Weirwood, and about a quarter-mile into the wood.

The Weirwood always seems eerie and haunted. There's something not quite right about the way the sun filters through the leaves, or how the birdsong sounds somehow muted and distant. The Weirwood makes you feel uneasy, but you can't quite put your finger on why. Poke's trail is easy to follow at first. It leads you deeper into the wood, perhaps a quarter mile, before arriving at a small clearing. Here, the trail seems to end.

In the distance you can hear the faint sound of music; it sounds like pipes, and is curiously inviting. The music is, of course, the panpipes of fauns. If the PCs follow the sound (DC 10 Perception check), they soon come across a potential ally:

Standing on a small rise nearby is a curious creature. It stands on stark white goat legs and has short horns protruding from its head. It also has a short tail that swishes playfully from excitement, and its hair falls gracefully around its horns and ears. Its humanoid torso is lithe but chiselled.

PCs may well mistake this creature for a Satyr. A DC 15 Nature check will correctly inform them that this is, in fact, a Faun.

RUMOURS IN THE TAVERN

Not all quests are rumoured here, some emerge as the adventure goes along. Similarly, not all rumours here are true. Or at least, not true, yet.

- **Brand** is aware of the howls from the Fogmoor. He warns that the moor is inhabited by lizardman tribes, however, and believes the howls to merely be a large wolf. He promises he will deal with it should it show itself in the village. (**Quest II: the Hound of Fogmoor**)
- **Gavin Morigan** speaks about a strange floating ship he saw in the night sky a few weeks back. He claims it was a schooner under full sail and sailed off to the south. (A false rumour unless the GM decides otherwise. Gavin had a bit too much to drink one night and an odd cloud formation lit by a full moon captured his imagination.)
- **Lady Sybill** is familiar with the history of Brockendale Castle, as it used to be the Pemberton seat of power. The castle is said to be haunted by the spirit of a young woman who was executed there on suspicion of being a witch. Her name was Elanour, and within a year of the execution, the Pembertons relocated to Hengistbury Keep. This was all a couple of generations ago, and happened before Lady Sybill was born. She thinks that her husband would probably know a little more. (**Quest IV: Memories of Brockendale**)
- **Aus** will talk about how neat the dragon of Skull Mountain is and how much he thinks it would be cool to see it and talk to it. He clearly has no idea how dangerous dragons are, nor can he be convinced they are anything less than wonderful. Anyone speaking ill of the dragon or suggesting it should be killed will be mocked as only an 8 year-old can.
- **Mylani Azalathellon** refers to her notebook and says she thinks that someone is trying break the law rather badly in Hengistbury. She will not be drawn out beyond this statement and simply looks darkly at the PCs. (This is true, but the Samuel and Sons Robbery can be developed by the GM as a further Quest using the elements provided in the NPC write ups.)
- **Three-Fingered Jake** elaborates a little on the rumours of treasure at Brockendale Castle. Apparently, the Pemberton's family scabbard is located there; Lord Pemberton has the sword itself, but when the castle was abandoned in the dead of the night, the former Lord Pemberton had sword in hand. The scabbard was left in his bedchamber. It is not only valuable, it also has great sentimental value for the Lord and Lady Pemberton, and is said to have magical properties. (**Quest IV: Memories of Brockendale**)
- **Saraz bint Farad bint Aquilah** asks the PCs if they know about the black cheese. She believes they are possessed by the souls of the dead and that something evil is going on at Clothbinder's Cheese Shop. People will confirm that the Black Cheeses are to be left alone. (The truth is, there are about a dozen black wrapped cheeses in the shop, all of which are prepared well in advance for the Autumn Festival Cheese Roll. They are specially hardened and nearly inedible, but otherwise normal. No one is allowed to touch them to prevent tampering.)
- **Ariadne**, Brand's niece, has joined Lady Sybill's Autumn fair committee. She has grand plans for the flower arrangement competition. While in Thornbury last week, she thought she saw a small scaly humanoid creature dressed in robes, watching her. (True, but at this point merely a hint of what is to come.)
- **Ugg** is sitting on the ground outside the tavern because he's too big to fit inside. He talks of seeing a 'green lady' out on the Fogmoors being followed around by what he calls "scalies". (**Quest V: Lizards Lament**)
- **The Mortimer Brothers** (well, Gord and Beej) are sitting with Ugg, outside the tavern, and are concerned that Poke hasn't been seen since they dared him to venture into the Weirwood at night. (**Quest I: Jack of the Weirwood**)
- Some of the locals may mention trouble at a bridge near Thornbury. Travellers mention having been attacked by a Troll at the bridge. (**Quest III: Troll Under the Bridge**)
- The woodsman, **Stefan Oakfell**, should he happen to be in town and willing to talk, can tell a strange tale of gypsies in the Queenswood and late night dancing around a bonfire to the strains of unearthly music. (Partially true. Or as true as the GM needs it to be. See the **Queenswood** location above for ideas to develop.)
- One of the older Townsfolk, either a fisherman or a barge-man, speaks of strange goings on near a place called Murray's Folly. He seems to be a bit drunk and talks about floating rocks and ghostly hammering noises. (**Quest XI: Peculiar, Most Peculiar**)
- Someone mentions that **Albert Wright**, in Thorbury, seems to have news of an interesting creature out in the hills. He is seeking help in tracking it down and capturing it. (**Quest IX: On Safari**)
- A group of adventurers has been making trouble in the area lately. They keep asking about something called Bluestone, but no one knows what this might be. (**Quest X: Troublemakers**)

GM Note: You can make up additional rumours if you so choose and sprinkle them around either village. Which ones are true and which are false is entirely up to you.

This faun is Peripoptofulavar and, while afraid of Spring-Heeled Jack, he strongly dislikes what the malicious fey is doing. He is willing to help the PCs, although he will not engage in combat against his fellow fauns (due to familial loyalty) or against Jack (due to fear). Peripoptofulavar is only too eager to get the party involved in stopping Spring-Heeled Jack and will freely give the following information:

If the PCs ask about the missing children:

"Ohgoshohgoshohgosh! Yes, Jack has taken the younglings from your village. He holds them at the Weirhenge. Oh my!"

If the PCs ask if Peripoptofulavar is involved in the plot:

"Golly, no, I don't approve, no sir, not at all!"

Asking about Spring-Heeled Jack reveals the following:

"Jack, spring-heeled he calls himself. He may be small, but he's a vicious one, that he is. Oh my! He leaps and sneaks, he does, leaps and sneaks. Oh, a nasty fellow, Jack is. Nasty, nasty, nasty. And he hates human-folk. Oh golly."

If the PCs ask about the details of Jack's Plan:

"He mutters about a ritual, says he needs four of your younglings. He has three now!"

If the Party wants to know how many are involved:



"Twelve of my fellows, yes, indeed. I was the Thirteenth. Twelve of my fellows plus... Jack."

Peripoptofulavar, if asked, can lead the PCs to the area of the Weirhenge. He will not enter the area of the Weirhenge himself, however, instead saying:

"This is as far as I can go, good sirs. Oh my, oh my yes. Too much fear I have, too much. Please, go carefully. Don't let Jack get you. Oh no, oh no. Save the poor children, bring them back safe."

He then runs off into the woods back the way you came.

After a few minutes walk, the PCs will reach the Weirhenge. The Weirhenge is a circular group of standing granite stones sitting atop a perfectly round hill that have clearly been in the area since ancient times. They are covered in moss and faint, weather worn pictographs that are barely discernible and impossible to read. The area of the Weirhenge is shrouded in a light mist as if it were early morning no matter what time of day the Party arrives and there is a faint metallic tang to the air.

Allow the PCs to make whatever Knowledge checks they feel would apply. A successful Knowledge check (DC 20) may reveal that areas similar to this were sometimes used to perform powerful ancient rituals, but no one has heard of such a ritual being performed for several hundred years.

PCs that successfully perform a DC 18 (due to the over-laying mists) Survival check may be able to discern several sets of small hoof prints scattered about the area.

Allow each PC a short opportunity to make one of the above checks. PCs that choose to make a Perception check (DC 12) will notice that the unsettled feeling that has permeated their approach to the area is particularly strong here and the sound of the pipes has stopped.

Once everyone has had an opportunity to make their check, read or paraphrase the following:

A goat-like chuckle breaks the silence and you realize you are not alone. It is as though the creatures that now surround you simply materialized out of thin air, although none of you saw any of them actually do so. Standing atop a large stone, you can see a small and roguish-looking man with horns, garbed in a tattered vest, cape, and trousers. His movements seem hideously quick, unnatural, and the very sight of Spring-Heeled Jack's cruel grin chills your hearts, as does the sight of his viciously curved dagger.

Jack is not alone, however. Arrayed around the Weirhenge, you can see perhaps a dozen fauns.

Spring-Heeled Jack is not one to waste words. He is a malicious and cruel fey interested only in letting as much blood as possible. If this means torturing and killing children, then so be it. If it means fighting the party, then that is all the more to his liking, even if it means some of his faun followers have to die as well. Blood is blood as far as Jack is concerned. He has promised this group of fauns that he can perform a ritual

that will blight the landscape and give them dominion over the nearby settlements. This is a lie, intended only to further his thirst for violence.

Jack is positioned on a stone immediately above the PCs and toward the centre of the hill. He will open with his breath weapon, attempting to catch as many PCs as possible in its cone and then immediately leap away to another stone. On subsequent rounds he will attempt to determine the weakest members of the party and then use his Scare ability on them while attempting to gain position for either another breath attack or a back-stab opportunity. His Passwall ability has already been used.

The fauns are fairly naïve but are lead by a Satyr. If the Satyr is killed, the fauns will scatter and flee into the surrounding forest. Otherwise, the fauns and satyr will coordinate their attacks so that in the first round half the fauns are using their pan pipes to augment their sleep ability and the other half are augmenting their Hideous Laughter. In the second round, if any PCs are unaffected, they will swap and attempt to incapacitate the remainder while the satyr attempts to cause fear in anyone still standing. After that, they attack PCs when and where they can, focusing on any that have been unaffected or manage to recover.

The mist in the area is not sufficient to provide any degree of concealment. The standing stones can be used by both sides to provide cover.

Once the battle is over, the PCs can hear children crying nearby. Spring-Heeled Jack has used his Passwall to open a tunnel into the interior of the hill, which turns out to be a burial mound. The mound has long since been looted and most useful items are too rusted or broken to be of any value. Three children, Poke, Mallory Jackdaw and another local child, Boris are bound to each other inside. Asking the children, or succeeding at a DC 15 Perception check, will reveal a small stash of gems (400gp value) and coins (200gp value) hidden in a corner under the collapsed remains of an urn. The musty remains of the burial mound's first inhabitant reveal a masterwork buckler and 1 potion of Jump.

Upon returning to the village, with the children safely in tow, the PCs are warmly welcomed and offered free healing of any wounds. There is a small celebration held for the safe return of the children, but the families involved mostly want to get the children home to their beds to rest and recuperate from their ordeal.

- **SPRING-HEELED JACK PAGE (PAGE 43)**
- **1 × SATYR (PAGE 42)**
- **11 × FAUNS (PAGE 42)**

CONTINUING THE QUEST

With his companions dead or driven off, Peripoptofulavar is at a loss as to how to proceed. He may approach the PCs and ask for an escort safely out of the area, or seek their assistance in locating those members of his family who were driven off.

QUEST II

THE HOUND OF FOGMOOR

There is, indeed, a werewolf on the Fogmoor. It is preying on lizardfolk primarily, but is moving closer and closer to human populated areas.

The moon casts eerie shadows across the moor and, aside from the werewolf himself, presents the chief danger in the Fogmoors. The Fogmoors are already a particularly dangerous example of the type and every few months someone enters the Fogmoors and fails to return. The low light condition, combined with the thick rolling fogs, means that it is much more difficult to traverse the Fogmoors without stepping off dry land and into the swampy, mucky areas for which the moors are named. PCs making successful (DC 17) Survival checks can navigate the treacherous ground, or lead others safely, for a hundred yards or so. Using a pole to test the ground ahead of them reduces this check to a DC 14.

PCs failing the check have accidentally stepped off the trail (DC 15 Reflex Save to Avoid) and into one of the swampy areas that dot the landscape. They immediately become stuck fast in the muck and require a DC 15 Strength check to be pulled free or slowly begin sinking into the moors. After the third round of being stuck, and every three rounds thereafter, the Strength DC increases by +1 until freed or the PC has been stuck for 12 rounds. At that point the PC must abandon all gear and make a desperate last attempt to get free (DC 19) or be swallowed by the moors forever.

The werewolf wanders the moors only at night, and anyone on the moors after sundown will hear the occasional howl in the distance. The werewolf isn't trying to hide, so DC 12 Survival or Perception checks are good enough to get close to the creature. Make the "hunt" last a short while to give the PCs a sense of suspense.

After sufficiently building the tension, read or paraphrase the following:

Following the sound of the howls, you soon begin to see evidence of the creature's passing. Animals lie dead, blood and guts sprayed everywhere in grisly scenes of carnage. The stench of entrails and offal permeate the air. Here and there you find the dismembered corpse of a lizardman, victim of a particularly stomach turning evisceration.

And then you see it, silhouetted in the moonlight, a muscular, hairy, half-humanoid figure with yellow claws and the snarling head of a vicious wolf. Its eyes gleam yellow as they fix upon you.

Searching one of the lizardman corpses will reveal a small vial of *Protection from Good* in potion form.



When they find it, the werewolf will be on a dryish patch of land, baying at the moon. Upon seeing the PCs, it will begin stalking towards them until it is within charge range at which point it will launch itself at the closest character.

The werewolf is savage and nearly feral. He's been stuck permanently in this shape for so long that very little trace of humanity remains. He isn't a fool though and knows that stepping off solid ground could be fatal. Hopefully the PCs earlier experiences with traversing the Fogmoors has given them an idea to help deal with the werewolf and they should be allowed to attempt to knock him into any one of the nearby muck pools and then dispatch him accordingly.

DC 18 Perception checks made on the way to and from the encounter area can reveal a scattering of coins and valuables dropped by unfortunate travellers and victims of both the moors and the werewolf totalling 100 gp between coins and other trinkets.

- 1 × WEREWOLF (PAGE 43)

CONTINUING THE QUEST

What happened to the Werewolf that locked him in his hybrid form? Is there something more sinister waiting in the Fogmoors or was this a one off circumstance? Only time will tell if the PCs have truly eliminated the threat.

QUEST III

TROLL UNDER THE BRIDGE

A troll is living out the ultimate cliché; it lives under a bridge near Thornbury and is attacking travellers. Most are able to escape, because the troll does not seem to pursue those who run, but there have been a few fatalities.

This particular troll is, unknown to anyone, protecting an extremely young and badly ill troll baby. She took refuge under the bridge in an effort to get the baby as out of the elements as she can. She can be reasoned with but only if the PCs can find a way to communicate and succeed at a DC 16 Diplomacy check. The PCs best bet for opening the lines of communication may be to convince Ugg, the village Hill Giant, to translate.

If the PCs can manage it, they will discover that the Troll is seeking healing magic of some sort to treat her child. Without some sort of aid the child will die in a matter of hours. She has attacked people using the bridge in an attempt to get such healing magic as she can, but has so far been unsuccessful. She does not pursue potential targets beyond the confines of the bridge for fear that her baby will fall victim to local wildlife or passers-by in her absence.

PCs that take time to approach cautiously and succeed at a DC 12 Perception check will note the sickly coughing noises of the baby troll. This may be sufficient to clue them in on the nature of the encounter.

If the PCs can make it clear that they wish to help, even in the face of the Troll's initial attack if no communication has occurred before hand, she immediately halts her attack (or never starts), and begs for mercy and assistance. Ugg in particular, being a kind hearted soul, will take pity on the Troll and attempt to make her intentions clear to the PCs. If they can produce any sort of healing magic and use it on the baby the mother Troll will be very grateful and give the PCs the entirety of her small treasure hoard in repayment. Once her baby is out of danger she will depart the area swiftly and head off into the forests.

GM Note: It is entirely possible that, should the PCs be in danger of dying in a later encounter in this module, this troll may make an appearance on the PCs side to swing the tide of battle. This is a one time repayment of the favour as a further show of gratitude.

If the PCs fail at all attempts at a peaceful resolution, or simply don't allow one to happen, the mother Troll will fight to the death and the baby will die some few minutes later from it's illness, perhaps even in the PCs presence. Ugg, if there, will be distraught and admonish the PCs for only seeing "monsters" when they look at someone different than them, including himself. Further interactions with Ugg will be coloured by the violent resolution of this encounter.

• 1 × TROLL (PAGE 44)

The troll has collected a small pile of "shinies" from its victims: 52gp, 65sp, three small 50gp rubies, and a lady's necklace worth 100gp.

QUEST IV

MEMORIES OF BROCKENDALE

A poltergeist haunts the ruins of the castle. Deep within can be found the scabbard of Lord Pemberton's sword—along with other lesser treasures. This scabbard, though the PCs won't know it yet, will be necessary if they are to defeat the dragon.

First, though, they've got to get into the ruins. Castle Brockendale has clearly seen better days. Much of the castle is in ruins and few outside walls remain unbreached. Over the years various vines and other climbing plants have taken hold in the rough and broken stonework that litters the ground. Some of the stonework appears to be covered by old dilapidated cobwebs of the usual size. However, a DC 15 Survival or Perception check can determine that one particular mass of webs appears to be more fresh than those surrounding it and of stur-

dier construction. A successful Knowledge: Nature check (DC 15) will alert the PC to the fact that these are the webs of Giant Spiders. The outskirts are home to a number of the creatures.

Read or paraphrase the following as they approach:

The castle now looms over you, its skeletal ruins stark against the grey sky. Whether or not it actually is haunted, it certainly looks the part.

For an instant, you think you see a light in one of the empty, ruined windows—but it is gone; probably a figment of your imagination. Before you can consider what you may have seen, something moves amongst the rubble—several somethings, scuttling rapidly towards you, fangs dripping with venom...

Six Giant Spiders have recently set up house here in the ruins. They've managed to trap and ensnare various woodland creatures, a lizardman and other unfortunate wanderers who have come within their reach.

They have no other purpose than securing the PCs in their webs and taking them back to their lair under the crumbled stonework and stuffing them into their larder for later consumption. If more than half of them are killed or seriously injured, they will retreat into their lair in the hopes that the PCs will move on and more easily caught prey will come along.

Should the PCs pursue the spiders into their lair, they are in for a hard fight as much of the webbing in the narrow entry way is maintained in as fresh a state as possible for defensive purposes and will therefore stick readily to any PCs who make contact with it. DC 12 Strength or Escape Artist checks will be needed to free a stuck PC. The close quarters inside the lair make it easier for any surviving spiders to ensnare PCs in fresh webbing of their own (Reduce the DC for Web attack to 10 instead of 12 within the confines of the lair), with similar checks needed to free themselves.

PCs can try setting fire to the lair from outside which will destroy the lair, but the spiders inside are not fools and will flee the lair rather than burn inside it. Such escaping spiders will not be interested in continuing the fight, but will instead scatter among the ruins until the PCs give up pursuit.

Those PCs wishing to examine the lair will find a number of corpses cocooned within. While most are just various animals that have wandered too close, two of them are different. One is the corpse of a lizardman that has been here some time. Amid its dried and desiccated remains can be found a small pouch with three gems (worth 67gp total) and a scroll of cause fear (DC 15). The second body was, at one time, human and a search of it's remains turns up a further 40gp in coins and miscellaneous trinkets.

• 6 × GIANT SPIDERS (PAGE 44)

Once inside, the PCs can search the ruins. However, Elanour, the poltergeist, will not be happy about this intrusion, and will harass and attack them at every opportunity. Lady Syb-



il's Grandfather, once Lord Pemberton himself, had an affair with the poor, unfortunate Elanour, a scullery maid at the castle.

While not entirely uncommon among the rich and powerful of the time, for Lord Pemberton this proved to have devastating results. When the assignation resulted in the pregnancy of Elanour, the Lady Pemberton of the time, Lady Sybil's Grandmother, was furious. Elanour was locked in the castle dungeons and given no light and the barest of prison rations. When the baby was stillborn 7 months later, what emerged was deformed and hideous due to malnutrition. This was all the excuse Lady Pemberton needed to have Elanour executed as a Witch who had cast a spell over Lord Pemberton to steal his affections from her, thus restoring her honour while eliminating her rival. A short time later, the ghost of Elanour began making itself known and persecuting Lady Pemberton. The Castle was swiftly abandoned and Lord Pemberton lived the rest of his days in shame over what had happened while Lady Pemberton carried the secret to her grave.

Defeating Elanour's poltergeist is possible—though difficult—but the ideal solution is to send Elanour peacefully to her rest. In order to do this, she must be pardoned by the current Lord Pemberton. Securing some evidence of the heinous nature of the crimes will go a long way toward convincing Pemberton and especially his wife. There are a number of ways of doing this. The PCs could, perhaps, convince Elanour

(DC 18 Diplomacy) to tell them her story and then relay it to the Pembertons (requiring a further DC 18 Diplomacy to convince them of it's veracity). In the Castle Kitchen, once the PCs have dealt with the threat there, hidden in a secret slot in the stonework of one of the still standing walls is a diary written by Elanour herself detailing the events of her affair with Lord Pemberton and leading up to her imprisonment. (DC 15 Perception check to locate the proper stone to move.) If the PCs descend to the dungeons, one of the cells is that used by Elanour herself and contained within, secreted in the frame of the prison bed (DC 15 Perception), is a note written on cloth torn from Elanour's dress addressed to her dead son. The note tells the rest of the tale, and these two items, brought to the current Lord and Lady Pemberton, should suffice to convince them of the events in question without the need for a Diplomacy check. They will issue a Writ of Pardon to dismiss the charges against Elanour. Any other reasonable course of action the PCs can come up with that has the same basic result should be allowed. Elanour herself, if spoken to, will mention the need for an official pardon as will the notes.

If the PCs can obtain the writ and read it aloud in the ruins, a DC 18 Diplomacy check will silence the poltergeist forever. (Reduce the DC by 3 to 15 if the PCs previously obtained Elanour's story from the poltergeist herself.)

- 1 × POLTERGEIST (PAGE 44)

If they succeed in dismissing the poltergeist, read the following:

You read the writ aloud, your voice echoing in the empty halls. The wind whistles through the ruins, and then—for a moment—it seems to stop. There is a silence, and you feel a presence, a sense of relief. And then there is nothing except a scrap of parchment, blowing on the wind, landing in the rubble at your feet.

The parchment, should the PCs read it, contains only the words “Thank you.”

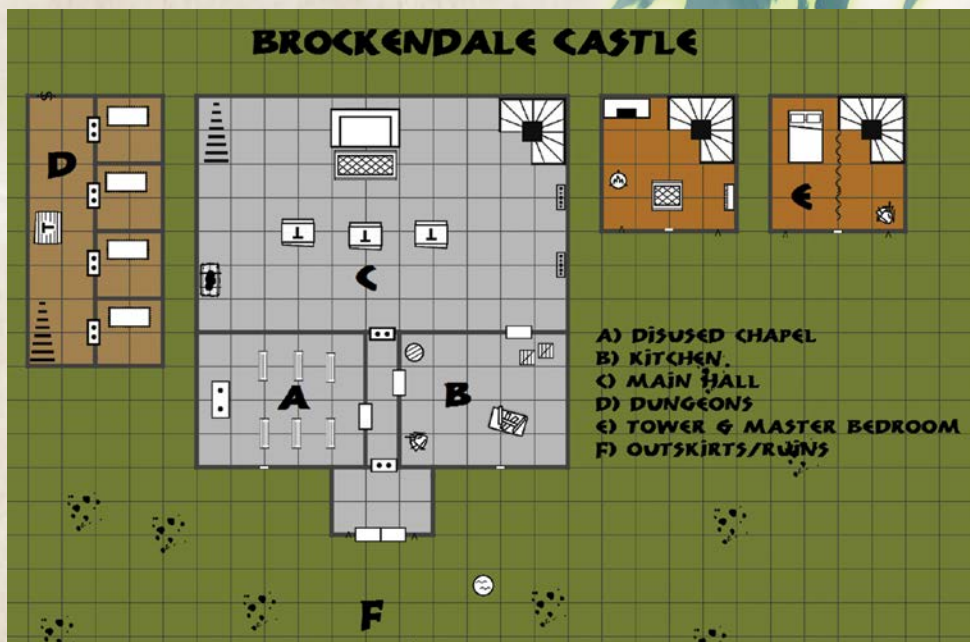
There’s not much left of the castle. The only rooms which resemble structures are the master bedroom, a kitchen, and what appears to be a disused chapel. The rest is all pretty much rubble, although a series of stone steps cut into the corner of the main hall lead down to the upper dungeons.

The four cells of the upper dungeon are all open and empty and many of them are now exposed to the outside. One cell in particular seems to be largely intact but has obviously, at some point, been sealed off in such a way that very little light could enter the cell. This is, of course, Elanour’s old cell. The cell has an iron bedstead in one corner and Elanour’s poltergeist, if not encountered elsewhere in the castle, can sometimes be found inhabiting the cell keening to herself over the loss of her child.

Under the rubble of a collapsed wall in the upper dungeon lies a trap door (DC 20 Perception check to spot the trap door beneath the rubble and a DC 20 Strength check to move the rubble and expose the trap door) that leads into the lower dungeons. The Lower Dungeons housed the most dangerous and twisted of the castle’s prisoners. Deemed too evil to be allowed to roam free, they were left to die within the confines of the castle when it was abandoned. These dungeons will be detailed in a separate adventure, for they eventually lead into the Underdark. For now, should the PCs insist on investigating, there should be a number of skeletons (ex-prisoners), and a wraith which blocks the way further.

- 10 × SKELETONS (PAGE 45)
- 1 × WRAITH (PAGE 45)

A crumbling and worn stairway at the back of the main floor leads up to a single remaining bedroom. A portion of the stairway has deteriorated and fallen away, requiring a DC 15 Climb or Acrobatics check to negotiate it’s upper section without assistance. The bedroom contains the scabbard (under the bed—the lord had drawn his sword and leapt out of bed in response to



one of the poltergeist's attacks. This being the final straw, in the rush to pack and leave the scabbard was foolishly overlooked.) and a small locked chest which contains 142gp and a ruby worth 75gp.

The kitchen stinks, and is home to a carrion crawler. It will attack the PCs on sight. It has recently fed on the corpse of a giant spider it managed to kill and so is only fighting to defend its new home. A sufficiently robust attack by the PCs could be enough to drive it off. The carrion crawler has a lair in the corner of the kitchen, under a fallen wall, and in that lair is a small amount of treasure: a mithral chain shirt and a silver short sword and the bones of several unfortunate victims.

• **1 MATURE SLIME CRAWLER (PAGE 46)**

When the PCs return the Scabbard to Lord Pemberton and Lady Sybil they are thanked profusely and each given an emblem depicting the Pemberton crest, which, if worn, will encourage merchants within the county to give them 10% better deals on goods than they might otherwise expect.

CONTINUING THE QUEST

Aside from the Lower Dungeon and the door to the Underdark, PCs can investigate the chapel. If the GM wishes, they may find a small ornate but broken relic here. Taking this relic to the Hengistbury Temple and Lady Pemberton may see the PCs tasked with recovering the remainder of the relic which is no doubt hidden in one of the many other nests of Giant Spiders located in and around the Castle ruins. Perhaps the reassembled relic contains a blessing or boon that would be valuable to the PCs.

QUEST V

LIZARD'S LAMENT

Lizardfolk have been a thorn in the side of fishermen for years. Territorial and aggressive, the lizardfolk tribes of the Fogmoor will think nothing of attacking humans. The tribes, a couple of dozen members each, don't get on well with each other, either; it is not known how many tribes there are, but some of them have been documented:

Bigshadow, Bonetongue, Cavernsnapper, Damnbane, Deathgouger, Dreadbasher, Droolhunter, Madstalker, Nightshade, Pitrot, Rantburner, Rantfury, Screamghost, Spinepuke, Stinkchain, Thiefbane, Tombgouger, Tombhand, Vomitshred, Wormchain

One particular tribe, the Cavernsnappers, has been particularly aggressive lately and are responsible for the deaths of a half-dozen fishermen. They attack suddenly and without mercy, pausing only to loot the bodies before disappearing into the Fogmoor.

Read the following when the PCs encounter a fisherman:

"Why can't that Lord of ours clear out the lizardcreeps, that's what I wanna know! Last week it was Percy, and the week before that Barry's daughter Elsie was killed. They took her engagement ring, y'know!"

Barry's fishing hut is located on the opposite side of the river from Hengistbury along the northern edge of the Fogmoor. If the PCs seek out Barry, they find a distraught man alone in his hut. After losing his wife a year ago, and now his only daughter, Barry has nothing left to live for. When the PCs discover him, he is kitting himself out for a foolhardy solo mission into the Fogmoor. Barry has strapped a rusty sword to his back, a pair of fisherman's knives to his waist, and carries an old crossbow with a half-dozen bolts. Completing this ensemble is a worn studded leather tunic bearing the emblem of Lord Pemberton.

Barry is desperate for revenge and is hard to convince of the foolhardiness of his mission. He believes he is the only one who cares about what has happened to his daughter and the other fishermen in the area. If the PCs can show some genuine concern and interest in Barry's problem, it may slow him down enough to talk him out of it temporarily. It takes a DC 18 Diplomacy check and a promise to recover Elsie's engagement ring to talk him out of what would certainly be a suicide mission. If the PCs do this, award them 500 XP; if they do not, he heads out into the moor and is never heard from again.

The Fogmoors remain a dangerous place and use the rules laid out in **Quest II: Hound of the Fogmoors**. If the PCs venture in during daylight hours, reduce the severity of the Survival check by -2 in order to navigate successfully. Once darkness falls, the check returns to normal.

If the PCs are unable to convince Barry to abandon his course of action and attempt to accompany him into the Fogmoors, they quickly discover that he is a liability. Barry is more at home on the river in his boat or along its shores and has very little skill when it comes to navigating the treacherous ground. Any Survival check Barry makes to travel safely through the Fogmoors suffers a -2 penalty due to his unfamiliarity with the terrain. He'll fall in frequently and require near constant saving. Left to his own devices, he clearly won't survive more than a few minutes.

Barry can take the PCs to where Elsie was killed. It is a place where the Fogmoors close in closest to the river, about 300 yards down the bank from his hut. There are still bloodstains there on the riverbank, and he breaks down into heartfelt sobs. After comforting Barry or reassuring him, the PCs can easily spot the tracks of Lizardmen leading into the Fogmoors. Three DC 15 Survival checks are needed to track the lizardmen to their camp. The PCs may make as many checks as they wish, but each time they fail a check they encounter (1d4):

ENCOUNTERS

D4	ENCOUNTER
1	1d6 crocodiles
2	1 constrictor snake
3	2d4 giant frogs
4	2d6 stirges

Statistics for these creatures can be found on pages 46-48. Once the PCs have spent some time in the Fogmoors and successfully made their checks, read or paraphrase the following:

You come into a small clearing. The stink you have been smelling for the last few hundred yards seems to come from this place. A low fire burns in the centre of the clearing surrounded by mud huts.

Standing around the fire are a half-dozen reptilian humanoids with green scales, short, toothy snouts, and thick alligator-like tails. With them is a bright-eyed lizard, larger than a horse. As it hisses in anger, a brightly coloured frill extends around its neck.

Once the Lizardfolk realize they have been invaded, they waste little time and prepare to defend themselves and their home. The real danger here is the Giant Frilled Lizard which will raise up on its hind legs and charge the nearest PC hoping to hit him with his Intimidating Charge.

- 6 × LIZARDFOLK (PAGE 48)
- 1 × GIANT FRILLED LIZARD (PAGE 48)

Once combat has ended, give the PCs a moment to search the bodies. No ring can be found. After a moment or two, or if the PCs attempt to enter any of the huts, read the following:

A green and twisted female humanoid shape emerges from one of the huts. Knots of dark, mouldering hair spill over the features of this sickly, thin, green-skinned crone. The terrifying old hag cackles with delight, holding up a copper ring on a leather cord.

“Why did you come to Fionnguine’s camp? Were you looking for this? Is this what you’re looking for,” she laughs, before cackling again with deranged laughter. You hear a noise behind you, and turn to see another group of lizardfolk rising from the swamp.

Even as the combat is joined, Fionnguine’s cackling can be heard throughout. She takes every opportunity to cackle at and taunt the PC’s with the ring. Even for a hag she seems to be completely deranged. She’ll use her *pyrotechnics* first on the camp-fire to blind and confuse attackers, then *invisibility* and attempt to get a position behind a PC and attack with her claws. If the battle is going particularly against her she will attempt to sneak off and

use *tree shape* to disguise herself, returning once the PCs have dropped their guard in order to try to finish them off.

Once the fight is over, the ring can be collected from the Hag. Anyone searching the huts with a DC 15 Perception check finds the following:

13gp, 150sp, A carved stone Idol (30gp), 1 masterwork dagger, 1 masterwork hide armor, 1 scroll of *Flare* (DC 14), 1 *oil of Mage Armor* (1 hour duration)

Returning the Ring to Barry causes him to break down weeping. After the long, racking sobs have stopped he thanks the PCs for their efforts and for showing him that there are folks who still care enough to go out of their way to help people. Read or paraphrase the following:

“Pardon my grief, good sirs. It is a hard thing to lose someone you love and had so much hope for. I’d all but given up hope, but you’ve shown me that there are still folks in these parts that can be counted on to help a man in his time of need. For that, I thank you. If ever I can do a good turn for you, I swear I shall.”

GM’s Note: PCs that find themselves in trouble on or near the river and that have completed this quest, may find Barry coming to their aid as best as he is able.

- 1 × GREEN HAG (PAGE 49)
- 6 × LIZARDFOLK (PAGE 48)

CONTINUING THE QUEST

The Fogmoors are infested with various tribes of Lizardfolk. No doubt at least three more are being led by hags of various types. Allowing them to form a coven would be disastrous and should be prevented at all costs.

QUEST VI

ESCORT SERVICE

Seven-Foot Dan, the stuttering apprentice to Rorus Klain, the village Blacksmith, approaches the PCs with a request after they return to town having successfully completed any other quest:

“R-r-r-r-r-rrrrr-Rorus asked if y-y-you would come and ss-s-see him...”

Rorus Klain has a shipment of masterwork daggers which need to be sent upriver to the neighbouring county of Lanick-

shire to the East. However, there have been reports of bandits of late, and the cargo has a high value, so Rorus needs someone to protect the shipment as it makes its 3-day journey to the border of Holdenshire. At that point, the responsibility will be handed over to another group.

Rorus is gruff but kind. He is worried about his business and is trusting the PCs to deal fairly with him only because every other option he can think of has failed. Read or paraphrase the following:

"I've had me fill of losing cargo to bandits. No one 'round 'ere seems to know how to handle t'è. I figure you lot stands a better chance 'n most. If ye'll take me goods upriver to Borcester and hand 'em off to t'èir local carter wi'tout losing any, I'll pay ye handsome and well. T'in out some bandits and I'll pay ye even better t'an t'at."

Rorus offers 100gp apiece, plus a 10gp bounty for each bandit slain while protecting his cargo. He has no time for foolish questions and expects the PCs to take care of the details themselves. He can be bargained up to 125gp each, and a 15gp bounty with a single DC 15 Diplomacy check. He sees further attempts to haggle as a waste of his time and refuses to discuss the matter further. If the PCs balk, then he simply writes them off as being incompetent or afraid and will make other arrangements at a later date with someone else.

Rorus will answer any two of the following questions before dismissing the PCs and sending them on their way.

What is the cargo?

"Some of me finest weapons, not for your use, mind. T'è garrison out of Lanickshire needs 'em."

Who do we deliver it to?

"Ye'll be met by a carter. Dunno which one, but he'll drop a proper signal t'ree days hence. Met'inks ye'll probably want to be well on time. He's not likely to wait on ye."

Why does the garrison need these weapons?

"Don't know. Not me business to know. I get's me orders and I fills 'em. Not yer business to know, eit'er."

Do you know anything else about the bandits?

"I do not. T'ey comes out of the woodwork once ye gets away from town. Not been meself, so I can't say for sure where ye'll find 'em. I suspects t'ey'll find ye on t'èir own."

Can you give us some weapons / tools / supplies?

"Does I looks like a charity to ye? Not enough am I paying ye? If ye're doing t'è job, go do it! Stop wasting me time!"

How do we get back?

"How do ye get back?! Ye take t'è barge, of course! It's not like t'è damned t'ing only goes one way!"

The journey takes three days by river barge, and attacks can happen at any time of day or night. The PCs should provision themselves accordingly and establish a watch schedule. The barge makes regular journeys both upstream and down, but is primarily for hauling freight and not passengers. Anyone staying on the barge will have to provide for their own shelter among the cargo.

The barge is poled upstream by two men (as Level 2 Commoners, proficient with "Quarterstaff"—Barge Pole). If asked, they can confirm the reports of Bandit attacks and the regularity of their run schedule. Both of them are relatively new to the barge, the last pair having been killed in a previous bandit raid. Not only do they have little new information to add, they are nervous about the journey.

Every 8 hours (that's three times per day), roll for the possibility of an attack. There is a 1-in-6 chance of attack on the first day, and 2-in-6 on subsequent days (on average this will result in two attacks over the entire journey). If an attack is indicated, roll on or choose from the following table (1d8):

ATTACKERS

D8 ROLL	ATTACKERS
1	2d4 goblin rangers
2	2d4 human pirates
3	2d4 lizardfolk
4	1 sea hag
5	2d6 merfolk
6	1d4 giant frogs
7	1d4 stirges
8	2d4 squid

Statistics for these foes can be found on pages 49-51. Establish which hour of the 8-hour shift the attack occurs in with a further d8. During attacks the barge-men do their best to hide among the cargo. They will only act to defend themselves if personally attacked. If a barge-man is killed, one of the PCs will have to take over pole duty (A DC 15 Strength check every 8 hours. It isn't difficult work, but does require continuous effort.)

When the PCs are three days up river and assuming they are on schedule (No reckless side tracks to pursue enemies through the wilderness, etc.) they will see a freight dock adjacent to a small village much like the one they left. A man stands next to a horse and cart here and begins waving to them. Once they are in earshot he will call out to them and help tie up the barge.

If the PCs are late, there is no one at the dock to greet them. Asking around may eventually reveal that the carter is at the local inn sitting down to a meal. He will be quite cross with the PCs for the delay as it has thrown off his schedule. Some small recompense on the PCs part may help smooth things over, but otherwise he remains irate and suggests to the barge-men that Rorus should find a better escort in the future.

Once the freight is unloaded and on the cart, the PCs are free to return to Hengistbury by whatever means they can find. If they wait for the barge, it leaves the next morning once again loaded with freight. The return journey is uneventful, the PCs having sent any possible bandit groups back to lick their wounds for a time.

GM's Note: If the PCs decide to go overland back to Hengistbury, they can do so. Either fill in the time with random encounters or continue to roll on the table above. Keep track of the time. On the third day the barge will have returned by river without the PCs aboard. This may or may not be a cause for concern depending on how they have been doing. If the PCs stumble into a regular encounter location go ahead and put them through it. Depending on the rumours they have heard and paid attention to they may or may not know what the objective is.

Once they return, Rorus will pay them what he owes. Bandit kills can, and will, be confirmed by the Barge-men if no other proof is offered.

If the PCs arrived on time read or paraphrase the following:

"Rorus is quite evidently happy to see you. With a big grin on his bearded face he says, 'At last! Ye've returned. And here was me t'inking ye'd not come back at all. All arrived safe and sound I trust? Good! Good! Ye've done me a great service for which I am truly grateful. I dare to t'ink we've seen t'e last of bandits 'round here and I may have work for you in t'e future. Now, let's settle up.'"

If the PCs arrived late to the drop off the barge-men will report this to Rorus. Read or paraphrase the following:

"Rorus' face betrays his anger at the news. He turns his scowl to you and says, 'Bah! Your dilly-dallying and fait'less disregard for my shipment has cost me time. Who knows but t' garrison needed t'ose weapons to defend some poor town from goblins! Now ye might have cost t'em! T'e lives of t'e innocent are in danger. Ye're fools! Take ye pay and get gone from my sight!'"

Rorus counts out the coins and tosses the sack on the ground at your feet before storming off."

GM's Note: Rorus is THE town blacksmith in Hengistbury. PCs wanting repairs or new gear from him will have to deal with the outcome of this mission and Rorus' attitude towards them because of it. The only other option is to travel to Thornbury and hope the smith there hasn't heard how badly things went.

Regardless of the amount of XP earned from these attacks, the PCs earn a minimum of 4000 XP total for this mission.

CONTINUING THE QUEST

If the PCs do well, Rorus can be counted on to provide additional shipments for them to escort to various locations around the county. This will provide a reasonably easy supply of coin and experience for a while. Whether they all go as well as this one is up to the GM.

QUEST VII

PANDORA'S BOX

The Mortimer brothers have managed to get in over their heads. They've obtained a curious box from Tamas Agrens, the local sage, and have made the mistake of opening it. It is, in fact, a box designed to summon a nefarious entity from the depths of hell—a bearded devil called Kazyk. The devil is in a bad mood, he's recently come from an eternally flaming forest after failing to obtain some important documents for his infernal masters only to be sent out after more paperwork which he subsequently also failed to acquire.

This encounter can occur in any location at any given time. If the PCs are out strolling along to another quest and pass a stand of trees or a secluded section of the moors for instance, feel free to drop this on them. Ideally they should be within a stones throw of the village, but hidden from prying eyes. When appropriate, read or paraphrase the following:

You've only been walking along for a few minutes when, out of the corner of your eye you catch a bright flash in the distance. Heading towards the flash you can hear a voice that is at once pleading and annoyed.

"Now look, boss. I already told you I was sorry. How was I to know the papers were... Hey! Who are you kids?! What am I doing here?! Who gave you permission to summon me?!"

Upon entering the clearing you see the Mortimer brothers (Gord and Beej at least, Poke if he has already been rescued from the Fauns and Jack.) They are huddled together in fear some small distance away from an open, ornate, box. A dark, smoky light pours from the open box and, standing in the centre of the light as it fades, is a somewhat bewildered and increasingly annoyed looking bearded devil. His beard writhes and twitches and his awful, fang filled mouth opens and closes in confusion as he looks around this small clearing. Finally, his eyes light upon you and he turns to face you, pointing one horrendous claw in your direction.

"You there! Yes, you! You better have a good explanation for dragging me out of my slumber like that! What's going on here and who are these children? Well? Speak up!"

Naturally, the PCs are as confused as everyone else. Assuming they don't immediately attack, some interesting things can be learned and a potential ally may be found.

The Mortimer brothers are too frightened to be much help and, every time the devil looks at them, the snivelling and crying intensify. If the PCs can calm them down enough to talk (DC 18 Diplomacy and some soothing words) the oldest Mortimer, Gord, will collect himself enough to relate the following story:

The Mortimer brothers love their little pranks and tricks and a few weeks ago they played a trick on Tamas Agrens while he was passing through the village. It was harmless enough as these things go and most people, once they get over the initial

surprise, tend to laugh along with the boys and pass it off as youthful enthusiasm. However, Tamas seemed to have been more upset than most and chased the boys around the village for several hours, much to the amusement of everyone watching. When the boys finally lost the Sage in the woods, they returned home and thought nothing more of it.

Two days ago Tamas returned and appeared to have forgotten all about the incident himself. Upon being approached by the boys he complimented them on their wit and apologized for reacting so poorly to their fun on his previous visit. He then presented them with a special package full of the best pranks and gags he had found on his wanderings. If the boys could promise not to share what was inside the box with anyone else until they had learned to master the tricks inside, he would guarantee they would be the proud owners of the most clever, most subtle and most fun tricks for miles around. The boys agreed and, for a small enough price, he sold the boys the box now in front of them. After a day of deciding on the best way to go about it, the boys came out here and opened the box to see the tricks inside.

Upon hearing this the bearded devil is, if anything, more shocked than the PCs are at the turn of events. Fortunately, he has some problems of his own and sees an opportunity.

"What?! Oh, you have got to be kidding me. Seriously? You fell for that old trick? Well, now you've done it."

"I'll say this for the old boy, he certainly got you good. By rights I should be tearing your souls from your bodies right now. You must have upset him something fierce for him to turn me on you. Fortunately, I think I know who we're dealing with here and I've got a score to settle with him."

"My name is Kazykimeleantagonfetranel, 5th Captain of Hell's legions and...well you can call me Kazyk. Now, understand, we're only having this conversation because I have bigger fish to fry than some wayward children who are not quite as clever as they think they are and a few raw-boned adventurers."

*"A few days ago, I was sent out to get some important deeds. No, don't concern yourself with the particulars, you wouldn't like it anyway. All I ever seem to do is track down someone else's paperwork. It's damned aggravating. The old man who had them was **exactly** as clever as he thought he was and pulled a fast one on me. I don't like being tricked. Especially if it means that I get in trouble when I get back to hell. You can not imagine the tongue lashing I got when I showed up and had to explain to my boss that not only did I not have the papers, **again**, but this time an old man had managed to bind me to a box."*

"Kazyk reaches over and taps the box the brother's opened. 'Yeah, your wandering Sage friend, may I use his skin for a rug, is a little more than meets the eye. But I have a plan you can help me with, which, I think you'll agree, is far better than the alternative.'" Kazyk grins in a way that exposes all his teeth and the rippling tendrils around his mouth, then winks."Interested?"

At this point the PCs are free to make any decision they want. Kazyk, should anyone attempt to Sense Motive (DC 15) is being honest, because it suits his purposes to be so at this time. Of course, this means he is also being honest about the consequences of refusing his offer. Hopefully, for the children's sake, the PCs agree to go along.

Once the party agrees to hear him out, Kazyk explains what he needs.

"Good. I'm glad you can at least see reason. Your Sage friend is still somewhere in town. I can guarantee that because he won't want to wander far from this here box. He'll be thinking about getting it back."

"Tamas holds the deeds I need somewhere in his bag of goods. With those deeds I can get my boss off my back, I just need to find them. Unfortunately, one of my kind wandering into your village is likely to attract unwanted attention. What I want you to do is go through his things and find the deeds. They'll be on what looks like yellow parchment, and tied with a green ribbon. Find them, bring them back to me. There are three of them and I need them all."

"Once you've brought them back to me I'll tell you how to free me from the box and then we can all go our separate ways."

"Fail, and I'll be forced to take what spoils I can," he says as he eyes the children."

Things are just as Kazyk says. He will insist on the children remaining with him until the PCs return. He will not object to a PC remaining behind to ensure the children's safety in the meantime. Being a lawful, if evil, creature, he will honour his word not to harm the children unless the PCs fail in their task (DC 15 Sense Motive). For the children's part, they are unhappy with the arrangement, but can be convinced to not make trouble until the PCs return (DC 17 Diplomacy, DC 15 if a PC stays with them). If a PC remains with Kazyk, he has little else to say and will wait silently until the Party comes back.

Getting back to town should present no difficulties. Finding Tamas Argens is easy if the PCs think to go directly to the inn. Finding the deeds needed is a DC 15 Perception check if the PCs just grab his bags and go through the contents. Argens will protest and shout for the authorities unless he is silenced in some way or not in the immediate area. He doesn't usually stray far from his bags of goods, though. If the Party decides to attempt a more stealthy approach, say by distracting Tamas in conversation and then sneaking up to the bags while he is engaged, it will require 3 successful Stealth checks to go through the contents of the bags without Tamas noticing (DC 17 each).

If Argens or the PCs alert the local authorities, or the PCs tell Tamas himself what is going on, there will certainly be trouble. If a rescue party is mounted, Kazyk will hear them approaching long before they arrive at the site and will prepare accordingly. His first move will be to summon support and dispatch any PCs left behind to guard the children. Then he will eliminate the children themselves. This will not sit well with the village

and the PCs may find themselves the target of some uncomfortable accusations for not dealing with the problem properly when they first encountered it. Tamas himself may be taken into custody and later executed for his role in the death of the Mortimer brothers.

Assuming the PCs retrieve the deeds (which, if the PCs look, are written in infernal on parchment made from human skin and are the deeds to the souls of Tamas, his Wife, and their adult son, though they won't know these particulars unless someone reads infernal. The family long ago foolishly made a pact with the devil in order to save their son's life during childbirth) and bring them back to Kazyk, he will accept them and release the boys into the custody of the Party.

"Ahh. Excellent, just what I was looking for. Here, take the children and let's hope they've learned a lesson about being clever clods. I'd certainly hate to have to come back for them later," he says as he winks so that only you can see.

"Now, about this box. You'll have to smash it while saying my name. My full name. Not this short thing we've been using. I hope you remember it because I can not, now that we are talking about releasing me, repeat it to you. I'm sorry about that, but them's the rules.

"One last thing before I go. It just is possible that if you get this right I could see my way clear to acknowledging your help in some concrete way in the future. Should you come into my realms, be sure to ask for me.

"Of course, if you screw this up, you'll be there ahead of me."

With a nasty chuckle he seems to disappear back into the box in another rush of dirty light and the lid snaps closed.

The PCs get one chance to get it right. Allow them each a single DC 15 Intelligence check to see if they recall the name should they need help.

Failing to destroy the box, or failing to remember the name and say it while doing so, has no immediate effect. The next night however, when the Party is sleeping or otherwise occupied and distracted, Kazyk will return of his own accord and have his revenge on the party for failing to release him.

Successfully destroying the box (a simple successful attack roll against an AC of 10 should suffice) with the proper procedure releases Kazyk. At some future date, if the PCs find themselves in or near the realms of Hell for whatever reason or dealing with Hell-spawned creatures, reciting Kazyk's full name will once again summon him to their side to offer whatever help he may. This help may come with a further price though, so PCs should use this judiciously and only in times of direst need. This is a one time request and no further use of his name or encounters with him will result in aid to the players.

The Mortimer brothers, for their part, run home as soon as they are able. They've had quite enough of pranks and tricks for a while and have indeed learned a valuable lesson. This does not, however, prevent them from continuing to trick people once

they have recovered. They are just a little more careful about who they choose to pick on and how. Boys will be boys.

• 1 BEARDED DEVIL (PAGE 51)

CONTINUING THE QUEST

Someone should probably think to have a word with Tamas Argens. After all, this was a pretty nasty way to try to get revenge for a harmless little prank. Additionally, he HAS sold his soul, and those of his family members, to a devil. One might wonder if all the parties involved are aware of this and how to rectify the situation.

QUEST VIII

MANHUNTER

A few weeks ago, Brand Torek apprehended a pickpocket named "Tila" in Thornbury. Since then she has been locked in the only cell in Hengistbury. At least, she was until this morning, when she escaped. The lock was picked, and she had somehow managed to slip her manacles.

When the PCs are next in town and free of other obligations, Brand enlists the PCs aid to hunt the escaped prisoner. She's had a one hour head start.

"Be careful—she's a slippery one. She's snuck into the store-room and recovered her gear. As I recall she has a crossbow, a nice looking dagger and short sword set, and some kinda fancy cloak. A lot of mechanical gear and fishing line., too. She might be trying to live off the land. I've asked around, and nobody saw her leave; she's not very noticeable though, except for that red hair o' hers."

Tila expects to be pursued and she is wonderfully adept at making traps. Throughout the following 'stations' of the pursuit, she will progress, hour by hour, through each station. The PCs will require a successful Survival check against her Stealth (+10) to track her. If they fail the check, or fall victim to one of her traps, they neither gain nor lose ground on her pursuit. If they both fail to track her and fall victim to a trap, they lose one hour (i.e.: If she has a one hour lead, it opens to two hours, etc.) If they track her successfully and avoid the traps they gain an hour. When the time difference between them is zero and they have successfully tracked her the Party finds her and can attempt to recapture her.

• KARATILANA "TILA" TORIN (PAGE 51)

GM's Note: It is probably faster, and makes more sense, for the PCs to avoid the traps they spot rather than spend the time disabling them.

Assuming the PCs do not waste time pursuing, Tila is on station two of the route when the PCs begin. To help narrate the chase, each hour-worth of travel is as follows:

1. LEAVES HENGISTBURY TO THE WEST, HEADING ALONG THE BANK OF THE RIVER.

The first trap Tila lays is an Arrow Trap made from an arrow she managed to grab on her way out of town. A trip wire is rigged between two trees along the river bank. Triggering it looses 1 arrow from a concealed trap in the bushes along her path at the PCs.

ARROW TRAP CR 1 (XP 400)

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; **Reset** none

Effect Atk +15 ranged (arrow; 1d8+1/×3)

2. PASSES THE WIZARD'S TOWER AND STARTS MOVING NORTH, SKIRTING THE EDGE OF THE FARMLANDS.

On the shore opposite the tower she has laid a series of bear traps and covered them over with straw from a nearby field. The out of place straw makes it easier to detect that something is here than it normally would be.

BEAR TRAPS (12) CR 1 (XP 400)

Type mechanical; Perception DC 16; Disable Device DC 20

Trigger location; **Reset** manual

Effect Atk +10 melee (2d6+3); sharp jaws spring shut around the creature's ankle and halve the creature's base speed (or hold the creature immobile if the trap is attached to a solid object); the creature can escape with a DC 20 Disable Device Check, DC 22 Escape Artist Check, or a DC 26 Strength Check

3. CONTINUES NORTH ALONG THE WEST EDGE OF THE WEIRWOOD HEADING TOWARDS THE HILLS IN THE DISTANCE.

While travelling along the woods edge, Tila has found a badger sett and rigged it.

Essentially a badger hole with downward pointing wooden spikes concealed just inside, the hole is just big enough and in just the right place for someone to step into it. When they do, the trap catches their leg and prevents them from moving. The target takes damage if it tries to move from that square or if a Disable Device attempt to free her fails by 5 or more.

PUNJI TRAP CR 1/2 (XP 200)

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; **Reset** manual

Effect spikes (atk +10 melee, 2d4); spikes hold the target in place; the trap can be escaped with a DC 20 Disable Device Check, DC 20 Escape Artist Check, or DC 24 Strength Check.

4. ENTERS THE HILLS, AND CONTINUES IN A NORTHERLY DIRECTION.

Tila has sharpened a branch she gathered while near the woods and has made a makeshift spear out of it. She made this into a Javelin trap which has been rigged to a trip wire in the scrub brush here in a pass between two low hills.

JAVELIN TRAP CR 2 (XP 600)

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; **Reset** none

Effect Atk +15 ranged (javelin; 1d6+6)

5. PASSES THROUGH A VALLEY, STOPS TO DRINK FROM A SHALLOW RIVER.

The steep sides of the valley at this point make a perfect location for her to rig a rockfall. A wrong step (DC 14 Acrobatics check) on the rocky ground near where she stopped to drink will release the wire.

ROCK DEADFALL CR 2 (XP 600)

Type mechanical; Perception DC 20; Disable Device DC 25

Trigger touch (tripwire); **Reset** repair

Effect Atk +12 (3d6); multiple targets (all targets in a 5 ft. by 10 ft. area)

6. TURNS ABRUPTLY WEST AGAIN, ALONG THE CLIFF EDGE OF A LONG GORGE.

Tila crosses to the other side of the gorge via a rope bridge. She is happy to rig the bridge to fail and dump the PCs in the water below.

RIGGED ROPE BRIDGE CR 2 (XP 600)

Type mechanical; Perception DC 15; Disable Device DC 15

Trigger location; **Reset** manual

Effect 80-foot fall into water (2d3 non-lethal plus 4d6 lethal); multiple targets (all creatures on rope bridge); DC 13 Reflex save avoids.

7. CONTINUES ALONG THE GORGE-EDGE. AT ONE POINT SLIPS AND ALMOST FALLS IN. STOPS TO REST.

Does not set a trap here because of the rest stop. Too much time wasted to do both and she is too close to escaping to care.

8. LEAVES THE HILLS AND HEADS STRAIGHT ACROSS THE PLAINS FOR THE BORDER OF BORCESTER.

If she passes this point she is home free.

Catching up with Tila is one thing, capturing her is another altogether. It will mean some combat and she's no slouch there

either. Brand would prefer her returned alive to complete her sentence, but will not complain too much if she ends up dead.

If they manage to kill or apprehend Tila, Brand lets them keep the criminal's gear. If the thief is still alive, read the following:

"She won't be getting away this time, and Lord Pemberton doesn't look kindly on escape attempts. She won't be needing these for a long time."

The gear consists of:

136 gp, cloak of resistance +1, potion of cure light wounds, +2 leather armor, +2 dagger, +1 short sword, masterwork light crossbow

If she escapes, the PCs may encounter her in a later adventure if they travel Westward. Brand will be displeased, but there is little he can do about it, though he will not rely on the PCs to assist him in the future unless they prove more competent in other areas.

QUEST IX

ON SAFARI

Recently, tales of a strange creature—a chimera—roaming the hills North-East of Brockendale Castle have attracted the attention of local veterinarian Albert Wright. It is no secret that Albert has often dreamed of catching, examining, and possibly training rare and exotic creatures and he sees this as an opportunity to make his dreams come true.

Albert has no idea what the creature might be, but he comes to the PCs when they are in Thornbury to ask for assistance in finding and capturing it. Albert is well educated and smart enough to know he will need help in dealing with any extraordinary creatures he might encounter.

"Please, sirs. If I may trouble you for a moment? As you may know, I have an interest in strange and rare animals and I believe I have a line on one that may be exactly what I have been looking for. I wonder if I might impose upon you to assist me in capturing it? I'd be happy to pay for your services."

Allow the PCs to ask a few questions of Albert. He is happy to explain that he is a Veterinarian and that the pinnacle of the Veterinary career has always been dealing with 'the exotics', as he puts it.

Albert has no idea what is waiting for him out in the hills. All he can tell the PCs is that it sounds as if something has recently moved into the area and is preying on the local wildlife and stray farm animals. There have been some reports of missing livestock, but all that has been found are the occasional scorch marks on the ground near the remains of charred sheep. He doesn't believe it could be a dragon since the area is not known to have any suitable places for a dragon to have its den.

Albert offers the PCs 2000gp for their assistance in capturing the creature alive. A DC 18 Diplomacy check and the right words can increase this to 2500gp, but the creature must be brought back alive and relatively uninjured.

Once the PCs have agreed to assist Albert, read the following:

"Excellent, I knew I could rely on your help. Now, there is just one more thing to take care of and we can begin."

"In order to bring whatever creature this is in alive, I intend to tranquilize it. That should make things much easier for all concerned. The problem is, I've run out of tranquilizer and need to get more. Would you be so kind as to pay a visit to the Wizard Sirkesalo and acquire a Deep Slumber oil from him that I can use on my darts. Just tell him I sent you and to put it on my bill."

Without the Deep Slumber oil it will be significantly more difficult for the PCs to succeed without injuring or possibly killing the Chimera. Albert has already offered the PCs all his available money, so asking to be paid more for this—in Albert's view—much simpler task isn't going to sit well. If the PCs insist, Albert will be very disappointed in them and, instead of going after the creature today, will wait an additional three days. One to contact Sirkesalo's assistant, Hunch-backed Roland, and a further two days for Roland to return with the necessary oils.

Unfortunately for the PCs, waiting an additional three days will give the Chimera ample opportunity to deplete the local supply of stray sheep and depart the area in search of more favourable hunting grounds. For the first day of waiting there is a 50% chance the Chimera will depart, on day two this rises to 60% and on day three, 70%. If the Chimera leaves the area, there is no reward for the PCs and no experience awarded.

If the PCs agree to fetch the oils needed, it is a five mile trip up the river to the West to Sirkesalo's tower in the middle of the river. Upon arriving there, by whatever means are convenient, read the following:

Situated in the middle of the current, a small, rocky island serves as the foundation for what is clearly a Wizard's Tower. The top of the 90' tower ends abruptly, as if at least the top two stories have been broken away and scorch marks colour the remains. A makeshift roof of boards randomly nailed together covers the exposed top. The rest of the tower is constructed of large stones which themselves are covered in layers of moss and lichen. Small, open windows dot the outer surface and smoke or steam rises into the air from at least two of them. A large door frame marks the only opening. The door to the tower is made of stout oak and covered in small runes. A clean limbed young man leans against the tower watching you arrive."

The young man is, of course, Hunchbacked Roland. He is neither Hunchbacked nor named Roland and he dislikes having to explain this to people. No one aside from 'Roland' himself seems to know why this should be his name, nor the circumstances surrounding it.

Roland does not leave his station at the tower and will wait for the Party to approach him before he says anything. As soon as the PCs start talking to him he interrupts them:

"Save your breath. The boss ain't available and ain't taking visitors. Kicked me out himself so he could focus on his research for the day. Don't expect him to be done any time soon. Might as well go back where you came from. Good day to you."

Roland is looking forward to having the day off, even if he has no specific plans for it. The PCs can't convince him to let them in to see Sirkesalo. Roland knows what the penalty is for disobeying his orders and no amount of diplomacy, bribery or other attempts to influence him will be successful. However, if the PCs ask Roland about acquiring the Oil of Deep Slumber he knows enough about his master's business to be able to advise the PCs.

"More Deep Slumber oil for the Vet, eh? Well, I just happen to know that the master was planning to make a new batch for Albert just the other day. Problem is he was out of some of the ingredients and was going to send me out today to collect them before he got side tracked. Can't see why I should ruin a perfectly good day off looking for ingredients. You might as well go find them yourselves. Shouldn't take you more than half a day. Which is just as well, the master should be done with his research by then."

The PCs can, of course, refuse to collect the ingredients. This doesn't particularly bother Roland, since he has no intention of collecting them today, either. He is not concerned about any time constraints the PCs might be under and sees this as entirely their own problem.

If the PCs agree to collect the ingredients, Roland will tell them that he needs five pounds of Fine Sand collected from the middle of the river bed half a mile upstream. Roland can supply a bucket, but insists that the sand must be as fine as possible and free of any non-sand elements (3 consecutive successes on a DC 18 Perception check or DC 16 Sleight of Hand to sort out the bad bits).

The other ingredient Roland needs is a sackful of Rose Petals. This is slightly more tricky as it involves an overland trek into the Weirwood to find a single grove of Rose vines growing there. The grove is difficult to find (2 successful DC 16 Knowledge: Nature or DC 18 Perception checks to locate the grove) without some assistance. If Roland is asked he will recommend that the PCs enlist the aid of Freya Aeval, the Pixie that is usually found hanging out at the Bleeding Heart Tavern. She makes regular trips to and from the grove to get roses to plait into her hair and often takes Roland out to the grove to help him harvest the Rose Petals when needed. Roland will give the PCs a small, clean, white linen sack to hold the petals.

Going back to town and the Inn to find Freya is easy enough and she is more than willing to help the PCs if they explain why they are there and who sent them. She is a bit sweet on Roland

and will go out of her way to make things easy for the PCs if she thinks it could score some points with him.

"Oh yes. I would be most happily pleased to take you to the grove. Roland is ever such a nice man and any friend of his is most definitely a friend of mine. We have such nice times in the grove, I'm only sorry that he couldn't come with us now."

She takes a direct route that avoids any trouble and wastes as little time as possible. If the PCs attempt to find the grove without her help, each failed check results in a potential random encounter. Roll 1d4 on the following chart:

SAFARI ENCOUNTERS

d4	Encounter
1	No Encounter
2	2 × Lizardfolk ambush
3	2 × Wolves out hunting for a meal
4	2 × Giant Spiders returning to their nest

Statistics for lizardfolk can be found on page 48. Giant spiders are detailed on page 44. Wolf statistics can be found on page 52.

Once at the grove read the following:

The Weirwood has been murky and dark up until now, but as you come around a tangle of briar you find one of the wood's hidden treasures. Light streams through a break in the treetops and glistens on the dewed petals of thousands of bright red roses. As the light twinkles from leaf to leaf you see spread out before you a veritable garden of rose vines and the sweat scent of the roses wafts across the grove, filling your lungs. Small finches flit among the branches and their calls to one another lend a pleasant, restful sound to the atmosphere.

Freya flits over to the roses and picks one, then entwines it in her hair. "You see? It is so beautiful here and I'm always so happy to share it with Roland. You will tell him how helpful I've been, won't you?"

Collecting the necessary Rose Petals takes three successful Knowledge: Nature (DC 15) or Perception (DC 17) checks to find the freshest and purest of the Rose Petals. With the sack full, the PCs can then proceed back to town without further incident.

Once the ingredients have all been gathered the PCs can return to the Tower and approach Roland. Telling him how helpful Freya was will earn them a wistful smile from Roland. He collects the sand and rose petals from the Party and briefly inspects them.

"Looks like you've done a good job to me. Just you wait here and I'll run them up to the Master. Shouldn't be too long. Back in a bit. Don't go nosing around."

Roland leaves the PCs outside and heads into the tower, securing the door behind him. PCs making a DC 15 Perception check can hear it being locked from the inside.

At this point, the PCs have nothing else to do but wait. Should they decide to poke around, the Tower Door is not only barred from the inside, but also magically sealed courtesy of the runes carved into the stout oak. If this is not enough of a deterrent for the PCs and they insist on trying the door, have Roland lean out of the tower from a window above and shout down at them to leave things alone. If they persist, at least one of the runes is a Rune of Warding and triggers a sleep spell which incapacitates the PCs affected. Examination of the door will reveal several more runes like it, each with more serious effects should the party be unable to take the hint.

After an hours wait the door to the Tower opens again and Hunchbacked Roland emerges.

"The master said you did a fine job collecting ingredients. Almost as good as me. Here are your oils. Tell Albert his account is due next week. Good day to you."

Roland turns over two small vials of Deep Slumber Oil wrapped in cotton wool and goes back into the Tower.

When the PCs return to Albert Wright he is anxious to get under way as soon as possible. He has already made arrangements for a horse and cart should the PCs be successful in capturing the beast. He has also acquired a number of good stout ropes and three large nets to bind whatever they find before bringing it back to his Veterinary offices.

Albert shows the PCs a blow gun and several darts and explains their use:

"Now, see what I have here? A simple blow gun used to propel these hollow darts. Each dart will carry a small amount of the oil you brought back and, if we can manage to inject the creature with the darts, it will sleep soundly until we can get it back to the cage I've prepared at my offices. We only have enough for three shots, though, so we have to make sure we get it right. Otherwise we'll only anger it and be forced to kill it I'm sure. Can't have that. It's no good to me dead. I'm sure it won't be a problem though, I'm quite good with the blow gun. I've put any number of sheep and cows to sleep with it."

Albert is determined to accompany the PCs and no amount of talking him out of it will work. He feels he needs to be on hand should the creature, whatever it might be, be injured. He really does want the creature brought in as safely as possible, but knows that if things go wrong he'll be forced to put it down and won't baulk at doing so. Albert carries additional darts laced with Deathblade Poison for this purpose that are not meant to tranquilize.

Once all preparations have been made the PCs and Albert set out to track down the creature.

The Chimera can be found at the cave North East of Brockendale Castle. Albert can lead them to the last reported attack site at a point half way between the castle and the cave. Once past the Castle itself, the Party will begin to see intermittent areas of scorched ground where the Chimera has made kills recently. The skeletal remain of lost sheep will be in evidence in some of these areas.

Characters making Survival or Perception checks (DC 16) may be able to notice sets of Lion-like footprints at some of the kill sites and determine the general direction of travel. DC 18 Perception checks of the carcasses will allow them to notice what appear to be three distinct sets of bite marks. Once pointed out to him, Albert can identify them as those of a lion, a dragon, and, strangely, a goat (DC 16 Knowledge: Nature to identify otherwise). If they make a further DC 16 Knowledge: Nature check, the footprints combined with the scorched areas of ground and the bite marks may lead them to suspect a Chimera is involved.

Continuing North East and making two further successful DC 16 Survival checks will eventually bring the Party to the area of the cave.



You cross the top of a low will near the foot of a mountain range that you have been nearing for the past several hours. The area in front of you has been burned clear of all vegetation for a hundred yards in front of a cave mouth set in the lower reaches of the slope of the nearest mountain. The rocky approach to the cave will take some time to ascend, but you feel certain you have reached the end of your search for the creature.

You can't be sure, but it feels as if you are being watched. A feeling of unease steals over your body.

If the party approaches during daylight, there is a 50% chance the Chimera is within its cave and watching them. It has fed recently and is somewhat lethargic, but will attack the PCs once they are half-way up the slope. This will ensure that the Party is on Difficult Terrain and the Chimera will use it to its advantage while taking to the air. The nature of the approach is such that the PCs may take advantage of cover provided by the rocky slope and broken ground to defend against aerial attack.

Otherwise, it will arrive on scene shortly after the PCs reach the cave entrance. The cave extends back approximately 30 feet and ends in a relatively flat wall. The floor of the cave is strewn with the bones and half eaten carcasses of previous kills. The smell of the rotting carcasses and the midden pile of the Chimera are strong, but not over-powering. Characters who spend more than two rounds near the midden pile located near the back wall of the cave suffer the Sickened Condition until they move closer to the entrance.

As soon as the Chimera arrives read the following:

Albert's eyes light up and he lets out a whoop of joy. "A Chimera! Look at that beauty! Hold him off until I can get him drugged!"

Albert will attempt his first shot with the darts containing the Deep Slumber Oil. Albert is actually a good shot and makes his ranged attacks at +7 vs. the Chimera's 19 AC. The PCs will likely want to engage in a defensive fight until Albert either drives a dart home or runs out of shots.

If Albert scores a successful hit and the Chimera misses its save (DC 20), read the following:

"That's got him! Stand back! He'll be out like a torch in a moment!" Albert turns to watch the Chimera. "Thatta boy. Sleep. Sneeep."

A successful hit that the Chimera resists means that Albert will try again until he either succeeds or runs out of treated darts. If Albert runs out of the darts without scoring a hit, he is smart enough and sensible enough to realize that the situation is hopeless and very dangerous.

"Dammit! It's no good! Take him down! No sense dying out here!"

He will then switch to his Deathblade poisoned darts (he has a further 6 of these darts) and try to help the PCs put the Chimera down as quickly as possible.

If Albert is killed, the PCs can attempt to use his darts themselves. Upon returning to the village, amid the sorrow over the loss of a good veterinarian, Lord Pemberton will reimburse the PCs for their trouble, thank them for returning the body, and offer Lady Sybil's assistance in recovering from any injuries.

If the Chimera succumbs to the Deep Slumber Oil, Albert runs off to fetch the cart and horse and bring them as far up the mountain side as possible. He is very excited and will be in a great hurry. The Party only has 9 minutes to secure the Chimera before it begins to wake up. The minimum binding needed to secure the Chimera includes its heads, the wings and its feet. Anything less and the Party risks having to fight it all over again.

Once loaded on the cart and secured by net and rope, the Party can return to the village without further incident and secure the Chimera in the cage Albert has prepared for it. He will take appropriate precautions to ensure it remains safely constrained and no further danger for the immediate future. Once this is done, read the following:

"Thank you! Thank you so much! I couldn't have done it without you! A marvellous performance, really!"

Just think, my very own Chimera! Think of the books I can write about its behaviour. The dissertations I can give. The lectures! At last, I can make a name for myself! A live Chimera!

I almost forgot! Here's your pay. Thank you once again my friends. Thank you!"

The PCs receive the agreed upon pay and Albert quickly becomes absorbed in studying the Chimera.

If the PCs thought to search the Chimera's cave (DC 16 Perception) they may also have recovered the following in among some of the more humanoid remains:

An assortment of gems worth 150gp,
1 Scroll of *Mirror Image*, 1 masterwork Dagger

• 1 × CHIMERA (PAGE 52)

CONTINUING THE QUEST

What lies at the back of the Chimera's cave? Perhaps a hidden entrance to the interior of the mountain? Maybe secret runes that can only be read when the moon shines just right into the opening? Certainly the Chimera is a dangerous beast, perhaps it will escape the cage Albert has so carefully prepared for it. If it does, what damage will it do to Thornbury?

And what about that Wizard's Tower? What is going on in there? Something secret, certainly, but does it represent a threat to the residents of Hengistbury or is it just the tinkering of a washed up wizard past his prime? Would it make it any safer if he was?

How about Hunchbacked Roland and Freya? Wouldn't they make the cutest couple? Surely the PCs can bring some influence to bear on their behalf. What could possibly stand in the way of happiness for these two?

QUEST X

TROUBLEMAKERS

Two weeks ago a party of adventurers showed up in Thornbury. Since then they've been nothing but trouble. No one is quite sure why they are here or what they want, but they would definitely prefer them to conduct their business and leave.

The Troublesome Adventurers, as the resident have begun calling them, consist of the warrior Mossad, Old Jovan the dwarf, and the rogue Andrew Nemeth—the de facto leader of the group. They've come to Thornbury at the insistence of Nemeth to locate a fourth adventurer who only goes by the name of Bluestone. Sometime in the recent past Bluestone was part of their party, but, when the group finally made a big score, Bluestone ran off with the loot.

They don't particularly have any reason to suspect that Bluestone is in the area aside from the fact that he was last seen headed in this direction from the West. Bluestone is, in fact, in Thornbury, but the Troublesome Adventurers haven't been able to locate him yet. Instead, they've been going around town poking and prying into various places trying to locate him and asking the residents of Thornbury various seemingly nonsensical questions to try to get a line on him. They have a tendency to turn up where there aren't wanted and have gotten into a number of arguments with the townsfolk.

Whenever the PCs visit Denhew's Pun 'n' Grub in Thornbury, there is a 70% chance that Bluestone is there as well. He isn't being particularly careful although he has managed to avoid the Troublesome Adventurers so far. Bluestone will be seated at a table in a corner by himself trying to stay in the shadows, if possible. He is dressed in somewhat shabby brown robes and a battered straw hat which he tries to keep low over his eyes. There are about a dozen patrons in the bar already. The Party has likely been in town long enough to be able to identify the regulars and know that the Troublesome Adventurers aren't from around here. Once the PCs have made themselves comfortable at a nearby table read the following:

After a few minutes of enjoying your drinks, three men enter the Inn. You can hear several patrons groan quietly to themselves and at least one says, "Not them, again."

Without warning the skinny one thrusts out his arm and points to a man who has been sitting quietly in the corner up until now.

"You! Decided to drink up all our profits did you? We'll teach you to steal from us!" He grabs a mug of beer from a nearby table and throws it at the man in the corner, but, in his anger, misses badly. The mug smashes against the wall and sprays beer all over you and your table."

The PCs can react as they see fit. However, this proves to be the last straw for several local residents who came in for a quite night of conversation and drinks. With shouts of "That's it!"

and "I've had enough!" several patrons leave their tables and a bar fight begins.

The patrons, Penner the Pig Farmer, Reg Bakerson, Donald Morrison the Thornbury forge master and Logan Brokenbarrel are somewhat emboldened by drink and begin laying into the Troublesome adventurers with anything handy. They aren't looking to kill them, just to 'teach them a lesson'.

GM's Note: Use whatever NPC statistics you feel would make things most interesting for your PCs. The locals aren't likely to be too careful when dishing out the hits and may 'accidentally' involve the PCs in the brawl.

As soon as the fight starts the owner of the tavern, Horatio Denhew, will attempt to calm people and warn them not to fight in the tavern. After the third round of the fight, he will run for the door and attempt to find Brand Torek or on of the other sheriff's assistants to come break things up. Ten rounds later, Brand will show up with his part time deputies, Yara Bloodclaw and Jayel to bring the fight to an end. If this happens, everyone can expect to spend the night in jail cooling off and sobering up.

For their part, the Troublesome Adventurers have spotted Bluestone and will make every effort to get to him before he can slip away in the confusion. They won't draw weapons unless someone else escalates the situation, but they will defend themselves against whomever tries to engage them.

Bluestone panics as soon as he is identified, in the confusion though, he has trouble getting away and may resort to throwing spells to try to clear his path out the door.

The locals have a hard fight in front of them without PC assistance and several of them will no doubt suffer injuries. None of them should be killed as that is not the Troublesome Adventurers objective.

However the PCs choose to interact, if the Troublesome Adventurers can be incapacitated they can be shown the door and told not to come back to town. They won't, recognising that they have overstayed whatever little welcome they still had. If Bluestone can be similarly taken out, the Troublesome Adventurers will also leave town with Bluestone in tow.

If the Troublesome Adventurers win, but Bluestone escapes, they will remain in the area and be even more belligerent than before, feeling that the locals are in with Bluestone and hiding him. If they capture Bluestone, they will depart the area as above.

Experience should be awarded based on who the PCs manage to disable. If they do nothing, there is no award for being spectators.

- **ANDREW NEMETH (PAGE 52)**
- **OLD JOVAN (PAGE 53)**
- **MOSSAD (PAGE 53)**
- **BLUESTONE (PAGE 53)**

QUEST XI

PECULIAR, MOST PECULIAR

Something odd is happening at a place called Murray's Folly. No one is exactly sure what, but some of the local residents in Thornbury are worried.

Murray's Folly is a plot of ground located North East of Thornbury. Fifty years ago a man named Lee Murray came to Thornbury and began buying up building supplies and marked out the plot. No one is quite sure where Lee came from except that it was from somewhere 'north'. When the locals asked him what he was building all he would tell them was that the location had been revealed to him in a dream along with the details of a structure to be built on the ground. Taking it as divine guidance he began building.

Almost immediately he ran into trouble. The patch of ground he chose was filled with rocks and boulders of varying sizes and Murray spent the first two years trying to clear the ground of these obstacles. Once he had done that, other problems presented themselves.

Murray was neither an architect nor a builder. Every time he began erecting the structure, it would collapse after just a few days and he would have to begin again. The ground was infertile and nothing besides grass could be grown on it; frequent trips into town were needed to keep himself supplied with food. Neither could he keep farm animals, within days they would either fall ill or run away. The townsfolk initially offered their assistance to Murray, but were either met with flat refusal or a reluctant acceptance that for one task or another that, upon completion, would see them dismissed. Eventually they stopped offering and Murray was left to his own devices.

Still he persisted. When wood turned out to be more problematic to deal with than anticipated, he switched to using the stones he had previously dug out of the field. Still, the structure would stand for a few days and then collapse again. For ten years Lee Murray tried his best to build what would become known simply as Murray's Folly among the locals and made no appreciable progress.

Then, one day, people started to notice they hadn't seen Murray in town lately. A few of them made the trip out to his building site.

What they found there astounded them. No trace of Murray or his attempts at building could be found. The rocks he had dug out of the ground and attempted to build with were, as it seemed to them, back in the ground exactly as if they had never been dug up. Murray's attempts at farming and turning the soil were erased and nothing but clean green grass was to be found

growing in the area. For all intents and purposes it seemed as if Lee Murray had never existed and no tool had ever touched the ground. The townsfolk returned to Thornbury and reported what they had discovered. Since that time, no one has ever willingly set foot on the ground of Murray's Folly.

The river runs close by Murray's Folly and lately strange things have been reported by those who travel its waters in the area. Some folks are reporting that stones can be seen arranging themselves on the site. Other say that the sounds of farm animals can be heard late in the night as if there were dozens of pigs, chickens, and sheep living on the grounds. Several passers-by even report the sounds of hammering and pick axes coming from the place. No one is quite sure what to make of it all, but they all agree that it is no place to be after dark.

If the Party goes to Murray's Folly to investigate they can discover the following pieces of information:

1. The rocks and stones scattered around the area are mostly unremarkable. However, 28 larger stones and the four boulders located at the corners of the plot of land all bear faint markings (DC 16 Perception) and very close inspection (DC 18) will show burn marks on several of them.
2. In their present condition, it is difficult to make any sense of the markings on the stones. However, the boulders appear to contain words in an ancient script not seen in the world for at least 1000 years. If someone succeeds at a Knowledge: Arcana (DC 18) Check, the writing can be deciphered partially (due to weathering and exposure) as the following four words: 'hweogol', 'deasil', 'eventide', and 'nord' (wheel, clockwise, night and north) along with a rough arrow head shape.
3. Further inspection of the remaining marked stones (DC 18 Perception or DC 16 Knowledge: Engineering or Profession: Engineer or Craft: Stonemason) may lead the PCs to conclude that the stones, weathered as they are, can be placed to form 4 rough stone circles, each with a single notch in them.

If the PCs place the stones, 7 each, at their nearest boulders and align the notches in the stones with the arrow heads on the boulders, they will have assembled what amounts to four individual combination locks. At this point it is fairly easy (DC 12 Perception) to examine the stone wheels and note similar marking for 'nord' on each wheel, but in different places on each.

If the PCs can't figure out the locks, but decide to stay overnight in Murray's Folly, there is an 80% chance that the 'shift' described below happens on its own while they are there.

If the PCs attempt the following during the day, nothing will happen. During the night, if the Party aligns the wheels by rotating them clockwise so that the word nord aligns with the arrow heads on the boulders, read the following:

As the final wheel is rotated into place you feel a strange queasiness in the pit of your stomach and it seems, just for a moment, that something immense has moved and then settled back into place. The air smells somehow cleaner, but the usual night noises of crickets and night birds has suddenly stopped.

As you look around for signs of danger you are astonished to see that the world seems to end at the boundaries of Murray's Folly. Beyond the edges of the grass there is nothingness. A vast, yawning blackness greets your gaze and it feels almost as if you are being pulled into it, like standing on the edge of a high cliff and looking down between your feet. Except, there is no bottom to fall to; looking up is no better, the emptiness stretches up and up. You have nothing to use as reference beyond the plot of land itself and your mind is not happy with this.

When you force your gaze away from the emptiness you notice that all the stones you had thought scattered around the area are now piled in the centre of the plot. Mixed among them are cut timbers and wood planks, a few farm animals roam the area and a tilled patch of garden sits to one side with some vegetables and other small crops growing in it. Perched atop the pile of stones sits a lone figure, seemingly staring off into the great empty vastness of black.

The PCs have unlocked and entered a pocket dimension consisting only of the patch of ground known as Murray's Folly. When the PC's approach the figure on the stones they discover Lee Murray himself, sitting quietly. When they address him he says:

"So, it got you, too. I'm very sorry for that. I think we are all trapped here, I've been trying for the last few days to get out of this gods forsaken place."

Lee only believes himself to have been trapped for a week or so and has no idea just how much time has passed back in the real world. Further questioning reveals the following:

"I think I've worked out part of it. There were always stories when I was growing up. The kind of stories a father tells his son about his family. Dad used to say that one of my relatives, many generations ago, was a famous, or at least well known, wizard. Dad said the old boy was a bit cracked, but nothing serious. Sometimes he'd disappear for a month or two at a time, once in a while for a year or more. When he came back, he never seemed to have aged. That's what dad said at least."

"They used to have fights back then, you know. Two wizards would fight over new spells or old magic or whatever it is that concerns wizards. I think this was the old boy's hiding spot. He'd come here until whatever danger had passed and then return home to find everyone a bit older and his rivals either long dead or having forgotten all about him."

"Somehow, I must have remembered about this spot. Maybe there is such a thing as ancestral memory. Maybe he passed the knowledge down somehow through the years and

I was the only one foolish enough to act on it. All I know for sure is I woke up one morning and knew this place was here. Didn't know what it was or what it did, just that I had to come here and build on it. I guess shuffling all these stones around woke it up."

"At night it would flip back and forth between here and there, sometimes the whole thing, sometimes only parts of it, though I didn't know it. All that shifting around really messed up my plans for the building. Couldn't keep a thing growing. Animals would spook. Can't blame 'em. Once I worked out what was happening, it spooked me, too."

"Anyway, last week I moved some of the stones and they seemed a bit stranger than usual. Sharper, kind of decorated like, too. So I arranged them in a nice little pattern, thinking that'd make it kind of nice and pretty like to build around. That night, everything shifted all at once and I've been stuck here ever since. No idea how to get out. The stones are marked, but I can't read 'em. I'm truly sorry you are stuck here with me."

Lee doesn't have more information for the PCs, but, if they examine the pile of stones, they will find that these stones appear younger and less weathered. It is an easy task (reduce all previous DCs by 3 if they haven't already worked out the lock mechanism) to identify the ones that make the lock. Reassembling them in the proper places will allow them to work the lock in reverse and escape the pocket dimension. Assuming the PCs don't waste time in the Pocket Dimension, it will be about noon two days later than when they went in.

Lee Murray is saddened to discover just how much time has passed as he realizes that it means nearly everyone he used to know has probably passed on. He may spend a few days in Thornbury trying to work out what to do next. If the PCs think to arrange it, one of Lee Murray's only skills is as a chandler and he can set up shop selling candles to the rest of the locals, some of whom may recognize him from all those years ago.

Award the PCs 800 XP for working out the lock before the shift, 600 if they didn't do it until after.

Additionally, Lee Murray, if the PCs help him to settle in, can give the PCs a 50% discount for any light sources such as Torches, Candles and Lanterns that they may need.

CONTINUING THE QUEST

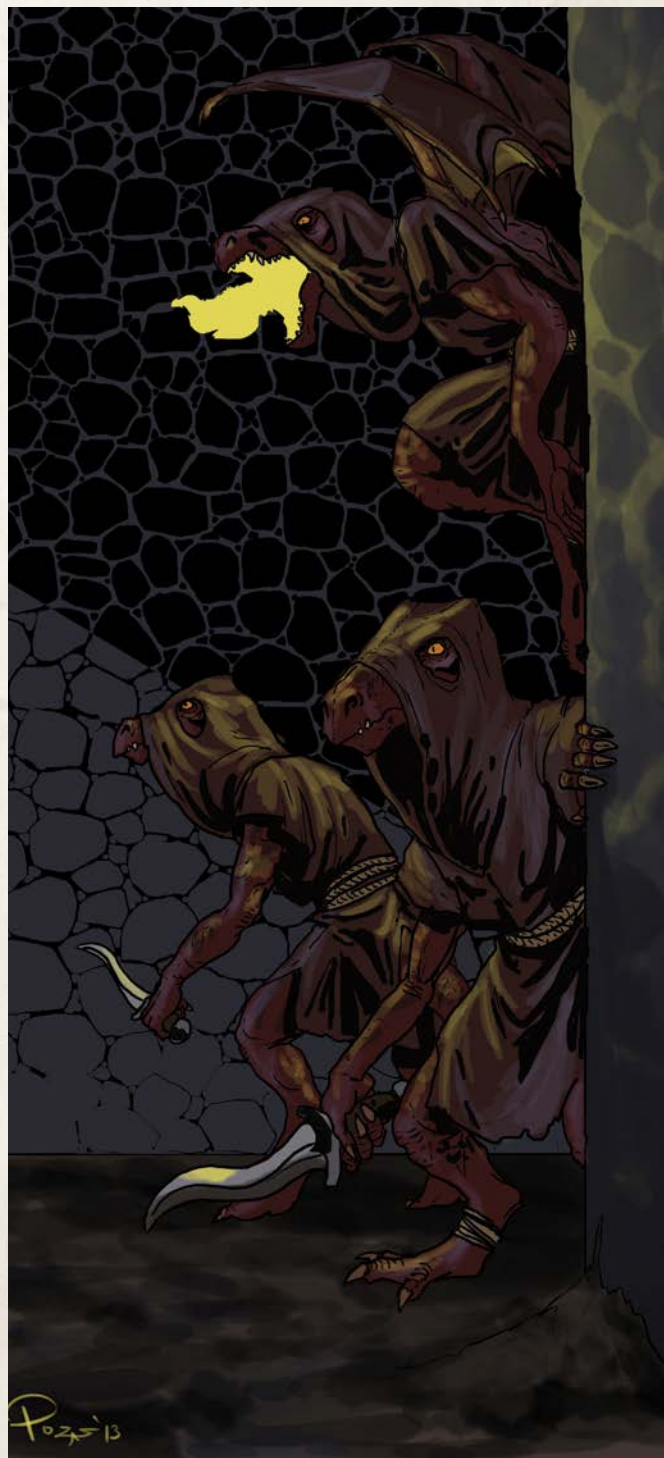
Now that the PCs know how to work the lock to the pocket dimension, what other settings can they find for it and where will it take them? Will they all be pocket dimensions? Or have the PCs just found a way to visit other planes?



QUEST XII

KOBOLDS OF THORNBURY

This part of the adventure can occur at any time after the PCs have reached 3rd level. Read the following at some point when the PCs are in the village:



You hear a commotion, and turn to see a large crowd gathered outside the temple, all trying to push their way in. They're chattering excitedly; something has clearly happened. You can see Lady Pemberton's carriage tethered outside the temple.

When they enter the temple, read the following:

Pushing your way through the crowd, you see Brand, carefully laid out on a stretcher. He is awake, and talking to Lady Pemberton, who is tending to him as those around them strain to watch. A short, black arrow juts out of Brand's leg, and his tunic is heavily bloodstained.

"I couldn't stop them!," you hear him gasp. Lady Pemberton nods, concentrating on cleaning the man's wounds. Seeing you in the crowd, Brand waves, beckoning you forward.

"They got her! They got Ariadne! I tried to rescue her, but I was only one man...against a horde of...those devils...please...you must..." Brand's voice falters and he slips into unconsciousness.

Lady Pemberton can fill the PCs in on what she knows. Brand staggered into town about half an hour ago and collapsed in the street. He was carried into the temple, and Lady Pemberton summoned. Before the PCs arrived, Brand told her that his niece, Ariadne, has been kidnapped by kobold cultists. His attempt at a rescue failed.

Lady Pemberton looks at you with concern and fear in her eyes, "Quickly, go after them! Let no harm befall the child. Return to the Keep when you have news. Go now!"

Ariadne was kidnapped on the edge of town, near the river where she had been picking flowers. There is a trail of Brand's blood that can be followed easily to the spot. A DC 15 Survival check will reveal that the kobolds boarded a boat and headed upriver towards Thornbury. A couple of frightened fishermen slightly upriver can confirm this.

The PCs can easily find the spot on the bank where the Kobolds disembarked. They will, of course, have bypassed the town. Another DC 15 Survival check will lead the PCs inland to a dilapidated farm house.

The kobolds are using an abandoned farmhouse on the outskirts of the hamlet as a make-shift temple and base of operations. Their mission is to capture virgins (of either sex) and deliver them to Cirothe. Ariadne was, indeed, here, along with a young, spotty, red-haired lad called Boris. Unfortunately, both are halfway to Skull Mountain now, carried by winged kobolds.

Still, there are kobolds left for the PCs to clean up!

- 6 × KOBOLD CULTISTS (PAGE 54)
- 4 × KOBOLD HUNTER (PAGE 54)

The kobolds will happily give up all they know under interrogation: it's not much of a secret. They happily tell the PCs that the two captives are destined for sacrifice, that the dragon resides in Skull Mountain (a fact that *everybody* knows), and that the kobolds themselves hand off their captives to higher

ranking kobold cultists at a small shack about a mile from the mountain. These kobolds have never entered the dragon's lair, and have no desire to do so.

If the kobolds are all dead, Aus will come out of hiding nearby and berate the PCs for spoiling the kobold's plan. He had high hopes of following the kobolds to Skull Mountain and finally getting to see the wonderful dragon for himself. He will, however, be able to relate the details of the plan to the PCs because he has been listening to them for some time and they've not been discreet in discussing it.

A check of the kobold bodies will reveal one who is carrying a map. This map can lead the PCs in the right direction to reach the Dragon's Lair, but only if they can manage to get it translated from the Draconic language it is written in. Tillian Brickbottom can perform this task if the PCs ask him. If not, they will have to find other means to read it.

The Party should return to Hengistbury and deliver the news. Lord Pemberton, Lady Sybil and Brand will be anxious to know the fate of Ariadne. If they do not seem to be heading back, remind them that no one knows what has happened.

When the PCs return to the Keep, read the following:

"My friends, you bring grave news indeed. And yet, I am not without hope. You truly are becoming local heroes." Lord Pemberton's sword is across his knee, clad in its ornamental scabbard. His hand rests lightly across it. Lady Sybill sits beside him, and Brand Torek leans heavily on a cane, clearly pained by his injuries, yet more pained by the news you have delivered.

"I must ask you to be heroes once more. A task which dwarfs the good things you have done for the county so far. A task which is so dangerous that I dare not ask anyone else. I'm sure you have guessed already: I want you to slay that evil dragon, Cirothe, and end its reign of terror.

"My sword, and the scabbard which you did recovered for me, have a secret. They are named Dragonbane, and I give them to you now. This sword will even the odds somewhat; strike the beast in the heart, and it will surely perish.

"My friends, if you do this for me—for us, for the county—I will name you knights. I cannot afford to reward you well with gold, but I can shower you with honour. What say you?"

Once the PCs have had a moment to discuss things and accept the honour bestowed upon them, as well as the quest offered, read the following:

Lord Pemberton nods with satisfaction.

Lady Sybil smiles upon you, "Excellent. I have every confidence in your abilities. May you go with speed and may courage guide your path." She excuses herself and steps over to comfort Boris' parents.

Brand hobbles over to you. His eyes betray his worry for his Niece. "Please, bring her back safe. She is all I have. Bring her back to me and any reward that is within my power to give you, I will." His eyes tear up and he raises an arm to cover his face.

GM's Note: It is about this time that Gord Mortimer makes his intention to accompany the party known if they meet his criteria and he hasn't already. See **Other People of Note** on page 8.

The party can begin making preparations to leave. If they still haven't translated the map, now would be a good time for one of the people present to suggest they take it to Brickbottom. The map tells them little enough that isn't already known. It does however point a safer path to the Skull Mountain wherein lies the dragon, one that might be of use in avoiding trouble. It also contains two words that might be pass phrases, though no indication of when or where to use them is given.

The townspeople will supply them with as much as they can spare for the journey. This is not much, but should be sufficient to see them safely on the way for at least a few days.

The PCs can clean up any remaining quests if they choose. They should not delay too long, however. The menace of the dragon and his kobold minions grows with each passing day and they would do well to put a stop to it as soon as possible. Danger awaits the new heroes of Hengistbury. The road before them is long, but perhaps they can rise to greater heights. Only time will tell in **The Journey**.

DRAGONBANE

LORD PEMBERTON'S SWORD

Aura moderate conjuration/evocation; CL 10th; Slot none; Price 90,000; Weight 8 lbs.

DESCRIPTION

Appearance: This double-sided blade is made of a red-hued iron, and is engraved with draconic runes that glow red when near a true dragon. The hilt is made of blackened-iron and wrapped with redsilver wire; the pommel is shaped like a red dragon-head.

History: This family greatsword is the property of Lord Pemberton. The scabbard was lost decades ago in Brockendale Castle when the Pembertons' ancestors fled. Since then, most believe it to be a family legend—a colorful story, but nothing more.

Function: This weapon is a +3 *wounding dragon bane greatsword*. When the blade scores a critical hit on a dragon, the dragon head on its pommel glows with fury. This deals an additional 2d10 points of holy damage to the dragon. In addition, its wielder gains a +4 resistance bonus on all saving throws against breath weapons, spell-like abilities, and spells originating from dragons. These properties are only active if the wielder wears the sword's true scabbard.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, bleed, summon monster I; **Cost** 45,000 gp

MONSTERS & NPCs

Note: If a particular type of NPC can appear in more than one quest, its statistics are given in the first such appearance.

QUEST I: JACK OF THE WEIRWOOD

FAUN

This capricious figure has the upper torso, arms, and head of a man, but goatlike legs, a tail, and curling horns on his head.

FAUN CR 1 (XP 400)

CG Medium fey

Init +3; **Senses** low-light vision; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 13 (3d6+3)

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

Defensive Abilities DR 2/cold iron

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4+2/19-20)

Ranged shortbow +4 (1d6/x3)

Special Attacks panpipes

Spell-Like Abilities (CL 3rd; concentration +6)

At will—ghost sound (DC 13)

1/day—hideous laughter (DC 14), sleep (DC 14)

STATISTICS

Str 14, **Dex** 16, **Con** 13, **Int** 11, **Wis** 14, **Cha** 17

Base Atk +1; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Weapon Finesse

Skills Acrobatics +8, Bluff +9, Perception +8, Perform (wind) +9, Sense Motive +7, Stealth +9, Survival +4

Languages Common, Sylvan



SPECIAL TRAITS

Panpipes (Su) Three times per day, a faun can use its masterwork panpipes to augment its spelllike abilities. Doing so is a swift action that increases the DC of the next spell-like ability it uses on its turn by +2.

SATYR

SATYR CR 4 (XP 1,200)

CN Medium fey

Init +2; **Senses** low-light vision; Perception +18

DEFENSE

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 44 (8d6+16)

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

Defensive Abilities DR 5/cold iron

OFFENSE

Speed 40 ft.

Melee dagger +6 (1d4+2/19-20), horns +1 (1d6+1)

Ranged short bow +6 (1d6/x3)

Special Attacks pipes

Spell-Like Abilities (CL 8th)

At will—charm person (DC 15), dancing lights, ghost sound (DC 14), sleep (DC 15), suggestion (DC 17)

1/day—fear (DC 18), summon nature's ally III

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 12, **Wis** 14, **Cha** 19

Base Atk +4; **CMB** +6; **CMD*** 18

Feats Dodge, Mobility, Skill Focus (Perception), Weapon Finesse

Skills Bluff +15, Diplomacy +15, Disguise +9, Intimidate +9, Knowledge (nature) +10, Perception +18, Perform (wind instruments) +19, Stealth +17, Survival +7; **Racial Modifiers**+4 Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

SPECIAL TRAITS

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by charm person, fear, sleep, or suggestion, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them

he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

SPRING-HEELED JACK

With jet-black skin and a small but menacing pair of horns, this goateed, impish creature wields a bloody knife and a wicked grin.

SPRING-HEELED JACK CR 3 (XP 800)

CE Small fey

Init +5; **Senses** low-light vision; Perception +7

DEFENSE

AC 16, touch 16, flat-footed 11 (+5 Dex, +1 size)

hp 26 (4d6+12)

Fort +3, **Ref** +9, **Will** +4

OFFENSE

Speed 40 ft.

Melee mwk dagger +9 (1d3+2/19–20)

Special Attacks breath weapon (15-foot cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 for half), scare*, sneak attack (1d6), vault

Spell-Like Abilities (CL 4th; concentration +5)

Constant – *feather fall*, *pass without trace*
1/day—*passwall*

STATISTICS

Str 15, **Dex** 21, **Con** 14, **Int** 10, **Wis** 10, **Cha** 13

Base Atk +2; **CMB** +3; **CMD** 18

Feats Toughness, Weapon Finesse

Skills Acrobatics +12 (+20* jump), Bluff +6, Climb +9, Escape Artist +12, Perception +7, Sleight of Hand +10, Stealth +16

Languages Common, Sylvan

SPECIAL TRAITS

Frightening Gaze (Su) Panicked for 1d6 rounds, 10 feet, **Will** save DC 13 negates. The save DC is Charisma-based.

Vault (Su) Spring-Heeled Jack is capable of leaping great heights and distances. In addition to receiving a +8 bonus on Acrobatics checks made for jumping, Spring-Heeled Jack possesses the ability to spring up to 20 feet vertically as a move action without

provoking an attack of opportunity. This acts exactly as the levitate spell, except Spring-Heeled Jack can also move horizontally as long as the cumulative distance moved is equal to or less than 20 feet. This ability cannot be used again until Spring-Heeled Jack lands on a stable surface, but may be used twice in the same round if he lands between move actions.

QUEST II: THE HOUND OF FOGMOOR WEREWOLF (HYBRID FORM)

HUMAN NATURAL WEREWOLF FIGHTER 2 CR 2 (XP 600)

CE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 22, touch 12, flat-footed 20 (+6 armor, +2

Dex, +4 natural)

hp 21 (2d10+6)

Fort +6, **Ref** +2, **Will** +2 (+3 vs. fear)

Defensive Abilities bravery +1; DR 10/silver

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee longsword +6 (1d8+6/19–20), bite +1 (1d6+1 plus trip and curse of lycanthropy)

Ranged light crossbow +4 (1d8/19–20)

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 18

Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack

Skills Climb +4, Intimidate +4, Perception +4

Languages Common

Special Qualities change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves)

SPECIAL TRAITS

Bravery (Ex) The werewolf gains a +1 bonus on Will saves against fear.

Change Shape (Su) This werewolf is trapped in its hybrid form. It changes back to human form upon death.

PCS AND LYCANTHROPY

When a PC becomes a lycanthrope, you as the GM have a choice to make. In most cases, you should take control of the PC's actions whenever he is in hybrid or animal form—lycanthropy shouldn't be a method to increase a PC's power, after all, and what an afflicted lycanthrope does while in animal or hybrid form is often at odds with what the character would actually want. If a player wants to play a lycanthrope, he should play a natural lycanthrope and follow the guidelines for playing a character of a powerful race.

Lycanthropic Empathy (Ex) The werewolf can communicate and empathize with wolves and dogs. It can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check.

Curse of Lycanthropy (Su) The werewolf's bite attack infects a humanoid target with the lycanthropy curse (Fortitude DC 15 negates). If the victim's size is not within one size category of the werewolf, this ability has no effect.

Lycanthropy: **Type** curse, injury; **Save** Fortitude DC 15 negates, **Will** DC 15 to avoid effects;

Onset: the next full moon; **Frequency:** on the night of every full moon or whenever the target is injured. **Effect:** target transforms into a wolf under the GM's control until the next morning.

Trip (Ex) A werewolf in hybrid form can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with its bite attack. If the attempt fails, the werewolf is not tripped in return.

QUEST III: TROLL UNDER THE BRIDGE TROLL

TROLL CR 5 (XP 1,600)

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

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

Special Attacks rend (2 claws, 1d6+7)

TACTICS

During Combat Trolls are single-minded berserkers in combat. They attack the nearest foe without hesitation and don't stop until that foe is down.

Because of their regenerative abilities, trolls are fearless. Even flames or the presence of acid don't slow them down—they always fight to the death.

STATISTICS

Str 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 22

Feats Intimidating Prowess, Iron Will, Skill Focus(Perception)

Skills Intimidate +9, Perception +8

Languages Giant

QUEST IV: MEMORIES OF BROCKENDALE SPIDER, GIANT

A spider the size of a man crawls silently from the depths of its funnel-shaped web.

GIANT SPIDER CR 1 (XP 400)

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural armor)

hp 16 (3d8+3)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attack web (+5 ranged, DC 12, **hp** 2)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); *Racial Modifiers* +4 Perception, +4 Stealth (+8 in webs), +16 Climb

SPECIAL TRAITS

Poison (Ex) Bite—injury; **save** Fortitude DC 14; frequency 1/round for 4 rounds; **effect** 1d2 Strength damage; **cure** 1 save.

ELANOUR

The air fills unnaturally chill, and curtains flutter despite no breeze. A door slams shut, and a candlestick throws itself from a mantelpiece. You are not alone.

POLTERGEIST CR 2 (XP 600)

LE Medium undead (incorporeal)

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

Aura unnatural aura 30 ft.

DEFENSE

AC 13, touch 13, flat-footed 12 (+2 deflection, +1 Dex)

hp 19 (3d8+6)

Fort +3, **Ref** +2, **Will** +4

Defensive Abilities incorporeal, natural invisibility, rejuvenation; Immune undead traits

OFFENSE

Speed 10 ft., fly 20 ft. (good)

Melee telekinesis (see below)

Ranged telekinesis (see below)

Special Attacks fear, telekinesis

TACTICS

Poltergeists cannot manifest on the Material Plane and attack by picking up objects and hurling them at opponents.

STATISTICS

Str —, **Dex** 13, **Con** —, **Int** 5, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +2; **CMD** 15

Feats Ability Focus (fear), Skill Focus (Perception)

Skills Fly +5, Perception +9e

Languages Any one (see below)

SPECIAL TRAITS

Fear (Su) A creature hit by a thrown object (see telekinesis below) must succeed on a DC 15 Will save or flee in terror for 2d6 rounds. A creature that successfully saves is immune to the fear effect of the same poltergeist for 24 hours. The save DC is Charisma-based.

Natural Invisibility (Su) This ability is constant, allowing a poltergeist to remain invisible even when attacking. This ability is inherent, cannot be dispelled or negated, and is not subject to the invisibility purge spell.

Rejuvenation (Su) Like ghosts, it's difficult to destroy a poltergeist through simple combat: the "destroyed" spirit restores itself in 2d4 days. Unlike ghosts, powerful spells such as dispel evil usually are effective. Short of that, however, the only way to permanently destroy a poltergeist is to determine the reason for its existence and set right whatever prevents it from resting in peace.

Telekinesis (Su) A poltergeist can create a telekinetic effect to hurl one object or creature within 10 feet to a distance of 60 feet (no range increment). This ability functions as the violent thrust version of the telekinesis spell (caster level 10th) with the following exceptions: the poltergeist can hurl only one object or creature per round; the poltergeist uses its Charisma modifier (usually +2) to modify its base attack bonus. A creature targeted by this ability can make a DC 13 Will save to avoid being hurled by the poltergeist. The save DC is Charisma-based.

Unnatural Aura (Su) Both wild and domesticated animals can sense the unnatural presence of a poltergeist at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

SKELETON, MEDIUM

MEDIUM SKELETON

CR 1/3 (XP 135)

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

Defensive Abilities DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved InitiativeB

Gear broken chain shirt, broken scimitar

WRAITH

This ghostly creature is little more than a dark shape with two flickering pinpoints of light where its eyes should be.

WRAITH

CR 5 (XP 1,600)

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; Perception +10

Aura unnatural aura (30 ft.)

DEFENSE

AC 18, touch 18, flat-footed 15 (+5 deflection, +3 Dex)

hp 47 (5d8+25)

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

Defensive Abilities channel resistance +2, incorporeal; Immune undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +6 (1d6 negative energy plus 1d6 **Con** drain)

Special Attack create spawn

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21

Base Atk +3; **CMB** +6; **CMD** 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative



Skills Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11

Languages Common, Infernal

SPECIAL TRAITS

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifesense (Su) A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

SLIME CRAWLER

MATURE SLIME CRAWLER CR 4 (XP 1,200)

N Large aberration

Init +2; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1size)

hp 19 (3d8+6)

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

OFFENSE

Speed 30 ft., climb 15 ft.

Melee 4 tentacles +3 (1d4+2 plus paralysis) and bite +3 (1d6+2)

Space 10 ft.; **Reach** 5 ft. (10 ft. with tentacles)

Special Attacks paralysis (2d4 rounds, DC 13)

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 1, **Wis** 15, **Cha** 6

Base Atk +2; **CMB** +5; **CMD** 17 (can't be tripped)

Feats Combat Reflexes, Skill Focus (Perception)

Skills Climb +14, Perception +10

QUEST V: LIZARD'S LAMENT

CROCODILE

CROCODILE CR 2 (XP 600)

N Large animal

Init +1; **Senses** low-light vision; Perception +8

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 22 (3d8+9)

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

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2)

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

Special Attacks death roll (1d8+6 plus trip)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +5 (+13 in water), Swim +12; **Racial Modifiers** +8 on Stealth in water

Special Qualities hold breath

SPECIAL TRAITS

Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

SNAKE, CONSTRICTOR

CONSTRICTOR SNAKE CR 2 (XP 600)

N Medium animal

Init +3; **Senses** scent; Perception +12

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 19 (3d8+6)

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

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d4+4 plus grab)

Special Attacks constrict (1d4+4)

STATISTICS

Str 17, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 18 (can't be tripped)

Feats Skill Focus (Perception), Toughness

Skills Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11; *Racial Modifiers* +4 Perception, +4 Stealth, +8 Acrobatics

FROG, GIANT

GIANT FROG CR 1 (XP 400)

N Medium animal

Init +1; **Senses** low-light vision, scent; Perception +3

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)
hp 15 (2d8+6)

Fort +6, **Ref** +6, **Will** -1

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +3 (1d6+2 plus grab) or tongue +3 touch (grab)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, **AC** 10, 1 hp), tongue

STATISTICS

Str 15, **Dex** 13, **Con** 16, **Int** 1, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 14 (18 vs. trip)

Feats Lightning Reflexes

Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +10; *Racial Modifiers* +4 Acrobatics (+8 jumping), +4 Stealth

SPECIAL TRAITS

Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

STIRGE

This insectoid creature has two pairs of bat wings, a tangle of thin legs, and a needle-sharp proboscis.

STIRGE CR 1/2 (XP 200)

N Tiny magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)
hp 5 (1d10)

Fort +2, **Ref** +6, **Will** +1

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee touch +7 (attach)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks blood drain

STATISTICS

Str 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)

Feats Weapon Finesse

Skills Fly +8, Stealth +16

Special Qualities diseased

SPECIAL TRAITS

Attach (Ex) When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled

target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Blood Drain (Ex) A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Diseased (Ex) Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (See Afflictions). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.



LIZARDFOLK

LIZARDFOLK

CR 1 (XP 400)

N Medium humanoid (reptilian)

Init +0; **Senses** Perception +1

DEFENSE

AC 17, touch 10, flat-footed 17 (+5 natural, +2 shield)

hp 11 (2d8+2)

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

OFFENSE

Speed 30 ft., swim 15 ft.

Melee morningstar +2 (1d8+1), bite +0 (1d4), or claw +2 (1d4+1), bite +2 (1d4+1)

Ranged javelin +1 (1d6+1)

STATISTICS

Str 13, **Dex** 10, **Con** 13, **Int** 9, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 12

Feats Multiattack

Skills Acrobatics +2, Perception +1, Swim +8;
Racial Modifiers +4 Acrobatics

Languages Draconic

Special Qualities hold breath

SPECIAL TRAITS

Hold Breath (Ex) A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

LIZARD, GIANT FRILLED

This bright-eyed lizard is larger than a horse. As it hisses in anger, a brightly colored frill extends around its neck.

GIANT FRILLED LIZARD

CR 5 (XP 1,600)

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +11

DEFENSES

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 59 (7d8+28)

Fort +11, **Ref** +8, **Will** +4

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +9 (2d6+5), tail +4 (1d8+2)

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

Special Attacks intimidating charge

STATISTICS

Str 21, **Dex** 13, **Con** 19, **Int** 2, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +11; **CMD** 22 (26 vs. trip)

Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Climb +13, Perception +11, Stealth +8; *Racial Modifiers* +4 Stealth

SPECIAL TRAITS

Intimidating Charge (Ex) When a giant frilled lizard charges, it hisses ferociously, extends its neck frills, and darts forward on its hind legs, increasing its base speed to 50 feet for that round. In addition to the normal effects of a charge, the creature charged must make a DC 13 Will save or be shaken for 1d6 rounds. This is a fear effect. The save DC is Charisma-based.

HAG, GREEN

GREEN HAG CR 5 (XP 1,600)

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 90 ft.; Perception +15

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 58 (9d10+9)

Fort +6, **Ref** +7, **Will** +7

SR 16

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +13 (1d4+4 plus weakness)

Spell-Like Abilities (CL 9th)

Constant—*pass without trace, tongues, water breathing*

At will—*alter self, dancing lights, ghost sound* (DC 12), *invisibility, pyrotechnics* (DC 14), *tree shape, whispering wind*

STATISTICS

Str 19, **Dex** 12, **Con** 12, **Int** 15, **Wis** 13, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 24

Feats Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude

Skills Bluff +13, Disguise +13, Knowledge (arcana) +11, Perception +15, Sense Motive +9, Stealth +13, Swim +18

Languages Aklo, Common, Giant

Special Qualities mimicry

SPECIAL TRAITS

Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes

claw attacks. The opponent touched must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

QUEST VI: ESCORT SERVICE

GOBLIN RANGER

MALE GOBLIN RANGER 3 CR 2 (XP 600)

CE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 20, touch 16, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 size)

hp 27 (3d10+6)

Fort +4, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft.

Melee spear +5 (1d6+1)

Ranged mwk composite longbow +9 (1d6+1/×3)

Special Attacks favored enemy (humans +2)

STATISTICS

Str 13, **Dex** 18, **Con** 13, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 18

Feats Dodge, Endurance, Point-Blank Shot, Rapid Shot

Skills Handle Animal +5, Intimidate +5, Perception +7, Ride +13, Stealth +17

Languages Goblin

Special Qualities favored terrain (swamp +2), track +1, wild empathy +2

Combat Gear potions of cure light wounds (2);

Other Gear masterwork chain shirt, masterwork composite longbow with 6 arrows, spear, 32 gp

PIRATE

HUMAN FIGHTER 1 CR ½ (XP 200)

N Medium humanoid

Init +2; **Senses** Perception +5

DEFENSE

AC 15; touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 shield)

hp 7 (1d10+2)

Fort +4, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee cutlass +4 (1d6+2)

Ranged heavy crossbow +2 (1d10)

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +1; **CMB** +3; **CMD** 15
Feats Improved Initiative^B, Weapon Focus (cutlass)
Skills Intimidate +4, Profession +5, Swim +7
Languages Common

HAG, SEA

Hair like rotting seaweed drapes this ancient witch. Loose, algae-colored skin sags off her starved frame.

SEA HAG

CR 4 (XP 1,200)

CE Medium monstrous humanoid (aquatic)
Init +3; **Senses** darkvision 60 ft.; Perception +11
Aura horrific appearance (60 ft.)

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)
hp 38 (4d10+16)
Fort +5, **Ref** +7, **Will** +5
SR 15

OFFENSE

Speed 30 ft., swim 40 ft.
Melee 2 claws +8 (1d6+4)
Special Attacks evil eye

STATISTICS

Str 19, **Dex** 16, **Con** 18, **Int** 12, **Wis** 13, **Cha** 15
Base Atk +4; **CMB** +8; **CMD** 21
Feats Skill Focus (Bluff, Perception)
Skills Bluff +9, Knowledge (any one) +5, Perception +11, Stealth +10, Swim +19
Languages Common, Giant
Special Qualities amphibious

SPECIAL TRAITS

Evil Eye (Su) Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 14 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 14 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 14 Fortitude save or perish. The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based.

Evil Eye Curse: Gaze—failed save; save Will DC 14; frequency 1/day; effect staggered (or fall comatose if already under the effects of the evil eye).

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must

succeed on a DC 14 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

MERFOLK

Slipping in and out of the crashing waves, this beautiful woman has the lower torso of a long, slender fish.

MERFOLK WARRIOR 1

CR 1/3 (XP 135)

N Medium humanoid (aquatic)
Init +1; **Senses** low-light vision; Perception +3

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 7 (1d10+2)
Fort +4, **Ref** +1, **Will** -1

OFFENSE

Speed 5 ft., swim 50 ft.
Melee trident +2 (1d8+1)
Ranged heavy crossbow +2 (1d10/19-20)

STATISTICS

Str 13, **Dex** 13, **Con** 14, **Int** 10, **Wis** 9, **Cha** 10
Base Atk +1; **CMB** +2; **CMD** 13 (can't be tripped)
Feats Skill Focus (Perception)
Skills Perception +3, Swim +13
Languages Aquan, Common
Special Qualities amphibious

SQUID

SQUID

CR 1 (XP 400)

N Medium animal (aquatic)
Init +6; **Senses** low-light vision; Perception +7

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 13 (3d8)
Fort +3, **Ref** +7, **Will** +2
Defensive Abilities ink cloud (5-ft. radius)

OFFENSE

Speed swim 60 ft., jet 240 ft.
Melee bite +4 (1d3+2), tentacles +2 (1d4+1 plus grab)

STATISTICS

Str 15, **Dex** 15, **Con** 11, **Int** 2, **Wis** 12, **Cha** 2
Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 16
Feats Improved Initiative, Lightning Reflexes, Multiattack^B
Skills Perception +7, Swim +10

SPECIAL TRAITS

Ink Cloud (Ex) A squid can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet (Ex) A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

QUEST VII: PANDORA'S BOX KAZYK

BEARDED DEVIL (BARBAZU) CR 5 (XP 1,600)

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

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +10

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)
hp 57 (6d10+24)

Fort +9, **Ref** +7, **Will** +3

Defensive Abilities DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10; **SR** 16

OFFENSE

Speed 40 ft.

Melee glaive +11/+6 melee (1d10+6 plus infernal wound) or 2 claws +10 melee (1d6+4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

Special Attacks beard

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 bearded devil or 6 lemures, 50%)

STATISTICS

Str 19, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 22

Feats Improved Initiative, Power Attack, Weapon Focus (glaive)

Skills Climb +13, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL TRAITS

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.

Devil Chills: Disease—injury; save **Fort** DC 17; onset 1d4 days; frequency 1/day; effect 1d4 **Str** damage; cure 3 consecutive saves.

Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

QUEST VIII: MANHUNTER TILA

HUMAN RANGER 2 / ROGUE 2 CR3 (XP 800)

N Medium Humanoid

Init +3 **Senses** Perception +8

DEFENSE

AC 18, Touch 14, Flat-footed 14 (+4 Armor, +3 Dex, +1 Dodge)

hp 27 (2d10+2d8+9)

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

OFFENSE

Speed 30 ft.

Melee: +2 Dagger +7 (1d4+2/19-20 x2) or +1 Short Sword +6 (1d6+1/19-20 x2)

Ranged MW Light Crossbow +7 (1d8/19-20/x2)

Special Attacks favored enemy (humans +2), sneak attack +1d6

STATISTICS

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

Base Atk +3, **CMB** +5, **CMD** 18

Feats Dodge, Endurance, Skill Focus Craft (Traps), Two-Weapon Fighting

Skills Bluff +7, Climb +7, Craft (Traps) +11, Disable Device +7, Disguise +5, Escape Artist +10, Heal +8, Perception +8, Stealth +10, Survival +8, Swim +7

Languages: Common, Elven

Special Qualities Track, Wild Empathy, Trapfinding +1, Sneak Attack +1d6

Combat Gear: Cloak of Resistance +1, +2 Dagger, +1 Short Sword; **Other Gear:** +2 Leather Armor, masterwork Light Crossbow with 20 bolts, masterwork trap making tools.

QUEST IX: ON SAFARI WOLF

WOLF

CR 1 (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

CHIMERA

This winged monster has the body of a lion, though two more heads flank its central feline one—a dragon and a horned goat.

CHIMERA

CR 7 (XP 3,200)

CE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 85 (9d10+36)

Fort +9, **Ref** +7, **Will** +6

OFFENSE

Speed 30 ft., fly 50 ft. (poor)

Melee bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4)

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

Special Attacks breath weapon (usable every 1d4 rounds)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush); *Racial Modifiers* +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

SPECIAL TRAITS

Breath Weapon (Su) A chimera's breath weapon is usable once every 1d4 rounds, deals 6d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based. This Chimera's dragon head is red and therefore produces a 20-foot cone of fire.

QUEST X: TROUBLEMAKERS

ANDREW NEMETH

HUMAN ROGUE 3

CR 2 (XP 600)

N Medium humanoid

Init +3; **Senses** Perception +9

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 16 (3d8+3)

Fort +2, **Ref** +6, **Will** +1

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee sap +3 (1d6+1 nonlethal) or dagger +3 (1d4+1/19-20)

Ranged mwk composite shortbow +6 (1d6+1/x3) or dagger +5 (1d4+1/19-20)

Special Attacks sneak attack +2d6

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 16

Feats Deft Hands, Skill Focus (Perception), Stealthy

Skills Acrobatics +9, Appraise +8, Bluff +5, Climb +9, Disable Device +13, Disguise +5, Escape Artist +11, Knowledge (local) +8, Perception +9 (+10 to find traps), Sleight of Hand +11, Stealth +11, Swim +7

Languages Common, Elven, Halfling

Special Qualities rogue talent (quick disable), trapfinding +1

Combat Gear potion of expeditious retreat, potion of feather fall, tanglefoot bag; **Other Gear** leather armor, dagger, sap, masterwork composite shortbow (+1 Str) with 20 arrows, universal solvent, climber's kit, 50-ft. silk rope with grappling hook, masterwork thieves' tools

OLD JOVAN

HUMAN FIGHTER 2/RANGER 2 CR 3 (XP 800)

NE Medium humanoid

Init +2; **Senses** Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 30 (4d10+8)

Fort +8, **Ref** +5, **Will** +1; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk guisarme +9 (2d4+3/x3) or mwk sap +8 (1d6+3 nonlethal)

Ranged bolas +7 (1d4+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

Special Attacks favored enemy (humans +2)

STATISTICS

Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +7; **CMD** 19

Feats Combat Reflexes, Exotic Weapon Proficiency (bolas), Precise Shot, Step Up, Weapon Focus (bolas), Weapon Focus (guisarme)

Skills Climb +12, Handle Animal +3, Knowledge (geography) +4, Perception +8, Ride +7, Stealth +9, Survival +8 (+9 to follow tracks), Swim +8

Languages Common

Special Qualities track +1, wild empathy +1

Combat Gear feather token (whip), tanglefoot bags (2); **Other Gear** masterwork studded leather, bolas (3), masterwork guisarme, masterwork sap, climber's kit

MOSSAD

HUMAN FIGHTER 4 CR 3 (XP 800)

LN Medium humanoid

Init +1; **Senses** Perception +3

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)
hp 34 (4d10+12)

Fort +6, **Ref** +2, **Will** +1; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee greatsword +9 (2d6+5/19-20 x2) or sap +7 (1d6+3 nonlethal)

Ranged net +5 ranged touch (entangle) or javelin +5 (1d6+2)

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

STATISTICS

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

Base Atk +4; **CMB** +7; **CMD** 18

Feats Combat Reflexes, Dazzling Display, Exotic Weapon Proficiency (net), Skill Focus (Intimidate), Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Skills Intimidate +11, Perception +3, Ride +2, Sense Motive +2

Languages Common

Special Qualities armor training 1

Combat Gear potion of cure light wounds; **Other Gear** full plate, greatsword, javelin, nets (2), sap

BLUESTONE

HUMAN COMMONER 2/WIZARD 3 CR4 (XP 1,200)

N Medium humanoid

Init +1; **Senses** Perception +6

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 22 (5d6+5)

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

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4/19-20)

Ranged dagger +3 (1d4/19-20)

Special Attacks hand of the apprentice (7/day)

Wizard Spells Prepared (CL 3rd; concentration +7)

2nd—*blindness/deafness* (DC 16), *glitterdust* (DC 16)

1st—*charm person* (DC 15), *color spray* (DC 15), *unseen servant*

0 (at will)—*arcane mark*, *mage hand*, *mending*, *prestidigitation*

STATISTICS

Str 10, **Dex** 13, **Con** 12, **Int** 18, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +2; **CMD** 16

Feats Brew Potion, Combat Casting, Defensive Combat Training, Scribe Scroll, Skill Focus (Craft [alchemy])

Skills Appraise +12, Craft (alchemy) +15, Knowledge (arcana) +12, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +10, Perception +6, Profession (herbalist) +10, Spellcraft +12

Languages Aquan, Common, Elven, Gnome, Sylvan

Combat Gear potions of alter self, darkvision, expeditious retreat, invisibility, protection from arrows, resist energy; **Other Gear** dagger, cloak of resistance +1, alchemy kit

QUEST XII: KOBOLDS OF THORNBURY

KOBOLD CULTIST

This short, reptilian humanoid has scaled skin, a snout filled with tiny teeth, and a long tail.

KOBOLD WARRIOR 1 CR 1 (XP 100)

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 5 (1d10)

Fort +2, **Ref** +1, **Will** -1

Defensive Abilities +2 bonus on saves vs. fear effects

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee sacrificial dagger +1 (1d6-1/x3)

Ranged sling +3 (1d3-1)

Special Attacks breath weapon (10-ft. cone, DC 13, 1d8 fire)



STATISTICS

Str 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +1; **CMB** -1; **CMD** 10

Feats Skill Focus (Perception)

Skills Craft (trapmaking) +6, Perception +5, Stealth +5; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic

Special Qualities crafty

SPECIAL TRAITS

Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a kobold cultist.

Breath Weapon (Su) As minions of Cirothe, the Kobold Cultists have a special breath weapon. They can breathe in 10-foot cones once per round as a move action, forcing a DC 13 Reflex save for half damage. Those who fail the saving throw take 1d8 points of damage. After using their breath weapons, the kobolds must wait 1d4 rounds before using them again.

KOBOLD HUNTER

KOBOLD WARRIOR 4 CR 2 (XP 400)

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 natural, +1 size)

hp 26 (4d10)

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

Defensive Abilities +2 bonus on saves vs. fear effects

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk longsword +6 (1d6/19-20)

Ranged shortbow +6 (1d4/x3)

STATISTICS

Str 10, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +4; **CMB** +3; **CMD** 15

Feats Improved Initiative, Lightning Reflexes

Skills Craft (trapmaking) +9, Perception +5, Profession (miner) +1, Stealth +12

Languages Draconic

Special Qualities crafty

Combat Gear potion of cure light wounds (2), Medium spider venom (3 doses); **Other Gear** masterwork studded leather armor, masterwork longsword, shortbow with 20 arrows, pouch of 3d6 gp

SPECIAL TRAITS

Breath Weapon (Su) See **Kobold Cultist**, above.

ACT II

JOURNEY TO SKULL MOUNTAIN

Pozas'13

After leaving the bosom of their hometown, the party will embark upon a journey across the wilderness, seeking the other two treasures that will help them destroy the red dragon—a dwarven hammer, and an elven spell.

Like the previous act, this adventure's structure is very open-ended. The PC's are free to explore in any direction they desire to find these artifacts, and then to go toward the Desolation and the final confrontation.

Similar to the previous act, quests here arise out of rumors and encounters with NPCs, rather than being imposed on the PC's from above. The party will have to uncover the nature of the treasures and where they lie and how to get them themselves.

Fortunately for them, legends regarding how to kill the red dragon have been around for many generations, and such knowledge is not exceptionally rare. To get good, accurate information, though, will require the PC's to dig deep.

GATHERING THE TOOLS

There are a few basic ways that the PC's can gain information on the location of the elven spell and the dwarven hammer:

- Very accurate information is considered treasure, and will appear when you roll for treasure for certain quests. This information could come in the form of words from a grateful survivor, or notes on a scrap of paper, or even out of the mouths of some cowering enemy
- General information from neutral or friendly NPC's can be gained by talking with them. With the red dragon active in the area, most are reluctant to talk out loud about ways to destroy her, but a little persuasion (some Diplomacy, Intimidate, or Bluff checks) might persuade them to reveal more. Generally, this information will direct the PC's to the quests that can give them the most accurate information.
- False information is spread throughout the NPC's as well, and many might not even realize it's false. This can lead the party astray from their main goal, giving the dragon more time to attack.

The main risk in this act is that the red dragon attacks the party. She is slow to act, and distant, and generally not afraid, but time is a concern: the longer it takes to kill her, the more likely she is to notice what the PC's are doing and come after them. The party may "lose" this act by dying at her hands, if they don't slay her in time.

ACT STRUCTURE

The PC's progress on the adventure is measured in terms of stars. These stars help measure how close the party is to one of the four items required to slay Cirothe once and for all: the Coward's Map, the Hammer of Vengeance, the Quiver of the Dragon's Bane, and the Dragon's Name. The party gains stars by completing story-relevant tasks (beginning with the bandit camp on the Southern Downs), and each task relevant to one side of the story awards the players one star toward that goal. The story-relevant adventures are as follows:

THE COWARD'S MAP

This legendary map is said to lay with the Cowards, the dwarves in Last Chance who fled from Cirothe's onslaught while their brethren stood to fight. It is said to belong to the Fedap clan, who lead the cowards in their flight. The last living heir of the Fedap clan is a smuggler named Vyswava, who is rarely in town, and especially active sneaking illegal pipeweeds from the halflings of Halfpoint into Last Chance.

PART ONE: THE BANDITS OF BLACKFORD («)

The bandits have been menacing Lanickshire for too long—exterminate them. They have been working with orcs from the North Riding, who seem to be having a bit of trouble in Halfpoint.

PART TWO: HALFPINTS IN HALFPPOINT (««)

Halflings in the town of Halfpoint are under siege from a tribe of orcs. They might get wiped off the map if the party doesn't help them out. They are led by a courageous (if reckless) halfling knight.

Captive with the orcs is an dwarven smuggler named Vyswava Fidap, who is pursuing a vendetta against the ogres leader who has taken a job here. The leader is from near Last Chance, and Vyswava has followed him here to demand back her family's ancestral mace. It turns out that the ogre leader doesn't have it anymore, having given it to another group of ogres out of Deepcrest Chasm

PART THREE: DOWN THE HATCH («««)

Vyswava wants to end the ogres, and get back "what's hers"—the item that lead her to smuggling in the first place, an ancestral mace important to her family, that the ogres took. She's part of the Cowards, the dwarves in Last Chance who fled the onslaught of Cirothe. If the party helps retrieve her family's mace from the ogres, she's got the means to pay for its retrieval.

When retrieved, the mace turns out to be hollow – a receptacle for a map that shows the secret exit many of the cowards took when fleeing Cirothe (through Deephall Point). She gives it to

the party, believing Cirothe is the cause of her family's bad reputation to begin with, and that if she plays a role in helping slay that dragon, the Fidup name may be redeemed.

THE HAMMER OF VENGEANCE

When Cirothe attacked the dwarven fortress of Deephall Point, it is said she did not kill all of them, but rather abandoned the great city to giants, who then enslaved the remaining population to make arms and armor for them. Rumors say that the reason she didn't simply exterminate them had to do with a divine weapon that the dwarves managed to construct—before falling to the giants. If the population still remains alive, they may know of this weapon. Unfortunately, no dwarves have been seen out of Deephall Point for generations...unless some rumors in Last Chance about a strange one-eyed dwarf are to be believed.

PART ONE: TROLL WOOD («)

A dwarf refugee named Theobod in Last Chance has an unusual story to tell to those seeking Cirothe's downfall, but he wants a display of trust, first. If the party can slay the elder troll of the Oldshade Woods and bring him its head, he'll talk.

In the trollwood, it's clear that the trolls are amassing an army, under the leadership of a few giants. When the party returns to Theobod, he reveals his last name: Troyeh, one of the last living descendants of the dwarves still dwelling in slavery in Deephall Point.

PART TWO: OF THE BIG AND THE SMALL (««)

Theobod Troyeh can help any party that knows how to get into Deephall Point (or any party bold enough to try the direct route!) to get access to the Sanctum, where his ancestors placed their greatest work: a hammer designed as a secret weapon to crush the source of Cirothe's power.

In Deephall Point, the party notices the demonic overlords of the fire giants who dwell there, and can smash their power there. The true source of the power is also revealed by the liberated dwarves: a babau demon named Azaziz who lives in Deepcrest Chasm.

PART THREE: DIG DEEP («««)

Theobod Troyeh wants to shatter the demon that serves as the conduit for Cirothe's divine magic, Azaziz. If coated in the demon's blood, the hammer can be used to suppress Cirothe's spells. To do that, the party must assault the rift in the center of Deepcrest Chasm, where Azaziz is located. They also have the capability to close the rift, if they so choose.

After the onslaught, Theobod entrusts the hammer to the party, telling them to wield it wisely, in honor of the dwarves of Deephall.

THE QUIVER OF THE DRAGON'S BANE

The elves of Greendell Forest seek Cirothe's end, too, and are reportedly developing a powerful weapon to use against her, but have been repeatedly unsuccessful: every warrior who has wielded an elven weapon against Cirothe has failed. Their newest weapon is said to have more promise, due to the influence of the sage Sonina. Unfortunately, while visiting Northbeach to research possible solutions to the problem of failed weapons with the gnomes, she was lost—all communication from the forest was suddenly cut off, and rumors of a goblin war and a dead unicorn king have kept potential rescuers at bay.

PART ONE: THE BANDITS OF BLACKFORD («)

The bandits have been menacing Lanickshire for too long—exterminate them. It turns out they have a captive gnome from the Northbeach Woods, who claims his home is overrun by goblins.

PART TWO: THE GOBLIN WAR (««)

Goblins have taken over Northbeach Woods, using wolves and spiders from their nearby home—Oldshade. It is clear that the spiders are in charge, here. Help the gnomes here rescue their patron and king, the unicorn Lorand.

There is a guest of the unicorn present—an elf from Greendell named Sonina. She wants to be returned home, but before then, she wants to get what she came here for in the first place: the fangs of the ancient spider queen Sheeltielle, said to produce the only poison in the world that dragons fear.

PART THREE: A GREAT POISON («««)

Of the great spiders of Oldshade Forest, the oldest and strongest is Sheeltielle, the Spider Queen. She produces a venom strong enough to slay a dragon—a venom the elves of Greendell want to create a magical quiver of arrows capable of hurting Cirothe.

Upon returning with Sheeltielle's Fangs to Sonina, the party can leave for Greendell Forest, where the elves will craft the Quiver of the Dragon's Bane.

CIROTHE'S TRUE NAME

It is said that the Mad Fairy Queen of Greyfell Forest was one of Cirothe's most powerful foes, but shortly before Cirothe's rise, she went mad. It is possible she knows secrets related to the destruction of the dragon, but Greyfell Forest is famously impassible for those who were not born there. The elder elves of Greendell may still be able to walk its wooded pathways, but none have set foot under those trees for aeons, fearful of invoking the Fairy Queen's wrath. Rumor has it that one old

THE LANDS AROUND HOLDENSHIRE



man is willing to challenge this tradition, in the twilight of his life: he wishes to see his home at least one last time, and, if he leads, the party may be able to find the Mad Fairy Queen and wrest some knowledge from her.

PART ONE: QUICK WOOD («)

In Greendell Forest, the party can encounter an elf woodsman named Rajod who is working on crafting the Quiver of the Dragon's Bane (or who has potentially already crafted it). He's concerned because a companion of his, Arotha, went missing when they were harvesting wood in the Greyfell. If the PC's could find a sign of him, Rajod would be very appreciative.

They find Arotha (and several other elves) captive by treants at the edge of Greyfell—treants lead by a force of drow. These drow seem to be manipulating the normally-benevolent treants with some sort of vile spellcraft, and Arotha (and the elves of Greendell when he is returned) note that this is similar to how the behavior of the Fey Queen changed—evidence that the drow are behind her corruption. Either way, the elves cannot tolerate drow in their ancestral lands.

PART TWO: THE MAD QUEEN'S ARMY (««)

The party is asked by the elves of Greendell to sneak into Greyfell and destroy the drow there. They can do this via the tunnels beneath the forest, infiltrating from the shore near Deepspell Lake. They find that the drow are actually protected by twisted fey creatures from the Fairy Queen.

In infiltrating here, they find that none of these creatures are truly in control of their own actions—even the drow seem to be possessed by something otherworldly, capable of overriding their consciousness. The origins of this foul spellcraft seem to be the idols the drow and the fey creatures all possess—idols of a bat-winged woman. Some drow seem to snap out of the spell before they die, and speak the name of “The Devil Shebnem”

PART THREE: UNNATURE («««)

The party must infiltrate the Feycastle to discover the origin of the illness that afflicts the Fairy Queen. The direct route may be suicide, but once within the walls of the Feycastle, the party sees a palace crawling with devils from the Nine Hells. It turns out that they Fairy Queen has been controlled by a devil named Shebnem, who serves as her right-hand advisor. Shebnem herself is an Erinyes, seeking to create a hellscape in the Greyfell Forest using the Fairy Queen as her vessel.

In the aftermath of the confrontation, the Fairy Queen dies from her long corruption, but not before sharing the True Name of Cirothe with the party.

COMPLETING THE ACT

So, you've slain devils and demons, overcome giants and bandits, dealt with plants and trolls, and you've assembled all that you need to slay Cirothe?

Perhaps.

The function of this act is to allow the party to gain the necessary minor artifacts for having a fighting chance against Cirothe. At any point, the party can simply go to Skull Mountain and challenge her (see the third adventure for those details), even lacking these useful tools. However, they are likely to be handily obliterated—Cirothe is not a “level-appropriate” challenge, and the tools the party may acquire here will help her to be.

Of course, a party that is hasty, or that thinks itself especially tough, can challenge Cirothe early, even without a full complement of artifacts, and it is possible (though unlikely) for even such a weakened party to win.

Essentially, the end of this act is in the party's hands. When they wish to go confront Cirothe, be that on Day 1 out of the farm, or after a meticulous resolution of the plot threads of this act, you're encouraged to allow them. Of course, a party who confronts Cirothe and finds her too tough might wish to revisit this adventure, or the parts they missed, and gather more strength. Your players should be entirely aware that Cirothe is actually a higher-level threat than the party is likely able to handle—surprising them with a swift death is hardly sporting, but if they walk into that death with their eyes wide open, don't be afraid to hand it to them.

CIROTHE'S ATTACKS

As the party goes about collecting the items that will eventually slay her, Cirothe isn't just sitting on her hoard waiting to die. Though she is quite removed from most events, she does have a network of kobold cultists that are involved in some minor way in every story-relevant encounter (and in some random encounters), and she knows, in a broad way, the activities that go on in the lands just outside the Desolation.

As a way of harassing the PC party, Cirothe launches from her redoubt every few days to terrorize the populace. As the stakes rise and the party gathers more items (and gets more total stars), her attacks become more brutal, eventually wiping entire towns off the map completely in an effort to stamp out the runts who dare give those cowering mortals hope.

The chance that this happens is represented by the **Dragon Dice**, which should be a single d20. This d20 is rolled every day, and on a result of 20 or greater, Cirothe flies out from Skull Mountain and wreaks some havoc in the world. As the party gathers stars, the group should add the total number of stars the party has to the result of the d20 roll (from +1 with one star, to +12 if they have all the stars).

When Cirothe destroys a location, it is replaced with ruins and filled with kobolds. Refugees flood into neighboring towns (if they're intact), though some stay and try to rebuild (and fight against the kobolds who move in). Cirothe destroys about half the people in a given town, so if the DM would like to determine if a specific NPC is alive, simply roll 1d20, and on an 11 or better, they are. The DM can also pick and choose certain

CIROTHE'S RAMPAGE

D20	CIROTHE'S RAMPAGE
20	Cirothe appears overhead. The next day, in addition to any other encounters the party has, the party also has one Kobold Cultists encounter.
21	Cirothe destroys Lintown.
22	Cirothe destroys Wintercliff.
23	Cirothe destroys Redcliff.
24	Cirothe destroys Northminster.
25	Cirothe destroys Whitehollow
26	Cirothe destroys Ringwood
27	Cirothe destroys Fairburn
28	Cirothe destroys Halfpoint
29	Cirothe destroys Blackford
30	Cirothe destroys Greendell Forest
31	Cirothe destroys Last Chance
32	Cirothe destroys Hengistbury and Thornbury

NPCs to live or die, depending on their needs for the rest of the adventure.

If you roll a location that Cirothe has already destroyed, then Cirothe instead sends kobold cultists to destroy the party (as if a 20 was rolled).

OVERLAND TRAVEL

1. At the beginning of each day, the DM makes a check to see if the party gets lost, and makes a check to see if Cirothe attacks.
2. After this check, the party enters the next hex in the direction they are traveling. If the party is lost, the actual hex will be random. If they are slowed, or moving through difficult terrain, they will not reach the next hex until the next day. If the party is along the road, or mounted, they may enter more than one hex. Moving faster than usual and slower than usual cancel each other out, enabling the party to move the usual one hex.
3. In each hex, the DM describes what the PC's notice in general terms (including any major features, such as terrain types, roads, rivers, settlements, etc.).
4. The DM also rolls each day, as the party gets underway, for a random encounter. If a random encounter is indicated, the DM runs that. After the encounter, the rest of the day or night continues normally.
5. When the party rests for the night, they consume one supply pouch, and if they have a tool pack, they can roll to recover from any ongoing illness or injury. If a character does not have a supply pouch, they begin to suffer from malnutrition. If a character does not have a tool pack, they

cannot regain hit points or spells during this rest, and they cannot roll to recover from any ongoing illness or injury (they are assumed to automatically fail the Endurance check, causing the effect to worsen). If the rest is interrupted by an encounter, they also cannot regain hit points or spells, and also are assumed to fail any Endurance checks against illness or injury.

6. The next day, the process repeats.

GETTING LOST

Each morning, the DM can roll a secret DC 12 Nature check to see if the party becomes lost. The DM can make one check for each PC trained in Nature. In difficult terrain, such as mountains or forest, this can be a DC 15 Nature check. The DM should not reveal the result of the check. On a failure, the party becomes lost.

The party members making the check can take 10 on the check, but this halves their speed for the day.

BEING LOST

If the party is lost, they travel in a random direction. If they move onto another hex, roll 1d6 to randomly determine the hex they enter. The next day, make the standard roll to avoid getting lost, and give the party a +2 bonus to the check for each day they've been lost. On a success, the party is no longer lost, but on a failure, they remain lost for another day.

RANDOM ENCOUNTERS

As the party travels during the day, they may have a random encounter. Random encounters serve to lead the party along one of the major quest lines, giving them possible hints as to where to go next and helping them gain knowledge, treasure, and allies in their mission.

TIMING OF THE ENCOUNTER

Roll 1d4 to determine if the encounter happens during the day, or while the party is at rest (1-3 during the day, 4 at night). Roll 1d12 to determine at what point during the day or night the encounter happens (1 representing dawn or dusk, 6 representing noon or midnight, and 12 representing dusk or dawn).

FRIENDS, FOES, EVENTS, OR SITES

Once you determine where and when the encounter happens, roll on the **Random Encounters** chart on page 92 to determine what kind of encounter it is. The encounters are all described on pages 91-92, and the relevant statistics presented in the **Monsters & NPCs** section on page 123.

Additionally, some encounters have "Story Links." These links can be included in an encounter to direct the PC's to some bit of the adventure

REWARDS

When the party does something to earn an award from a random encounter, they receive a minor reward. This comes in the form of consumable objects, small amounts of coin, a minor boon, or common knowledge—not incredibly valuable, but a small distinguishing element that can make it worthwhile for the PC's to engage these encounters.

Other than these rewards, the characters gain little material benefit from random encounters. You should not award them normal treasure or XP from these encounters. The NPC stats in the appendix reflect this: they only have the equipment they are carrying on them, and not normal NPC equipment. A party that gathers loot from the dead in random encounters should generally not find much of use: used weapons and armor, bits of meat and skin and bone, or other harvested items should only net them about 2d8 gp, total, for each encounter: possibly enough to cover a supply day, but generally that's it. Of course, they can also get one of the random rewards, assuming there's someone to give it to them.

True treasure and XP in this adventure comes from gaining stars. Each plot-relevant adventure that they complete adds a normal treasure reward and a large chunk of XP for completion.

ILLNESS & INJURY

Some encounters run the risk of causing lasting injury to the character, a disability that simple curative magic cannot remove. A character who gains an illness or an injury suffers a loss of maximum HP, and has the risk of continuing to lose maximum HP as the disease or wound worsens, possibly leading to death. The only way that illness and injury can truly be healed is with the application of a proper house of healing, and at least one week's ministrations there, with no arduous task undertaken during the healing process. Much like how one needs a forge to create weapons, or a kitchen to make food, one needs a house of healing to truly recover from these dire wounds.

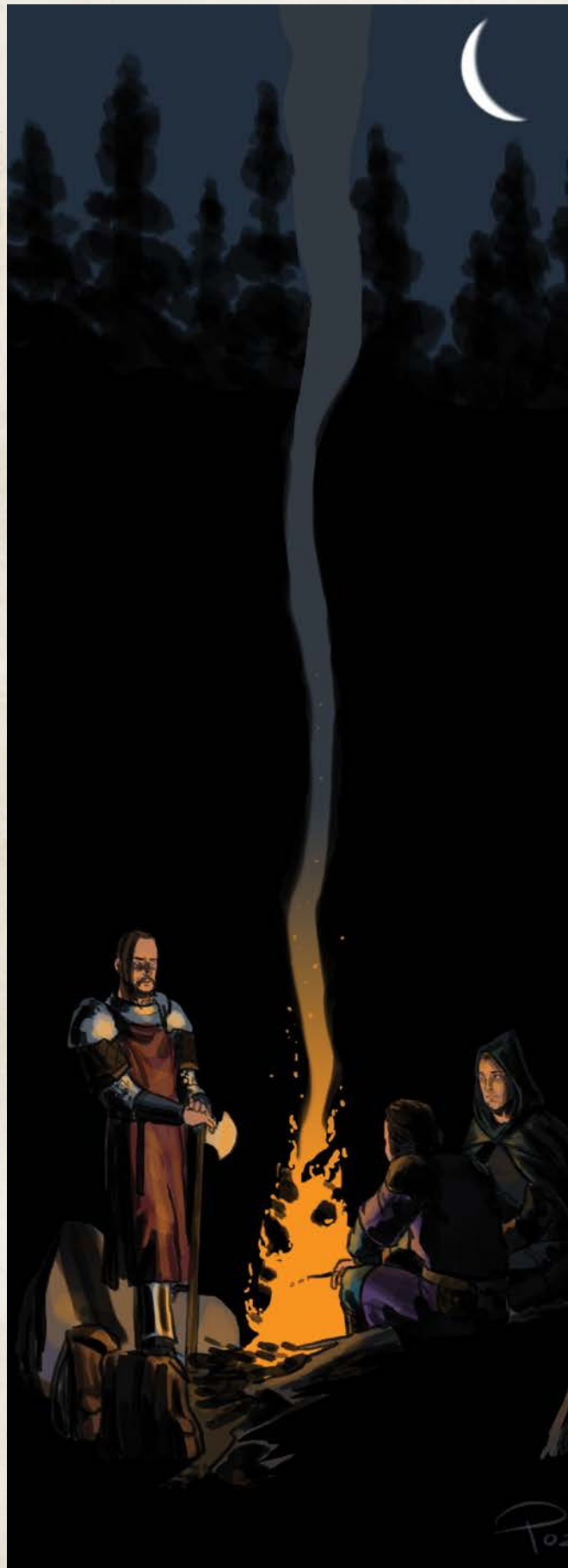
A character can be exposed to illness or injury as a feature of an encounter, or as a feature of an area, or even (as an optional rule) by being wounded. A character reduced to 0 hp may be exposed to an injury, while a character eating wild food may be exposed to illness.

ILLNESS

When your character is exposed to an illness, they suffer the following effects:

- Their maximum HP is reduced by 1d10.
- Their speed in daily travel is halved (their combat speed is unaffected)
- They consume double the normal amount of supplies.

In addition, they suffer from a specific problem relative to the illness (roll 2d6 and consult the **Common Illnesses** table).



COMMON ILLNESSES

2D6	ILLNESS
2	MADNESS: -2 to Intelligence-based skill checks and the DC of your Intelligence-based spells
3	DEHYDRATION: -2 to Wisdom-based skill checks and the DC of your Wisdom-based spells
4	DIZZINESS: -2 to Dexterity-based skill checks and ranged attack and damage rolls
5	ACHES: -2 to AC
6	CHILLS: -2 to Reflex saves
7	FEVER: -2 to Will saves
8	NAUSEA: -2 to Fortitude saves
9	SPASMS: -2 to attack rolls
10	WEAKNESS: -2 to Strength-based skill checks and melee damage rolls.
11	BOILS: -2 to Charisma-based skill checks and the DC of your Charisma-based spells
12	PAIN: Reduce maximum HP by an additional 1d8

RECOVERY AND DEATH

At the end of each day in which you are ill, make a DC 15 Endurance check. If you fail this check, your maximum HP is reduced by another 1d10. If you succeed on this check, you begin to recover. After three successful checks, the character recovers entirely. Another character can substitute their Heal check for this Endurance check, as long as that character performs no other actions for the night aside from rest.

If your maximum HP is reduced to 0, you die, unable to regain consciousness.

INJURY

When your character suffers an injury, they suffer the following effects:

- Their maximum HP is reduced by 1d10.
- Their speed in daily travel is halved
- Their combat speed is also halved

In addition, they suffer from a specific problem relative to the injury (roll 2d6 and consult the **Common Injuries** table).

RECOVERY AND DEATH

At the end of each day in which you are wounded, make a DC 15 Endurance check. If you fail this check, your maximum HP is reduced by another 1d10. If you succeed on this check, you begin to recover. After three successful checks, the character recovers entirely. Another character can substitute their Heal check for this Endurance check, as long as that character performs no other actions for the night aside from rest.

COMMON INJURIES

2D6	INJURY
2	HEAD WOUND: -2 on Intelligence-based skill checks and DC for Intelligence-based spells.
3	FACIAL LACERATIONS: -2 on Charisma-based skill checks and DC for Charisma-based spells
4	FRACTURED RIB: -2 on Fortitude saves
5	SHATTERED SHOULDER: -2 to damage rolls
6	BROKEN ARM: -2 to attack rolls
7	INFECTED WOUND: You also gain an illness (see the Common Illnesses table).
8	BROKEN LEG: -2 on Reflex saves
9	SHATTERED HIP: -2 on AC
10	SPINAL INJURY: -2 on Dexterity-based skill checks and ranged attack and damage rolls
11	NUMBNESS: -2 on Wisdom-based skill checks and DC for Wisdom-based spells
12	ORGAN INJURY: Maximum HP is reduced by an additional 1d8

If your maximum HP is reduced to 0, you die, unable to regain consciousness.

SUPPLIES

While you can track individual poundage for food and equipment and encumbrance if you'd like, this adventure introduces a simplified system for keeping track of these supplies that makes the accounting slightly easier. These rules are used in this adventure, and so may be referenced. If you're not using these special rules, you can feel free to ignore the specific references, or to handle them with a DM judgment call.

SUPPLY CAPACITY

Each creature has a default supply capacity equal to 1, plus their Strength bonus. This is modified in the following ways:

- If the creature receives a CMB bonus against tripping for being quadrupedal or otherwise stable, add 2 to the creature's supply capacity.
- If the creature is Small, take their total supply capacity, and subtract 1 (it cannot be less than 1).
- If the creature is Large, take their total supply capacity, and add 1

Using this method, a human fighter with a Strength of 16 (+3) has a carrying capacity of 4. A typical horse has a carrying capacity of 7 (1, +2 for quadrupedal, +1 for being large, +3 for Strength). A halfling sorcerer might have a carrying capacity of 1 (1, -1 for small, -2 for Strength).

Each supply pouch you have (see the entry on the facing page) takes up one of your capacity "slots." So a horse can

carry 7 supply pouches, and that human could carry 4, and that halfling could carry one.

Vehicles also have a supply capacity based solely on their size. For every unoccupied 5-ft. square in a vehicle, it has a supply capacity of 2. Thus a 10 ft. by 10 ft. cart has a supply capacity of 8, though if it's carrying an elf, it has a supply capacity of only 6.

Supply capacity measures only your capacity to hold supply pouches. Heavy armor, big weapons, extra backpacks, etc., are not taken into account, and you can default to your normal encumbrance rules for those, be they the standard rules or more of a rule-of-thumb, or whatever you're comfortable with.

A special note on vehicles: wheeled vehicles like carts and wagons are designed to run on roads, and so they actually cannot travel on hexes that do not contain a road. They can carry large amounts, but they are very limited in where they can go. Pack animals are slightly more versatile, but do introduce extra creatures that may be targeted in battle, exposed to the elements, or otherwise harassed by the dangers of adventuring life, which means their dozens of days' worth of supplies may be at risk when crossing a river or facing off against some bandits.

SUPPLY POUCH

A supply pouch contains everything that you will consume on a daily trip. This includes food, water, torches, tinder, lamp oil, and even common repair tools like yarn, thread, needles, etc. While you are assumed to be eating and drinking and repairing your equipment while on the road, a supply pouch is only consumed at the end of the day. Once you've used a supply pouch, it is gone—the yarn used up, the food eaten, the water drank. If you do not have a supply pouch to consume at the end of the day, you begin suffering from both hunger and thirst as per the normal rules.

Each supply pouch takes up one slot of supply capacity (see above). So for long journeys into trackless wilderness or along country roads, pack animals, vehicles, and high-Strength individuals may be necessary.

Each supply pouch costs 10 gp.

TOOL PACK

A tool pack contains various implements and resources for getting along in the wild. This can include saws, shovels, hatchets, crowbars, tents, sleeping bags, changes of clothing, rope, whetstones, etc. As long as you have a tool pack, you can benefit from resting, even in the wilds: you can easily make camp and build a fire and clear the ground and dry out your boots. A tool pack doesn't get used up: as long as you have it, you can make camp. If you lose it or it becomes damaged, you may have to resort to "roughing it" a little bit more.

A tool pack doesn't take up your supply capacity, but you can't wear any other packs or bags with a tool pack, so getting pack

animals, porters, and vehicles to carry yours might sound like a better idea, if you want to hold much treasure yourself. This exclusion applies to those methods of conveyance, too, however: a wagon with a tool pack still has room for supplies, but not room for anything else. A horse with a tool pack can't also have saddlebags or carry other encumbering items.

Each tool pack costs 40 gp.

THE BANDITS OF BLACKFORD

THE COWARD'S MAP 1

THE OUIVER OF THE DRAGON'S BANE 1

The bandits who live in the Southern Downs own the town of Blackford. While the town has a nominal mayor and town guard, everyone is truly under the thumb of the bandits, who seek to expand their little empire to include neighboring towns, if possible. In pursuit of that goal, the bandits have reached out to the orcs who live in the Crawley Hills, and have begun terrorizing the halfling village of Halfpoint. They've also received overtures from the goblins in Oldshade, who have been working on destroying the gnomes of Northbeach. And, perhaps most worryingly, Vaclav, the Boss of Blackford, is said to employ magic drawn from Cirothe herself.

All this alliance-making is about to pay off for the bandits, who are finalizing some of their deals from an abandoned fortress they've taken shelter within on the Southern Downs in Southmorland.

GOAL: DESTROY THE ALLIANCE

The party's main mission here is to crush that alliance. This weakens the orc assault on Halfpoint, and the goblin assault on the Northbeach Woods, enabling the NPC's currently confined there an opportunity to leave.

How they crush the alliance is largely up to them, with your judgment determining what is likely to work, but there are three strategies presented as possible default options.

PLAN: KILL THE LEADERS

If the party can execute the leaders of the bandits, the alliance will crumble as the bandits begin to crumble from within. The leaders spend much of their time in Camp Rotelle, giving orders to their underlings. They aren't overly reckless, but they are comfortable and confident in their power and authority over the entire Blackford region—they are minor celebrities, and they are in control of an entire town, so they don't fear guards coming to capture them. They also don't fear each other—times are good, and in such a time of plenty, it's easy to overlook interpersonal problems.

The leaders are Vaclav, Ceres, Bartl, and Yahret. They bandits are robust enough to survive if even one of these characters remains alive, so killing them all is the main approach.

That is made difficult because Camp Rotelle is quite well-defended, just in terms of numbers. The party may have to rely on stealth, subterfuge, bluffing, and skullduggery if they wish to infiltrate the camp without alerting the dozens of bandits that are garrisoned there. One solid approach might be to pose as potential new hires: the bandits are looking to make alliances, and hearing that the party might be able to help destabilize Holdenshire (the only region of organized lawful resistance nearby) could be appealing. The party may have to do some work for the bandits, such as killing guards, putting down a rebellion, etc. but if they can stomach or cheat their way out of that, the bandits are certainly eager to have powerful allies. You can roll on the table below for ideas, and once the party has accomplished 3 deeds, the bandits will generally trust them, and welcome them into the band in a big festival. This might allow them to get close to the leaders.

NEFARIOUS DEEDS

D6	DEED
1	Kill a troop of guards (use the Guard Patrol random encounter)
2	Murder an innkeeper who has failed to pay (use the Roadside Inn random encounter)
3	Rob a merchant caravan (use the Merchant Caravan random encounter)
4	Burn down an orphanage used by priests who resist the bandits (use the Roadside Inn random encounter)
5	Bring a group of orcs some filthy lucre as an offering (use the Orc Band random encounter—a Guard Patrol attacks to prevent it)
6	Help a group of goblins sacrifice a toddler they've kidnapped (use the Goblin Band random encounter—a Guard Patrol attacks to prevent it)

Of course, more direct violence is always an option, but it is difficult to raid all of Camp Rotelle in one sitting—and once the party begins the assault, like a bee's nest, the camp will search for them and show no mercy in destroying them. The party may find themselves on the run after that. A war of attrition may work, or at least lure out the leaders, but the bandits do not fight fair, and are not above using the innocents in Blackford as bargaining chips.

PLAN: SPREAD MISTRUST

If the party can sabotage any possible alliance between the orcs, goblins, and bandits, this has the potential to create enough chaos within the bandits that they will have difficulty regrouping, creating in-fighting and other difficulties.

The alliance hinges on the spellcasting leaders of the bandits, Bartl and Yahret. Bartl has formed a close friendship with many orcs and has adopted their gods, while Yahret is learning magic from the goblins. As long as these two characters have the ear of Vaclav, the alliance is solid, so the only way to disrupt the alliance is to take out Bartl and Yahret in some way.

Violence is the obvious way, but that has many of the difficulties of killing the leaders (see above).

Another way would be to infiltrate and spread rumors. That does require gaining the bandits trust (see above), and then successfully misleading the bandits (see "Spreading Rumors," below). If the bandits become suspicious of the orcs or the goblins, they will kill the representatives of these people in Camp Rotelle, which will begin a protracted period of violence between the three factions, negating the alliance.

SPREADING RUMORS

It's not exactly hard to plant a lie in the minds of the bandit rank-and-file, once the party has earned their trust. If a PC simply makes a Bluff check against a given member of the bandit camp's Sense Motive check, they can get that bandit to believe any fairly credible falsehood. The rumor spreads through the camp fairly quickly—10% of the bandits begin to believe the story, each day, as long as nothing has contradicted it. After 5 days, the rumor is forgotten unless something actively happens to confirm it. If the rumor is contradicted, none of the bandits believe it after 1 day, but during that 1 day, the rumor can be salvaged by making another Bluff check against another bandit, with a -5 penalty to the roll. If any evidence confirms the rumor before its expiration, an additional 10% of the bandits believe the story on that day. Evidence will also stop the rumor from being forgotten for another 5 days, convincing 10% of the force each day.

For instance, if the party bard makes a Bluff check against a standard bandit, beginning the rumor that the guards are gearing up for a big attack in 3 days, and the bandit fails their Sense Motive check, the bandit will begin to spread the rumor. Camp Rotelle has 71 rank-and-file bandits, so each day, 7 bandits begin to talk about the rumor. After 3 days, 21 bandits believe they are going to be imminently attacked...but if no guards show up, the rumor disappears after 1 day, since they have contradictory evidence. Likewise, the rumor might disappear after 1 day if a guard captain is brought in as a prisoner and claims no knowledge of it. The party bard might make another Bluff check at -5 against another bandit to argue that "the guards have just put it off," or "he's obviously lying to save his own hide," and if successful, the rumor is not quashed. However, if, on day 3, some guards show up (either by chance, or because the party has dressed up as guards and pretended to be the front line of an assault force, or whatever), they have confirming evidence, and the next day an additional 20% of the bandit force (total of 35) will believe that the attack is imminent. After 5 days, the rumor has run its normal course, and will be forgotten unless the party can confirm it again. If they do (such

PROBLEMS IN BLACKFORD

d8	PROBLEM
1	A group of bandits has been living in the town inn—treating the staff like servants, and never paying. They need to be run out. (use the Bandit Attack random encounter)
2	A church has had its houses of healing destroyed—burned to the ground—by bandits demanding that they stop advocating for the gods, and start worshipping the orcs. The party needs to protect the central church in town from a group of bandits (use the Bandit Attack random encounter).
3	A merchant hasn't had a delivery from a caravan in a good long time. The party needs to get to Ringwood, and protect a caravan going from there to Blackford (use normal random encounters for the journey).
4	A lair of kobolds has sprung up on the banks of the river nearby. People want them exterminated (use the Kobold Cultists encounter).
5	A group of orcs has taken over a nearby farm, forcing farmers to feed them, but eating too much. The party can kick them out (use the Orc Band encounter).
6	A group of goblins has started kidnapping children from people in the town, and nothing can be done to stop them. They announce their raids in advance to heighten the sense of hopelessness, but the party can stop them (use the Goblin Band encounter).

as arranging for some soldiers to attack a supply chain), the rumor will persist for another 5 days.

For every 25% of the rank-and-file that believe the rumor, one of the leaders may be convinced. First, the leaders require one piece of supporting evidence each to convince. Once the supporting evidence exists, the creator of the rumor can roll a Bluff check against the leaders' Sense Motive check "by proxy," and if they succeed, the leader becomes convinced. One leader can be convinced on each day that 25% of the rank-and-file hold to the belief.

For instance, if the belief that the goblins are planning a betrayal can be spread to 25% of the rank-and-file bandits by the party illusionist, and the next day Ceres hears of a band of bandits being attacked by goblins on worgback (actually orchestrated by the party), the party illusionist can make a Bluff check against Ceres's Sense Motive check. If successful, Ceres believes the goblins are planning a betrayal.

Bartl gains a +2 bonus to Sense Motive rolls against anything impugning the orcs, and Yahret gains a +2 bonus to Sense Motive rolls against anything impugning the goblins. Vaclav has both of these bonuses as long as Bartl and Yahret remain unconvinced as well. If Bartl is made to believe something about the orcs, or Yahret is made to believe something about the goblins, the next Bluff check made to persuade a leader of the same thing gains a +5 bonus.

Once all the leaders believe the rumor, they act on it. Before all of them believe it, individual leaders may act erratically, but the alliance will remain intact until all the leaders believe it—Vaclav wants an alliance, and is suspect of any attempts to disrupt it.

PLAN: LIBERATE BLACKFORD

The town of Blackford, owned and operated by the bandits, is their center of power and control in the region. While Camp Rotelle is where they live, Blackford is where they earn much

of their profit and where their hold is on something more valuable than their own land. It is also why the orcs and goblins are interested in an alliance—they each have towns they're trying to take over. Thus, if the party can give Blackford the power to overthrow the bandits, the alliance will fall apart.

The people of Blackford are hypothetically already on board with any liberation plan, but they are well-subjugated, and see release from their fate as nigh-impossible. The powerful people in Blackford are all in bed with the bandits, from the ineffectual mayor Larcenor through the head of the town guard (and Ceres's loyal goon) Nessi and most of the members of the local militia. Ceres sees Blackford as vital to the ambitions of the bandits, so she is an occasional and active presence in the town as well, and sort of the power behind the throne. She is likely to respond personally to any attempt to cause havoc in the town.

In order to liberate Blackford, the party is going to have to build the town's optimism, take out Ceres and Nessi, either take out or convince Larcenor and the rest of the town guard to surrender, and find someone else to take charge. They will have to accomplish all three tasks to secure Blackford's liberation: skipping any of them will cause Blackford to slide back into chaos within one week, erasing all the progress.

BRIGHTENING BLACKFORD

To improve the mood of the town, the party will have to tackle several of the problems facing them. Roll 1d6 and consult the table below to find a problem the townsfolk need solved. After solving 4 problems, the town begins to show signs of improvement, as the people believe there may be a life after the bandits.

FINDING A LEADER

There are precious few people willing to stand up and fight the bandits, but the party can help select a possible champion for them. Once the spirits of the town are brightened, this leader will lead some of the disaffected militia toward restoring law

and order and trust in authority, and is important if Blackford isn't just going to get conquered all over again next week.

The party may have an NPC in mind they wish to nominate, or you may have a particular NPC that you think would be a good fit. If there is no obvious candidate, you can have the party find possible candidates for leadership by making Gather Information checks, with the following results:

- **DC 10:** The current mayor, Larcenor, is probably the only person in town with the knowledge required for the position of leadership. He's a spineless coward, though, and responds mostly to threats on his life or property, so the only way to ensure his half-competent leadership is to ensure he's well-protected. In order to do that, the party must travel to Holdenshire to convince the soldiers there to ally with Larcenor. Such a thing is difficult—it requires three successful DC 15 Diplomacy checks, one each from three separate characters, to break down the Captain of Holdenshire's resistance. If a character fails this check, they cannot make another attempt.
- **DC 15:** A wealthy merchant, Hayato, is interested in leading the town. He's got the best interests of the town at heart, but can be a big ignorant. He has little patience for politics, and is certainly no warrior, either. To install Hayato is going to require the party to set things up nicely for him in the mayor's office, arranging everything so that he can hit the ground running. This requires the party, after expelling Larcenor, to make three successful DC 12 Knowledge (local) checks total, requiring one each from three separate characters, to assemble and organize the place properly. If a character fails this check, they cannot make another attempt.
- **DC 20:** The local church has protected a youth named Ismail, who is a paladin interested in "cleaning up Blackford." A smart, sociable individual, Ismail is well-suited to leadership. However, he is a bit of a firebrand, and so his presence and rhetoric of change provokes a group of bandits to attack—the party must fight off an attempted assassination by a group of bandits while Ismail is looking at his farmlands (use the Bandit Attack encounter).

EXPELLING THE OLD GUARD

The party must get rid of the corrupt leaders of the town before the revolution is complete, even if the spirits are bright and a good leader is in place. Doing this is going to require some dirty work, and at least a little bit of person-stabbing. Each member of the old guard must be "expelled" in order to truly liberate the town.

- Larcenor, the town's cowardly, petty mayor, has spent much of his time cloistered in his manor. He does what is required of him by the town, but he's abdicated much of his responsibility to Nessi, who terrifies him. He's not strong, but he can call on 4 guards that protect him. He's also not hard to convince to the PC's side—he is interested

in self-preservation above all, and is actually fairly knowledgeable about how to run a city. The party needs only to make a Diplomacy check (DC 12) to get him to trust them over Nessi and the bandits.

- Nessi, the town's violent and corrupt captain, has benefited from having mostly the run of the town. She spends much of her time in the garrison near the center of town, and uses her network of 10 town guards and 10 bandits to keep her informed and to keep the proper order in place. She usually hangs around with a bandit and a guard herself, and will likely be avenged by all her soldiers if slain. She is a very competent fighter on her own, and is not hesitant about taking down any who threaten her.
- Ceres, one of the leaders of the Bandits of Blackford, has taken the reigns in running Blackford, and what happens there is of great interest to her. While she spends most of her time in Camp Rotelle, any threat to Nessi is reported to her as well (assuming at least one observer manages to escape), and 4 days after such an event, she will show up in Blackford looking for blood (especially if anything has happened to her friend). As long as Ceres remains, she will reinstate a new corrupt captain (likely one of her many bandits) on a regular basis.
- The Town Guard, which, even without their leaders, will remain fairly corrupt. Once Nessi and Ceres are out of the picture, the 20 total town guards and 20 total bandits that infest the city must be either converted or disposed of. Finding them is mostly a matter of using Gather Information checks: a DC 12 check will turn up 1d4 of the bandits or town guard, who can then be dealt with. Town guards are open to negotiation (and bribery), responding well to promises of power and authority (ie: Diplomacy DC 12), but the bandits hold out a bit to such an offer (Diplomacy DC 16). The camps are both less open to threats—they're used to being in power, and they will fight to remain so, until about half their number (10 each) is dead. The rest will then be more willing to negotiate at that point, though it's still not a cakewalk (Intimidate DC 16).

IF BLACKFORD IS DESTROYED

It is unusual, but possible, for the town of Blackford to be destroyed by Cirothe before the party gets a chance to solve the problems there. If Blackford is destroyed, the party cannot use the "Liberate Blackford" option to complete this quest. The alliance will still be active, however, so they party can still use the other two options.

REWARDS

If the party successfully undermines the alliance, they gain the rewards for the adventure. They gain 2,000 XP, one star for the Quiver of Dragon's Bane and the Coward's Map, and treasure. The treasure may take the form of loot from the bandits, or gifts from a grateful Blackford township. You can either roll for

two 4th-level encounters' treasure, or you can assign them the treasure below:

COINS: 505 gp

GEMS: Smoky Quartz (50 gp)

MAGIC ITEMS: *Oil of Magic Weapon* (50 gp), *Divine Scroll* (includes *Speak with Animals* and *Zone of Truth*) (175 gp)

TOTAL VALUE: 780 gp

THE NEXT ADVENTURE

After completing this quest, the alliance between orcs, goblins, and bandits is weakened, enabling the party to actually destroy the orc alliance or the goblin network, which are now isolated enclaves rather than great alliances of evil. This can lead to the next adventure in the Coward's Map series, "Half-Pints of Halfpoint," and can also lead to the next adventure in the Quiver of Dragon's Bane series, "The Goblin War."

LOCATION: BLACKFORD

The town of Blackford is a hub, between the towns of Ringwood, Halfpoint, Hengistbury, and the lands to the south. While it was once a bustling merchant city, it has fallen on dark times since the Bandits of Blackford took over. Now a den of iniquity and a place of ill-repute, few merchants or traders from outside have stopped by. The town is a haven for black market goods, smugglers, and less-than-ethical products, such as drugs, slaves, necromancy, and prostitution.

THE LEADERS OF BLACKFORD

- **LARCENOR, MAYOR OF BLACKFORD (PAGE 99)**
- **NESSI, CAPTAIN OF THE GUARD (PAGE 99)**
- **5 × TOWN GUARD (PAGE 99)**

LOCATION: CAMP ROTELLE

Located somewhere in the Southern Downs, Camp Rotelle is the staging ground for the Bandits of Blackford. It is a well-defended wooden fortress that makes use of ditches, bristling spikes, and thick wooden walls to deter any assault, but it has not seen a true assault in some time.

RESIDENTS OF CAMP ROTELLE

- **VACLAV (PAGE 100)**
- **CERES THE CRUEL (PAGE 97)**
- **BARTL THE BLOODY (PAGE 95)**
- **GOBLINSPEAKER YAHRET (PAGE 98)**
- **40 × BANDITS (PAGE 95)**
- **10 × THUGS (PAGE 97)**
- **6 × BRIGANDS (PAGE 96)**
- **4 × DESPERADOES (PAGE 96)**
- **6 × ORC BODYGUARDS (PAGE 100)**
- **OLEGKA, ORC EMISSARY (PAGE 100)**
- **GELIK, GOBLIN DIPLOMAT (PAGE 100)**

HALF-PINTS OF HALFPOINT

THE COWARD'S MAP 2

The orcs in the Crawley Hills have mostly lived a life of inter-tribal violence and intermittent raids on the towns on the outskirts of their territory. However, things have been changing in the last five years or so. A champion has arisen among the orcs, a great one-eyed warrior that the other orcs follow willingly into battle, rather than trying to fight. The great orc, called "Basyak," has lead several disparate tribes in assault after assault on small towns, leveling them and leaving few people alive in their wake. She is said to be a force of nature, a wrath like a winter storm, or an earthquake. Her attention turned, a few months ago, to the town of Halfpoint, a bustling halfling trade village famous for its great fertility. As spring warmed the earth, and snow melted, halfling blood was spattered on the earth, and instead of sowing seeds, the people in Halfpoint have been digging graves. They have put up a stout defense, and have maintained their borders, but many in Halfpoint believe it is only a matter of time before Basyak and her great orcish horde will destroy them. Many are leaving, as fast as they can, but a few stay, to help defend the town, as the orcs themselves seek an alliance with the Bandits of Blackford, which would choke off Halfpoint's resources, enabling them to succumb to the axe.

GOAL: BREAK THE HOARD

The party's main mission here is to destroy the orc horde. In order to accomplish this, they must first have broken the **Bandits of Blackford**, and, if so, the orc horde is vulnerable. As long as Basyak lives and has the approval of the orc leaders, the horde is going to continue. As long as the horde continues, Vyswava remains imprisoned, and her target Junog remains at large.

You are encouraged to entertain any reasonable plan the party comes up with to break the horde, but there are three options provided by default: kill Basyak, turn the sub-chiefs and shamans against her, or gather reinforcements for Flip and his brigade.

There is a time limit on this. Flip, a halfling in Halfpoint who is leading a "final charge," is waiting for reinforcements from Wintercliff. From when the party first visits Halfpoint, they have 2 months (60 days) until Flip attacks. If he does so without reinforcements, the orcs finally crush Flip and his allies, and then go on to destroy the town once and for all.

PREREQUISITE: THE BANDITS OF BLACKFORD

If the Bandits of Blackford are still forging their alliance, the orcs are in a position of great strength, and cannot be broken: they believe the alliance will help them over this first difficulty in Halfpoint, and lead to their domination of the West. There



are thousands upon thousands of orcs living in these hills, and even a raid on Keldur Fortress (the headquarters of the orc militia) won't stop them from replenishing those lost to the PC's within a day or two.

Once the alliance has been crushed and the bandits beaten back, the orcs in the Crawley Hills become much more nervous—it is a sign of weakness in Basyak's leadership, and certain of the orc sub-chiefs will be ready and willing to try and take her position, or to abandon the rallying cry at this point.

PLAN: KILL BASYAK

This is probably the most straightforward plan, and it has a good chance to work. If the orcs see Basyak killed on the field of battle, they will begin a slow process of in-fighting and rivalry, succumbing to their rage like they had for the last few years.

Basyak isn't a pushover, however. She lives in Keldur Fortress, and rarely ventures out for simple attacks. What can lure her out is a significant threat, especially one which harms her pride or leads to questions of her power. Flip, the paladin of Halfpoint, is probably the most able bait, and if the party waits (or encourages them to attack early), he will provide a great lure—Basyak herself will emerge to try and kill him. She will probably be successful, though certainly if the party takes the opportunity to challenge her she may be vulnerable. If Flip goes to fight, however, this serves as a trigger to the destruction of Halfpoint, regardless of the status of Basyak's life: the orcs know that Flip is waiting for reinforcements, and will strike when Halfpoint is undefended, crushing the city once and for all, regardless of the outcome of Flip vs. Basyak. Still, if Basyak meets her fate, their victory will be a short-lived one, and they will dissolve into warring factions as below.

Basyak may also be lured out to fight the PC's, if the party becomes a thorn in her side. In order to lure her out, the party must do three things:

- Have assaulted Keldur Fortress itself at least once.
- Have improved the morale of Halfpoint. This can be accomplished with one DC 17 Perform check (of any type) or Bluff check from at least three different characters (failures cannot be re-tried), representing trying to convince the halflings that there is a chance to win, here.
- Have killed at least one Sub-Chief or Shaman, or at least 5 normal orc leaders.

Under those circumstances, Basyak will emerge to fight the PC's, seeing them as a threat that has replaced Flip in her mind. Here, the party may be able to kill her, and before the orcs raid Halfpoint, saving the village as well.

Basyak can also be killed by subterfuge and skullduggery, though this is a bit more difficult to pull off, requiring an adept sneak-assassin to penetrate the fortress and her 5 personal bodyguards, perhaps as others engage in a distraction.

In any case, once she is killed, the orcs begin in-fighting and fracturing. While they remain dangerous for 7 days as they fight and try to re-structure, after 7 days, the orcs entirely abandon Keldur fortress, and move back into the hills, fighting each other again instead of trying to assault Halfpoint.

PLAN: CAUSE CIVIL WAR

Though Basyak is a great leader, the orcs of the Crawley Hills have a long and rich tradition of hating each other with an incandescent apoplexy. The alliance of tribes is a powder-keg, and the PC's can be the spark that ignites it.

The plan to cause civil war amongst the orcs hinges on Basyak's eagerness to destroy Halfpoint as the clan's first assault. The halflings have been surprisingly doughty in their resistance, and several of the shamans and sub-chiefs think that a better target would be the villages of Hengistbury, Thornbury, Ringwood, Northminster, or Wintercliff. The PC's, with some adept rumor-spreading, can perhaps turn the orcs against each other.

While Basyak wants to eliminate Halfpoint, the rest of the leaders of the orcs have their own favorites:

- Makmig would like to eliminate Wintercliff—he's convinced the lightly-armored Wintercliff rangers wouldn't be able to pierce the orc's elaborate defenses.
- Dakam would like to destroy Northminster, as he believes the town will be weak from repelling goblin attacks from the Northbeach Woods.
- Koreva would like to attack Ringwood, based on intel that puts drow beneath the city—she'd like to take it before the drow can.
- Ritva would love to strike Hengistbury off the map. She believes the people there are weak and ripe for slaughter.
- Kwenneg would like to destroy Thornbury, as a man from there once dared to attack one of her husbands.

In order to cause chaos in the orc camp, all of the orc leaders except Basyak need to agree on one course of action. This can be difficult, as it involves sustaining four rumors, or disqualifying the towns in other ways:

- If Makmig is presented with evidence of the power of Wintercliff's rangers (for instance, if they slaughter an orc band), he may re-think his position. He is likely to side with whatever Ritva wants.
- If Dakam receives word that Northminster is fine or that the goblins are weak (for instance, a dead goblin band observed by the orcs), he may re-think his position. He is likely to be cowed by whatever Koreva wants.
- If Koreva is convinced Ringwood is intact (for instance, if dead drow begin appearing near the town), she may doubt her position. She's likely to side with Makmig.

- If Ritva is given an easier target than Hengistbury, she'll call off her call for attack. She's likely to appreciate Kwenneg's position.
- If Kwenneg is given evidence that the man from Thornbury has been dealt with, she won't be as out for blood. She's likely to agree to Dakam's position.

If the party can choose one of the alternate positions, and begins to present evidence to each of the orc leaders in turn, it's possible to change the opinion of all the leaders. For instance, if the party thinks the target should be Ringwood (Koreva's position), they can persuade Dakam, then Kwenneg, then Ritva, then Makmig. Once all the orcs are in opposition to Basyak, the process of splintering begins and, about 7 days later, the alliance falls to pieces. The actual target doesn't get attacked—the splintering is too violent to actually persuade the orcs to fight more other than themselves.

This process is complicated by the fact that the orcs will not trust a character who is not a full-blooded orc. In order to spread this rumor, they're going to have to find an orc willing to work for them. Such an orc might be found as a hostage or turncoat from any of the Orc Band random encounters, or can be found with a DC 17 Gather Information check in the region. The turncoat-orc isn't exactly reliable, and has a 75% chance to fail to spread the rumor, possibly requiring the party to assemble multiple co-conspirators.

Once the co-conspirator is secured, a rumor can be started (see "Rumors," above), and once it is believed by each of the leaders, they act on it. To persuade each of the leaders though will require as many as four different rumors, all pointing in one direction (chosen by the party). That one direction becomes strong enough to cause internal strife in the orc camp and de-legitimize Basyak's rule, causing the collapse of the orc alliance within 7 days from the day that the last leader is converted.

PLAN: HELP OUT FLIP

Flip is an idealistic young halfling paladin who stands almost no chance of actually realizing his ideal of liberating Halfpoint. Many of the people in Halfpoint have already realized this, leading to a great exodus, but some stay behind, unwilling or unable to leave, and prepared to accept whatever the results of Flip's Crusade is going to be. The party can give Flip's Crusade slightly better odds of survival, but they need to work fast, given the time limit.

That time limit is created because Flip is expecting a regiment of rangers from Wintercliff to arrive, and, if they do or not, he is taking the fight to the orcs. They are not due to arrive—their remnants have been captured by an orc band near Wintercliff, but the party can shore up Flip's resources by saving them, or by visiting at least one town and getting reinforcements.

Getting reinforcements from any of the nearby towns is going to require some quick leg-work on behalf of the PC's. Each town is going to need the party to pass a Diplomacy check, and

SECURING ALLIES

CITY	REQUIREMENTS TO HELP HALFPOINT
Wintercliff	Diplomacy DC 12; Rescue the rangers held captive by the orcs (use the Orc Band random encounter)
Northminster	Diplomacy DC 17; Help the town guard root some goblins from the sewers (use the Goblin Band random encounter)
Ringwood	Diplomacy DC 18; Help the party investigate some assassinations in the village (3 successful DC 15 Gather Information checks from at least 3 different characters, characters who fail cannot try again).
Hengistbury	Diplomacy DC 12; stop the kobolds from returning (use the Kobold Cultists random encounter)
Thornbury	Diplomacy DC 14; help the town guard drive off some of the remnants of the bandits (use the Bandit Attack random encounter)

to accomplish some task, before they send reinforcements, as on the **Securing Allies** table.

Successfully completing any of the above will grant the PC's a group of troopers (use the Town Guard random encounter) who will then trek toward Halfpoint on their own.

To successfully complete this requirement means that the party gets no fewer than two groups of allies to Halfpoint by the time Flip's ill-considered crusade begins. If that happens, the NPC's will effectively complete the "Kill Basyak" portion of the quest on their own, without any assistance from the party, resolving this quest that way.

IF HALFPOINT OR ITS ALLIES ARE DESTROYED

It is unusual, but possible, for the town of Halfpoint (or any/all of the cities that might help it out) to be destroyed by Cirothe before the party gets a chance to solve the problems there. If Halfpoint itself is destroyed, the orcs remain powerful and will lay siege to another city near the hills (you can determine this randomly, or select from amongst Halfpoint's remaining allies for the next target). Vyswava remains imprisoned with them, so the party must still break the horde, but there is no more Flip to help out.

Other potential allies being destroyed simply indicate that the party cannot use them to secure allies for Flip. If less than two potential allies remain, helping out Flip via recruiting NPC allies is no longer a viable course of action, and that plan will not work.

REWARDS

If the party successfully undoes the horde, they gain the rewards for the adventure. They gain 1,000 XP, a second star to-

wards the Coward's Map, and treasure equal to two 4th-level encounters, either rolled randomly or simply given out according to the list below. The treasure can come from booty from the orcs' camp, or lavish gifts from thankful halflings.

COINS: 830 gp

GEMS: Violet Garnet (200 gp)

MUNDANE ITEMS: Full Plate, Tanglefoot Bags (3 bags), Thunderstones (4 stones), Magnifying Glass (worth 100 gp)

MAGIC ITEMS: *Potion of Cat's Grace* (300 gp)

TOTAL VALUE: 3280 gp

THE NEXT ADVENTURE

Vyswava Fidap is one of the captives in Keldur Fortress. A dwarven mercenary originally from Last Chance, she came here seeking revenge on Junog, who "took something that doesn't belong to him." It turns out that in a deal gone sour, Junog and some cronies double-crossed Vyswava and her crew, taking a lot of loot, and especially a mace that belonged to the Vyswava's father and her grandmother, a legacy of their time before the coming of Cirothe. She is unwilling to leave without getting it back from Junog, and will follow that ogre to the ends of the earth to reclaim it. She claims that she doesn't want to be known as the kind of person who runs away from things.

Junog, it turns out, does not have the mace anymore—he lost it to some ogres who double-crossed HIM, including an ogre with horns and bright red skin. If Vyswava is able to confront Junog about it here, she'll beat a hasty path toward Deepcrest Chasm, where those ogres fled to. If Junog is able to flee without confronting Vyswava, that is also where he'll go, mostly to lick his wounds and report back what happened to the orc alliance.

If the PC's chase that mace or that ogre to Deepcrest Chasm, it'll lead to the next adventure in the Coward's Map series, "Down the Hatch."

LOCATION: KELDUR FORTRESS

A massive fortified orc town in the heart of the Crawley Hills, Keldur is a bulwark of stone and wood, surrounded by camps of brave orc warriors and presided over by tall watchtowers that see for miles around. Not only is Keldur occupied by the forces below, but if the alliance with the Bandits of Blackford is still active, they will have an additional contingent of 40 standard bandits.

RESIDENTS OF KELDUR FORTRESS

- **CHIEF BASYAK (PAGE 101)**
- **2 × ORC SUBCHIEFS (PAGE 101)**
 - **MAKMIG THE UNDYING**
 - **DAKAM THE INEVITABLE**
- **3 × ORC SHAMANS (PAGE 102)**
 - **KOREVA, SHAMAN OF STRENGTH**

- **RITVA, SHAMAN OF SLAUGHTER**
- **KWENNEG, SHAMAN OF VENGEANCE**
- **10 × ORC LEADER (PAGE 102)**
- **30 × ORCISH BODYGUARDS (PAGE 102)**
- **30 × ORCS (PAGE 103)**
- **4 × OGRE MERCENARIES (PAGE 103)**
- **JUNOG, OGRE LEADER (PAGE 103)**
- **VYSWAVA, DWARF CAPTIVE (PAGE 103)**

LOCATION: HALFPOINT

The town of Halfpoint was used by halflings as a central market for their assorted farms and gardens. As such, it represented a valuable target for the orcs of the Crawley Hills. For many generations, the orcs largely fought each other, and while occasional excursions to nearby towns would happen, they were easily repelled. However, now that Basyak has whipped them into an organized frenzy, Halfpoint has been targeted—and it hasn't fared well. While guards from Holdenshire and the North Riding have been helpful, the town is slowly losing the war, and they're getting desperate. The current plan for liberation involves a daring dawn raid led by a halfling paladin named Flip, who wants to take the last of the halfling guard force into the main orc camp. This is destined to fail, if they try it alone.

NOTABLE RESIDENTS OF HALFPOINT

- **FLIP, HALFLING PALADIN (PAGE 104)**
- **MARA, MAYOR OF HALFPOINT (PAGE 104)**
- **JOLA, HALFLING WARRIOR (PAGE 104)**
- **HALFPOINT TOWN GUARD (PAGE 105)**

THE GOBLIN WAR

THE OUTVER OF THE DRAGON'S BANE 2

The Northbeach Woods was once a place of peace and tranquility, with benevolent fey creatures standing watch over a place of astonishing natural beauty. The source of this idyllic peace was said to be the unicorn that presided over Northbeach, a wise and fatherly creature named Lorand, who nurtured the joy in his abode, and defended it nobly from outsiders. He was served most ably by a robust community of gnomes, able tenders of the fragile forest.

However, a dark shadow has fallen across the Northbeach Woods in recent years. Lorand has gone missing, and from the East come monsters: wolves, spiders, and goblins invading from the Oldshade Woods, twisting the forest, and destroying the communities of the gnomes.

GOAL: RESCUE THE UNICORN KING

As any gnome will tell any who listen, Lorand's absence is what is causing the forest to turn from gleeful paradise to warped

hellscape. The goblins, the spiders, the wolves—these factions aren't allied, and are quite disparate. There is no unified front. However, with Lorand missing, the protective magic of the forest has lost its power, calling to these creatures, beckoning them like the stench of a corpse beckons to flies.

The cause of the missing unicorn lies with a visitor to the Northbeach Woods: an elf fletcher named Sonina. She has come to the Northbeach Woods to seek aid in a quest to harvest the venom of the Spider Queen Sheeltielle, and was seeking what knowledge the well-learned gnomes may have on her when goblin spies overheard, and abducted the Unicorn King, and then began a slow invasion of the forest itself.

Sonina seeks to mend what she has done wrong before she proceeds with her plan—and she does still plan on proceeding. She believes that if she can find the Unicorn King and restore him to his crown, that she can then pursue her own goals freely. She lives for now in the gnomish town of Friedswyld. Friedswyld is located in a random hex in the Northbeach Woods.

For their part, the goblins have not slain Lorand because of his value as a bargaining chip with the spiders. The plan is for a contingent of spiders to retrieve Lorand, and take him as an offering to Queen Sheeltielle. The spiders, however, have been slow to respond, so the goblins are largely in a fragile holding pattern at the moment, with a valuable sacrifice that is not entirely secured.

You are encouraged to allow any reasonable plan some chance of success, but there are three options provided as default: performing a daring raid on the prison, sneaking Lorand out, or negotiating his release.

PREREQUISITE: THE BANDITS OF BLACKFORD

If the Bandits of Blackford are still forging their alliance, the goblins who have abducted Lorand are in a position of great strength. Their alliance with the bandits is helping them destroy the legacy of the Unicorn King faster than they ever thought possible, giving them muscle and cleverness that they otherwise lack when attacking fey settlements and gnome villages. Without isolating the goblins, it'll be impossible to actually rescue Lorand—if the party raids one of his suspected locations, he'll simply be moved to another.

Without the bandit allies, the goblins are much less coordinated and effective, meaning Lorand can be located and rescued.

PREREQUISITE: FINDING LORAND'S PRISON

Lorand's prison is in no set location. It lies somewhere within the Northbeach Woods. As the DM, you can either select a hex in those woods for its location, or determine its location randomly: for each hex the party explores in the Northbeach Woods, there is a cumulative 10% chance that the hex contains Lorand's prison.

Once the party is in the hex of Lorand's Prison, they must still find the specific location of the prison within the hex, and it is well-hidden, requiring three successful Perception checks (DC 17) from three different characters. A failure of one of these checks means that the character cannot try again. If the party fails to find the prison, leaving the hex and re-entering it will enable them to make another check, though they must start the process of Perception checks over again. If you wish to make things especially difficult, the Prison could move after each failed attempt, requiring the party to begin the process of searching each hex all over again as above.

PLAN: BREAKING LORAND OUT

The prison is fairly well-defended, but certainly not as robust as the orc or bandit camps that the party is familiar with thus far. Given that the party need only fight their way to the prison and free Lorand, this may be a viable course of action for them. See below to account for the creatures present in Lorand's Prison. If you have a suitable map, you can run this simply as a series of fights on a map. If not, you can be more abstract in the liberation: to find Lorand's cell, the party must succeed on two DC 15 Intelligence checks (a party member may use Knowledge (dungeoneering) if they possess it). Failure on one of those checks means that the party is attacked by a group of the goblins that defend the prison, and failure on both of those checks means the prison is alerted to the party's presence, requiring them to retreat at least for one day while the heat dies down.

If the party is successful in finding the prison, they can free Lorand with a successful DC 17 Dexterity (or Disable Device) check—failing the check again draws attention.

Once the unicorn is freed from the webbing binding him, Lorand will assist the party in his own escape. He is considered fatigued until he can get a full night's sleep, however, due to his treatment at the hands of the goblins.

PLAN: SNEAKING LORAND OUT

If the party is more the "subterfuge and trickery" type, they can infiltrate the goblin prison either unseen, or posing as potential allies (bugbears, hobgoblins, fellow goblins, or even possibly drow representatives from Sheeltielle), using the appropriate skills. One a goblin's Sense Motive or Perception skill is beat, you can assume that goblin is deceived by that character until it takes a full night's sleep, or until the player does something to violate that deception (ie: a character using Stealth walks out into broad daylight in front of the goblins). Similar to the above plan, you can either use a map, or roll Intelligence checks to navigate the prison and find Lorand's prison, and then Dexterity checks to free him. Once free, Lorand is a much better fighter than he is a sneaker, but a clever PC deception may be able to disguise him accurately—using Bluff versus the goblin's Sense Motive may be required.

PLAN: NEGOTIATING LORAND'S RELEASE

The Unicorn King is quite the prize for the goblins, but they can be persuaded to give him up for a greater prize...or under greater threat. They are in a position of power and authority now, and won't be easily talked into a deal without being persuaded. They can be persuaded by persuading the jailer that their life is at stake, and by offering them a better option than staying and dying to protect their cargo.

Convincing them that their lives are at stake involves whittling away the defenses of Lorand's Prison, and perhaps some subtle deception by the party. As long as at least 50% of the force of the prison is alive and present, the Jailer will not entertain other options. The Jailer also will not consider options as long as any of the spiders in the prison remain alive. Once these requirements are met, the Jailer will begin to fear for his hide and the success of defending their prisoner, and is willing to make a deal. He will be willing to part with Lorand for 5,000 gp (or the equivalent value in items). If the prison population is reduced to 75%, he'll reduce that demand to 2500 gp (or the equivalent value in items). The prison is abandoned the day after he receives his payment, except for Lorand, who is still in a cage within the prison.

It's important to note that despite the fact that Sonina is the cause of Lorand's capture, the goblins don't particularly want to capture her. The creatures have used her venom-gathering as an excuse, but were truly just looking for a reason to grab Lorand and offer him to their spider-lords.

REWARDS

If the party successfully rescues Lorand, they gain the rewards for the adventure. They gain 1,000 XP, a second star towards the Quiver of Dragon's Bane, and treasure equal to two 4th-level encounters, either rolled randomly or simply given out according to the list below. The treasure can come from booty from Lorand's prison, or lavish gifts from thankful gnomes.

COINS: 679 gp

GEMS: Lapis Lazuli (9 gp)

MUNDANE ITEMS: Masterwork Club (300 gp), 4 Thunderstones (120 gp)

MAGIC ITEMS: Arcane Scroll containing *Remove Fear*, *Owl's Wisdom*, and *Pyrotechnics* (350 gp)

TOTAL VALUE: 1458 gp

THE NEXT ADVENTURE

Once Lorand is free and in power again, Sonina feels safe enough to embark on her own journey to the Oldshade Woods to finally harvest Sheeltielle's venom. She offers to pay the PC's to accompany her, and to help her secure it. If she can, she believes that even the spiders will be safe—Cirothe's dominance cannot be trusted. If the PC's accompany her, move on to the next adventure in the Quiver of Dragon's Bane series, "A Great Poison."

LOCATION: LORAND'S PRISON

Lorand's prison is a structure of wood built into a cave in the forest. It is well-protected and well-guarded, with several goblins, bugbears, and hobgoblins joining forces with wolves and spiders to ensure that the Unicorn King cannot escape while the spiders assemble for transport.

RESIDENTS OF LORAND'S PRISON

- 3 × HOBGOBLIN MERCENARIES (PAGE 105)
- 6 × BUGBEAR MERCENARIES (PAGE 105)
- 1 × GOBLIN JAILER (PAGE 105)
- 2 × GOBLIN TROOPERS (PAGE 106)
- 8 × GOBLIN GUARDS (PAGE 106)
- 40 × GOBLINS (PAGE 106)
- 15 × WOLVES (PAGE 107)
- 7 × MEDIUM MONSTROUS SPIDERS (PAGE 107)

DOWN THE HATCH

THE COWARD'S MAP 3

Vyswava Fidap has been a smuggler for many years now, dealing in less-savory goods from less-savory characters, including the ogres that live in and around Deepcrest Chasm. Like many who work with criminals, Vyswava fell prey to a double-cross when the ogre mercenary Junog proposed an alliance—and promptly killed most of her crew, and robbed her blind.

Vyswava lost an item very important to her—a mace she carried that was passed down to her from her father and her grandmother, a mace said to have protected the dwarves as they fled from the mountains that Cirothe assaulted. Vyswava is part of a group of dwarves known as the Cowards, who now live in Last Chance, and who fled before the onslaught of Cirothe while others stayed and fought. Her clan besmirched, her people poverty-stricken, she has lived life taking what she can from who she can, with little regard to charity toward people who would give her none.

Of course, as the events of *Halfpints in Halfpoint* should make clear, Junog himself lost the mace to other, meaner ogres out of Deepcrest Chasm. Vyswava is not willing to abandon the mace, and so her only choice is to try and wrest it from their grasp—possibly with the help of the PC's.

GOAL: RETRIEVE VYSWAVA'S MACE

The ogres that Junog lost his mace to are ogres who live in Deepcrest Chasm, and are rumored to be the spawn of demons. The party must accompany Vyswava and protect her (though she is a competent rogue in her own right) as she locates and retrieves it.

While the DM is encouraged to allow any solid plan a chance at working in retrieving the mace, there are three main scenarios presented as default options: by force, by stealth, and by diplomacy.

PREREQUISITE: FREE VYSWAVA & TALK TO JUNOG

Without knowing the story of Vyswava, the mace, and Junog, the party isn't likely to just stumble into this mission. During the previous adventure, the party has an opportunity to talk to both of them—Vyswava assuming Junog still has her mace, and Junog ready to admit that he doesn't if it'll save his hide. If the party has managed to destroy the orcs and yet hasn't talked to Vyswava and Junog, they can still be contacted by Vyswava independently when they are in Last Chance, where she will appear and ask them, as the people who destroyed the orc alliance, to help her recover her mace.

PREREQUISITE: FIND OUT WHO HAS THE MACE (AND WHERE THEY ARE)

Once the party is on the hunt for the mace and the ogre that Junog lost it to. Junog is able to provide some hints, and will readily do so if threatened—the mace was taken along with much of the rest of his booty by a red-skinned, curly-horned ogre and his buddies.

If the party still needs to discover who has the mace, they can try to persuade other ogres to talk to them—a DC 19 Intimidate or Diplomacy check will get any particular ogre to confess that an ogre named Yoog fits Junog's description. The party can also attempt a DC 16 Gather Information check in Last Chance to learn this info.

Yoog's house can be in any hex that overlaps with Deepcrest Chasm (you can either decide, or roll randomly). The party can find it if they are directed to it, or if they succeed in a DC 16 Survival check in the hex where it is located.

PLAN: BEAT THEM UP AND TAKE IT

The ogre band is less numerous (though more powerful) than the orc and bandit bands the party has encountered thus far. It shouldn't be entirely beyond their capabilities to whittle the inhabitants of Yoog's House down via violence, though they may have to be careful not to bring down the entire ogre band on them at once. Once the ogre band is eliminated, they're free to take the treasure from the basement of Yoog's house, including the mace.

PLAN: SNEAK IN & GRAB IT

Ogres are not necessarily known for their keen senses, and it is entirely possible to sneak into Yoog's house and grab the mace without anyone being the wiser. A character might sneak in directly using Stealth, or they may try to use trickery, deceit, and disguise to infiltrate the house using Bluff. Regardless, once a check is successful against a given inhabitant, there's no need to

check that particular inhabitant again during that day, unless the deception is revealed or the burglar is found.

PLAN: TRADE FOR IT

Ogres are also not necessarily known for being savvy customers or equitable traders, but it is possible to give Yoog something he values far more than yet another rusty old mace. Specifically, he had given some demons a powerful giantkin sword that he regrets giving to them, and would gladly exchange the mace for that blade. The party must face three different Demon Band encounters, but once the blade is wrested from their control and given to Yoog, he'll gladly give up the old mace in exchange for his greater ability to wreak havoc on travelers near Deepcrest (including the party if they stay too long). He can also be persuaded to part with it for up to 7,000 gp (or the equivalent in items), or half that (3500 gp) if the party manages to kill off at least half of the residents of Yoog's House before opening negotiations.

REWARDS

Once the party has reunited Vyswava with her family's mace, they gain the rewards for the adventure. They gain 1,000 XP, the third star towards the Coward's Map, and treasure equal to two 4th-level encounters, either rolled randomly or simply given out according to the list below. The treasure can come from booty from Yoog's house, or as a gift from Vyswava's private stash of goods.

COINS: 901 gp

GEMS: Iolite (30 gp), Amber (100 gp), Moss Agate (8 gp), Violet Garnet (400 gp)

MUNDANE ITEMS: A set of masterwork silver bells (100 gp), Masterwork Longbow (375 gp), Masterwork Longspear (305 gp), A masterwork lock (150 gp), Bullseye Lantern (12 gp), Masterwork heavy wooden shield (157 gp), Masterwork throwing axe (308 gp), 1 Tanglefoot bag (50 gp)

TOTAL VALUE: 2896 gp

In addition to the treasure, Vyswava takes the mace when it is returned to her, and inspects it to ensure that it's the real thing. In the inspection, she manages to flip a catch she hadn't noticed before on the base of the thing, opening the head of the mace on stone hinges, and revealing an old map inside. Vyswava is shocked, but knows what this must be: this was the map that her family used to lead the Cowards out of the Desolation when Citrothe attacked, and shows a secret path through Deephall Point into the Desolation. She gives the map to the party as a token of her appreciation, and in the hopes that they can smash Citrothe once and for all. She hopes that aiding in the dragon's downfall will help her family and the rest of the Cowards be redeemed for their initial display of cowardice.

THE NEXT ADVENTURE

This adventure does not lead directly into another, but the party may be in a good place to start earning stars toward another key

item. They should already have one star toward the Quiver of Dragon's Bane, so they may wish to see what happened to the gnomes of Northbeach. They're also located near Last Chance, and familiar with the Cowards, so they may be able to find Theobod and start working toward the Hammer of Vengeance.

LOCATION: YOOG'S HOUSE

Yoog, the ogre that has come to possess the mace, is a powerful half-demon ogre who lives in a set of ruins just on the edge of Deepcrest Chasm. The ruins are actually the ruins of a temple dedicated to the demon that is Yoog's mother, but she has long since been destroyed and forgotten about, leaving only Yoog and his band of ogres.

RESIDENTS OF YOOG'S HOUSE

- 10 × OGRES (PAGE 107)
- 2 × OGRE LEADERS (PAGE 107)
- AAVARG, FRIENDLY TROLL (PAGE 108)
- YOOG, HALF-FIEND OGRE CHIEFTAIN (PAGE 108)

A GREAT POISON

THE QUIVER OF THE DRAGON'S BANE 3

The spiders of the Oldshade Woods have long lived on the fringes of society, and have not suffered an incursion by civilization, or by Citrothe, in all their existence. Intelligent workers of dark magic, the spiders have remained secure in their holdings, lead by their queen Sheeltielle.

In their seeking a weapon that can kill Citrothe, the elves of Greendell have discovered why Citrothe has never bothered to attack the Oldshade. It seems that Sheeltielle's poison could kill even Citrothe, if it could be injected into her blood. Always cautious, Citrothe had decided not to dominate the Oldshade Woods quite at this point.

The elf fletcher Sonina has come seeking allies in her attempt to harvest Sheeltielle's venom. After failing to recruit the gnomes in Northbeach, she has found the PC's, and has asked for their help, for the sake of all the people of the land.

GOAL: GET SHEELTIELLE'S VENOM

The only way Sonina can complete the weapon that may help bring down Citrothe, she's going to need the raw ingredient, and there's no two ways about it: the Spider Queen's venom is what the elves need.

While the DM is advised to give any reasonable plan a decent shot at working, there are three default strategies that might result in the party getting their hands on the venom: slaying Sheeltielle, getting her to bite something that can preserve her venom, or getting her to give up her venom willingly to the elves.



PREREQUISITE: ENABLE SONINA TO HELP

Without Sonina, the party won't be able to put the venom into the eventual weapon. She has trained her life for this, much as the party has trained to kill goblins and bandits. Her methods of preservation and skill with enchanting are going to be key, and without recovering her from her encamped locale in Northbeach, there's going to be no way to preserve or use the venom that the party may harvest here.

PREREQUISITE: FINDING THE SPIDER'S LAIR

In order to get Sheeltielle's Venom, the party must first locate her lair. It may exist in any hex that includes or is adjacent to both forest and mountains. You can determine which one it is, or roll randomly to determine it.

When the party is in the hex with the Spider's Lair, at least two different characters must succeed on a DC 17 Survival check to uncover the entrance to the web-covered woodlands. A character can only re-try this check by leaving the hex, and re-entering it.

PLAN: SLAYING SHEELTIELLE

Sheeltielle is clever, but she is old and brittle and perhaps at this point her bark is worse than her bite. She can be slain, though to do so may mean cutting a bloody swath through most of her court, surely requiring some handy defenses against poisons at the least.

If Sheeltielle can be slain, the venom can be harvested easily by Sonina during a night's rest spent with the corpse.

PLAN: BAIT FOR THE BITE

Sheeltielle doesn't need to be slain in order to harvest her venom. Indeed, she hands it out fairly generously to prey animals and those who challenge her on a fairly regular basis. In order to get enough of her venom for Sonina, the party is going to need to take a creature she has killed that is size Large or larger. She hunts once a week (you can roll randomly for the day), and during her hunt, she kills two Large creatures, and brings them back to her lair for later eating. She usually keeps multiple living Large creatures bound in her lair to eat at some later date as well. The party may be able to grab one of her previous victims' corpses from the web, though doing so will surely alert several of the black widows, if not Sheeltielle herself—doing so stealthily will require at least three different characters to succeed in a DC 20 Stealth check (no character can re-try a failed check for this purpose), and hefting the Large creature will require at least two different characters to succeed in a DC 15 Strength checks (again, no re-tries).

Once the party makes it out of immediate danger with the creatures' corpse, Sonina can extract the poison from it during a night's rest.

As a side-note, though it is grisly, Sonina can make use of a living creature who is *actively* poisoned as well. As the venom thus remains more pure, a Medium-sized creature is sufficient, but the creature must be under the effects of a *Delay Poison* spell or a similar effect, lest the venom kill them and render its potency spent. A medium creature thus poisoned will die once the spell wears off, but if the spell can be kept up indefinitely until the party comes to Greendell, it is a valid approach.

PLAN: ENEMY OF MY ENEMY

Sheeltielle is not an irrational being, and she well knows the danger that Cirothe poses to her own family and her own people. While she is primarily self-interested and quite cruel and hungry, her goals are not necessarily very divergent from the goals of the elves, here, and a diplomatic approach can bear fruit.

In order to convince Sheeltielle to donate some venom, the party must first get an audience with her, and that will require subduing (but not killing) at least one member of her Court, and getting that spider to deliver a message. This will take a DC 17 Intimidate check and a DC 18 Diplomacy check, once the spider stops trying to kill the party. Failure on these checks might cause the spider to lie to the party (roll a Bluff check for it)

In the audience with Sheeltielle, three different characters must succeed on a total of three DC 20 Diplomacy checks to convince her of the offer. If the party fails here, Sheeltielle and her entire court will likely attack the party at once. If the party succeeds, she will kill a Large animal with her venom, and give it to the party, demanding that they remember her generosity when she comes to devour their children as they lie in their beds.

REWARDS

Once the party has given Sonina what she needs, and has accompanied her back to the Greendell, they complete the quest. They gain 1,000 XP, the third star towards the Quiver of Dragon's Bane, and treasure equal to two 4th-level encounters, either rolled randomly or simply given out according to the list below. The treasure can come from booty from the Spider's Lair, or as a gift from the elves of Greendell for finally enabling a weapon to be built.

COINS: 303 gp

MUNDANE ITEMS: 3 flasks of Alchemist's fire (60 gp total), Suite of full plate (1500 gp), Masterwork composite longbow (400 gp), 4 thunderstones (120 gp total)

TOTAL VALUE: 2383 gp

In addition to the treasure, the elves become convinced that the PC's party is the land's best hope against the assault of Cirothe, and offer them the Quiver of Dragon's Bane, as representatives of the elves' hope.

THE NEXT ADVENTURE

This adventure does not lead directly into another, but the party may be in a good place to start earning stars toward another key item. They should already have at least one star toward the Coward's Map, so they may wish to see what happened to the halflings of Halfpoint. They're also located near Greendell Forest, and familiar with the elves of Greendell, giving them cause to take up the mission to learn Cirothe's True Name.

LOCATION: THE SPIDER'S LAIR

This area of Oldshade is not readily accessible from most areas, given to thickly wooded hillsides that are draped in webbing. It is the location of Sheeltielle, the Spider Queen, and she keeps it well-hidden. She lives there with her court of giant black widow spiders that serve her as their royal queen.

RESIDENTS OF THE SPIDER'S LAIR

- 8 × AWAKENED GIANT BLACK WIDOW SPIDERS (PAGE 108)
- 2 × AWAKENED GIANT BLACK WIDOW ROGUES (PAGE 109)
- 2 × AWAKENED GIANT BLACK WIDOW SORCERERS (PAGE 109)
- SHEELTIELLE, AWAKENED OGRE SPIDER ROGUE/ SORCERER (PAGE 109)

TROLL WOOD

THE HAMMER OF VENGEANCE I

The trolls in Oldshade have lived there as long as the goblins and the spiders, and have been considered among the most dangerous residents there. They are savage brutes, and mostly keep to themselves, hunting nearly as wild animals in the tangled thickness. Rumors have circulated in Last Chance about a new force in the Oldshade Forest, organizing the trolls into an elite fighting unit, outfitting them with high-quality weapons and armor, and the people of Last Chance are scared of what may come thundering out of the woods.

There is a dwarf amongst the Cowards in Last Chance who is especially concerned about the trolls and their recent activities. He is a dwarf with an unusual level of respect in the town—the other dwarf refugees speak of his name in hushed tones, and keep him quite secret from the non-dwarves in Last Chance. His name is Theobod, and rumor has it he knows some secret about the slaying of Cirothe that he'd be willing to share...with the right heroes.

The PC's may be those right heroes, but they must prove themselves to him. Theobod is willing to tell them his secrets, if they can earn his trust...by killing the troll elder in Oldshade, and returning with his head.

GOAL: GET THE TROLL ELDER'S HEAD

The goal here is quite clear and explicit, and will involve at least one direct murder—which the rest of the trolls and their allies are not going to take too kindly to.

The DM is encouraged to permit most any reasonable plan a chance at working, but there are three default ways of potentially getting the head: killing the troll elder, getting the troll elder killed by the rest of the camp, or somehow fabricating a false head and presenting that to Theobod.

PREREQUISITE: GET THEOBOD TO CONSIDER A MEETING

The party must get Theobod to propose to them this mission before it has any meaning—without having him specifically request the troll elder's head, there's no value in acquiring it. This requires that the party has a total of no less than three stars from storyline-related quests. At that point, the party's reputation is known fairly widely, and Theobod begins to believe they may have a chance to challenge Cirothe—his people will seek them out at this point, and will inform the party of the deal.

PREREQUISITE: FIND CAMP ZESU

Camp Zesu can be located in any hex in the Oldshade Woods. You can choose a hex, or roll randomly. Once the characters find the hex it is located in, Camp Zesu is not difficult to find—the snarls and roars from the trolls and giants are easily audible.

PLAN: KILL THE TROLL ELDER

Camp Zesu is a formidable place for a small party to assault, given the savagery of the creatures that live there, but it is possible, especially if the party whittles the force down over many days with guerilla assaults. The party only needs the troll elder, who is rarely found without the company of the two troll fighters that are his choice students, and at least one of the cave giants, but it is possible to isolate him and end him quickly. The party will need a few extra minutes to sever the head, but once that is done, the party may retreat without having to engage more than the bare minimum of adversaries.

PLAN: TURN THE CAMP ON ITSELF

The trolls in Camp Zesu don't take kindly to being bossed around, even by the elder, and they seem to understand that the elder is being cowed by the cave giants. If the cave giants can be taken out, the camp will naturally fall apart, but that won't give the party the head they need. To ensure that the

party's dirty work is done by the other trolls, they need to actually persuade these hungry, savage beasts that their elder is weak. The first step would be to weaken the leader: If the PC's can kill the cave trolls, and challenge the elder and then escape, this gives the rest of the trolls some evidence as to their leader's vulnerability. If the party wants the head of the elder, they must invite the other trolls to participate, which requires a DC 17 Diplomacy check against each troll. Getting to a circumstance where one can make a Diplomacy check against a troll is an interesting challenge in and of itself, and may include taking a hostage, or even talking to the trolls while battling them. Once the party has convinced 4 of them to participate in the rebellion, the others will fall into line fairly readily. The party can either arrange for the delivery of the head by offering the trolls a bribe (5,000 GP should do it!), or they can retrieve the head themselves. In order to do that, they're going to have to fight one of the trolls for it: they want to claim it as their own prize.

PLAN: TRICK THEOBOD

Theobod is smart and cautious, but if the PC's are especially crafty or duplicitous, they may be able to get the better of him. They can manufacture a fake head in many ways (including possibly illusion magic), and in order to pass it off they just need to beat three opposed Sense Motive or Perception checks from the dwarves that examine the item. They can also attempt to bluff their way into success by lying to Theobod in the same way. For his part, Theobod and the rest of the dwarves are eager to find someone who can give them hope, and are inclined to believe the party after some initial prodding. It's even hypothetically possible to admit that they could not grab the head and use Diplomacy checks to convince Theobod to help the party anyway, though in that case the dwarf may not be quite so generous or friendly after this adventure.

REWARDS

Once the party has given Theobod an item he accepts, they complete the quest. They gain 1,400 XP, the first star towards the Hammer of Vengeance, and treasure equal to two 5th-level encounters, either rolled randomly or simply given out according to the list below. The treasure can come from booty from the troll camp, or as a gift from the dwarves of Last Chance, in the hopes it can be put to good use.

COINS: 481 gp

GEMS: Golden Pearl (60 gp), Azurite (15 gp)

MAGIC ITEMS: Arcane Scroll containing *Hypnotism* (25 gp), Potion of *Jump* (50 gp), Potion of *Shield of Faith* (+2) (50 gp)

TOTAL VALUE: 681 gp

THE NEXT ADVENTURE

This adventure leads directly to the next adventure in the Hammer of Vengeance line, *Of the Big and the Small*. Theo-

bod, having begun to trust the PC's, speaks of how he is an escapee from Deephall Point, where many of his people still live in slavery. The reason the dwarves of Last Chance have been so respectful is due to his lineage as a Troyeh—one of the priest families of the old dwarven kingdom. He knows of the last weapon developed by the dwarves, but never employed: the Hammer of Vengeance, which sits in the Shrine of the Forge-God in Deephall Point, a place that has never been invaded by the giants that have otherwise taken it over and turned into a weapon-production facility using dwarf slave labor.

LOCATION: CAMP ZESU

A training camp for trolls run by the troll elder and supervised by a handful of cave giants, Camp Zesu is dedicated to transforming wild, savage trolls into an organized fighting force. Thus, it is not lightly defended—most every resident of Camp Zesu is a warrior in fit fighting shape. The camp consists mostly of a cleared area of trees, scored deeply by claws, and a few makeshift branch huts. The ground is stained red-black with the ichor of trolls for several dozen feet around the camp.

RESIDENTS OF CAMP ZESU

- 6 × TROLLS (PAGE 110)
- 2 × TROLL FIGHTERS (PAGE 110)
- 1 × TROLL ELDER (PAGE 110)
- 2 × CAVE GIANT SUPERVISORS (PAGE 111)

OF THE BIG AND THE SMALL

THE HAMMER OF VENGEANCE 2

In the wake of Cirothe's ravaging of the area now known as the Desolation, the dwarven communities in the mountains began a long, protracted war against her. The war was hard-fought by the dwarves, but slowly, over many months, with heavy attrition, the dwarves lost. They could hold up in their towns for many months against Cirothe's external assaults, but Cirothe made an early alliance that the dwarves had more trouble defending against: the Cave Giants, which cut them off from escape, and from outside help.

The final dwarven town to fall was also the most magnificent. Deephall Point stood as a bastion for the dwarves and a temple to their god, the Forge Lord, but as Cirothe watched from the outside, the Cave Giants invaded from the tunnels in the mountains below. Deephall's fall came as a whimper amidst the raging war of Cirothe's arrival, the final sign that her rule would not be easily contested. When it fell, there was no great earthquake, no tremendous magic. The people of the plains merely heard from the dwarves one week, and the next week...silence. And silence for every week thereafter.

Until a dwarf arose amongst the Cowards of Last Chance, a dwarf bearing the last name of the priests of old: Troyeh. He came as an escapee, fleeing Deephall Point, and telling of what had happened since the end of the war.

Now, Deephall Point is ruled by cave giants who have yoked the dwarves there into making weapons and armor for them. The cave giants marshal their forces for an assault on the lowlands, empowered by a demonic advisor who has the chief's ear.

The Troyeh also speaks of a magic that would have saved Deephall, but that had never been used: a hammer said to be able to destroy Citrothe's source of power, called the Hammer of Vengeance. He says that it lies within Deephall Point still, in a cloistered region where the cave giants could never go. And the party may be just the kind of people to help the priest recover it, and finally liberate the dwarves that remained in Deephall.

GOAL: RETRIEVE THE HAMMER OF VENGEANCE

The stories that Theobod Troyeh tells about the fate of Deephall Point are true: there is a weapon there built to destroy Citrothe that has never been used. Citrothe knew about it, and struck before the dwarves could use it against her. She knew that the source of her spellcasting power, a demon named Azaziz, would be very vulnerable to attack and that, if he were slain, she would become significantly disempowered. She destroyed Deephall Point with the help of some demons in Azaziz's employ, who in turn employed a great amount of cave giants in the endeavor.

In the end, there is a room where the demons fear to tread, and where the giants have not bothered to explore (being largely happy with accumulating wealth and power), and that room holds the weapon that was going to be used against Azaziz: a magical hammer capable of silencing his patronage and severing Citrothe's ties with magic, if it slays him. This room is long forgotten, even by the dwarf slaves—Theobod only learned of it amongst the Cowards in Last Chance. He hopes that by returning with some mercenaries, he'll be able to reclaim it.

Theobod knows a route into Deephall Point through the mountains. It is dangerous and risky, but it will lead back to Deephall, where the party can reclaim the Hammer. Once at Deephall, the DM is encouraged to let any reasonable plan work to retrieve the Hammer. There are three likely-to-work plans presented here: taking it by force, taking it by stealth, or taking it by manipulating the cave giants.

PREREQUISITE: GET THEOBOD ON BOARD

Without Theobod, the party cannot open the door to the room where the Hammer of Vengeance lies—he alone knows the old prayer that will open it, passed down in song from his mother and grandmother. Without him, there is no hope of retrieving the hammer, even if the party makes it into Deephall Point.

PREREQUISITE: GETTING TO DEEPHALL POINT AND FINDING THE FORGOTTEN SHRINE

The party can go to Deephall via any of their available routes (which may, at this point, include the directions in the Coward's Map). If they follow Theobod, he directs them to pass through the mountains south of Deephall Point to gain entrance to the place.

Once the party is in the Deephall Point hex, they can go about exploring Deephall Point itself. For each day the party spends exploring Deephall Point, itself, they can roll a Perception, Knowledge (history), or Knowledge (dungeoneering) check to find the location of the forgotten shrine where the Hammer of Vengeance lies.

PLAN: TAKE IT BY FORCE

The cave giants will put up a reasonable defense of their home, along with their monitor lizards, but the real dangers in taking it by force are the shadow demon and the 3 spectres, none of which are easily noticed before the assault. If the party can manage to dispel the spectres and destroy the shadow demon, the cave giants won't be especially interested in sticking around, and the party can access the Forgotten Shrine itself, as long as they have Theobod with them.

PLAN: SNEAK IT OUT

The spectres and the shadow demon are going to be the major obstacles to sneaking it out. The cave giants aren't the cleverest, and their guard isn't robust, but the unseen threats that lie before the Forgotten Shrine have significantly better Perception checks, and will thus be more likely to notice a creature trying to sneak in using Stealth. Once one enemy is successfully avoided with Stealth, no extra checks need to take place on that same day unless the characters do something to negate their stealth.

Still, it is possible. The only hiccup in this plan is opening the Forgotten Shrine, which requires that Theobod sing. Once the shrine is opened, the party can run in and grab the Hammer of Vengeance—thus empowered, they may be much more formidable to their demonic adversaries.

PLAN: GET IT DELIVERED

The party can manipulate the cave giants into getting the item for them, but this will require some elaborate lies and some persuasive words. The cave giants are potentially interested in wealth and authority, but they are effectively cowed by the shadow demon and terrified of the wailing dwarven spectres. They are willing to sing a song in front of the door to open it, and they don't really need to understand the context—A DC 18 Diplomacy or Bluff check will convince a single cave giant to perform the deed for about 2,000 gp.

It's important to note that the cave giants will not deal with dwarves—they see all dwarves as possible candidates for slav-

ery, and refuse to look at them as potentially persuasive individuals. Thus, Theobod will also need to be convinced to teach a non-dwarf PCs the song, so that they can teach the giants in turn. Theobod is reluctant himself (two DC 20 Diplomacy checks from different characters are required to convince him), viewing his mother's lullaby as something very sacred to him that he would rather not entrust to the cave giants who have enslaved his people. Still, he's not impossible to convince.

Getting the cave giant to open the door is only half the battle, of course. Once the door is open, the enemy party is going to be interested in what lies beyond, and isn't likely to give up something as pretty and interesting as that hammer—especially once the shadow demon lays eyes on it, as the demon will know the nature of the thing.

The spectres will fight any party that opens the door, including the cave giants and the shadow demon, perhaps enabling the party to make off with the hammer in the ensuing melee, or to take out the surviving party more efficiently after all is said and done. The party might even be able to get its initial investment back, if the cave giant they persuaded to sing is destroyed.

REWARDS

Once the party has escaped Deephall Point with the Hammer of Vengeance, the adventure is complete. They gain 1,400 XP, the second star towards the Hammer of Vengeance, and treasure equal to two 5th-level encounters, either rolled randomly or simply giv-

en out according to the list below. The treasure can come from booty from the giant lair, or as a gift from Theobod when the party gets back to Last Chance, in appreciation for their help.

COINS: 407 gp

GEMS: Amethyst (90 gp), Black Star Sapphire (400 gp), Chrysoprase (40 gp), Citrine (30 gp), Emerald (1100 gp), Obsidian (8 gp): Rich Purple Corundum (900 gp)

MUNDANE ITEMS: Good Luck (80 gp)

TOTAL VALUE: 3135 gp

THE NEXT ADVENTURE

This adventure leads directly to the next adventure in the Hammer of Vengeance line, *Dig Deep*. With the recovery of the Hammer of Vengeance, Theobod knows precisely how to use it: the source of Cirothe's divine magic, a rift deep within Deepcrest Chasm linked to a particular item known as the Rift Crystal. The Hammer of Vengeance was made specifically to destroy that crystal, and seal Cirothe's divine magic forever. Theobod is eager to go himself, but will also trust the party with the deed.

LOCATION: THE FORGOTTEN SHRINE

This place has been largely overlooked by the cave giants who have taken over Deephall Point, but a group of them—lead by a demon who knows that something is hiding within the shrine—dwells around the entrance. Undead spirits also dwell around the shrine. The demon keeps an eye on the area, and keeps the cave giants penned in to serve as the first line of defense.

RESIDENTS OF THE FORGOTTEN SHRINE

- 9 × CAVE GIANTS (PAGE 111)
- 4 × MONITOR LIZARDS (PAGE 112)
- 1 × SHADOW DEMON (PAGE 112)
- 3 × SPECTRES (PAGE 112)



DIG DEEP

THE HAMMER OF VENGEANCE 3

When Cirothe was a mewling little dragonling, hundreds of years ago, she was involved in an incident in the area that is now known as Deepcrest Chasm: the very creation of that chasm by opening a dark portal far beneath the earth. The forces involved in that creation rent the ground asunder, and opened a portal into another universe, rife with demons. As a thanks for bringing them into this world, the demons imparted great power onto Cirothe, gifting her with demonic magic harvested from the seed of the demons' presence in this world: a crystal sphere known as the Rift Crystal.

In Cirothe's ascent to power in the East, the dwarves she fought against learned of this source of power, and built a weapon specifically to destroy it: the Hammer of Vengeance. They never got to use the hammer, however—Cirothe crushed the great stronghold of Deephall Point before they got a chance to do so. The creators of the hammer became slaves to the giants that followed in Cirothe's wake, and so the hammer was lost to the ages...until an ancestor of those dwarves managed to escape and get outside help.

Now, the party has the Hammer of Vengeance, and they can use it for its intended purpose: to crush the source of Cirothe's evil magic, in the heart of Deepcrest Chasm.

GOAL: DESTROY THE RIFT CRYSTAL

Theobod knows of the origins of Cirothe's power. It is whispered in the lyrics of the song his mother passed down to him: in the depths of the earth, a cracked crystal lies in the hands of an assassin demon named Azaziz, who dwells at the spot where that pact was made all those years ago: in the remains of the cave where Cirothe laired as a young dragon.

Once the party finds and gets into the cave, they will meet Azaziz and his minions, all of whom are quite invested in keeping Cirothe at full power. As usual, the DM is encouraged to allow any reasonable plan a chance at effectiveness, and we present here three possible approaches to destroying that crystal: direct assault, sneaking in, or fostering rebellion in Azaziz.

PREREQUISITE: GETTING THE HAMMER OF VENGEANCE

Without retrieving the hammer from Deephall Point, the Rift Crystal cannot be destroyed. Though it can be found, and Azaziz dealt with, the crystal itself cannot be destroyed (and thus Cirothe cannot be stripped of spells) until the crystal is shattered by the hammer.

PREREQUISITE: FINDING THE CAVE OF THE RIFT

Azaziz's home is known to the shadow demon of Deephall Point, who, being a demon, has few loyalties to Azaziz, and would be more than willing to tell the party where he lives in exchange for clemency. Without this knowledge, the party will be searching: there is a 20% chance that any given hex within or adjacent to Deepcrest Chasm contains the entrance to the Cave of the Rift. If the party is in that hex, a DC 17 Knowledge (dungeoneering) or Wisdom check can reveal the entrance to the cave.

PLAN: SNEAKING IN

Stealth is less effective here, due to the protections Azaziz has in place—he has had several traps and wards prepared to prevent himself from being caught unaware by his rivals. He is an

DEADLY TRAPS

D6	TRAP
1	The cave entrance closes and the room fills with poisonous gas, slowly. The party has 2d4 rounds with which to escape before their characters die. In order to escape, at least three characters must succeed in a DC 19 skill or ability check to escape. Examples include using Strength to force open the cave, Disable Device to try and disable the trap, or Knowledge (dungeoneering) to find an alternate route out. Once the party achieves success, the trap is no longer harmful.
2	A cave-in is triggered in the region. The party has 1 round to move at least 40 feet to escape the zone of the cave-in before the rocks crush them. While moving, they must make a DC 21 Reflex save, or take 2d10 damage from the falling rocks, and sustain one random injury (see "Injury" in the introduction)
3	A pit opens up beneath the party. It has spikes at the bottom. They must all make DC 22 Reflex saves or fall 20 ft. to the bottom, taking 2d10 damage and sustain one random injury (see "Injury" in the introduction). They must then climb out with a DC 18 Climb check, and failing that causes another 1d10 damage and another injury.
4	A large, spike-filled rack falls from the ceiling. Each party member can make a DC 19 Reflex save to avoid the spikes. If they fail, they take 2d10 damage and sustain one random injury.
5	A solid log swings down and crashes into the character who failed the check. That character can make a DC 20 Reflex save to avoid it. If they fail, they take 2d8 damage and sustain one random injury.
6	Jets of flame shoot at the character who failed the check. That character can make a DC 19 Reflex save to avoid the jet of flame. If they fail, they take 2d6 damage and their equipment catches fire, destroying 1d4 of their equipped supply days.

assassin demon—a babau—himself, and so is quite comfortable in the darkness and shadow.

Any character attempting the stealthy route must not only succeed on Stealth checks against the Perception each of the demons in the cave, but must also succeed in a Perception check (DC 21, rolled in secret by the DM) themselves or blunder into a trap. You can use the table below to determine what kind of trap the party member who fails this check blunders into.

If a character blunders into a trap, or is noticed by one of the demons, two other babau come down on the intruder, each hoping to be the one to kill them.

PLAN: THE DIRECT ASSAULT

This plan is fairly viable. Azaziz has a few lackeys and sympathizers, but demons are loners at heart, and Azaziz is no different. A well-armed party could take him out, smash the crystal, and get home fairly easily.

PLAN: FORMING REVOLTS

Demons are not exactly known for their cooperation skills, and the group here is no different. The 4 other babau under Azaziz's leadership are duplicitous and untrustworthy, especially when he isn't directly present. In order to convince one to turn on Azaziz, it takes about 3,000 gp (or items worth that much) and a DC 17 Diplomacy check.

The babau aren't exactly interested in incurring Cirothe's wrath or in allowing the Rift Crystal to be obliterated, either, however. They will take up defense of the items if need be. They also are not reliable even once bought: one babau will not revolt, but if three of the 4 other babau can be persuaded, they will gang up on Azaziz, and kill him. The PC's may wish to descend and wipe up the remains of the demon's own strife afterwards.

REWARDS

Once the party destroyed the Rift Crystal in Azaziz's possession with the Hammer of Vengeance, the adventure is complete. They gain 1,400 XP, the third star towards the Hammer of Vengeance, and treasure equal to two 5th-level encounters, either rolled randomly or simply given out according to the list below. The treasure can come from booty from the demon lair, or as a gift from Theobod when the party gets back to Last Chance, in appreciation for their help.

COINS: 31 pp, 265 gp

ART OBJECTS: Bronze flagon with warrior images (50 gp), Silver brazier with religious markings (130 gp), Elaborate copper wind chimes (50 gp), Gold and ivory decanter (400 gp), Gold mask of a dwarf (450 gp), Ivory drinking horn with copper

ends (60 gp), Painted paper fan with silver slats (20 gp), Set of six silver dice (75 gp), Silver comb with ornate handle (75 gp), Silver holy symbol (25 gp), Silver statue of Cirothe (65 gp), Silver flagon with religious markings (80 gp)

MUNDANE ITEMS: Masterwork Lyre (100 gp)

MAGIC ITEMS: Scroll of *Obscuring Mist* (25 gp), Wand of Mending (375 gp)

TOTAL VALUE: 2525 gp

THE NEXT ADVENTURE

After this adventure, the party has gained the ability to use the Hammer of Vengeance to destroy Cirothe's ability to cast spells. She still has this capacity once the Rift Crystal is smashed, but the Hammer, after closing the rift, has the ability to then blunt her magic as well. That will require a direct confrontation.

The party may have a few more adventures started that they can finish up before that confrontation. If they haven't followed up on the goblins that were allying with the bandits, for instance, they may wish to follow up on that now.

LOCATION: THE CAVE OF THE RIFT

The Cave of the Rift is Cirothe's original home, the place she grew up in. Originally on a chain of mountains, the cave was warm and smelled of brimstone, which is part of why Cirothe's mother chose it as the place to hide an egg. Cirothe's mother met her end at the hands of some dragon-slayers soon after laying the egg, leaving it to hatch alone, warmed by the unearthly heat from deep within the mountains. As Cirothe grew up eating roaches and spiders in the cave, her curiosity lead her to explore the source of the heat, and she found Azaziz, long-buried in the wars against the gods long ago.

Azaziz persuaded Cirothe to open the Rift to the Abyss in exchange for protection and magical power...and for a promise, never to leave her alone. Azaziz and Cirothe have remained on fairly friendly terms, and she has trusted him with the defense of what he gave her, as he tended his rising demon army in the remains of those mountains.

After the creation of the gate, Azaziz's lack of planning and general laziness was not conducive to forming that demon army that he initially intended. The gate is also weak, unable to bear much of a load. Yet Azaziz struggles to build his forces still, in the cave that once birthed Cirothe, and where the Crystal of the Rift exists: the remains of her eggshell, crystalized from the transformation into a nexus of the planes.

INHABITANTS OF THE CAVE OF THE RIFT

- **AZAZIZ, BABAU ASSASSIN (PAGE 113)**
- **4 × BABAU (PAGE 114)**

QUICK WOOD

CIROTHE'S TRUE NAME 1

In the time in which Citrothe was rising to power, the elves of Greyfell Forest believed that they should assist the dwarves, and put an end to her rise before she became too dangerous for them to handle. However, they never got the chance—just as they were preparing to send a contingent of soldiers to Deep-hall Point, Greyfell Forest grew dark. Overnight, trees went from majestic and beautiful to twisted and dark. Friendly pixies disappeared and biting bramble-sprites manifested. Where there were once unicorns and nymphs, now hags and nightmares roamed. The elven cities came under attack, and the Faerie Queen, leader of the elves and all the fey in the region, locked herself away in her ivory tower, the Feycastle.

The attacks came quickly—the elven cities were assaulted by the dark fey, and fell quickly, overtaken with woodland in a matter of days. The drow, dark elves, were known to be the leaders of the assault, and they overwhelmed the elves of Greyfell. Without their queen, and with their forest dark, they undertook a great journey to the nearby Greendell forest, under cover of sunlight, with the fires of their homes burning behind them.

Of course, they could not afford in that chaos to help the dwarves. The dwarves have been carrying a grudge about that for some time. Today in Greendell, the elves have moved on from their home. Concentrating their attentions on Citrothe, they have begun to develop a weapon that can kill her. However, there are elven elders who cling to the old war, and who are unwilling to entirely let it go.

Rajod is such an elf. Assured that the wood of the Greyfell is far superior to the wood of Greendell, and thus essential for any capable bow or arrow, he has sent his assistant, Arotha, into the Greyfell to harvest some wood. However, Arotha has not returned, and Rajod has begun to feel deeply guilty, fearing he has cosigned the young wood-worker to an early death in that tangled place of forgotten nightmares. He'd be much appreciative if someone would be willing to go into Greyfell and recover the young elf, or at least a sign of his death.

GOAL: RECOVER OR CONFIRM THE DEATH OF AROTHA

Arotha is being held captive by some plant-creatures deep within the forest, waiting for the arrival of a drow priestess: one is called whenever an elf is caught, to ritually perform the sacrifice that will ensure that the forest continues its slow decline into darkness. Once the party begins the search, they have 7 days before Arotha is killed by the priestess. Arotha is being held in a location called the Bloodgrove, and once the PC's find it, they must get Arotha back, or at least a token of his presence. Arotha wears a leather necklace with a brown-and-white owl feather that will serve as evidence (other items may as well).

Once the party finds where Arotha is being held, getting him or this token back from the plant-creatures is open-ended: the DM is encouraged to allow any reasonable approach some chance of success. Plans described below include fighting the plant creatures for him, negotiating with them for a return of his token, or sneaking him out under the cover of darkness.

PREREQUISITE: FINDING THE BLOODGROVE

When the party is in Greyfell Forest, they can actively search for the location of Arotha by making Nature or Perception checks against a DC 19. At least three characters must succeed on this check, and only one check can be made during the day's travel.

Once the successes are met, the characters stumble on the Grove of Gloom in the hex they currently occupy.

PLAN: FIGHT THE FOREST

The inhabitants of the Bloodgrove want to hold Arotha for sacrifice, and he's valuable for that purpose—his blood as an elf descended from Greyfell elves will help hasten the process of corruption the forest is going through. In order to save his life, the PC's will have to attack, and they will be facing the forest itself in this fight. It is difficult to win this battle by simple attrition: the trees and the mandragoras aren't particularly interested in leaving the grove, and are more than content to protect their live sacrifice, which means that luring the creatures away from each other is difficult. The party may do well by making regular raids, whittling down the defenses gradually, but each day that passes is another day closer to Arotha's untimely demise.

PLAN: STEALING THE CAPTIVE

It is difficult to sneak the captive out. For one, the party may not be aware of all the creatures here in the grove: the plants have remarkable stealth modifiers in the forest, and so even knowing which tree is a scythe tree and which tree is a harmless oak can be difficult. If the party does manage to use Stealth to avoid detection, they must also contend with the fact that the Lightning Treant itself serves as the holding place for Arotha—and it will be impossible to sneak past it while climbing on its own body. Once the party is aware that the tree Arotha is in is alive (and hostile), it may become easier: the party can use the other trees nearby to scuttle through the canopy and down onto the branch where Arotha is held, but they still run the risk of scurrying over trees that are actively alive.

To model this abstractly, you can have any party member attempting to sneak in make a DC 25 Nature check—failure indicates they awaken one of the trees by sneaking upon it. Once a tree has been awakened, the party doesn't risk awakening it again on a second day: they know which ones to stay away from. Still, a process of trial-and-error might take longer than Arotha has.



drow spiderguards; the second one will be sent in 6 days with 4 drow spiderguards, etc.).

REWARDS

Once the party gets Arotha (or evidence of his death) back to Rajod, the adventure is complete. If the party is able to return him intact, there will be a great festival the next day, and if the party is not, Rajod will host a funeral for him. Either way, the party gains 1,400 XP, the first star towards Cirothe's True Name, and treasure equal to two 5th-level encounters, either rolled randomly or simply given out according to the list below. The treasure can come from booty from the grove, or as a gift from Rajod when the party gets back to the Greendell Woods, in appreciation for their help.

COINS: 35 pp, 210 gp

GEMS: Alabaster (11 gp), Aquamarine (500 gp), Citrine (55 gp), Obsidian (11 gp), Onyx (50 gp), Peridot (40 gp), Pyrite (13 gp), Rock Quartz (9 gp), Sardonyx (50 gp), Tourmaline (100 gp), Agate (8 gp), Lapis Lazuli (11 gp), Tigereye (12 gp)

MUNDANE ITEMS: Masterwork Longsword (315 gp), Masterwork Greataxe (320 gp), Masterwork Heavy Crossbow (350 gp), Masterwork Heavy Wooden Shield (157 gp)

MAGIC ITEMS: Potion of Cure Light Wounds (50 gp), Potion of Protection from Law (50 gp), Scroll of Goodberry (25 gp)

TOTAL VALUE: 2791 gp

THE NEXT ADVENTURE

During the celebration/funeral, Rajod gets a little drunk, and begins to talk about his time as one of the Faerie Queen's guards, back in his "reckless youth." He claims that as long as she watched over the elves, they would have nothing to fear—the Faerie Queen knew Cirothe's true name, and the dragon would not dare attack her or her people lest it become well-known. He hopes that someday, the drow control over her and the forest could be stopped, and he claims to know of a way into the palace, a secret way known only to the Guards...a way beneath the forest that emerges near Deepspell lake.

If the party is interested in obliterating Cirothe once and for all, that true name will be invaluable, and Rajod's secret entrance certainly will be useful for getting to the queen...

LOCATION: THE BLOODGROVE

This region of the forest is eerily quiet, without the buzzing of insects or the chirping of birds. A tangle of vines and roots entwines the tall, almost leafless trees here, in a chaos of twisting, serpentine shapes. In the center of the grove sits a large barren

PLAN: RETURN THE PROOF

While the creatures in the grove have no desire to turn Arotha over alive, it is possible to convince them to return the proof of Arotha's presence (which will at least give Rajod confirmation of his worst fears). The drow priestess who appears on Day 7 is the one with the authority to do this, and she is willing to "give the old elf something to dry his tears over," and will return the personal effects of Arotha, for a 3,000 gp bribe. The party must also vow never to return to Greyfell forest: if they do, the drow will look at Greendell possible expansion territory.

OPTION: BUYING TIME

The sacrifice cannot be conducted in the absence of a drow priestess. To buy time, all the party needs to do is kill the drow priestess (or make sure she doesn't show up). After the initial priestess arrives, another one will be sent every 3 days, with an increasing contingent of 2 extra drow spiderguards each time a new one is sent (ie: the first one will be sent in 3 days with 2

tree with black bark, covered in moss. Arotha is draped in that tree's branches, unconscious and wrapped in vines.

INHABITANTS OF THE BLOODGROVE

Mandragoras dwell in the tangle of vines and roots. The grove itself is made up of several scythe trees, and a lightning treant occupies the center. There are also a handful of drow present for the ceremony, and more fill the grove as time goes on.

- **LIGHTNING TREANT (PAGE 114)**
- **5 × SCYTHE TREE (PAGE 115)**
- **10 × MANDRAGORA (PAGE 115)**
- **2 × DROW, +2 DROW FOR EACH DAY SPENT SEARCHING FOR THE BLOODGROVE, +1 DROW PRIESTESS ON DAY 7 OR LATER. (PAGE 116)**

THE MAD QUEEN'S ARMY

CIROTHE'S TRUE NAME 12

The Faerie Queen once protected the elves against Citrothe's wrath—she knew a secret about the dragon that made it reluctant to attack the elves. However, it has been nearly an elvish generation since she could protect them, corrupted by the Drow into a creature dark and terrifying. Some of the elders who remember her reign still speak of a way to enter the castle, a way now undoubtedly filled with drow, but possible to negotiate. A system of tunnels, stretching from Deepspell Lake to just beneath the Feycastle itself, provides access, and a brave party may be able to use it to get to the heart of Greyfell, without having to cut down every tree therein.

Only a person who knows of the entrance knows where to find it, and Rajod, an elf from Greendell, knows where it lies.

GOAL: FIND THE SECRET ENTRANCE TO THE FEYCASTLE

This goal is largely achievable simply by *moving*. All the party must do is reach the end of the network of tunnels beneath the Greyfell. Of course, down there they will meet many possible monsters and hazards: the tunnels have their own encounter chart, and also contain the headquarters of the drow in the region, the Drowhold.

Exploring the tunnels is done similarly to exploring the world above, and is also done with hexes, using the same hexes as the Greyfell Forest (the party is under the Greyfell Forest, though, not in it). The check to avoid getting lost is DC 20 while the party is in the tunnels, however, and whenever the party enters a hex, you should roll 1d6 to randomly determine which sides of the hex they can leave as they wander in the caverns.

Additionally, the party may come across the Drowhold at any point: there is a 1-in-6 chance that when entering any particular hex the party encounters the Drowhold. The Drowhold contains the secret entrance to the Feycastle. Once the party finds the Drowhold, they must find the entrance to the Feycastle, which can be done in a multitude of ways: the ultimate location is behind the altar to Shebnem in the center of the Hold. To gain access, the party must employ one of the drow—the Drow Rebel from the random encounters would suffice, but any drow speaking the keyword (“submission”) in front of the statue will open the secret passageway. The party can convince other members of the Drowhold to trigger the opening, with three DC 20 Diplomacy or Intimidate checks from at least three different characters. A single DC 20 Diplomacy or Intimidate check on any spiderguard or the priestess will reveal the method to opening the passage.

When moving through the tunnels, use the Greyfell Caverns Encounters chart to determine what the party encounters.

AMIAMON'S CHAMBER

An amaimon runs this torture chamber, and is protected by 1d4 drow spiderguards. See pages 116 and 118 for statistics.

BAND OF HUGGERMUGGERS

A group of 1d6+3 huggermuggers try to ambush the party (Stealth +15). See page 121 for statistics.

GREYFELL CAVERNS ENCOUNTERS

D12 + D8 ROLL	ENCOUNTER TYPE
2	Band of Huggermuggers
3	Sudden Flood
4	Barbazus Squad
5	Amiamon's Chamber
6	Drow Warband
7	Echoing Chants
8	Caged Deva
9	Devil's Altar
10	Predatory Forlarren
11	No Encounter
12	Curious Ant
13	Distant Screams
14	Drow Guard Station
15	Sudden Cliff
16	Enslaved Pechs
17	Cave Collapse
18	Hungry Dire Rat
19	Damp Tunnel
20	Rebellious Drow

BARBAZU SQUAD

A group of 5 bearded devils are feasting on the remains of a fey creature, and are not happy to be interrupted (a DC 18 Nature check reveals the creature to have once been a nymph). See page 117 for statistics.

CAGED DEVA

A movanic deva is caged in a cell that radiates with intense evil magic. It slumps against the wall, almost unconscious, and horrible burns can be seen up and down its arms. It doesn't seem entirely aware of its surroundings. If the deva can be healed (DC 20 Heal check) and the cage can be dis-empowered (DC 25 Arcana check), the deva can be freed. Once freed, the deva will accompany the party until their next battle, or until their next rest, helping in any way it can. See page 117 for statistics.

CAVE COLLAPSE

As the party is moving through the tunnels, the cave above them begins to collapse. Each party member must make a DC 17 Reflex save or suffer a random injury.

CURIOUS ANT

A giant ant investigates the party. It isn't hostile, but it is quite bold, feeling out characters with mandibles and antennae. If given something sugary, it departs with it. See page 117 for statistics.

DAMP TUNNEL

The party passes through a tunnel dripping with moisture, with pools of mud and slime along the way. Each party member must make a DC 14 Fortitude save or contract a random illness.

DEVIL'S ALTAR

This tunnel contains an infrequently-active altar to Shebnem, depicting the devil as a beautiful woman emerging from the wall and looming over the sacrificial table, which is stained with blood. It is currently abandoned, and radiates powerful evil. If the party takes a night's rest here, they are haunted by dreams of sacrifices made here in the past, and cannot recover hit points or spells.



DISTANT SCREAMS

The party hears distant cries of terror and pain echoing through the caves. A DC 16 Perception check allows a party member to follow the sound to a small torture chamber, where one dryad is tied to a rack. The chamber is otherwise empty of creatures. If the party can free the dryad (DC 19 Sleight of Hand), mend her wounds (DC 23 Heal check), and escort her to the surface (DC 20 Nature check to locate an exit), she will bestow on them food equal to one day's supplies that, when eaten, will also remove diseases the character is suffering from. She will then fade back into the forest.

DROW GUARD STATION

This cavern contains 4d4 drow spiderguards and 1d3 giant black widow spiders. See page 118-119 for statistics.

DROW WARBAND

A group of 2d4 drow spiderguard wander through the region, looking to protect the tunnels. See page 118 for statistics.

ECHOING CHANTS

The party hears distant, echoing chanting reverberating through the tunnels. A DC 20 Perception check can identify the language as Infernal. A character who knows Infernal can notice it as a prayer to "The Queen Behind The Throne," an exaltation of her corruption, and a hope that one day the whole land shall be remade in her image.

ENSLAVED PECHS

A gang of 4 pechs, chained to the floor with cold iron, work mining the walls in this tunnel. Friendly, but skittish, the pechs can provide guidance in the tunnels, giving the party one extra side from the hex that they may leave from. One drow spider-guard supervises them. See pages 118 and 122 for statistics.

HUNGRY DIRE RAT

A single thin-looking dire rat appears, and attempts to flee from the party, frightened and alone. If made friendly, the creature will stay with the party as long as they remain in the same hex. See page 121 for statistics.

PREDATORY FORLARREN

A forlarren lives in this tunnel, seeking to lure victims to their doom. She lives here with a gang of 5 lemures that help her murder her victims. See pages 120 and 121 for statistics.

REBELLIOUS DROW

The party encounters one drow spiderguard, without equipment, who looks hungry and scared. If the party speaks one of the spiderguard's languages, a Diplomacy check (DC 19) will convince the creature to talk with the party, perhaps offering directions (+5 to the next day's roll to avoid becoming lost), or even offering to join while the party is down below, if she can be equipped. See page 118 for statistics.

SUDDEN CLIFF

The party's path is halted by a sudden drop-off, with no other end in sight. They must leave this hex back through the hex they entered it from.

SUDDEN FLOOD

The cavern the party walks through is suddenly flooded with water. Each party member must make a DC 19 Swim check or sustain a random injury.

REWARDS

The adventure is complete when the party goes through the passageway beneath the Drowhold toward the secret entrance of the Feycastle. At this point, the party gains 1,400 XP, the second star towards Cirothe's True Name, and treasure equal to two 5th-level encounters, either rolled randomly or simply given out according to the list below. The most appropriate place for the reward is as treasure stored in the secret passageway.

COINS: 84 pp, 757 gp

GEMS: Rhodochrosite (10 gp), Sardonyx (60 gp), Shell (8 gp), Amethyst (80 gp), Aquamarine (400 gp), Citrine (40 gp), Sard (55 gp)

MUNDANE ITEMS: Masterwork Dwarven Waraxe (330 gp), Masterwork Studded Leather Armor (175 gp)

MAGIC ITEMS: Potion of Virtue (25 gp), Oil of Arcane Mark (25 gp), Potion of Resistance (25 gp)

TOTAL VALUE: 2830 gp

THE NEXT ADVENTURE

Once the party is through the Drowhold, and beneath the Feycastle, the final attempt to free the Faerie Queen from her devils' enslavement can begin. The party should have learned from their encounters already that there are forces other than the drow at work, and their exploration of the Feycastle should confirm that.

LOCATION: THE DROWHOLD

This expansive cavern is something of a small town, with homes carved out of the cave rocks. Luminous blue-green lichen grows rampantly and sheds a cold light on the surroundings. The drowhold is, as its name implies, filled with drow and spiders, with a handful of devils along for the ride. The secret entrance to the Feycastle is found beneath a statue of a woman with raven's wings that sits in the center of the cavern.

INHABITANTS OF THE DROWHOLD

- 25 × DROW (PAGE 116)
- 5 × GIANT BLACK WIDOW SPIDERS (PAGE 119)
- 5 × DROW SPIDERGUARD (PAGE 118)
- 1 × DROW PRIESTESS (PAGE 119)

UNNATURE

CIROTHE'S TRUE NAME 3

In her reckless youth, the future Faerie Queen of Greyfell once made a promise over the dead and broken body of a demon that had invaded from Deepcrest Chasm: if the demons could be driven back to the chasm, and could never again come forth, she would pay any price.

Her wish, empowered by the blood on her blades, was overheard deep in Hell, and an erinyes named Shebnem approached the Queen with an offer: they could cripple the demonic forces menacing the Greyfell, in exchange for only one small trade: that the erinyes became consulted on any future military action. The Queen did not need to listen to the devil, but she must at least hear the devil's advice. The Queen, seeing little risk in a consultant she never expected to listen to, acquiesced, and in exchange, learned the True Names of many of the demon leaders...and of Cirothe herself.

In the years since the demon wars triggered by Cirothe, the Greyfell Forest flourished. The Faerie Queen consulted the erinyes, who lay in a secret chamber, on any military action, and the erinyes reliably advised her. Sometimes, this advice was disregarded. Sometimes, this advice was the same—or better than—the advice from her own generals. Slowly, over the course of many years, the Shebnem bent the military might of Greyfell to look away from the underground tunnels where their ancient enemies, the drow, had been banished. There were demons and goblins and orcs and humans to deal with... the drow were not urgent, the drow were not attacking. So the drow were ignored.

This played into Shebnem's plan. Working with her agents in the deep caverns, she encouraged the drow to marshal their forces, and launch a tremendous attack on the Feycastle itself. The royal family was caught off guard, and the princess, the Faerie Queen's daughter, was kidnapped. In a panic, the Faerie Queen marshaled her response, and, once again, consulted with Shebnem, who told her simply: do nothing. If you attack, your daughter will die.

The Faerie Queen listened to Shebnem, unable to bear the thought of killing her own daughter in military action. This was the beginning of the end: the drow remained in the tunnels, the military might of Greyfell was never marshaled against them, and the queen, over time, grew selfish, petty, and paranoid. The forest began to reflect her madness, as the drow began capturing and tormenting fey spirits, warping them into twisted reflections of their previous selves.

To this day, even as the elven downs of Greyfell have been abandoned, and her daughter long since deceased in captivity, the Faerie Queen is already broken and mad, and she still takes advice from the erinyes, living like a puppet at the erinyes's command.

As the party enters the castle, their job is to learn the name Shebnem taught to the Faerie Queen, in an effort to weaken Cirothe themselves. In order to do that, they must break Shebnem's hold on the queen, and on the forest, and help the queen to see a moment of clarity.

GOAL: FREE THE FAERIE QUEEN

In order to wrest Cirothe's True Name from the Faerie Queen, the party needs to break Shebnem's hold on her. There are two basic ways to do this: to kill Shebnem, or to convince the Queen (insane though she is) to finally abandon her pact with the devil.

Once the party has located the queen, getting her back to sanity will require a total of 5 DC 23 skill checks, no more than 2 coming from any one character. The DM is encouraged to give any reasonable skill at least a chance of success, but useful skills in restoring the Queen to her old self may include

- Knowledge (planes) to decipher the loopholes in a devil pact.
- Diplomacy to convince the Queen that she's better off sane again.
- Insight to pierce the Queen's anxieties, fears, and paranoia, putting her in touch with reality again.
- Bluff to convince the Queen that Shebnem has no real hold on her.
- Intimidate to cow the Queen into obeying the party instead of Shebnem.

If any party member fails a check, that party member cannot contribute to successes anymore that day. If the party cannot win her over in one day, they are subject to another encounter the next day, and can try again.

PREREQUISITE: GET TO THE QUEEN

The Feycastle can, in the absence of a map, be treated like an abstract exploration. The party has 1d4+2 encounters with the residents of the Feycastle on their way through. In each encounter, the party can attempt to avoid it (using Stealth, Climb, or some other skill or spell to circumvent the event), or simply engage it (normally, cutting a bloody swath through the enemy, but also using Bluff or Diplomacy or other skills or spells to end it early). In general, for the party to avoid an encounter, at least three different characters must make a successful check of some sort against the enemy (for instance, a successful Stealth check to avoid detection), and if any character fails, that character at least is drawn into the encounter. When there is no obvious opposed check to make, the DM is encouraged to use a DC of about 20.

The default of most of the creatures here is hostility—the party is invading, and the devils wish to expel them. Unlike with the more chaotic forces, it is difficult to turn the devils against each

other, but the devils do have another weakness: if the most powerful devil in the encounter is dealt with somehow, the rest will be open to other suggestions, and surprisingly peaceful about it. The devils follow their leaders devotedly, but without a leader, they become much more open to interpretation. In addition, if the leader is convinced of something, the other devils can be made to agree, so Bluff checks or Diplomacy checks or even Stealth checks must mostly only trump the most powerful devil's opposed check. If the other devils become aware of a deception or a sneak, they may raise the alert, but they won't act without direction (the leader may direct them to attack if there's no reason NOT to attack, however). A DC 24 Knowledge (planes) check will reveal this particular information.

Examples of ways the party may bypass the encounter are below, but the DM is encouraged to give any half-decent idea a chance work, at least once.

- Dungeoneering to take a path that bypasses an encounter.
- Knowledge (planes) to move through a region when the devils there are sleeping, worshipping, or otherwise distracted.
- Climb to climb the vines on the outside walls of the feycastle, bypassing an encounter by moving past the room.
- Stealth to sneak past the devils.
- Intimidate to cow the lead devil into letting the party pass.
- Bluff to convince the lead devil that they're new mercenaries that Shebnem hired.
- Diplomacy to get the devils to agree that it is in their best interest for the party to destroy Shebnem and free them to pursue other goals.

OPTIONAL GOAL: FIND SHEBNEM

While the party needs to get to the queen to learn Cirothe's true name, this part of the adventure can be won without ever actually finding the erinyes. Still, a party looking to destroy her will need to find her. This can be done much like finding the queen, above, but there is an additional 1d3 encounters that the party must go through to also find Shebnem (the party will find the queen after 1d4+2, and will find Shebnem's lair after an additional 1d3). Additionally, after these encounters, at least one party member must succeed at a DC 22 Perception check to find the secret entrance to her lair. If the party finds and slays Shebnem, and presents the erinyes's wing to the Queen, they will be able to more easily break her madness (they get a +5 bonus on the checks).

REWARDS

Once the Queen is brought to her senses, she will thank the party, tell them Cirothe's true name, and die at last, happily. If



Shebnef is still around, the Greyfell in general is still at risk of never recovering, but at least Cirothe can be slain. At this point, the party gains 1,400 XP, the third and final star towards Cirothe's True Name, and treasure equal to two 5th-level encounters, either rolled randomly or simply given out according to the list below. The most appropriate place for the reward is as treasure in the Feycastle's vault.

COINS: 46 pp, 458 gp

MUNDANE ITEMS: Masterwork Quarterstaff (600 gp), Masterwork Chainmail (300 gp), Masterwork Halberd (310 gp)

MAGIC ITEMS: Potion of Magic Fang (50 gp), Potion of Resistance (25 gp), Potion of Virtue (25 gp), Wand of Charm Animal (750 gp)

TOTAL VALUE: 2978 gp

THE NEXT ADVENTURE

Once the party is in possession of Cirothe's True Name, this particular chain of adventures is finished. The party may still have other adventures to undertake, from the threat to the halflings of Halfpoint to issues with the dwarves in Last Chance, and should be encouraged to follow up on one of those quests.

LOCATION: THE FEYCASTLE

The Feycastle, unlike other sites, is divided into encounters, given the way the party may explore it. If you wish for a higher-level view of the inhabitants, you can simply assume that there are enough creatures in the Feycastle for the maximum number of encounters to occur (9). Each time the party has an encounter, roll d% and use the relevant group.

INHABITANTS OF THE FEYCASTLE

D% ROLL	INHABITANTS
01-10%	Spiders!: The party encounters 2d4 giant black widow spiders with one drow spiderguard.
11-20%	Drow!: The party encounters 2d4 drow spiderguards, 1 drow priestess, and 1d3 giant black widow spiders
21-45%	Diabolic Troopers: The party encounters 2d4 barbazus.
46-65%	Diabolic Tormentors: The party encounters 2d4 barbazus, and 1d4 amaimon.
66-80%	Diabolic Sychophants: The party encounters 2d4 drow spiderguards, 1d4 barbazus, and 1 forlarren.
81-100%	Diabolic Revel: The party encounters 2d4 drow spiderguards, 1d4 barbarz, 1d4 amaimon, and 1 drow priestess.

THE FOUR ARTIFACTS

The following section describes the four artifacts the acquisition of which is the main focus of **Act II**. Combined with the sword *Dragonbane* (and its scabbard) acquired in **Act I**, these four items maximize the party's chances of surviving the final confrontation with the dragon Cirothe that (hopefully) takes place in **Act III**.

THE COWARD'S MAP

Slot None; **Aura** Strong Divination;
CL 20th; **Weight** Nil

The Cowards Map is the map used by the dwarves of Deephall Point to flee Cirothe's assault on their homeland. The map is not simply a drawing of a secret route (though it is that, too), it is a powerful artifact that helps any fleeing danger to find their refuge.

The map works as follows. A potential user gazes at the map and envisions a place they want to go. The map then lays out a path that is as free of danger as possible to that goal. The terrain, features, and path all appear as if some unseen hand is drawing it as the user looks on.

Functionally, what this means is that someone using the coward's map cannot become lost. Additionally, the user skips the next random hostile creature encounter rolled (treat the random roll as if it had rolled "no encounter.")

The Coward's Map has a special use against Cirothe: the party using it will never encounter Cirothe or her minions unless they choose to (treat any random encounter with them as if it was a "no encounter" roll).

DESTRUCTION

The Coward's Map can only be destroyed by a red dragon's fire breath. If the wielder of the map is caught in the area of a red dragon's breath attack, they automatically fail their save, and the map is destroyed. After the map is destroyed, the character can save normally.

THE QUIVER OF DRAGON'S BANE

Slot Back; **Aura** Strong Necromancy
CL 20th; **Weight** 10 lbs

This quiver, made by the elves of Greenfell, containing the poison of the spider queen Sheeltiel, turns any arrow placed into it into a special *Dragonvenom Arrow* until that arrow is taken out. After about 1 minute, the properties of the quiver fade on the arrow, making it essential to use the arrow quickly after being removed.

A dragonvenom arrow that hits a dragon automatically crits and, additionally, lowers all of the creatures' defenses by 5 until the dragon's next turn.

DESTRUCTION

The Quiver of Dragon's Bane is susceptible to a red dragon's fire breath. If the wielder of the quiver is caught in the area of a red dragon's breath attack, they automatically fail their save, and the quiver is destroyed. After the quiver is destroyed, the character can save normally.

THE HAMMER OF VENGEANCE

Slot Weapon; **Aura** Strong Abjuration;
CL 20th; **Weight** 20 lbs

This ancient stone hammer, encrusted with dwarven runes and veined with glittering blue metal, is capable of crippling a dragon that it hits. Made by the dwarves of Deephall Point as a weapon against Cirothe, it simply awaited being bathed in a particular demon's blood to activate. Unfortunately, Cirothe managed to destroy the dwarves before the dwarves were able to finish the project.

The hammer of vengeance is a normal warhammer until it is bathed in the blood of the demon Azaziz, and used to crush the Rift Crystal. Once that event occurs, the hammer is fully engaged.

If the fully-engaged hammer of vengeance hits a dragon, the dragon immediately loses 1d8 spell levels, as if it had cast those spells. The dragon furthermore has any active spells on it immediately dispelled, and cannot cast spells until it makes a successful DC 25 Will save.

DESTRUCTION

The Hammer of Vengeance can be destroyed by a dwarf that attempts to sunder it. The sundering is automatically successful, and the hammer is destroyed. In the third part of this adventure, during the party's attempt to enter Skull Mountain, they will encounter a dwarf sunderer who has been tasked specifically to eliminate this threat to the dragon.

CIROTHER'S TRUE NAME

Slot None; **Aura** Strong Transmutation;
CL 20th; **Weight** Nil

Rather than a physical item, this artifact is a word, which, when spoken aloud (as a free action) is activated.

When activated on Cirothe, the name controls her. For the next round, the speaker of the name can dictate the actions she is to take.

After being used, the name fades from the memory of the speaker, forever—they can never again learn it.

RANDOM ENCOUNTERS

While questing about for the four artifacts, it's quite likely that a few random encounters a

BANDIT ATTACK

The party is confronted by a band of 2d4 mounted bandits and their leader. The bandits want gold, and will be happy to part if given 50 gp each. If not given this ransom, they attack, but they flee if the leader is killed.

Link—The Bandits of Blackford: Any bandits who flee are reporting to Vaclav, the Boss of Blackford.

BRIDGE OUT

The party is about to ford a broad brook, but the bridge over it is out. The party cannot exit the hex in this direction unless at least 3 party members succeed in a DC 16 check to get to the other side. This check may be a Jump check to leap the gap, a Knowledge (architecture) check to direct the repairs, a Profession (animal handler) check to spur a horse over it, or any other check the DM deems applicable. Once those 3 party members succeed in their checks, the rest of the party can be brought over without major difficulty.

NO ENCOUNTER

The day passes uneventfully.

MERCHANT CARAVAN

Each caravan consists of 1d4 carts. Each merchant's cart contains one merchant (1st-level expert) one drover (1st-level commoner), 1 light horse, and 5 guards (1st-level warriors). Each cart carries 1d4×100 gp, and can buy and sell items with a GP limit equal to the GP carried in the cart.

Link—The Bandits of Blackford: This merchant caravan has a dwarf merchant who is very concerned about the Bandits of Blackford and the rumor that they're working with orcs.

GUARD PATROL

A patrol of the queen's guards, consisting of 1d4 guards (1st-level warriors), and one captain (3rd-level warrior), each mounted on a light horse. The guards can carry news of recent attacks on others, and may offer the party some Common knowledge.

Link—The Bandits of Blackford: The guards are spread thin trying to defend people from the bandits, so they're not very able to defend the roads these days.

CATTLE HERDER

A herd of cattle, along with the herder guiding them (1st-level commoner) and their dog, cross the path of the party. The herder carries news of the lands nearby and can offer some Common knowledge.

HOLDENSHIRE ENCOUNTERS

D12 + D8 ROLL	ENCOUNTER TYPE
2	Bandit Attack
3	Bridge Out
4	Bandit Attack
5	Rain
6	Roadside Inn
7	Merchant Caravan
8	Cattle Herder
9	Halfling Refugees
10	No Encounter
11	No Encounter
12	No Encounter
13	Gnomish Refugees
14	Bandit Victims
15	Merchant Caravan
16	Guard Patrol
17	Guard Fortress
18	Bandit Attack
19	Storm
20	Bandit Attack

Link—The Bandits of Blackford: The cattle herder is nervous that the bandits will take over the region, and has heard of rumors of orc attacks to the north.

HALFLING REFUGEES

A band of 2d3 halflings (1st-level commoners) and their 1d6-2 kids are coming to the region from Halfpoint, hoping to take refuge in Hengistbury or Thornbury.

Link—Halfpints in Halfpoint: The halflings are less-than-confident that the crusade in Halfpoint led by the hero Shaila against the orcs and bandits can be successful.

GNOMISH REFUGEES

A band of 2d3 gnomes (1st-level commoners) and their 1d6-2 kids are coming to the region from the Northbeach Woods, hoping to take refuge in Hengistbury or Thornbury.

Link—The Goblin War: The gnomes are fleeing the carnage caused by the goblins in Northbeach, and bemoaning the loss of Lorand the Unicorn.

ROADSIDE INN

An inn staffed by 2d4 people (maids, cooks, etc.—1st level commoners all) and 1d2 mercenary guards, lies beside the road.

The party can stay here overnight by spending 10 gp, rather than consuming their own supplies.

Link—The Bandits of Blackford: This particular inn also hosts 1d4 bandits, who don't hesitate to cause a scene if given any hassle. The guards stay out of their way, and the staff bends to their boorish whim. The bandits don't stay long if challenged—once one of them is reduced to ½ hp, the lot of them run off. If the party drives them off, they can stay at the inn for free, and they get a reward.

BANDIT VICTIMS

2d4 people (1st -level commoners) are found shortly after being mugged by bandits. Bruised and damaged, they are all still a live, though their mounts, their packs, their supplies, and their gold is gone.

Link—The Bandits of Blackford: One of them saw which way the bandits were running: toward the town of Blackford.

RAIN

Rain impedes the party's progress. Mud and muck mire the party, halving their speed if they travel over the period. In addition, each creature carrying supplies must make a DC 10 Nature check at the end of the day or have 1d4 of their supply days ruined by the rain.

GUARD FORTRESS

A small fort staffed by 2d4 guards and 1d3 captains, set back a little ways from the path. The party is welcome to buy and sell items there, and to gather what knowledge they desire.

Link—The Bandits of Blackford: This particular guard fortress has had a problem with some bandits. 2d4 bandits live in a camp only a few miles away, and if the PC's could drive them off, the guards would be much obliged. The bandits are driven off when half of their number have been reduced to 0 hp, and the guards give the PC's a reward.

STORM

The party confronts a hazardous squall. In addition to mud and muck, the party must deal with violent winds, lightning, and other hazards. At the end of the day, each creature must make a DC 15 Nature check or have their tool pack and 2d4 of their supply days ruined by the rain, making them unusable.

TREASURE REWARDS

This is rolled when the party earns some reward for a random encounter. This treasure is in small quantities, is common items, and is common knowledge.

REWARDS

D12 + D8 ROLL	REWARD TYPE	DETAILS
2	Wishes of Peace	The NPC hopes the party has peace, and their next day is free of any hostile random encounters (re-roll if a hostile encounter is indicated).
3	Visiting Gift	The NPC offers a true treasure, if they can but return home to get it. If the party winds up in the same town as the NPC, they can gain one random wondrous item that functions once before breaking.
4	Rare Rumor	An NPC shares a rare rumor with the party. Roll on the table below.
5	Mount	An NPC offers their mount or vehicle to the party for the party's use.
6	Special Trinket	The NPC gives the party a special trinket. This trinket contains a spell that any character can cast with a DC 11 Charisma check and by expending the trinket and taking a standard action. Failure on this check results in a backfire. See the table below for spells.
7	Discount	An NPC offers to put in a good word for the party at the next town. The next time they visit that town, they get a 10% discount on their purchases.
8	Special Scroll	An NPC gives the party a special scroll. This scroll contains a spell that any character can cast with a DC 11 Intelligence check and by taking 10 minutes and expending the scroll. Failure on this check results in a scroll mishap. See the table below for spells.
9	Common Rumors	An NPC shares a common rumor with the party. Roll on the table below.
10	Help	An NPC offers their aid on a skill they are trained in. The next check the player makes with that skill gains a +2 competence bonus.
11	Hospitality	An NPC offers to provide food and shelter for the party at their home for as long as they need.
12	Free Item	NPC's related to the encounter each offer one PC an item in their possession.
13	Coin	NPC's related to the encounter each offer one PC 2d8 gp.
14	Special Potion	An NPC gives the party a special potion. The potion grants the effects of a spell, and any character can drink it (as a swift action). The potion has a 5-in-20 (5 or less on 1d20) chance to have a curse. See the table below for potions.
15	Uncommon Rumor	An NPC shares an uncommon rumor with the party. Roll on the table below.
16	Special Salve	The NPC gives the party a special salve. This salve contains a spell that takes effect on whatever the party member rubs it on (as a swift action with touch range). The salve has a 5-in-20 (5 or less on 1d20) chance to be volatile. See the table below for spells.
17	Assistance	The NPC offers to travel with the party for the next day, helping out where they can.
18	Blessing of the Gods	The NPC prays for the PC party. On their next d20 roll, each party member can roll twice and take the better result.
19	Very Rare Rumor	The NPC shares a very rare rumor with the party. Roll on the table below.
20	Wishes of Wealth	The NPC hopes the party has great success. The next time the party gains a coinage award, increase it by 10%.

COMMON RUMORS

D6	RUMOR
1	"The merfolk of the Northern Ocean are said to know the secret of extinguishing Cirothe's fire." (False)
2	"The Necromancer of the North lives in the ruins near Dellgate Pass. Though a close ally of Cirothe, he has recently had a falling-out with her, as she has not destroyed as much as he wants." (False)
3	"The Bandits of Blackford may be working with some goblins—eerie howls can be heard from the towns they have taken."
4	"When Cirothe was creating the Desolation, she warred with the dwarves and elves, smashing them and scattering them to the winds. They say that artifacts from that war still lay in some areas of the world."
5	"It looks like the Bandits of Blackford are making a fort in the Southern Downs"
6	"The Bandits of Blackford have been rumored to have orcs amongst their number—savage brutes with a hatred for humanity."

UNCOMMON RUMORS

D6	RUMOR
1	"Hobgoblin slavers are kidnapping folk from near the Oldshade Woods and taking them to Cirothe." (False)
2	"A strange star has fallen near Deepspell lake, and some say it contains an ore not of this world." (False)
3	"The orcs of the Crawley Hills have been seen with ogres from the northern mountains in their ranks."
4	"The spiders of the Oldshade woods are more than they seem—some say they've heard them speak."
5	"The elves of the Greendale Forest are the remnants of a group that once dwelled in the Greyfell Forest."
6	"There is a small community of dwarves in Last Chance, known as the Cowards, who fled from Cirothe's assault."

RARE RUMORS

D6	RUMOR
1	"At the bottom of Deepspell lake lays a sword made of magical wood." (False)
2	"The dwarves of Deephall Point were said to have a vast underground transit network." (False)
3	"The savage trolls in Oldshade have been wielding dwarf-made items of giant size!"
4	"The ancient trees of the Greyfell Forest have been twisted by fey magic into horrid, knotty things."
5	"The fey queen in Greyfell Forest has become insane and twisted."
6	"The dwarves in exile in Redcliff worship a forge-god in secret, as the main shrine is within Cirothe's lands."

VERY RARE RUMORS

D6	RUMOR
1	"The plains tribes know an ancient secret related to Cirothe's true weakness." (False)
2	"Sleeping beneath Fogmoor is a dragon that once contested Cirothe's rule." (False)
3	"Giants now rule what was once the ancient dwarven lair of Deephall Point."
4	"The drow are reportedly involved somehow in the madness of the Fey Queen."
5	"The true name of the dragon is held in the mind of the mad Fey Queen."
6	"The dwarves had an item that would shatter Cirothe's power, but lost it when they lost their homeland."

SPECIAL SCROLLS

D6	SPELL (CASTER LEVEL 1 ST)
1	<i>Identify</i> (mishap : the item the caster is identifying fails to work for 24 hours)
2	<i>Mount</i> (mishap : caster can speak only in horse noises for the duration of the spell)
3	<i>Alarm</i> (mishap : the spell's area is filled with a loud siren for the duration of the spell)
4	<i>Comprehend Languages</i> (mishap : the caster cannot understand spoken or written words of any language for the duration of the spell)
5	<i>Shield</i> (mishap : the caster takes 2d6 damage, and also suffers a -2 penalty to AC for the duration of the spell.)
6	<i>Magic Weapon</i> (mishap : the caster takes 2d6 damage, and also suffers a -2 penalty to attack rolls for the duration of the spell)

SPECIAL POTIONS

D6	SPELL (CASTER LEVEL 1 ST)
1	<i>Feather Fall</i> (curse : causes the user to rise 20 feet straight up, and then fall down)
2	<i>Divine Favor</i> (curse : the user instead takes a -1 penalty to attack and damage rolls for the spell's duration)
3	<i>Mage Armor</i> (curse : the user instead takes a -2 penalty to AC for the duration of the spell)
4	<i>True Strike</i> (curse : the user instead misses with all attacks until they roll over a 15 on their attack roll)
5	<i>Enlarge Person</i> (curse : the user takes 2d6 damage and takes a -2 penalty to AC for the duration of the spell)
6	<i>Blur</i> (curse : the user takes a -2 penalty to AC and Dexterity checks for the duration of the spell)

SPECIAL TRINKETS

D6	SPELL (CASTER LEVEL 1 ST)
1	<i>Burning Hands</i> (backfire : the character takes 1d6 fire damage each round until they make a DC 11 Reflex save)
2	<i>Sleep</i> (backfire : affects only the caster)
3	<i>Magic Missile</i> (backfire : the character flies 10 feet backwards and takes 1d6 force damage)
4	<i>Shocking Grasp</i> (backfire : the spell affects a creature adjacent to the target, rather than the target)
5	<i>Color Spray</i> (backfire : affects only the caster)
6	<i>Chill Touch</i> (backfire : caster becomes fatigued)

SPECIAL SALVES

D6	SPELL (CASTER LEVEL 1 ST)
1	<i>Cure Light Wounds</i> (volatile : the target takes 2d8 damage)
2	<i>Delay Poison</i> (volatile : the target's poison has its secondary effect immediately)
3	<i>Bless</i> (volatile : as <i>Bane</i> instead)
4	<i>Endure Elements</i> (volatile : causes the user's clothing and armor to dissolve)
5	<i>Magic Stone</i> (volatile : the stones explode, dealing 2d6 damage to the user and dazzling them for the duration of the spell)
6	<i>Remove Fear</i> (volatile : the target becomes hostile toward the user)

MONSTERS & NPCs

THE BANDITS OF BLACKFORD

BARTL THE BLOODY, SERVANT OF SLAUGHTER

The tall man in front of you has curly yellow hair to his shoulders, and brown eyes that look almost purple. He wears heavy armor, and has a cloak draped over his shoulders, with an axe strapped to his belt and a bow slung over his back.

HUMAN WARRIOR 3/ADEPT 3 CR4 (1,200)

CE Medium humanoid (human)

Init +0; **Senses** Perception +4

DEFENSE

AC 20, touch 10, flat-footed 20 (+8 armor, +2 shield)

hp 20 (3d10+3d6+3)

Fort +3, **Ref** +2, **Will** +6

OFFENSE

Speed 20 ft.

Melee masterwork battleaxe +7 (1d8+2/×3)

Ranged masterwork longbow +5 (1d8/×3)

Standard cast *sleep* (10-ft. radius burst within 130 ft.) (1/day)

If 4 HD or less, **Will** save (DC 13) or become helpless until a standard action is taken to awaken the target.

Standard cast *burning hands* (15-ft. cone from the caster) (1/day)

3d4 fire damage and objects catch on fire (can extinguish as a full-round action); Reflex save (DC 13) for half damage.

Standard cast *cause fear* (1 creature within 30 ft.) (1/day)

If 5 HD or less, become frightened for 1d4 rounds; Will save (DC 13) to become shaken for 1 round instead.

SPECIAL ACTIONS

Standard Power Attack

masterwork battleaxe +5 (1d8+6/×3)

Standard Drink *potion of cure light wounds*

1d8+1 healing

STATISTICS

Str 14, **Dex** 10, **Con** 9, **Int** 8, **Wis** 14, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 16

Feats: Combat Casting, Brew Potion, Toughness, Power Attack

Skills: Heal +11, Survival +11; Concentration +5 (+9 to cast defensively or to cast while grappled), Diplomacy +3, Perception +4, Sense Motive +4

Languages Common, Orc

Combat Gear *potion of cure light wounds* ×4, **Gear** masterwork battleaxe, masterwork longbow, half-plate, heavy steel shield, pig familiar, component pouch, holy symbol

Typical Prepared Spells

1st – *sleep*, *cause fear*, *burning hands*;

0 – *light*, *create water*, *purify food and drink*

SPECIAL TRAITS

Familiar Bartl's pig familiar (a scarred, dirty swine named Quintina) has improved evasion, bestows Alertness on Bartl, has an empathic link with Bartl out to 1 mile, can share spells with Bartl, and can deliver touch spells cast by Bartl.

BLACKFORD BANDIT

HUMAN WARRIOR 2 CR 1 (XP 400)

N Medium humanoid

Init +2; **Senses** Perception -1

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

hp 17 (2d10)

Fort +3, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+1/18-20)

Melee sap +3 (1d6+1 nonlethal)

Ranged composite longbow +4 (1d8+1/×3)

SPECIAL ACTIONS

Standard Point Blank Shot (within 30 feet of the target)

composite longbow +5 (1d8+1/×3)

STATISTICS

Str 13, **Dex** 14, **Con** 11, **Int** 10, **Wis** 08, **Cha** 09

Base Atk +2; **CMB** +3; **CMD** 16

Feats: Dodge, Point Blank Shot

Skills Climb +4, Handle Animal +3, Intimidate +3, Ride +5, Stealth +2

Languages Common

Gear studded leather armor, buckler, composite longbow (+1 Str), quiver with 20 arrows, rapier, sap, light horse (combat trained)

ABOUT BLACKFORD BANDITS

This stat block represents a typical Blackford bandit.

BLACKFORD BRIGAND

HUMAN WARRIOR 3/ROGUE 1 CR3 (XP 800)

N Medium humanoid (human)

Init +5; **Senses** Perception -1

DEFENSE

AC 19, touch 11, flat-footed 18 (+6 armor, +2 shield, +1 Dex)

hp 21 (3d10+1d8)

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

OFFENSE

Speed 20 ft.

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

Ranged light crossbow +4 (1d8/19-20)

SPECIAL ACTIONS

Free Quick Draw (normal)
draw a weapon

Move Quick Draw (concealed)
draw a concealed weapon

Standard Sneak Attack (longsword, when flanking or when target is denied their **Dex** bonus to AC)
longsword +6 (1d8+1d6+2/19-20)

STATISTICS

Str 15, **Dex** 13, **Con** 11, **Int** 10, **Wis** 09, **Cha** 08

Base Atk +3; **CMB** +5; **CMD** 16

Feats: Improved Initiative, Quick Draw, Weapon Focus (longsword)

Skills Bluff +6, Escape Artist +8, Intimidate +6, Ride +8, Stealth +8, Perception -1 (+0 to find traps), Disable Device +2 (can be used to disable magical traps)

Languages Common, Orc

Gear chainmail, heavy steel shield, longsword, light crossbow, case of 10 bolts, 20 gp.

SPECIAL TRAITS

Trapfinding The brigand adds +1 to Perception checks to find traps, and to Disable Device checks. The brigand can use Disable Device checks to disable magical traps. These features are already noted above.

ABOUT BLACKFORD BRIGANDS

This stat block represents a more advanced Blackford bandit, skilled in thievery as well as in direct combat.



BLACKFORD DESPERADO

HUMAN WARRIOR 3/ROGUE 3 CR 5 (XP 1,600)

N Medium humanoid (human)

Init +5; **Senses** Perception +6

DEFENSE

AC 19, touch 11, flat-footed 18 (+6 armor, +2 shield, +1 Dex)

hp 33 (3d10+3d8+3)

Fort +3, **Ref** +5, **Will** +0

OFFENSE

Speed 20 ft.

Melee longsword +7 (1d8+2/19-20)

Ranged light crossbow +5 (1d8/19-20)

SPECIAL ACTIONS

Free Quick Draw (normal)
draw a weapon

Move Quick Draw (concealed)
draw a concealed weapon

Standard Bleeding Sneak Attack (longsword, when flanking or when target is denied their **Dex** bonus to AC)
longsword +7 (1d8+1d6+2/19-20; plus 1 point of bleeding)

STATISTICS

Str 15, **Dex** 13, **Con** 11, **Int** 10, **Wis** 09, **Cha** 08

Base Atk +4; **CMB** +6; **CMD** 17

Feats: Improved Initiative, Quick Draw, Weapon Focus (longsword), Alertness

Skills: Appraise +8, Disguise +7, Escape Artist +9, Perception +6 (+7 to find traps), Ride +9, Stealth +9; Disable Device +2 (can be used to disable magical traps), Sense Motive +1

Languages Common, Orc

Gear chainmail, heavy steel shield, longsword, light crossbow, case of 10 bolts, 20 gp.

SPECIAL TRAITS

Trapfinding The outlaw adds +1 to Perception checks to find traps, and to Disable Device checks. The brigand can use Disable Device checks to disable magical traps. These features are already noted above.

Evasion If the outlaw makes a successful Reflex save against an effect that deals half damage on a save, the outlaw takes no damage. The outlaw must be wearing light or no armor, and must not be helpless. This feature is not included above, as the outlaw is wearing medium armor.

Bleeding Attack When dealing sneak attack damage, the outlaw also causes 1 point of damage each round from bleeding. The target takes this damage at the beginning of each of their turns. The bleeding can be stopped by a DC

15 Heal check or the application of any effect that heals hit point damage. Bleeding does not stack with itself, and bypasses any damage reduction the creature might possess.

ABOUT BLACKFORD DESPERADOS

This stat block represents an elite Blackford bandit, a champion of thievery and of fighting.

BLACKFORD THUG

HUMAN WARRIOR 3 CR 1 (XP 400)

N Medium humanoid (human)

Init +4; **Senses** Perception -1

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)
hp 18 (3d10+3)

Fort +4, **Ref** +1, **Will** +0

OFFENSE

Speed 20 ft.

Melee longsword +5 (1d8+1/19-20)

Ranged light crossbow +2 (1d8/19-20)

SPECIAL ACTIONS

Free Quick Draw (normal)
draw a weapon

Move Quick Draw (concealed)
draw a concealed weapon

STATISTICS

Str 13, **Dex** 11, **Con** 12, **Int** 10, **Wis** 09, **Cha** 08

Base Atk +3; **CMB** +4; **CMD** 14

Feats: Improved Initiative, Quick Draw, Weapon Focus (longsword)

Skills Handle Animal +5, Intimidate +5, Ride +0

Languages Common, Orc

Gear chainmail, heavy steel shield, longsword, light crossbow, case of 10 bolts, 20 gp.

ABOUT BLACKFORD THUGS

This stat block represents a slightly advanced Blackford bandit, more interested in mixing it up in melee, and capable of protecting the weaker bandits.



CERES THE CRUEL, BANE OF BLACKFORD

This woman's blue eyes peer at you from behind a heavy helmet's visor. She is clad in heavy plate mail, making her seem to be a wall of metal. Her voice, barking profanities, seems to have a strange, childlike lilt.

HUMAN WARRIOR 3/FIGHTER 3 CR 5 (XP 1,600)

NE Medium humanoid (human)

Init -1 (-1 Dex); **Senses** Perception +0

DEFENSE

AC 20, touch 9, flat-footed 20 (+9 armor, +2 shield, -1 Dex)

hp 42 (6d10+9)

Fort +7, **Ref** +1, **Will** +2

OFFENSE

Speed 20 ft.

Melee masterwork longsword +11 (1d8+3/17-20)

Melee Great Cleave

longsword attack +11 (1d8+3/17-20), if it hits use this attack again on a creature adjacent to the previous target, continuing until you miss or there are no targets. -2 to AC until your next turn.

Ranged masterwork longbow +6 (1d8/x3)

SPECIAL ACTIONS

Standard Power Attack

masterwork longsword +9 (1d8+7/17-20)

Standard Drink *potion of cure light wounds*
1d8+1 healing

STATISTICS

Str 16, **Dex** 9, **Con** 12, **Int** 8, **Wis** 11, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 18

Feats Improved Critical, Power Attack, Toughness, Weapon Focus, Cleave, Great Cleave

Skills Intimidate +9, Ride +8

Languages Common, Elven

Combat Gear *potion of cure light wounds*, **Gear**

masterwork longsword, masterwork longbow, full plate, heavy steel shield

SPECIAL TRAITS

Bravery Will save is +3 vs. Fear.

Armor Training Armor Check Penalty -5, Maximum Dex Bonus +2, can move at normal speed in medium armor

ABOUT CERES THE CRUEL

Ceres grew up in the Blackford region, and was a promising member of the town guard, until she tried to put down a young Vaclav with a group of town guard, after he was caught for murder. She betrayed the guards she was with, helping Vaclav

to slay them and escape, and escaped with him. She was lured by the promise of power and authority over the town, which she wanted to rule. She has gained this—Blackford's mayor now cowers in fear of her and her close ally, Nessi. Her minions have the run of the town, which is exactly what she wanted—to be in control. As second-in-command of the bandits, she is a little slow and dim, but is methodical and dispassionate in pursuing her goals. Heartless and remorseless, she pursues her own desire for control above all, with relentless logic.

GOBLINSPEAKER YAHRET OF THE WOODS

This tall, angular man has narrow brown eyes, straight neck-length black hair, and dark skin. He dresses in robes dirty and unkempt. His shoulders are adorned with wolf skulls.

HUMAN ADEPT 3/WIZARD 4 CR 6 (XP 2,400)

CE Medium humanoid (human)

Init +4; **Senses** Perception +4

DEFENSE

AC 18, touch 10, flat-footed 18 (+4 *mage armor*, +4 *shield*)

hp 31 (6d6+10)

Fort +2, **Ref** +2, **Will** +9

Active *Protection from Arrows* Spell

DR 10/magic against ranged attacks, up to 40 points absorbed

Active *Shield* Spell

Immune to *magic missile*.

OFFENSE

Speed 30 ft.

Melee masterwork spear +3 (1d8-1/×3)

Ranged masterwork sling +4 (1d4-1)

Standard cast *sleep* (10-ft. radius burst within 130 ft.) (1/day)

If 4 HD or less, **Will** save (DC 13) or become helpless until a standard action is taken to awaken the target.

Standard cast *burning hands* (15-ft. cone from the caster) (1/day)

3d4 fire damage and objects catch on fire (can extinguish as a full-round action); Reflex save (DC 13) for half damage.

Standard cast *magic missile* (up to two creatures within 150 ft. that are no more than 15 ft. apart) (1/day + 4 scrolls)

creates two missiles of force that deal 1d4+1 points of force damage each

SPECIAL ACTIONS

Swift Arcane Strike

+1 to damage from either the spear or the sling attack.

Standard Drink *potion of cure light wounds*

1d8+1 healing

Standard cast *obscuring mist* (cloud spreads out 20 ft from you in all directions) (1/day)

In the cloud, all creatures 5 feet away from each other have concealment (20% miss chance) from each other. Creatures farther away have total concealment (50% miss chance, and cannot locate by sight). The cloud is stationary. A moderate wind will disperse the cloud in 4 rounds, a strong wind in a single round. An effect that deals fire damage in the area burns away fog in areas they affect.

Standard cast *summon monster I* (1/day)

Summons a fiendish dire rat within 35 ft. for 4 rounds.

Standard cast *resist energy* (1/day)

Gain resist energy 10 against acid, cold, electricity, fire, or sonic.

STATISTICS

Str 9, **Dex** 11, **Con** 10, **Int** 14, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 12

Feats: Arcane Strike, Scribe Scroll, Combat Casting, Improved Initiative, Toughness

Skills: Arcana +12, Knowledge (Nature) +12, Spellcraft +12, Survival +12; Perception +4, Sense Motive +4, Concentration +5 (adept)/+6 (wizard) (+9/+10 to cast defensively or to cast while grappled)

Languages Common, Goblin, Elven

Combat Gear *potion of cure light wounds*, *scroll of magic missile* (× 4) **Gear** masterwork spear, masterwork sling, spellbook, component pouch, rat familiar, holy symbol

Typical Prepared Adept Spells

1st – *sleep*, *obscuring mist*, *burning hands*;
0 – *detect magic*, *read magic*, *light*

Typical Prepared Wizard Spells

2nd – *protection from arrows**, *resist energy*
1st – *mage armor**, *shield**, *summon monster I*, *magic missile*
0 – *message*, *mending*, *mage hand*, *prestidigitation*

SPECIAL TRAITS

Familiar Yahret's rat familiar (a clever, friendly thing named Yirmiyahu) has improved evasion, bestows Alertness on Yahret, has an empathic link with Yahret out to 1 mile, can share spells with Yahret, and can deliver touch spells cast by Yahret.

ABOUT GOBLINSPEAKER YAHRET

Yahret is being trained in magic by the goblins. He was simply a faith-healer in Blackford until the bandits needed a healer, and he eagerly joined them as a safe place to practice his art—away from the prying suspicious eyes of the common folk in Blackford. His spellbook was a gift from a goblin worg-rider

who looted it in turn from a caravan of apprentice mages she was involved in killing, and certain elite goblins have continued to educate him on the finer points of wizardly spellcasting, and have relied on him to break gnomish and elven codes on various magical items. He is quite paranoid, and uses magic mostly to protect himself from harm. He generally wants to use his arts for his own research, but knows that the goblin alliance is important to the bandits who have protected him, and so earns his keep by keeping contact with them.

NESSI, CAPTAIN OF THE GUARD

HUMAN WARRIOR 7 CR 5 (XP 1,600)

N Medium humanoid (human)

Init +3; **Senses** Perception +8

DEFENSE

AC 17, touch 9, flat-footed 17 (+7 armor, -1 Dex, +1 shield)

hp 59 (7d10+21)

Fort +7, **Ref** +1, **Will** +5

OFFENSE

Speed 20 ft.

Melee +1 longsword +10/+5 (1d8+2/19-20) or kukri +8/+3 (1d4+1/18-20)

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

TACTICS

During Combat If she sees an enemy approaching, the warrior fires her screaming bolt before entering melee. In melee, she uses Stand Still to prevent enemies from getting past her, giving her employer time to escape.

STATISTICS

Str 13, **Dex** 9, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 17

Feats Combat Reflexes, Improved Initiative, Iron Will, Stand Still, Weapon Focus (longsword)

Skills Intimidate +9, Perception +8, Sense Motive +8

Languages Common

Combat Gear potion of barkskin, potion of bear's endurance, potion of cure moderate wounds, screaming bolt, tanglefoot bag (2); **Other Gear** masterwork banded mail, masterwork light steel shield, +1 longsword, kukri, masterwork light crossbow with 20 bolts, masterwork manacles, 114 gp



LARCENOR, MAYOR OF BLACKFORD

MALE HUMAN ARISTOCRAT 2 CR 1/3 (XP 135)

N Medium humanoid (human)

Init -1; **Senses** Perception +6

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 5 (2d8-4)

Fort -2, **Ref** -1, **Will** +5

OFFENSE

Speed 30 ft.

Melee unarmed strike -2 (1d3-3 nonlethal)

STATISTICS

Str 5, **Dex** 8, **Con** 7, **Int** 14, **Wis** 12, **Cha** 14

Base Atk +1; **CMB** -2; **CMD** 7

Feats Skill Focus (Knowledge [local, nobility])

Skills Bluff +7, Diplomacy +7, Knowledge (local) +9, Knowledge (nobility) +9, Perception +6, Sense Motive +6

Languages Common, Elven

Other Gear noble livery worth 400 gp

TOWN GUARD

MALE OR FEMALE HUMAN WARRIOR 3 CR 2 (XP 600)

LN Medium humanoid (human)

Init +5; **Senses** Perception +7

DEFENSE

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

hp 22 (3d10+6)

Fort +5, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft. (20 ft. with armor)

Melee masterwork halberd +7 (1d10+3/x3)

Ranged masterwork light crossbow +5 (1d8/19-20)

STATISTICS

Str 14, **Dex** 12, **Con** 14, **Int** 12, **Wis** 14, **Cha** 9

Base Atk +3; **CMB** +5; **CMD** 15

Feats Alertness, Improved Initiative, Weapon Focus (halberd)

Skills Diplomacy +2, Knowledge (local) +4, Perception +7, Sense Motive +7

Languages Common, Dwarven

Combat Gear +1 banded mail, masterwork halberd, masterwork light crossbow with 20 bolts

ORC BODYGUARDS

ORC BARBARIAN 2 CR 1 (XP 400)

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 14, touch 11, flat-footed 15 (+5 armor, +1 Dex, -2 rage)

hp 23 (2d12+10)

Fort +7, **Ref** +0, **Will** +1

Defensive Abilities ferocity, uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee greataxe +9 (1d12+10/x3), bite +4 (1d4+3)

Ranged javelin +2 (1d6+7)

Special Attacks Rage (8 rounds/day), Rage powers (animal fury)

Base Statistics When not raging, the berserker's stats are **AC**16; **hp** 19; **Fort** +5, **Will** -1; **Melee** greataxe +7 (1d12+7/x3); **Ranged** javelin +2 (1d6+5); **Str** 20, **Con** 14, **CMB** +7, **CMD** 18

STATISTICS

Str 24, **Dex** 13, **Con** 18, **Int** 6, **Wis** 8, **Cha** 10

Base Atk +2; **CMB** +9; **CMD** 20

Feats Power Attack

Skills Intimidate +5, Survival +4

Languages Common, Orc

Special Qualities fast movement, weapon familiarity

Gear scale mail, greataxe, javelins (2)

OLEGKA, ORC EMISSARY

ORC ADEPT 3 CR 1 (XP 400)

CE Medium humanoid (orc)

Init -1; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 19 (3d6+9)

Fort +2, **Ref** +0, **Will** +3

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk morningstar +4 (1d8+2)

Ranged javelin +0 (1d6+2)

Spells Prepared (CL 3rd; concentration +3)

1st—*bless*, *cause fear* (DC 11)

0—*create water*, *guidance*, *touch of fatigue* (DC 10)

STATISTICS

Str 15, **Dex** 9, **Con** 12, **Int** 6, **Wis** 11, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 12

Feats Alertness, Light Armor Proficiency, Persuasive

Skills Diplomacy +0, Heal +4, Intimidate +5, Knowledge (history) +2

Languages Common, Orc

Special Qualities Summon familiar (toad), weapon familiarity

Combat Gear potions of cure light wounds (2);

Other Gear masterwork chain shirt, javelins (2), masterwork morningstar, spirit fetishes.

GELIK, GOBLIN DIPLOMAT

GOBLIN WARRIOR 1 CR 1/3 (XP 135)

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19-20)

Ranged short bow +4 (1d4/x3)

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; *Racial Modifiers* +4 Ride, +4 Stealth

Languages Goblin

VACLAV

HUMAN FIGHTER 8 CR 7 (XP 3,200)

N Medium humanoid

Init +6; **Senses** Perception +8

DEFENSE

AC 25, touch 12, flat-footed 25 (+10 armor, +2 Dex, +3 shield)

hp 80 (8d10+36)

Fort +10, **Ref** +5, **Will** +6; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 bastard sword +14/+9 (1d10+7/17-20) or spiked gauntlet +11/+6 (1d4+3)

Ranged javelin +10 (1d6+3)

Special Attacks weapon training (heavy blades +1)

STATISTICS

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

Base Atk +8; **CMB** +11; **CMD** 23

Feats Cleave, Improved Critical (bastard sword), Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Toughness, Vital Strike, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Intimidate +7, Knowledge (dungeoneering) +5, Perception +8, Profession (soldier) +5, Ride +8, Survival +10

Languages Common

Special Qualities armor training 2

Combat Gear potions of align weapon, cure light wounds (2), divine favor (2), shield of faith (2); **Other Gear** +1 full plate, +1 heavy steel shield, +1 bastard sword, spiked gauntlet, javelins (5), cloak of resistance +1, 40 gp

THE HALF-PINTS OF HALFPINT CHIEF BASYAK

FEMALE ORC FIGHTER 10 CR 9 (XP 6,400)

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 23, touch 12, flat-footed 22 (+10 armor, +1 deflection, +1 dodge, +1 natural)

hp 55 (10d10)

Fort +7, **Ref** +4, **Will** +4; +3 vs. fear

Defensive Abilities bravery +3, ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 guisarme +17/+12 (2d4+7/19-20/x3) or +1 spiked armor +16/+11 (1d6+5)

Ranged javelin +10/+5 (1d6+4)

Special Attacks weapon training (pole arms +2, close +1)

STATISTICS

Str 18, **Dex** 10, **Con** 8, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +10; **CMB** +14 (+16 trip); **CMD** 25 (27 vs. trip)

Feats Combat Expertise, Critical Focus, Dodge, Improved Critical (guisarme), Improved Trip, Intimidating Prowess, Leadership, Persuasive, Power Attack, Run, Toughness

Skills Diplomacy +11, Intimidate +22, Knowledge (History) +8, Knowledge (Local) +8, Perception +8, Ride +5, Survival +10

Languages Common, Dwarven, Elven, Orc

Special Qualities armor training 2, weapon familiarity

Combat Gear potion of cure moderate wounds;

Other Gear +1 full plate with +1 spikes, +1 guisarme, javelins (4), amulet of natural armor +1, cloak of resistance +1, ring of protection +1, 200 gp

SPECIAL ABILITIES

Leadership (Ex)

ORC SUBCHIEFS

MAKMIG THE UNDYING

DAKAM THE INEVITABLE

MALE ORC BARBARIAN 4 CR 3 (XP 800)

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60; Perception +5

Weakness light sensitivity

DEFENSE

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage)

hp 42 (4d12+16)

Fort +6, **Ref** +2, **Will** +3

Defensive Abilities ferocity, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee greataxe +11 (1d12+10)

Ranged throwing axe +5 (1d6+7)

Special Attacks rage 12 rounds/day, rage powers (knockback, powerful blow)

Base Stastics When not raging, a typical orc barbarian has the following statistics: **AC** 17, touch 11, flat-footed 16; **hp** 34 (4d12+8);

Fort +6, **Ref** +2, **Will** +1; **Melee** greataxe +9 (1d12+7); **Ranged** throwing axe +5 (1d6+5);

Str 20, **Con** 15, **Skills** Climb +8, Swim +5

STATISTICS

Str 24, **Dex** 12, **Con** 19, **Int** 8, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +9; **CMD** 20

Feats Power Attack, Cleave

Skills Climb +10, Intimidate +6, Knowledge (nature) +5, Perception +5, Survival +4, Swim +7

Languages Common, Orc

Special Qualities fast movement

ORC SHAMANS

KOREVA, SHAMAN OF STRENGTH

RITVA, SHAMAN OF SLAUGHTER

KWENNEG, SHAMAN OF VENGEANCE

ORC ADEPT 7

CR 5 (XP 1,600)

N Medium humanoid

Init -1; **Senses** Perception +1

DEFENSE

AC 12, touch 9, flat-footed 12 (+3 armor, -1 Dex)

hp 31 (7d6+7)

Fort +3, **Ref** +1, **Will** +6

OFFENSE

Speed 30 ft.

Melee mwk sickle +4 (1d6)

Adept Spells Prepared (CL 7th; concentration +8)

2nd—*cure moderate wounds*, *web* (DC 13)

1st—*bless*, *command* (DC 12), *cure light wounds*, *obscuring mist*

0—*guidance*, *stabilize*, *touch of fatigue* (DC 11)

STATISTICS

Str 10, **Dex** 8, **Con** 12, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +3; **CMD** 12

Feats Brew Potion, Combat Casting, Craft Wand, Improved Familiar, Self-Sufficient

Skills Craft (alchemy) +10, Heal +12, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nature) +6, Knowledge (religion) +6, Profession (herbalist) +10, Spellcraft +6, Survival +13

Languages Common, Ignan

Special Qualities summon familiar (smoke mephit)

Combat Gear wand of *burning hands* (CL 5, 50 charges), wand of *cure moderate wounds* (50 charges), alchemist's fire (2); **Other Gear** masterwork studded leather, masterwork sickle, wooden holy symbol, 4 gp

ORC LEADER

MALE ORC BARBARIAN 4

CR 3 (XP 800)

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60; Perception +5

Weakness light sensitivity

DEFENSE

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage)

hp 42 (4d12+16)

Fort +6, **Ref** +2, **Will** +3

Defensive Abilities ferocity, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee greataxe +11 (1d12+10)

Ranged throwing axe +5 (1d6+7)

Special Attacks rage 12 rounds/day, rage powers (knockback, powerful blow)

Base Stastics When not raging, a typical orc barbarian has the following statistics: **AC** 17, touch 11, flat-footed 16; **hp** 34 (4d12+8); **Fort** +6, **Ref** +2, **Will** +1; **Melee** greataxe +9 (1d12+7); **Ranged** throwing axe +5 (1d6+5); **Str** 20, **Con** 15, **Skills** Climb +8, Swim +5

STATISTICS

Str 24, **Dex** 12, **Con** 19, **Int** 8, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +9; **CMD** 20

Feats Power Attack, Cleave

Skills Climb +10, Intimidate +6, Knowledge (nature) +5, Perception +5, Survival +4, Swim +7

Languages Common, Orc

Special Qualities fast movement

ORCISH BODYGUARDS

ORC BARBARIAN 2

CR 1 (XP 400)

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 14, touch 11, flat-footed 15 (+5 armor, +1 Dex, -2 rage)

hp 23 (2d12+10)

Fort +7, **Ref** +0, **Will** +1

Defensive Abilities ferocity, uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee greataxe +9 (1d12+10/×3), bite +4 (1d4+3)

Ranged javelin +2 (1d6+7)

Special Attacks Rage (8 rounds/day), Rage powers (animal fury)

Base Statistics When not raging, the berserker's stats are AC16; **hp** 19; **Fort** +5, **Will** -1; **Melee** greataxe +7 (1d12+7/×3); **Ranged** javelin +2 (1d6+5); **Str** 20, **Con** 14, **CMB** +7, **CMD** 18

STATISTICS

Str 24, **Dex** 13, **Con** 18, **Int** 6, **Wis** 8, **Cha** 10

Base Atk +2; **CMB** +9; **CMD** 20

Feats Power Attack

Skills Intimidate +5, Survival +4

Languages Common, Orc

Special Qualities fast movement, weapon familiarity

Gear scale mail, greataxe, javelins (2)

ORCS

ORC WARRIOR 1 CR 1/3 (XP 135)

CE Medium humanoid

Init +0; **Senses** darkvision 60 ft.; Perception -1

Weakness light sensitivity

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 6 (1d10+1)

Fort +3, **Ref** +0, **Will** -1

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee falchion +5 (2d4+4/18-20)

Ranged javelin +1 (1d6+3)

STATISTICS

Str 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 14

Feats Weapon Focus (falchion)

Skills Intimidate +2

Languages Common, Orc

Special Qualities weapon familiarity

SPECIAL ABILITIES

Ferocity (Ex) An orc remains conscious and can continue fighting even if its hit point total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

OGRE MERCENARIES

OGRE CR 3 (XP 800)

CE Large humanoid (giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)

hp 30 (4d8+12)

Fort +6, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatclub +7 (2d8+7)

Ranged javelin +1 (1d8+5)

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

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 18

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Languages Giant

JUNOG, OGRE LEADER

ADVANCED OGRE CR 4 (XP 1,200)

CE Large humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 21, touch 10, flat-footed 20 (+4 armor, +1 Dex, +7 natural, -1 size)

hp 38 (4d8+16)

Fort +8, **Ref** +2, **Will** +5

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatclub +9 (2d8+10)

Ranged javelin +3 (1d8+7)

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

STATISTICS

Str 25, **Dex** 12, **Con** 19, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +3; **CMB** +11; **CMD** 22

Feats Iron Will, Toughness

Skills Climb +11, Perception +9

Languages Giant

VYSWAVA, DWARF CAPTIVE

MALE DWARF WARRIOR 1 CR 1/2 (XP 200)

LN medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 10, touch 10, flat-footed 10

hp 8 (1d10+3)

Fort +4, **Ref** +0, **Will** +1; +2 vs. poison, spells and spell-like abilities

OFFENSE

Speed 20 ft.

Melee unarmed strike +2 (1d3+1 nonlethal)

STATISTICS

Str 13, **Dex** 11, **Con** 14, **Int** 9, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 12 (16 vs. bull rush and trip attempts)

Feats Weapon Focus (Dwarven Waraxe)

Skills Craft (Blacksmith) +3

Languages Common, Dwarven

FLIP

MALE HALFLING PALADIN 7 CR 6 (XP 2,400)

LG Small humanoid (halfling)

Init +2; **Senses** Perception +5

Aura courage (10 ft.)

DEFENSE

AC 23, touch 13, flat-footed 21 (+7 armor, +2 Dex, +3 shield, +1 size)

hp 60 (7d10+17)

Fort +10, **Ref** +8, **Will** +8; +2 vs. fear

Immune disease, fear

OFFENSE

Speed 15 ft.

Melee +1 lance +14/+9 (1d6+5/×3) or mwk longsword +13/+8 (1d6+4/19–20)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Special Attacks channel positive energy (DC 16, 4d6), smite evil 3/day (+3 attack and AC, +7 damage)

Paladin Spell-Like Abilities (CL 7th; concentration +10)

At will—*detect evil*

Paladin Spells Prepared (CL 4th; concentration +7)

2nd—*bull's strength*

1st—*bless weapon, divine favor*

TACTICS

Base Statistics Without *bull's strength*, the paladin's statistics are **Melee** +1 lance +12/+7 (1d6+3/×3) or mwk longsword +11/+6 (1d6+2/19–20); **Str** 14; **CMB** +8; **CMD** 20; **Skills** Climb +0.

STATISTICS

Str 18, **Dex** 14, **Con** 13, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +7; **CMB** +10; **CMD** 22

Feats Mounted Combat, Ride-By Attack, Toughness, Weapon Focus (lance)

Skills Acrobatics +0 (–4 when jumping), Climb +2, Heal +7, Perception +5, Ride +8 (+10 to stay in the saddle), Survival +1

Languages Common, Halfling

Special Qualities aura, code of conduct, divine bond (mount), lay on hands (3d6, 6/day), mercies (dazed, shaken)

Combat Gear potion of aid, potion of shield of faith; **Other Gear** +1 breastplate, +1 heavy steel shield, +1 lance, masterwork longsword, silver holy symbol, exotic military saddle, 420 gp



MARA, MAYOR OF HALFPOINT

FEMALE HUMAN ARISTOCRAT 3CR 1 (XP 400)

LE Medium humanoid (human)

Init +0; **Senses** Perception +2

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)

hp 10 (3d8–3)

Fort +0, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk longsword +2 (1d8–1/19–20)

STATISTICS

Str 8, **Dex** 10, **Con** 9, **Int** 11, **Wis** 14, **Cha** 13

Base Atk +2; **CMB** +1; **CMD** 11

Feats Noble Scion, Persuasive, Skill Focus (Sense Motive)

Skills Bluff +7, Diplomacy +8, Intimidate +9, Knowledge (nobility) +6, Knowledge (religion) +4, Linguistics +4; Perform (dance) +6, Sense Motive +11

Languages Common, Elven, Infernal

Gear leather armor, masterwork longsword, elixir of love, jewelry (worth 150 gp), noble's outfit

SPECIAL ABILITIES

Feat (Ex) This scion has the Noble Scion feat, which gives Infernal as a bonus language.

JOLA

HALFLING RANGER 2 CR 1 (XP 400)

LN Small humanoid (halfling)

Init +3; **Senses** Perception +8

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

hp 15 (2d10)

Fort +4, **Ref** +7, **Will** +2; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee short sword +4 (1d4+1/19–20)

Ranged mwk shortbow +7 (1d4/×3)

Special Attacks favored enemy (fey +2)

STATISTICS

Str 12, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 15

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +7 (+3 when jumping), Climb +8, Diplomacy +1, Intimidate +4, Knowledge (geography, nature) +5, Knowledge (local) +2, Perception +8, Stealth +12, Survival +6, Swim +5

Languages Common, Halfling

Special Qualities track +1, wild empathy +2

Combat Gear potion of cure light wounds, tanglefoot bags (2), thunderstone; **Other Gear** masterwork studded leather, masterwork shortbow with 20 arrows, short sword, 84 gp

HALFPOINT TOWN GUARD

HUMAN WARRIOR 2 CR 1/3 (XP 200)

NG Medium humanoid

Init +0; **Senses** Perception +3

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 21 (2d10+6)

Fort +5, **Ref** +0, **Will** -1

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+1/19-20)

Ranged longbow +2 (1d8/x3)

STATISTICS

Str 13, **Dex** 11, **Con** 14, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 13

Feats Alertness, Weapon Focus (longsword)

Skills Intimidate +4, Perception +3, Ride +3, Sense Motive +3

Languages Common, Varisian

Gear chain shirt, longbow with 20 arrows, longsword

THE GOBLIN WAR HOBGOBLIN MERCENARIES

HOBGOBLIN FIGHTER 1 CR 1/2 (XP 200)

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 17 (1d10+6)

Fort +5, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+2/19-20)

Ranged longbow +3 (1d8/x3)

STATISTICS

Str 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 15

Feats Toughness, Weapon Focus (longsword)

Skills Perception +2, Stealth +5; *Racial Modifiers* +4 Stealth

Languages Common, Goblin

BUGBEAR MERCENARIES

MALE BUGBEAR RANGER 1 CR 3 (XP 800)

CE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., scent; Perception +1

DEFENSE

AC 18, touch 13, flat-footed 15 (+2 armor, +3 Dex, +3 natural)

hp 39 (3d8+10+1 favored class+16)

Fort +7, **Ref** +8, **Will** +2

OFFENSE

Speed 30 ft.

Melee heavy flail +7 (1d10+6/19-20)

Ranged mwk composite longbow +7 (1d8+4/x3)

Special Attacks favored enemy (elf +2)

STATISTICS

Str 18, **Dex** 17, **Con** 18, **Int** 8, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +7; **CMD** 20

Feats Point Blank Shot, Weapon Focus (longbow)

Skills Stealth +13, Survival +8; *Racial Bonus* +2 Intimidate, +4 Stealth

Special Qualities stalker, track +1, wild empathy +0

Languages Common, Goblin

Combat Gear potion of cure moderate wounds; **Other Gear** studded leather armor, heavy flail, masterwork composite longbow (+4 Strength) with 20 arrows and 4 +1 elf-bane arrows, 4 pp

SPECIAL ABILITIES

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

GOBLIN JAILER

MALE GOBLIN RANGER 3 CR 2 (XP 600)

CE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 20, touch 16, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 size)

hp 27 (3d10+6)

Fort +4, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft.

Melee spear +5 (1d6+1)

Ranged mwk composite longbow +9 (1d6+1/x3)

Special Attacks favored enemy (humans +2)

STATISTICS

Str 13, **Dex** 18, **Con** 13, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 18

Feats Dodge, Endurance, Point-Blank Shot, Rapid Shot

Skills Handle Animal +5, Intimidate +5, Perception +7, Ride +13, Stealth +17

Languages Goblin

Special Qualities favored terrain (swamp +2), track +1, wild empathy +2

Combat Gear +1 animal bane arrows (5), potions of cure light wounds (2), skyrocket fireworks (2);

Other Gear masterwork chain shirt, masterwork composite longbow with 6 arrows, spear, 32 gp

GOBLIN TROOPERS

MALE MUTATED GOBLIN FIGHTER 2 CR 2 (XP 600)

CE Medium humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 26 (2d10+11); fast healing 1

Fort +6, **Ref** +2, **Will** -1

Immune acid, mind-affecting effects, paralysis, poison

OFFENSE

Speed 30 ft.

Melee +1 longsword +3 (1d8+5/19-20), mwk handaxe +3 (1d6+2/×3), silver dagger +2 (1d4+1/19-20)

Special Attacks breath weapon

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 3, **Wis** 8, **Cha** 10

Base Atk +2; **CMB** +6; **CMD** 18

Feats Great Fortitude, Improved Initiative, Toughness

Skills Intimidate +5

Languages Common, Goblin

Gear +1 longsword, masterwork handaxe, silver dagger

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, the trooper can spew a 20-foot line of foul-smelling and acidic blood from his mouth, dealing 2d4 points of acid damage to all creatures struck (Reflex DC 13 halves). A creature that takes damage from the foul-smelling acid must also make a DC 13 Fortitude save or be nauseated for 1 round. The save DCs are Constitution-based.

GOBLIN GUARDS

GOBLIN FIGHTER 1

CR 1/2 (XP 200)

NE Small humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 17, touch 12, flat-footed 16 (+5 armor, +1 Dex, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +1, **Will** +2

OFFENSE

Speed 20 ft.

Melee longspear +3 (1d6+1/×3) or short sword +3 (1d4+1/19-20)

Ranged shortbow +3 (1d4/×3)

STATISTICS

Str 13, **Dex** 12, **Con** 13, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** +1; **CMD** 12

Feats Improved Initiative, Quick Draw

Skills Craft (armor) +4, Handle Animal +4, Knowledge (geography) +1, Ride +5, Stealth +5

Languages Goblin

Combat Gear tanglefoot bags (2); **Other Gear** scale mail, longspear, shortbow with 20 arrows, short sword, sack of dead rats, long stick, length of string

GOBLINS

GOBLIN WARRIOR 1

CR 1/3 (XP 135)

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19-20)

Ranged short bow +4 (1d4/×3)

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; *Racial Modifiers* +4 Ride, +4 Stealth

Languages Goblin

WOLVES

WOLF

CR 1 (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

MEDIUM MONSTROUS SPIDERS

GIANT SPIDER

CR 1 (XP 400)

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural armor)

hp 16 (3d8+3)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attacks web (+5 ranged, DC 12, **hp** 2)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); *Racial Modifiers* +4 Perception, +4 Stealth (+8 in webs), +16 Climb

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save **Fort** DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

DOWN THE HATCH

OGRES

OGRE

CR 3 (XP 800)

CE Large humanoid (giant)

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, –1 Dex, +5 natural, –1 size)

hp 30 (4d8+12)

Fort +6, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatclub +7 (2d8+7)

Ranged javelin +1 (1d8+5)

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

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 18

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Languages Giant

OGRE LEADERS

ADVANCED OGRE

CR 4 (XP 1,200)

CE Large humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 21, touch 10, flat-footed 20 (+4 armor, +1 Dex, +7 natural, –1 size)

hp 38 (4d8+16)

Fort +8, **Ref** +2, **Will** +5

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatclub +9 (2d8+10)

Ranged javelin +3 (1d8+7)

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

STATISTICS

Str 25, **Dex** 12, **Con** 19, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +3; **CMB** +11; **CMD** 22

Feats Iron Will, Toughness

Skills Climb +11, Perception +9

Languages Giant

AAVARG, FRIENDLY TROLL

ROCK TROLL CR 6 (XP 2,400)

CE Large humanoid (earth, giant)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 80 (7d8+49); regeneration 5 (acid or sonic)

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

Weaknesses sunlight petrification

OFFENSE

Speed 30 ft.

Melee bite +11 (1d8+7), 2 claw +12 (1d6+7)

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

Special Attacks rend (2 claws, 1d6+9)

STATISTICS

Str 25, **Dex** 12, **Con** 24, **Int** 5, **Wis** 9, **Cha** 6

Base Atk +5; **CMB** +13; **CMD** 24

Feats Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (claw)

Skills Climb +11, Intimidate +10, Perception +6

Languages Giant

SPECIAL ABILITIES

Sunlight Petrification (Ex) A rock troll that is exposed to natural sunlight is staggered and must make a DC 20 Fortitude save each round to resist permanently turning to stone. A stone to flesh spell (or similar effect) restores a petrified rock troll, but if it remains exposed to sunlight, it must immediately start making new Fortitude saves to avoid petrification. Spells like sunbeam or sunburst that create powerful natural sunlight cannot petrify a rock troll, but the troll is staggered for 1d4 rounds after being exposed to such an effect.

YOOG, OGRE CHIEFTAIN

HALF-FIEND ADVANCED OGRE CR 5 (XP 1,600)

CE Large outsider (native)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 24, touch 12, flat-footed 11 (+4 armor, +3 Dex, +8 natural, -1 size)

hp 54 (4d8+24)

Fort +10, **Ref** +2, **Will** +7

DR 5/magic; **Immune** poison; **Resist** Acid 10, Cold 10, Electricity 10, Fire 10; **SR** 16

OFFENSE

Speed 30 ft. (40 ft. base), fly 60 ft. (good) (80 ft. base)

Melee greatclub +11 (2d8+12), bite +4 (1d8+4)

Ranged javelin +5 (1d8+9)

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

Special Attacks *smite good* 1/day

Spell-Like Abilities (CL 4th)

3/day – *darkness*;

1/day – *desecrate*

STATISTICS

Str 29, **Dex** 16, **Con** 23, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +3; **CMB** +13; **CMD** 26

Feats Iron Will, Toughness

Skills Acrobatics +8, Climb +13, Fly +9, Intimidate +5, Perception +11, Sense Motive +8

Languages Giant

A GREAT POISON

GIANT BLACK WIDOW SPIDERS

AWAKENED GIANT SPIDER CR 3 (XP 800)

NE Large magical beast (augmented vermin)

Init +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 16, touch 12, flat-footed 13 (+2 Dex, +4 natural, +1 dodge, -1 size)

hp 52 (7d8+21)

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

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d8+6 plus poison)

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

Special Attacks web (+4 ranged, DC 20, 7 hp)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 10, **Wis** 10, **Cha** 4

Base Atk +3; **CMB** +8; **CMD** 20 (32 vs. trip)

Skills Climb +30, Perception +4, Stealth +12 (+16 webs); **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth (+8 webs)

Feats Iron Will, Improved Initiative, Dodge

Languages Sylvan

SPECIAL ABILITIES

Poison (Ex) Bite – injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d3 Con and staggered; cure 2 saves. Save DC is Con-based with a +2 racial bonus.

Strong Webs (Ex) A black widow's webs gain a +4 bonus to the DC to break or escape.

GIANT BLACK WIDOW ROGUES

AWAKENED GIANT SPIDER ROGUE 1 CR 4 (XP 1,200)

NE Large magical beast (augmented vermin)

Init +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 19, touch 12, flat-footed 16 (+2 Dex, +4 natural, +1 dodge, +3 wooden armor, -1 size)

hp 60 (8d8+24)

Fort +7, **Ref** +5, **Will** +3

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d8+6 plus poison)

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

Special Attacks web (+4 ranged, DC 21, 8 hp), sneak attack +1d6

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 10, **Wis** 10, **Cha** 4

Base Atk +3; **CMB** +8; **CMD** 20 (32 vs. trip)

Skills Climb +31, Perception +10, Sealth +13 (+17 webs); **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth (+8 webs)

Feats Iron Will, Improved Initiative, Dodge

Languages Sylvan

SPECIAL ABILITIES

Poison (Ex) Bite – injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d3 Con and staggered; cure 2 saves. Save DC is Con-based with a +2 racial bonus.

Strong Webs (Ex) A black widow's webs gain a +4 bonus to the DC to break or escape.

Sneak Attack (Ex) The black widow's attack deals +1d6 precision damage any time her target would be denied a Dexterity bonus to AC, or when the black widow flanks a target. This damage is not multiplied on a critical hit. The black widow must be able to see the target well enough to pick out a vital spot, and must be able to reach such a spot. The spider cannot sneak attack while striking a creature with concealment.

Trapfinding (Ex) The black widow adds +1 to Perception checks made to locate traps, and to Disable Device checks. The black widow can use Disable Device to disarm magic traps.

GIANT BLACK WIDOW SORCERER

AWAKENED GIANT SPIDER SORCERER 1 CR3 (XP 800)

NE Large magical beast (augmented vermin)

Init +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 16, touch 12, flat-footed 13 (+2 Dex, +4 natural, +1 dodge, -1 size)

hp 52 (7d8+21)

Fort +7, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d8+6 plus poison)

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

Special Attacks web (+4 ranged, DC 20, 7 hp), Touch of Tears

Spells

1st (3/day)—Sleep (DC 15), *Hypnotism* (DC 15)

0-Level—*Daze* (DC 14), *Mending*, *Touch of Fatigue* (DC 12), *Ghost Sound*

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 10, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +8; **CMD** 20 (32 vs. trip)

Skills Climb +31, Perception +4, Sealth +13 (+17 webs); **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth (+8 webs)

Feats Iron Will, Improved Initiative, Dodge

Languages Sylvan

SPECIAL ABILITIES

Ancient Lingeage (Su) These sorcerers are the daughters of Sheeltielle, and share her ancient lineage. Their Charisma is increased by 10.

Poison (Ex) Bite – injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d3 Con and staggered; cure 2 saves. Save DC is Con-based with a +2 racial bonus.

Strong Webs (Ex) A black widow's webs gain a +4 bonus to the DC to break or escape.

Touch Of Tears (Sp) Five times per day, with a touch attack, a spider-sorcerer can cause a creature to shriek and weep uncontrollably. The afflicted creature can only take a move action on its next turn, though it can defend itself normally. A creature hit by this attack is immune to being hit with it again for 24 hours. This is a mind-affecting effect

SHEELTIELLE

AWAKENED SPIDER ROGUE 1/SORCERER 1 CR5 (XP 1,600)

NE Large magical beast (augmented vermin)

Init +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 16, touch 12, flat-footed 13 (+2 Dex, +4 natural, +1 dodge, -1 size)

hp 66 (8d8+24 plus 1d6+3)

Fort +7, **Ref** +5, **Will** +5

OFFENSE

Speed 30 ft., climb 30 ft.

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

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

Special Attacks web (+4 ranged, DC 21, 8 hp),
Touch of Tears, sneak attack +1d6

Spells

1st (3/day) — *Sleep* (DC 15), *Hypnotism* (DC 15)

0-Level — *Daze* (DC 14), *Mending*, *Touch of Fatigue* (DC 12), *Ghost Sound*

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 10, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +8; **CMD** 20 (32 vs. trip)

Skills Climb +31, Perception +11, Stealth +14
(+18 webs); **Racial Modifiers** +8 Climb, +4
Perception, +4 Stealth (+8 webs)

Feats Dodge, Eschew Materials^B, Improved
Initiative, Iron Will, Weapon Focus (bite)

Languages Sylvan

SPECIAL ABILITIES

Ancient Lingeage (Su) Due to Sheeltielle's unique
nature and ties to ancient forces, her Charisma is
increased by 10.

Touch Of Tears (Sp) Five times per day, with a touch
attack, Sheeltielle can cause a creature to shriek
and weep uncontrollably. The afflicted creature can
only take a move action on its next turn, though
it can defend itself normally. A creature hit by this
attack is immune to being hit with it again for 24
hours. This is a mind-affecting effect.

Poison (Ex) Bite – injury; *save* Fort DC 18;
frequency 1/round for 6 rounds; *effect* 1d3 Con
and staggered; *cure* 2 saves. Save DC is Con-
based with a +2 racial bonus.

Strong Webs (Ex) A black widow's webs gain a +4
bonus to the DC to break or escape.

Trapfinding (Ex) The black widow adds +1 to
Perception checks made to locate traps, and to
Disable Device checks. The black widow can use
Disable Device to disarm magic traps.

TROLLWOOD

TROLLS

TROLL

CR 5 (XP 1,600)

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision,
scent; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14; (+2 Dex, +5
natural, -1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

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

Special Attacks rend (2 claws, 1d6+7)

STATISTICS

Str 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 22

Feats Intimidating Prowess, Iron Will, Skill Focus
(Perception)

Skills Intimidate +9, Perception +8

Languages Giant

TROLL FIGHTERS

MALE TROLL FIGHTER 5

CR 10 (XP 9,600)

CE Large Humanoid (Giant)

Init +7; **Senses** darkvision 60 ft., low-light vision;
Perception +19

DEFENSE

AC 26, touch 13, flat-footed 22 (+8 armor, +3 Dex,
+1 dodge, +5 natural, -1 size)

hp 147 (6d8+5d10+5 favored class +88);
Regeneration 5 (fire or acid)

Fort +17, **Ref** +6, **Will** +5; +1 vs. fear

Defensive Abilities Bravery +1

OFFENSE

Speed 30 ft.

Melee +2 ranseur +20/+15 (2d6+17) and bite +14
(1d6+4) or bite +16 (1d6+8) and 2 claws +16 (1d6+8)

Space 10 ft.; **Reach** 10 ft. (15 ft. with +2 ranseur)

Special Attacks rend (2 claws, 1d6+8), weapon
training +1 (pole arms)

STATISTICS

Str 26, **Dex** 14, **Con** 23, **Int** 4, **Wis** 11, **Cha** 6

Base Atk +9; **CMB** +19; **CMD** 31 (32 vs. disarm & sunder)

Feats Dodge, Improved Initiative, Iron Will,
Multiattack, Power Attack, Skill Focus (Perception),
Vital Strike, Weapon Focus (ranseur), Weapon
Specialization (ranseur)

Skills Climb +10, Perception +19

Languages Giant

Special Qualities Armor Training 1

Gear +2 breastplate, +2 ranseur

TROLL ELDER

ADVANCED TROLL

CR 6 (XP 2,400)

CE Large humanoid (giant)

Init +4; **Senses** darkvision 60 ft., low-light vision,
scent; Perception +13

DEFENSE

AC 20, touch 13, flat-footed 16 (+4 Dex, +7 natural, -1 size)
hp 75 (6d8+48); regeneration 5 (acid or fire)
Fort +13, **Ref** +6, **Will** +5

OFFENSE

Speed 30 ft.
Melee bite +10 (1d8+7), 2 claws +8 (1d6+7)
Ranged large heavy crossbow +7 (2d8/19–20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 1d6+10)

STATISTICS

Str 25, **Dex** 18, **Con** 27, **Int** 10, **Wis** 13, **Cha** 10
Base Atk +4; **CMB** +12; **CMD** 26
Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)
Skills Intimidate +16, Perception +13
Languages Giant
Gear large heavy crossbow with 20 bolts

CAVE GIANT SUPERVISORS

CAVE GIANT BARBARIAN 1 CR 7 (XP 3,200)

CE Large humanoid (giant)
Init +0; **Senses** darkvision 120 ft., low-light vision; Perception +5

DEFENSE

AC 19, touch 9, flat-footed 19 (+4 armor, +6 natural, -1 size)
hp 76 (9d8+27 plus 1d12+3)
Fort +11, **Ref** +3, **Will** +3
Defensive Abilities ferocity, rock catching
Weaknesses light sensitivity

OFFENSE

Speed 50 ft. (40 ft. in armor)
Melee battleaxe +13/+8 (2d6+9/x3) or 2 slams +12 (1d8+6)
Ranged rock +5 (1d8+6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rock throwing (100 ft.)

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 6, **Wis** 10, **Cha** 7
Base Atk +7; **CMB** +14; **CMD** 24
Feats Cleave, Improved Sunder, Power Attack, Vital Strike, Weapon Focus (battleaxe)
Skills Climb +7, Intimidate +7, Perception +6
Special Qualities Axe Wielder, Rage

SPECIAL ABILITIES

Axe Wielder (Ex) Cave giants are proficient with handaxes, battleaxes, and greataxes
Rage (Ex) Cave giant supervisors can rage for 7 rounds each day. The cave giant refreshes these rounds after resting for 8 hours. Entering the rage is a free action. While in rage, the cave giant gains a +4 bonus to Strength (granting +2 to attack and damage rolls) and Constitution (granting an extra 20 hp), a +2 bonus to Will saves, and a -2 penalty to AC. After a rage ends, the cave giant is fatigued for a number of rounds equal to double the number of rounds spent in the rage. While fatigued or exhausted, the cave giant cannot enter rage. If the cave giant falls unconscious, his rage immediately ends, placing him in peril of death.

OF THE BIG AND THE SMALL CAVE GIANTS

CAVE GIANT

CR 6 (XP 2,400)

CE Large humanoid (giant)
Init +0; **Senses** darkvision 120 ft., low-light vision; Perception +5

DEFENSE

AC 19, touch 9, flat-footed 19 (+4 armor, +6 natural, -1 size)
hp 67 (9d8+27)
Fort +9, **Ref** +3, **Will** +3
Defensive Abilities ferocity, rock catching
Weaknesses light sensitivity

OFFENSE

Speed 40 ft. (30 ft. in armor)
Melee battleaxe +12/+7 (2d6+9/x3) or 2 slams +11 (1d8+6)
Ranged rock +5 (1d8+6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rock throwing (100 ft.)

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 6, **Wis** 10, **Cha** 7
Base Atk +6; **CMB** +13; **CMD** 23
Feats Cleave, Improved Sunder, Power Attack, Vital Strike, Weapon Focus (battleaxe)
Skills Climb +6, Intimidate +7, Perception +5
Special Qualities axe wielder

SPECIAL ABILITIES

Axe Wielder (Ex) All cave giants are proficient with handaxes, battleaxes, and greataxes.

MONITOR LIZARDS

MONITOR LIZARD

CR 2 (XP 600)

N Medium animal

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

DEFENSES

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 22 (3d8+9)

Fort +8, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +5 (1d8+4 plus grab and poison)

STATISTICS

Str 17, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 17 (21 vs. trip)

Feats Great Fortitude, Skill Focus (Perception)

Skills Climb +7, Perception +8, Stealth +10 (+14 in undergrowth), Swim +11; *Racial Modifiers* +4 Stealth (+8 in undergrowth)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 14; onset 1 minute; frequency 1/hour for 6 hours; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based.

SHADOW DEMON

SHADOW DEMON

CR 7 (XP 3,200)

CE Medium outsider; (chaotic, demon, evil, extraplanar, incorporeal)

Init +8; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 deflection, +4 Dex)

hp 59 (7d10+21)

Fort +5, **Ref** +11, **Will** +7

Defensive Abilities incorporeal; **DR** 10/cold iron or good; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 17

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)

Special Attacks pounce, sprint, shadow blend

Spell-Like Abilities (CL 10th)

At will—*deeper darkness*, *fear* (DC 18), *greater teleport* (self only) *telekinesis* (DC 19)

3/day—*shadow conjuration* (DC 18), *shadow evocation* (DC 19)

1/day—*magic jar* (DC 19), *summon* (level 3, 1 shadow demon 50%)

STATISTICS

Str —, **Dex** 18, **Con** 17, **Int** 14, **Wis** 14, **Cha** 19

Base Atk +7; **CMB** +11; **CMD** 25

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes

Skills Acrobatics +14, Bluff +14, Fly +22, Knowledge (local) +12, Knowledge (planes) +12, Perception +20, Sense Motive +12, Stealth +14; *Racial Modifiers* +8 Perception

Languages Abyssal, Common; telepathy 100 ft.

SPECIAL ABILITIES

Sprint (Ex) Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.

Shadow Blend (Su) During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sunlight Powerlessness (Ex) A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunburst* spell while possessing a creature, the shadow demon is driven out of its host automatically.

SPECTRES

SPECTRE

CR 7 (XP 3,200)

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +17

Aura unnatural aura (30 ft.)

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex)

hp 52 (8d8+16)

Fort +4, **Ref** +5, **Will** +9

Defensive Abilities incorporeal, channel resistance +2

Weaknesses resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +10 (1d8 plus energy drain)

Special Attacks create spawn, energy drain (2 levels, DC 16)

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 15

Base Atk +6; **CMB** +6; **CMD** 21

Feats Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus

Skills Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

Languages Common

SPECIAL ABILITIES

Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Both wild and domesticated animals can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

DIG DEEP

AZAZIZ, BABAU ASSASSIN

BABAU ASSASSIN 1 CR 7 (XP 3,200)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., see invisibility; Perception +19

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 82 (7d10+35 plus 1d8+5)

Fort +10, **Ref** +7, **Will** +5

Defensive Abilities protective slime

DR 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7/x3), bite +7 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks sneak attack +3d6

Spell-Like Abilities (CL 7th)

Constant – see *invisibility*

At will – *darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs of objects only)

1/day – *summon* (level 3, 1 babau at 40%)

STATISTICS

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 23

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +13, Disable Device +11, Disguise +10, Escape Artist +11, Perception +20, Sense Motive +11, Stealth +13; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

Death Attack (Ex) If Azaziz studies his victim without being seen or perceived as hostile for 3 rounds, and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of potentially either paralyzing or killing the target (Azaziz's choice). Studying the victim is a standard action. Once the study is completed, the death attack must be made within the next 3 rounds. The death attack fails if the target detects Azaziz, or recognizes Azaziz as an enemy (though the sneak attack functions normally in these instances). If the victim of the death attack fails a Fortitude save (DC 13) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+1 rounds. If the saving throw succeeds or the death attack is foiled for some other reason, 3 new rounds of study are required.

Poison Use (Ex) Azaziz is trained in the use of poison and cannot accidentally poison himself when applying poison to a blade.



BABAU

BABAU

CR 6 (XP 2,400)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., see invisibility; Perception +19

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 73 (7d10+35)

Fort +10, **Ref** +6, **Will** +5

Defensive Abilities protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7/x3), bite +7 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—see invisibility

At will—darkness, dispel magic, greater teleport (self plus 50 lbs. of objects only)

1/day—summon (level 3, 1 babau at 40%)

STATISTICS

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 23

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; *Racial Modifiers* +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.



QUICK WOOD

LIGHTNING TREANT

LIGHTNING TREANT

CR 8 (XP 4,800)

NE Huge plant

Init +3; **Senses** low-light vision; Perception +3

DEFENSE

AC 22, touch 7, flat-footed 22 (-1 Dex, +15 natural, -2 size)

hp 138 (12d8+84); fast healing 10

Fort +15, **Ref** +3, **Will** +7

Defensive Abilities electric healing

DR 10/slashing; **Immune** electricity, plant traits; **Resist** fire 10

OFFENSE

Speed 40 ft.

Melee 2 slam +16 (2d8+9)

Space 15 ft.; **Reach** 15 ft.

Special Attacks double damage against objects

Druid Spell-like Abilities (CL 12th):

At will—*enlarge person**, *faerie fire*, *greater magic fang* (self only)

3/day—*call lightning storm* (DC 18), *lightning bolt* (DC 16), *protection from energy*

1/day—*chain lightning* (DC 19)

TACTICS

While many types of treants might make an effort to negotiate, or at least try to determine whether or not travelers might be hostile to whatever forest they are living in, lightning treants tend to simply attack first and, quite frankly, not question anything. Using their ability to call lightning storms, these creatures can be a true bane to travelers, especially those that do not recognize them at first.

Lightning treants have an inherent hatred of all humanoids and attack them on sight. If there are more than one or two in a group the lightning treant starts combat with a chain lightning spell and then uses call lightning storm to have further lightning bolts ready; afterward, the lightning treant charges into combat, focusing first on anyone with an axe or other slashing weapon. If combat goes against it, it uses lightning bolt on its enemies, as well as using bolts called down with call lightning storm to heal itself or hurt its opponents.

STATISTICS

Str 28, **Dex** 9, **Con** 24, **Int** 11, **Wis** 17, **Cha** 11

Base Atk +9; **CMB** +20; **CMD** 29

Feats Cleave, Greater Sunder, Improved Initiative, Improved Sunder, Power Attack, Skill Focus (Survival)

Skills Knowledge (nature) +4, Stealth -2 (+14 in forests), Survival +7; *Racial Modifiers* +16 Stealth in forests

Languages Aklo

SPECIAL ABILITIES

Double Damage Against Objects (Ex) A lightning treant that makes a full attack against an object or structure deals double damage.

Electric Healing (Ex) Electricity damage heals a lightning treant 1 point of damage for every 3 points it would otherwise deal. If the amount would cause the lightning treant to exceed its full normal hit points, it gains any excess as temporary hit points—these temporary hit points last for 2 hours.

SCYTHE TREE

SCYTHE TREE CR 6 (XP 2,400)

CE Huge plant

Init -1; **Senses** blindsight 30 ft., low-light vision; Perception +16

DEFENSE

AC 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)

hp 67 (9d8+27)

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

DR 10/slashing; **Immune** plant traits

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft.

Melee 3 branches +10 (2d4+6/19–20)

Space 15 ft.; **Reach** 15 ft.

TACTICS

The scythe tree uses Lunge to increase its reach on the first round of combat. It focuses its attacks on only one or two opponents, slicing them with Power Attack. Unused to strong resistance, the scythe tree fights until it is reduced to 13 hit points or fewer, at which point it tries to flee into the forest.

STATISTICS

Str 23, **Dex** 8, **Con** 17, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +16; **CMD** 25 (can't be tripped)

Feats Cleave, Improved Critical (branches)^B, Lightning Reflexes, Lunge, Power Attack, Skill Focus (Perception)

Skills Perception +16, Stealth +3 (+15 in forests); *Racial Modifiers* +12 Stealth in forests

Languages Sylvan, Treant

SPECIAL ABILITIES

Branches (Ex) A scythe tree makes its primary attacks with its branches, which deal slashing damage and threaten a critical hit on a 19–20.

MANDRAGORA

MANDRAGORA CR 4 (XP 1,200)

CE Small plant

Init +4; **Senses** low-light vision; Perception +9

DEFENSE

AC 17, touch 15, flat-footed 13 (+4 Dex, +2 natural, +1 size)

hp 37 (5d8+15)

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

Immune plant traits; **Resist** acid 5, cold 5, electricity 10

Weaknesses vulnerable to supernatural darkness

OFFENSE

Speed 40 ft., burrow 10 ft., climb 40 ft.

Melee bite +8 (1d6+2 plus grab), 2 slam +8 (1d4+2 plus poison)

Space 5 ft.; **Reach** 5 ft. (10 ft. with slam)

Special Attacks blood drain (1d2 Constitution), shriek

STATISTICS

Str 15, **Dex** 18, **Con** 17, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 18

Feats Lightning Reflexes, Skill Focus (Perception), Weapon Finesse

Skills Climb +10, Perception +9, Stealth +14 (+22 in vegetation); *Racial Modifiers* +8 Climb, +8 Stealth in vegetation

Languages Abyssal, Common

SPECIAL ABILITIES

Poison (Ex) Slam—injury; save Fort DC 15; frequency 1/round for 4 rounds; effect confusion and fatigue; cure no saves but “act normally” result on the confusion behavior table ends the effect.

Shriek (Su) Once per day as a standard action, a mandragora can give voice to an unsettling shriek. All creatures within a 30-foot spread of a shrieking mandragora must make a DC 15 Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting ability. The save DC is Constitution-based.

Vulnerable to Supernatural Darkness (Ex) In areas of supernatural darkness (such as those created by deeper darkness, but not by darkness), a mandragora is slowed, as the slow spell.



DROW

DROW WARRIOR 1 CR 1/3 (XP 135)

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Perception +2

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 shield)

hp 5 (1d10)

Fort +2, **Ref** +2, **Will** -1; +2 vs. enchantment

Immune sleep; **SR** 7

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6/18–20)

Ranged hand crossbow +3 (1d4/19–20 plus poison)

Spell-Like Abilities (CL 1st)

1/day—*dancing lights*, **darkness**, *faerie fire*

STATISTICS

Str 11, **Dex** 15, **Con** 10, **Int** 10, **Wis** 9, **Cha** 10

Base Atk +1; **CMB** +1; **CMD** 13

Feats Weapon Finesse

Skills Perception +2, Stealth +2; *Racial Modifiers* +2 Perception

Languages Elven, Undercommon

Special Qualities poison use

SPECIAL ABILITIES

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows drow to capture slaves with great ease.

Drow Poison—injury; save **Fort** DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; cure 1 save.

THE MAD QUEEN'S ARMY AMAIMON

AMAIMON (DEVIL) CR 8 (XP 4,800)

LE Large outsider (devil, evil, extraplanar, lawful)

Init +8; **Senses** darkvision 60 ft., scent; **Perception** +16

Aura fear (10 ft., **Will** DC 15)

DEFENSE

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)

hp 94 (9d10+45); regeneration 5 (good, silver)

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

DR 10/silver; **SR** 19; **Resist** acid 10, cold 10; **Immune** fire, poison

OFFENSE

Speed 40 ft.

Melee 2 claws +16 (1d8+7)

Melee bite +15 (2d6+7)

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

SPECIAL ACTIONS

Standard Power Attack (claw)

Claw +14 (1d8+11)

Standard Fire Breath (40-ft. cone, once every 1d4 rounds)

4d6 fire damage plus 2d6 Constitution damage. Reflex DC 21 halves the fire and **Con** damage.

Standard *Greater Teleport* (self plus 50 lbs of objects)

Teleports to another place with at least a reliable description.

Standard *Major Image* (within 800 ft, an illusion occupying up to 110 ft., for concentration +3 round)

Creates an illusion of a creature, object, or force, including sound, smell, and thermal traits. While concentrating, the caster can move the illusion within range.

Standard *Protection from Good* (creature touched, up to 10 minutes)

+2 deflection bonus to AC, +2 resistance bonus on saves against attacks or effects by Good creatures. Immediate saving throw against effects that exert mental control with a +2 bonus that, if successful, suppresses the effect for this spell's duration. While the spell is in effect, the subject is immune to these effects when created by Good creatures or objects. Prevents bodily contact by summoned Good creatures (though Spell Resistance may allow a creature to ignore this effect).

Standard *Wall of Fire* (within 200 ft., a sheet of flame 200 ft. long or a ring with a radius of 25 ft., for concentration + 10 rounds)

The wall of flame deals 2d4 fire damage to creatures within 10 ft, and 1d4 fire damage to creatures between 10 and 20 ft. Creatures passing through it or caught in it when cast take 2d6+10 damage. Undead creatures take double damage. If a 5-ft. section of the wall takes 20 points of cold damage, it disappears.

Standard 1/day *Summon Devils* (2d10 lemures 50% or 1 amaimon 35%)

STATISTICS

Str 24, **Dex** 18, **Con** 21, **Int** 14, **Wis** 14, **Cha** 12

Base Atk +9; **CMB** +17; **CMD** 31

Feats: Alertness, Decietful, Improved Initiative, Power Attack, Weapon Focus (claw)

Skills Acrobatics +13, Bluff +15, Diplomacy +13, Disguise +3, Intimidate +13, Knowledge (planes) +14, Perception +16, Sense Motive +16, Survival +14

Languages: Common, Draconic, Infernal; telepathy 100 ft.

ANT, MONSTROUS

ANT, MONSTROUS (SOLDIER) CR 2 (XP 600)

N Medium vermin

Init +0; **Senses** darkvision 60 ft., scent; **Perception** +5

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)
hp 18 (2d10)

Fort +6, **Ref** +0, **Will** +1

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +3 (1d6+2 plus grab)

Melee sting +3 (1d4+2 plus monstrous ant poison)
Sting—injury; save **Fort** DC 14; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save

STATISTICS

Str 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 13, **Cha** 11
Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 13 (21 vs. trip)

Feats: Toughness^B

Skills Climb +10, Perception +5, Survival +5
Racial Modifiers: +4 Perception, +4 Survival

BARBAZU

BARBAZU ("BEARDED DEVIL") CR 5 (XP 1,600)

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

Init +6; **Senses** darkvision 60 ft., see in darkness; **Perception** +10

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)
hp 57 (6d10+24)

Fort +9, **Ref** +7, **Will** +2

DR 5/good or silver; **SR** 16; **Immune** fire, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 40 ft.

Melee **Reach** 10 ft.; glaive +11/+6 melee (1d10+6 plus infernal wound)

Infernal Wound (Su): +2 points of bleed damage. A DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success

indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

Melee 2 claws +10 melee (1d6+4; if both attacks hit plus beard)

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

STATISTICS

Str 19, **Dex** 15, **Con** 19, **Int** 06, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +10; **CMD** 22

Feats: Improved Initiative, Power Attack, Weapon Focus (glaive)

Skills Climb +13, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Beard (Ex): +1d8+2 damage and DC 17 Fortitude save or contract devil chills

Devil Chills: Disease—injury; save **Fort** DC 17; onset 1d4 days; frequency 1/day; effect 1d4 **Str** damage; cure 3 consecutive saves.

DEVA, MOVANIC

DEVA, MOVANIC CR 10 (XP 9,600)

NG Medium outsider (angel, extraplanar, good)

Init +8; **Senses** darkvision 60 ft., *detect evil*, low-light vision; **Perception** +19

Aura protective aura

DEFENSE

AC 26, touch 14, flat-footed 22 (+4 Dex, +12 Natural, +4 deflection vs. evil)

hp 76 (8d10+32)

Fort +10, **Ref** +10, **Will** +8; +4 vs. poison, +4 resistance vs. evil

DR 10/evil; **SR** 21; **Immune** acid, cold, petrification, death effects; **Resist** electricity 10, fire 10

Nature's Passivism

Animals and plant creatures do not willingly attack a movanic deva, though they can be forced to do so through magical means however. If the movanic deva attacks a plant or animal, its protection against that creature ends.

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +1 flaming greatsword +13/+8 (2d6+7 plus 1d6 fire)

Cleave: On a hit, make one additional attack at the same attack bonus against a foe that is adjacent to the first and also within reach (and no more than one attack). Take a -2 penalty to AC until your next turn.

SPECIAL TRAITS

Standard Power Attack

+1 flaming greatsword +10/+5 (2d6+13 plus 1d6 fire)

Standard Aid (creature touched for 8 minutes)

+1 morale bonus on attack rolls and saves against fear, and temporary hit points equal to 1d8+8.

Standard Discern Lies (up to 8 creatures within 30 ft. of each other and within 45 ft. for up to 8 rounds of concentration)

Reveals if the target tells a lie. The target may make a Will save (DC 18) to hide itself from the spell.

Standard Dispel Evil (caster, for up to 8 rounds until dispelled)

+4 deflection bonus to AC against attacks by evil creatures. When the deva hits with an evil creature from another plane with melee touch attack, the caster may discharge the spell to make the creature make a Will save (DC 19) or be banished to its home plane. The deva may also discharge the spell to dispel one enchantment spell cast by an evil creature, or any one evil spell, on any creature or object it touches.

Standard Dispel Magic (one spellcaster, creature, or object within 180 ft.)

Roll 1d20+8. If this beats the DC of a spell, that single spell ends. If this beats the caster level of an item, the item's magic is suppressed for 1d4 rounds.

Standard Holy Smite (a 20-ft. radius burst within 180 ft.)

4d8 damage to any evil creatures in the radius, and the creature becomes blinded for 1 round. A DC 18 Will save halves the damage and avoids the blindness. Neutral characters take damage as if they had made a save, and can make a additional save to halve the damage again (to ¼ normal damage).

Standard Invisibility (caster, for up to 8 minutes)

The movanic deva becomes invisible.

Standard Plane Shift (creature touched, or up to 8 creatures joining hands)

Teleports the targets to a location on another plane, 5d% miles away from it. Unwilling creatures can negate the spell with a Will save (DC 21).

Standard Remove Curse (creature or object touched)

Roll 1d20+8. If this beats the DC of the curse effect on the creature, the curse effect ends.

Standard Remove Disease (creature touched)

Roll 1d20+8. If this beats the DC of the disease effect on the creature, the disease effect ends.

Standard Remove Fear (up to 3 creatures within 30 ft of each other and 45 ft. of the caster)

Suppresses fear effects for 10 minutes, and grants the subject a +4 bonus on saving throws against fear effects for the same duration.

Standard 7/day Cure Serious Wounds (creature touched)

Cures 3d8+8 points of damage.

Standard 1/day Antimagic Field (a 10-ft. radius aura around the caster, for up to 80 minutes)

Any magical effect in the area is suppressed. Summoned creatures in the area when the spell is cast are allowed spell resistance to stay around, and instantaneous conjurations are not affected.

Standard 1/day Holy Aura (up to 8 creatures in a 20-ft. radius burst centered on you, for up to 8 rounds)

+4 deflection bonus to AC and +4 resistance bonus on saves. SR 25 against evil spells and spells cast by evil creatures. The subject is warded from possession and mental influence as if under a *protection from evil* spell. Evil creatures that strike the subject become blinded (DC 22 Fortitude save to avoid this effect).

STATISTICS

Str 18, Dex 18, Con 18, Int 18, Wis 18, Cha 18

Base Atk +8; CMB +12; CMD 26

Feats Cleave, Improved Initiative, Iron Will, Power Attack

Skills Diplomacy +15, Fly +19, Heal +15, Intimidate +12, Knowledge (planes) +15, Knowledge (religion) +12, Perception +19, Sense Motive +15, Stealth +15, Survival +15

Racial Modifiers: +4 Perception

Languages Celestial, Common, Elven, Dwarven, Infernal; truespeech

Gear +1 flaming greatsword

DROW SPIDERGUARD

DROW FIGHTER 4

CR 5 (XP 1,600)

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; **Perception** +5

DEFENSE

AC 22, touch 11, flat-footed 21 (+9 armor, +2 shield, +1 Dexterity)

hp 34 (4d10+12)

Fort +6, **Ref** +2, **Will** +1

Bonus: +1 to saves vs. fear

Immune sleep; **SR** 10

Weakness light blindness

OFFENSE

Speed 20 ft.

Melee rapier +8 (1d6+5 plus cleave)

Cleave: On a hit, make one additional attack at +8 against a foe that is adjacent to the first and also within reach (and no more than one attack). Take a -2 penalty to AC until your next turn.

Ranged hand crossbow +5 (1d4 plus drow poison)

Drow Poison – injury; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; cure 1 save.

SPECIAL ACTIONS

Standard Power Attack

Rapier +6 (1d6+9)

Standard *Dancing Lights* (within 110 ft., for up to 1 minute):

Create four lights like torches, for orbs like will o' wisps, or one glowing humanoid of light, all of which stay within 10 ft. of each other. The drow can move them as a free action.

Standard *Darkness* (touched object, for up to 1 minute):

The touched object drops the illumination level one step within 20 ft. for the duration, including dampening non-magical sources of light (such as torches or lanterns).

Standard *Faerie Fire* (within 440 ft., to all creatures and objects within 5 ft. of each other, for up to 1 minute):

A pale glow outlines the targets, shedding light as a candle, penalizing stealth, and negating concealment.

STATISTICS

Str 16, **Dex** 12, **Con** 15, **Int** 11, **Wis** 11, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 18

Feats: Power Attack, Cleave, Weapon Focus (Rapier), Weapon Specialization (Rapier)

Skills Intimidate +6, Perception +5, Ride +7, Survival +4

Racial Modifiers: +2 Perception

Languages Elven, Undercommon

Gear Rapier, Full Plate, Heavy Metal Shield

SPECIAL TRAITS

Active Defense (Ex) +1 dodge bonus to AC when wielding a shield and fighting defensively, using Combat Expertise, or using total defense. As a swift action, may share this bonus with one adjacent ally, or half the bonus to all adjacent allies, until the beginning of its next turn.

DROW

Use the Drow statistic presented on page 116.

GIANT BLACK WIDOW SPIDERS

SPIDER, GIANT BLACK WIDOW CR 3 (XP 800)

N Large vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +1

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +3, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d8+6 plus poison)

Black Widow Poison—injury; save **Fort** DC 17; frequency 1/round for 6 rounds; effect 1d3 **Con** and staggered; cure 2 saves. Save DC is Con-based with a +2 racial bonus.

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

SPECIAL ACTIONS

Standard 8/day Throw Web (+4 ranged, DC 19, 5 hp)

As "web" universal monster ability.

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** –, **Wis** 10, **Cha** 02

Base Atk +3; **CMB** +8; **CMD** 20 (32 vs. trip)

Skills Climb +20, Perception +4, Stealth +2 (+6 webs)

Racial Modifiers: +8 Climb, +4 Perception, +4 Stealth (+8 webs)

SPECIAL TRAITS

Strong Webs (Ex) A black widow's webs gain a +4 bonus to the DC to break or escape.

DROW PRIESTESS

DROW NOBLE CLERIC 6 CR6 (XP 2,400)

CE Medium humanoid (elf)

Init +7; **Senses** darkvision 120 ft.; Perception +5

DEFENSE

AC 22, touch 13, flat-footed 19 (+7 armor, +3 Dex, +2 shield)

hp 45 (6d8+6)

Fort +5, **Ref** +5, **Will** +7; +2 vs. enchantment

Immune sleep; **SR** 14

Weakness light blindness

OFFENSE

Speed 20 ft.

Melee mwk rapier +4 (1d6+1/18-20)

Ranged hand crossbow +5 (1d4/19-20 plus poison)

Special Attacks bleeding touch (6/day), channel negative energy (4/day, 3d6, DC 12), touch of chaos (6/day)

Spell-Like Abilities (CL 3rd)

Constant – *detect magic*

At will – *dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*

1/day – *divine favor*, *dispel magic*, *suggestion* (DC 14)

Spells Prepared (CL 3rd, Domains: Chaos, Death, ^D: Domain spell)

3rd – *animate dead* ^D, *cure serious wounds*, *bestow curse* (DC 16)

2nd – *death knell* ^D (DC 15), *hold person* (DC 15), *silence* (DC 15), *spiritual weapon*

1st – *bleed*, *cause fear* (DC 14), *cure light wounds*, *protection from law* ^D

0th – *bleed* (DC 13), *detect poison*, *read magic*, *resistance*

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 17, **Cha** 13

Base Atk: +2; **CMB** +3; **CMD** 16

Feats Channel Smite, Weapon Finesse, Improved Initiative

Skills Knowledge (religion) +6, Sense Motive +9, Spellcraft +6; **Racial Modifiers** +2 Perception

Languages Elven, Undercommon

Special Qualities poison use

Combat Gear drow poison (4), *potion of invisibility*, *scroll of dispel magic*, *wand of cure light wounds* (CL 1st, 20 charges);

Other Gear +1 *breastplate*, masterwork heavy steel shield, masterwork rapier, 185 gp

SPECIAL ABILITIES

Poison Use (EX) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows drow to capture slaves with great ease.

Drow Poison—injury; *save Fort* DC 13; *frequency* 1/minute for 2 minutes; *initial effect* unconsciousness for 1 minute; *secondary effect* unconsciousness for 2d4 hours; *cure* 1 save.

FORLARREN

FORLARREN

CR 2 (XP 600)

NE Medium fey

Init +2; **Senses** low-light vision; **Perception** +11

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 Natural)

hp 18 (4d6+4)

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

DR: 5/cold iron

Weakness remorse

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d6+1)

SPECIAL ACTIONS

Standard 3/day *Heat Metal* (within 35 ft, up to two creatures no more than 30 ft. apart):

DC 11 Will save to negate. The metal worn by these creatures becomes red-hot over 7 rounds. On round 2 it deals 1d4 fire damage to the creature wearing the item, on rounds 3-5 it deals 2d4 points of fire damage each round, and on round 6 it deals 1d4 points of fire damage. On round 1 or 7 it is warm, but deals no damage.

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 4, **Wis** 13, **Cha** 9

Base Atk +2; **CMB** +3; **CMD** 15

Feats: Skill Focus (perception), Weapon Finesse

Skills Acrobatics +9, Perception +11, Stealth +9

Languages Common, Sylvan

SPECIAL TRAITS

Remorse (Ex) Whenever a forlarren kills a living creature, it must make a DC 15 Will save to avoid becoming overwhelmed with remorse. If it fails this save, the forlarren becomes nauseated for 1d6 rounds. This is a mind-affecting effect.

ABOUT FORLARREN

A nymph's charm and beauty are such that she can seduce nearly any creature that she sets her attentions on—and often, unfortunately, creatures she would rather not consort with. When a nymph catches the attention of a fiend and the fiend takes advantage of the creature, the resulting offspring is not always a half-fiend. Roughly one in 20 such incidents results instead in a strange creature known as a forlarren—a unique creature that possesses its own unusual abilities and qualities.

The forlarren attacks with its clawed hands, typically focusing on a single opponent at a time and attacking until it or its opponent is slain. Yet curiously, when a forlarren succeeds in killing an opponent, the kindly traits of its fey mother sometimes surface, and it shows profound remorse for its cruelty. With such a pendulum of erratic behavior, it is no wonder that forlarrens are all but incapable of forming lasting friendships—even with others of their own kind.

The majority of forlarrens inherit little in the way of the magical abilities possessed by their fey mothers, but they do gain a small measure of the powers of their fiendish fathers. In most cases, this manifests as the ability to use *heat metal* three times per day, but some forlarren instead gain a different spell-like ability chosen from the following list: *chill metal*, *flame blade*, *flaming sphere*, *gust of wind*, *summon swarm*, or *warp wood*.

A forlarren stands 6 feet tall and weighs about 160 pounds. In theory, these creatures can live for hundreds of years, but most perish through violence before they turn 10.

FIENDISH DIRE RAT

FIENDISH DIRE RAT CR 1/2 (XP 200)

CE Small fiendish animal

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 14

hp 5 (1d8+1)

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

SR 5

Resist cold 5, fire 5

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus **Fort** save DC 11 or filth fever)

SPECIAL ACTIONS

Swift Smite Good (1/day)

+1 to damage against one Good target until the fiendish dire rat rests or the target dies.

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)

Feats: Skill Focus (Perception)

Skills: Climb +11 (use Dexterity), Perception +4, Stealth +11, Swim +11 (use Dexterity)

SPECIAL TRAITS

Filth Fever Bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

HUGGERMUGGER

HUGGERMUGGER CR 1 (XP 400)

CN Small Humanoid (dark folk)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 15, touch 14, flat-footed 14 (+3 Dex, +1 natural, +1 size); natural cunning

hp 9 (2d8)

Fort +0, **Ref** +6, **Will** +1

Immune natural cunning

OFFENSE

Speed 30 ft.

Melee hook-blade +5 (1d4)

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

SPECIAL ACTIONS

Free Confusion Aura (Su) (with at least 3 other huggermuggers within 30 ft., 40-ft. radius of effect)

DC 12 Will save or be affected as by a *confusion* spell for 5 rounds. A successful save means the character is immune to this particular group's confusion aura for the day. The save DC is Charisma-based.

STATISTICS

Str 11, **Dex** 16, **Con** 10, **Int** 11, **Wis** 13, **Cha** 12

Base Atk +1; **CMB** +0; **CMD** 13

Feats: Weapon Finesse

Skills: Perception +6, Sleight of Hand +11, Stealth +15

Racial Modifiers: +4 Sleight of Hand, +4 Stealth

Languages chatter (see below)

Gear hook-blade

SPECIAL TRAITS

Natural Cunning (Ex) Never flat-footed, immune to *maze* spells, unable to become lost, and can track (as the Track feat).

ABOUT HUGGERMUGGERS

Huggermuggers are small, underground dwelling humanoids that relish in chaos, disorder, trickery, and the fine art of thieving. Huggermuggers do not speak, other than the incessant chattering and mumbling they seem to constantly indulge in. Curiously, their skin is pale and cold to the touch, regardless of the actual temperature in the surrounding area.

A band of huggermuggers slowly circles its opponents, chattering and mumbling so as to cause confusion. Each round they circle a foe, one huggermugger moves in, attacks with its hook-blade, and then falls back into the circle as another prepares to attack. If outnumbered or outclassed, huggermuggers prefer to attack from ambush, confusing their opponents before robbing or slaying them.

LEMURE

LEMURE (DEVIL) CR 1 (XP 400)

LE Medium Outsider (devil, evil, extraplanar, lawful)

Init +0; **Senses** darkvision 60 ft., see in darkness; Perception +0

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 13 (2d10+2)

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

DR 5/good or silver

Immune fire, mind-affecting spells, poison

Resist Acid 10, Cold 10

OFFENSE

Speed 20 ft.

Melee 2 claws +2 (1d4)

STATISTICS

Str 11, **Dex** 10, **Con** 12, **Int** –, **Wis** 11, **Cha** 5

Base Atk +2; **CMB** +2; **CMD** 12

MERCHANT

LEVEL 1 HUMAN EXPERT CR 1/3 (XP 200)

N Medium humanoid (human)

Init –1; **Senses** Perception +1

DEFENSE

AC 12, touch 9, flat-footed 12 (–1 Dex, +3 armor)

hp 4 (1d8)

Fort +0, **Ref** –1, **Will** +5

OFFENSE

Speed 30 ft.

Melee morningstar –1 (1d8–1)

Ranged light crossbow –1 (1d8–1/19–20)

SPECIAL ACTIONS

Standard Drink *potion of cure light wounds*:
heal 1d8+1 hp

Standard Drink *potion of sanctuary*:
to attack the merchant specifically for the next 1
round requires a DC 12 Will save

STATISTICS

Str 09, **Dex** 08, **Con** 10, **Int** 11, **Wis** 12, **Cha** 13

Base Atk +0; **CMB** –1; **CMD** 08

Feats: Iron Will, Skill Focus (Profession (merchant))

Skills Appraise +4, Bluff +5, Diplomacy +5,
Intimidate +5, Knowledge (local) +4, Profession
(merchant) +8, Sense Motive +5

Languages Common

Combat Gear *potion of cure light wounds*, *potion
of sanctuary*; **Other Gear** morningstar, studded
leather armor, 1 tool pack, 1 supply pouch, 52 gp

PECH

PECH CR 3 (XP 800)

N Small fey (earth)

Init +1; **Senses** Darkvision 60 ft., low-light vision;
Perception +10

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural,
+1 size)

hp 27 (6d6+6)

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

OFFENSE

Speed 20 ft.

Melee masterwork heavy pick +9 (1d4+6/×4 plus
Cleave)

Cleave: On a hit, make one additional attack at
+9 against a foe that is adjacent to the first and
also within reach (and no more than one attack).
Take a –2 penalty to **AC** until your next turn.

SPECIAL ACTIONS

Standard 3/day *Stone Shape* (touched stone object)
Shape a stone object into some other stone
object. Fine detail isn't possible—30% chance that
any shape with moving parts doesn't work.

Standard 3/day *Stone Tell* (personal)
The pech speaks with stones for up to 10 minutes,
asking it questions.

Standard 1/day with at least 3 other pechs *Wall of
Stone* (up to 50 ft. of wall within 200 ft.)

Creates a 1-inch thick wall of stone in the shape
desired.

Standard 1/day with at least 7 other pechs *Stone to
Flesh* (one petrified creature or a cylinder of stone
up to 3 ft. in diameter and 10 ft long within 200 ft.)
Removes petrification (DC 15 Fort save to survive
the process), or turns objects of stone into objects
of flesh

Standard Power Attack
Masterwork heavy pick +7 (1d4+10)

STATISTICS

Str 19, **Dex** 12, **Con** 13, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +6; **CMD** 17

Feats: Cleave, Great Fortitude, Power Attack

Skills Climb +13, Craft (stonemasonry) +14,
Knowledge (dungeoneering) +10, Knowledge
(engineering) +10, Perception +10, Profession
(miner) +14, Stealth +14

Racial Modifiers: +4 Craft (stonemasonry), +4
Profession (miner)

Languages Terran, Undercommon

SPECIAL TRAITS

Earth Mastery (Ex) A pech gains a +1 bonus on
attack and damage rolls if both it and its foes are
touching the ground. If an opponent is airborne
or waterborne, the pech takes a –4 penalty on
attack and damage rolls. These modifiers are not
precalculated into the statistics here.

Pech Magic (Sp) Four pechs working together
can cast wall of stone once per day. Eight pechs
working together can cast stone to flesh (DC 17)
once per day. These spell-like abilities function at
CL 10th. Each pech must use a full-round action to
take part in the casting. The save DCs are modified
by the highest Charisma modifier in the group.

Stone Knowledge (Ex) A pech's knowledge of
earth and stone grants a +1 racial bonus on

attack and damage rolls and the benefits of the Improved Critical feat against creatures and objects made of stone or earth or with the earth subtype. Knowledge (dungeoneering), Knowledge (engineering) and Profession (miner) are always class skills for a pech.

ABOUT PECHS

These underground dwellers are skilled miners and stonemasons, and are at times employed or enslaved as such by other subterranean races. When interlopers do find a pech's lair, they are met with open arms, friendly advice, and a firm insistence that the pech is to be left alone. The typical pech stands only 3-1/2 feet tall, but its dense flesh gives it a weight of 100 pounds.

UNNATURE

- Statistics for giant black widow spiders can be found on page 119.
- Statistics for drow spiderguards can be found on page 118.
- Statistics for barbarzu can be found on page 117.
- Statistics for amaimon can be found on page 116.
- Statistics for the drow priestess can be found on page 119.
- Statistics for forlarren can be found on page 120.

RANDOM ENCOUNTERS

COMMONER, ANIMAL HANDLER

LEVEL 1 HUMAN COMMONER CR 1/3 (XP 200)

N Medium humanoid (human)
Init -1; **Senses** Perception +1

DEFENSE

AC 09, touch 09, flat-footed 09 (-1 Dex)
hp 3 (1d6)
Fort +0, **Ref** -1, **Will** +1

OFFENSE

Speed 30 ft.
Melee club +1 (1d6+1)

SPECIAL ACTIONS

Standard Drink *potion of cure light wounds*:
heal 1d8+1 hp

STATISTICS

Str 12, **Dex** 09, **Con** 10, **Int** 08, **Wis** 13, **Cha** 11
Base Atk +0; **CMB** +1; **CMD** 10
Feats: Skill Focus (Profession (herding)), Skill Focus (Handle Animal)
Skills Handle Animal +8, Profession (herding) +8

Languages Common

Combat Gear *potion of cure light wounds* (2);
Other Gear club, 1 tool pack, 1 supply pouch,
160 gp

COMMONER, GNOME

LEVEL 1 GNOME COMMONER CR 1/3 (XP 200)

N Small humanoid (gnome)
Init -1; **Senses** Perception +1

DEFENSE

AC 10, touch 10, flat-footed 10 (-1 Dex, +1 Size)
hp 4 (1d6+1)
Fort +0, **Ref** +0, **Will** +1

OFFENSE

Speed 20 ft.
Melee small club +0 (1d4)

SPECIAL ACTIONS

Standard Drink *potion of cure light wounds*:
heal 1d8+1 hp

STATISTICS

Str 10, **Dex** 09, **Con** 12, **Int** 08, **Wis** 13, **Cha** 13
Base Atk +0; **CMB** -1; **CMD** 08
Feats: Skill Focus (Profession (farmer)), Skill Focus (Craft (jewelry))
Skills Profession (farmer) +8; Craft (jewelry) +7
Languages Common

Combat Gear *potion of cure light wounds* (2);
Other Gear small club, 1 tool pack, 1 supply
pouch, 160 gp

COMMONER, HALFLING

LVL 1 HALFLING COMMONER CR 1/3 (XP 200)

N Small humanoid (halfling)
Init -1; **Senses** Perception +1

DEFENSE

AC 11, touch 11, flat-footed 11 (+1 size)
hp 3 (1d6)
Fort +0, **Ref** +0, **Will** +1

OFFENSE

Speed 20 ft.
Melee small club +0 (1d4)
Ranged small sling +0 (1d4)

SPECIAL ACTIONS

Standard Drink *potion of cure light wounds*:
heal 1d8+1 hp

STATISTICS

Str 10, **Dex** 11, **Con** 10, **Int** 08, **Wis** 13, **Cha** 13
Base Atk +0; **CMB** +0; **CMD** 09
Feats: Skill Focus (Profession (farmer)), Skill Focus (Craft (cook))
Skills Profession (farmer) +8; Craft (Cook) +7
Languages Common
Combat Gear *potion of cure light wounds* (2);
Other Gear small club, small sling, 1 tool pack, 1 supply pouch, 160 gp

COMMONER, INN STAFF

LEVEL 1 HUMAN COMMONER CR 1/3 (XP 200)

N Medium humanoid (human)
Init -1; **Senses** Perception +1

DEFENSE

AC 09, touch 09, flat-footed 09 (-1 Dex)
hp 3 (1d6)
Fort +0, **Ref** -1, **Will** +1

OFFENSE

Speed 30 ft.
Melee club +1 (1d6+1)

SPECIAL ACTIONS

Standard Drink *potion of cure light wounds*:
 heal 1d8+1 hp

STATISTICS

Str 12, **Dex** 09, **Con** 10, **Int** 08, **Wis** 13, **Cha** 11
Base Atk +0; **CMB** +1; **CMD** 10
Feats: Skill Focus (Profession (cleaner)), Skill Focus (Profession (server))
Skills Profession (cleaner) +8, Profession (server) +8
Languages Common
Combat Gear *potion of cure light wounds* (2); **Other Gear** club, 1 tool pack, 1 supply pouch, 160 gp

SHIRE GUARD

LEVEL 1 HUMAN WARRIOR CR 1/3 (XP 200)

N Medium humanoid (human)
Init +0; **Senses** Perception +0

DEFENSE

AC 17, touch 10, flat-footed 17 (+6 breastplate, +1 light steel shield)
hp 9 (1d10+4)
Fort +3, **Ref** +0, **Will** +0

OFFENSE

Speed 20 ft.
Melee longsword +2 (1d8+1/19-20)

SPECIAL ACTIONS

Standard Power Attack
 longsword +1 (1d8+3/19-20)

STATISTICS

Str 12, **Dex** 11, **Con** 13, **Int** 09, **Wis** 10, **Cha** 08
Base Atk +1; **CMB** +2; **CMD** 12
Feats: Power Attack, Toughness
Skills Ride +4, Intimidate +3
Languages Common

Combat Gear none; **Other Gear** longsword, breastplate, light steel shield, 1 tool pack, 1 supply pouch

SHIRE GUARD, CAPTAIN

LEVEL 3 HUMAN WARRIOR CR 2 (XP 600)

N Medium humanoid (human)
Init +0; **Senses** Perception +0

DEFENSE

AC 17, touch 10, flat-footed 17 (+6 breastplate, +1 light steel shield)
hp 19 (3d10+4)
Fort +4, **Ref** +1, **Will** +1

OFFENSE

Speed 20 ft.
Melee masterwork longsword +6 (1d8+1/19-20)

SPECIAL ACTIONS

Standard Power Attack
 masterwork longsword +5 (1d8+3/19-20)
Standard Drink *potion of cure light wounds*
 heals 1d8+1 hp

STATISTICS

Str 12, **Dex** 11, **Con** 13, **Int** 09, **Wis** 10, **Cha** 08
Base Atk +3; **CMB** +4; **CMD** 14
Feats: Power Attack, Toughness, Weapon Focus (longsword)
Skills Ride +6, Intimidate +5
Languages Common

Combat Gear *potion of cure light wounds*;
Other Gear masterwork longsword, masterwork breastplate, light steel shield, 1 tool pack, 1 supply pouch, 20 gp.

ACT III

INTO THE DRAGON'S LAIR

Pozas'is

This is the third act of *To Slay a Dragon*. In this section, the party will sneak into Cirothe's lair, defeat her kobold minions, and finally slay the mighty beast with the help of the artifacts they gathered on the journey (see *Act II: The Journey*). Finally, laden down with treasure, and with the rescued Ariadne in tow, they can return home to Hengistbury and bask in glory and fame.

But first they have to kill the dragon.

This is the easiest section of *To Slay a Dragon* to run. It's an old-fashioned dungeon-crawl; a location-based series of encounters. Unlike the previous adventures, you don't have to keep track of multiple NPCs or juggle various quests. As the DM, you can relax—you're in the home stretch!

ENTERING THE LAIR

To enter Cirothe's lair, the party must first get past the following locations, shown on the map on the facing page:

- **GULLY & ROPE BRIDGE**
- **GIANT'S PLATEAU**
- **CLIFF**
- **KOBOLD'S GUARDPOST**
- **CALDERA ENTRANCE**
- **FIRE STIRGE NEST**
- **LANDSLIDE KOBOLD TRAP**
- **THE GAP**
- **KOBOLD'S GUARDPOST**
- **WYRMLINGS**
- **LAIR ENTRANCE**

Essentially, the party must climb the side of the volcano, dealing with obstacles on the way, pass through a short tunnel to the caldera, and then descend via a spiral pathway down the inside of the volcano before reaching the lair entrance used by the kobold cultists. Read the following text to them as they prepare for the ascent:

The fiery mountain rises above you. Steam and smoke obscure its peak, and small rivulets of lava snake down the slopes. A narrow trail leads up the side of the volcano, winding its way towards the entrance to the caldera far, far above you. The air here is hot: uncomfortably so, and already trickles of sweat are making their way down your foreheads. The air smells smoky, burnt, like cinders after a fierce fire.

GULLY & ROPE BRIDGE

Your trail comes to an abrupt halt at the edge of a deep gully. Peering over the edge, you see a nasty fall of some 50-feet onto a jagged and rocky bed. The gully, perhaps 40 feet wide, is spanned by a single rope bridge which looks almost ludicrously inadequate as it sways in the gentle winds

caused by the rising of hot air. Designed, perhaps, for creatures the size of kobolds, the bridge looks like a precarious route for anything larger!

The rope bridge is rigged, set by the kobolds to ward away unwanted wanderers. It's not the most elaborate of traps, but it serves to protect the lair entrance from those very few would-be-adventurers (read: angry villagers) who are not deterred by the existence of a large, angry, man-eating dragon.

- **1 × RIGGED ROPE BRIDGE TRAP**

RIGGED ROPE BRIDGE

CR 2 (XP 600)

Type mechanical; Perception DC 15; Disable Device DC 15

Trigger location; **Reset** manual

Effect 50-foot fall into gully (5d6 damage); multiple targets (all creatures on rope bridge); DC 13 Reflex save avoids. Small creatures can cross the bridge safely without triggering the trap.

GIANT'S PLATEAU

The giant's plateau is home to a fire giant called Koroch. The path up the mountain passes within 80 feet of the plateau, so Koroch attacks by throwing heated rocks at intruders.

You hear a mighty roar and, to your horror, a great figure emerges from the mists ahead and to your left. Upon a plateau, seemingly unreachable from your path, a 16-ft tall giant with bright orange hair and patchy plate armor of blackened steel stares at you with malevolent eyes which burn with fire. In his hands he holds a massive rock, glowing slightly with heat, which he hefts above his head and then flings at you! The rock smashes into the cliff-face next to you, showering you with heated shards, and kicking a large chunk of cliff from the mountain. The giant snarls as he bends to pick up another rock.

Koroch will not attempt to cross the gap between the plateau and the path, so the party can simply try to weather the attack and hurry on past. In this case, we will, of course, still be waiting for them on their way back.

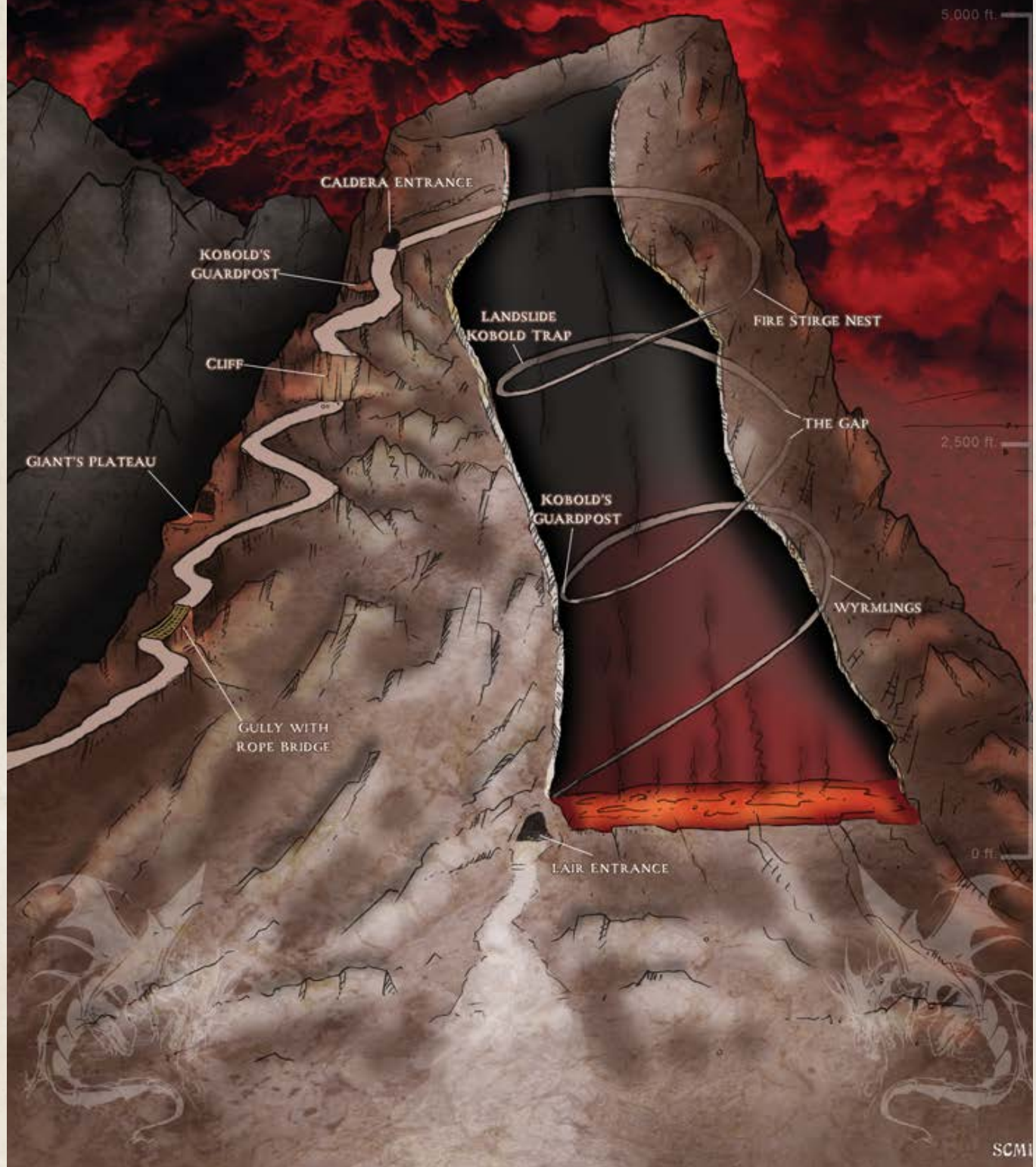
Brave PCs might try to climb across to the plateau to do battle with the giant. The climb is 80 feet horizontally, DC 15 (natural rough surface). Note that a Climb check which fails by 5 or more results in a fall of 80 feet into the chasm between the two locations. See the *Pathfinder* core rulebook for climbing rules.

- **KOROCH, FIRE GIANT (PAGE 144)**

CLIFF

The cliff presents an obstacle even to proficient climbers. It has narrow hand and footholds (DC 20) and is 100' high.

SKULL MOUNTAIN



MOUNTAIN TERRAIN (OPTIONAL)

As the characters climb the mountain, they will notice changes to the environment which will affect them. Individual obstacles are noted on the map, but the following effects may also take place. Don't feel obligated to use these rules—it depends on your play-style.

- Sounds travels further. Instead of increasing the DC of a Perception check by 1 per 10 feet, only increase it by 1 per 20 feet.
- Once past the Giant's Plateau, the PCs enter the higher slopes. At this point, the air is becoming thinner. The PCs must make a Fortitude save each hour (DC 15 with a +1 DC per previous check) or become fatigued.
- The ground is rugged and rubble-strewn. Each square costs 2 squares of movement to enter, Acrobatic check DCs increase by 5, and Stealth check DCs increase by 2.
- Lava is encountered in various places throughout the lair. If you fall in lava you die, no save.

KOBOLD'S GUARDPOST

Up ahead you hear some kind of excitable chattering. At least two, possibly more, creatures seem to be engaged in a heated discussion or argument. The smoke and steam obscures your line of sight up the path, but the sounds seem to be coming from about 40 feet above you, just about audible over the hissing and rumbling of the volcano beneath your feet.

A DC 15 Perception check will reveal that the sounds are kobolds, and that they sound like they are arguing about something. If anyone speaks their language, a DC 17 check will reveal that they are arguing about who will venture down the mountain trail to find out what upset Koroch, the fire giant, whose bellows could be heard from here. The kobolds, five of them, are in a small hut to the side of the path. A rickety wooden barrier blocks the path itself, and one additional kobold, armed with a shortbow, stands behind the barrier, keeping watch.

Leading them is a dwarven cleric named Taegan. He has been tasked by the kobold High Priest to seek and sunder the Hammer of Vengeance. It is likely that the PCs have the hammer at this stage of the adventure, and Taegan's only focus will be on sundering that weapon. Note that The Hammer of Vengeance can be destroyed by a dwarf that attempts to sunder it. The sundering is automatically successful, and the hammer is destroyed. A DC 12 Sense Motive check will reveal his not well-hidden intentions; the PCs should make sure that Taegan does not get anywhere near whoever is carrying the hammer.

- 5 × KOBOLD GUARDS (PAGE 142)
- 1 × KOBOLD HIGH ACOLYTE (PAGE 141)
- TAEGAN THE SUNDERER (PAGE 144)

CALDERA ENTRANCE

Finally, you reach the top of the trail. The peak of the mountain is not far above you, and before you lies the entrance to a tunnel which burrows towards the volcano's great basin. The tunnel is filled with steam which blocks your vision completely. Even without entering it, the heat from the

tunnel sears your skin and eyes, and bathes you with sweat. It seems to suck the very energy from your body.

The tunnel is 50-feet long. Movement speed is halved in this tunnel; not only is the terrain difficult underfoot, but vision is almost totally impaired; the PCs are treated as though blinded in this tunnel. The heat is not only oppressive—it is also damaging. It does, indeed, sear skin and eyes, causing 2d6 fire damage per round.

The far side of the tunnel emerges into the caldera basin itself:

Finally, after groping your way through the searing steam and choking smoke, you emerge from the tunnel to be greeted by an awe-inspiring sight! You stand at the top of a deep volcanic crater which drops below you hundreds of feet. At the bottom you can see the deep range glow of molten rock lava, and steam pours up the central space almost like an inverted waterfall. The drop below you is sheer, and the rocks almost too hot to touch, but a narrow path or ledge winds its way around the outside of the caldera, spiralling down into the volcano itself. This, it seems, is your route.

The path is narrow enough that single file is required. Have the PCs make it clear what order they'll be travelling in.

Enterprising PCs might, for some reason, decide to ascend further and literally climb over the lip of the caldera. The path goes through this tunnel, so the climb is not an easy one and has no real benefit. However, should they really wish to try, it's a 50' climb with a DC of 20.

FIRE STIRGE NEST

Partway down the volcano is a nest of fire stirges, tenacious and vicious little firebreathing creatures who do not like being disturbed. Even the kobolds are not safe from their attacks.

- 8 × FIRE STIRGES (PAGE 141)

LANDSLIDE KOBOLD TRAP

The kobolds, notorious for being sneaky trapsetters, have created a clever rockfall trap which is triggered by stepping on



KOBOLD MINIONS

There are a number of kobold minion types in this adventure. All of the spellcasting kobolds exhibit clerical/religious trappings—but there's no religion going on here. It's all sorcery. They tend to exhibit a fire theme, and choose fire-based spells, and treat Cirothe as a god.

- **Acolytes** (CR 2)—weak kobold sorcerers.
- **Cultists** (CR 1)—sneaky spies; these kobolds are the ones Cirothe usually sends on kidnapping missions.
- **High Acoloytes** (CR 5)—more powerful kobold sorcerers.
- **High Priestess** (CR 10)—the high priestess is actually an ogre.
- **Guards** (CR 1)—cannon fodder. Let the PCs enjoy mowing these guys down like action heroes!
- **Elite Guards** (CR 6)

Additionally, the kobolds all share the following trait:

Breath Weapon (Su) As minions of Cirothe, the Kobold Cultists have a special breath weapon. They can breathe in 10-foot cones as a move action, forcing a DC 13 Reflex save for half damage. Those who fail the saving throw take 1d8 points of damage. After using their breath weapons, the kobolds must wait 1d4 rounds before using them again.

See the **Monster & NPCs** section for full statistics.

one of a selection of particular rocky sections of the path. The kobolds, of course, know not to step on those rocks.

- **1 × LANDSLIDE TRAP**

LANDSLIDE TRAP

CR 5 (XP 1,600)

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; **Reset** manual

Effect Atk +15 melee (crushing rocks and stones; 6d6); multiple targets (all targets in a 30-ft. Square); Reflex save DC 15 or knocked from path and fall 6d10 feet before landing on an isolated ledge (Climb DC 20 to climb back to the path).

THE GAP

The gap is a section of the path which has collapsed, presenting an obstacle for the PCs to cross. The gap is 25 feet across, and falling through it is a drop of several hundred feet into lava and almost certain death. Needless to say, the PCs will want to take their time about this and exercise those climbing skills! This gap occurred recently, inconveniencing the kobolds as much as anybody else, and the kobolds will eventually build a bridge of some kind to cross it.

KOBOLD'S GUARDPOST

Similar to the guardpost on the outer slope, this one also contains a kobold acolyte instead of the dwarven sunderer.

- **4 × KOBOLD ELITE GUARDS** (PAGE 142)
- **1 × KOBOLD HIGH ACOLYTE** (PAGE 143)
- **1 × KOBOLD ACOLYTE** (PAGE 141)

WYRMLINGS

A little older than the wyrmlings in the sacrificial chamber, these critters aren't old enough to leave the volcano yet. They fly around the caldera, occasionally picking off tasty looking kobolds.

A high-pitched shriek pierces the air. Turning, you see a nightmare—a pair of red dragons, clearly very young, emerging from the steam, winging towards you with predatory gleams in their eyes. They circle momentarily before diving to attack!

- **2 × RED DRAGON WYRMLINGS** (PAGE 145)

LAIR ENTRANCE

Finally, you have reached the bottom of the volcano's basin. You stand on a small ledge; 20 feet below you is a seething, boiling lake of lava, hot enough to incinerate you in a single moment. The surface of the lake is covered with a dense layer of superheated steam whose tendrils occasionally reach up towards you. You know that to allow the steam to touch you would make for a serious injury.

Before you lies a cave entrance: a dark, hot tunnel descending into the bowels of the volcano although—mercifully—away from the lake of molten death below you. The tunnel almost immediately begins to drop into a steep, steep flight of rough stone stairs, stretching downwards beyond your range of vision. Although the temperature inside is hot and uncomfortable, it seems almost a relief compared to the parched air in the caldera.

Suddenly the lava lake starts to churn and bubble. Small drops of superheated liquid spit at you. With a mighty crash and a roar, from the lake bursts a vision straight from hell—a mighty red dragon, covered in spikes and encrusted gems, fire billowing from its nostrils, its foot-long teeth bared, its eyes burning with fire! The great beast emerges from the lava lake, streaking upwards toward the sky, its long, serpentine body passing you—it seems that you have not been spotted! Lava splashes everywhere, forcing you to cower in the tunnel for shelter, as the mighty dragon disappears from sight, lava still streaming down from its wings and tail.

The lava splashes from the dragon's emergence shower the PCs. Each of them must make a DC 20 Reflex save or suffer 4d6 fire damage (success means that they managed to find shelter in the cave entrance just in time).

The stairs are steep, and descend for about 100 feet. Slightly slippery with steam, they require a DC 10 Climb check to safe-

ly traverse. A DC 15 Perception check will reveal a cunningly disguised handrail roughly carves into the stone wall, which negates the need for a Climb check.

Cirothe has left on one of her regular hunting runs; she will return while the PCs are exploring her lair. If they pick up the broken dragonorb from the temple, she will be waiting in the lair for them—otherwise, she will sense their presence and return to the lair when they enter.

INSIDE THE LAIR

The lair itself forms both a base of operations for the kobold cultists, and a home for the dragon and several wyrmlings. To get to Cirothe, the party must pass through these locations, noted on the map on page 133.

- TEMPLE DOOR
- STONE BRIDGE
- ANCIENT TEMPLE
- GUARD POST
- CELLS
- CULTISTS CHAMBER
- HIGH PRIEST'S CHAMBER
- SACRIFICIAL CHAMBER
- VIEWING PLATFORM
- ISLAND OF WYRMS
- TUNNEL
- DRAGON'S LAIR

TEMPLE DOOR

100-feet down, you come to the bottom of the steep, narrow stairway. There's a faint glow of red far above you, illumination from that great lake of fire you just left behind. A great stone door stands before you. 15-feet tall and equally wide, it is carved with the leering faces of kobolds surrounding a central dragon motif. There is a large stone handle, but no lock that you can make out.

Is the door trapped? Of course it is! This is a dragon's lair, and it's populated by kobolds! In keeping with the fiery theme, the kobolds have arranged for a delightful fireball trap designed to incinerate any non-kobolds who try to open the door.

- 1 × FIREBALL TRAP

EXPLOSIVE FIREBALL TRAP CR 5 (XP 1,600)

Type magic; Perception DC 28; Disable Device DC 28

Trigger proximity (alarm); **Reset** none

Effect spell effect (*fireball*, 6d6 fire & force damage (half each), DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

Once the door is opened, immediately read the Stone Bridge description to the players.

STONE BRIDGE

The great stone door creaks ponderously open to reveal a narrow stone bridge which arches over a great chasm, at the bottom of which flows a river of red hot lava. To your right, the river of molten rock stretches as far as you can see, while to your left it grows wider and wider, before disappearing over a cliff in what sounds like a mighty lava-fall. The steam from that direction obscures any further view.

The bridge before you is over 100 feet long, and only 5 feet wide, leading to a wide, square opening in the far wall. There are no handholds. Above the tunnels left and right into which the lava river flows, you see two ledges upon which you're sure you briefly spot movement obscured by steam.



A DC 20 Perception check will reveal that both ledges contain a number of creatures. A DC 25 check reveals that each contains 6 kobolds. These kobolds are armed with bows, and fire upon any intruders attempting to cross the bridge.

Movement across the bridge is precarious at best. Slippery with steam, the PCs can only move at half speed unless they make a DC 15 climb check to move at full speed (if they fail this check by 5 points, however, they will fall from the bridge into the lava river unless a DC 15 Reflex save is made).

- 12 × KOBOLD GUARDS (PAGE 142)
- S'SAVA BLOODFIRE, KOBOLD HIGH ACOLYTE (PAGE 143)

ANCIENT TEMPLE

This large, intricately carved hall is clearly an ancient temple to some draconic god. Carvings in the walls depict great winged serpents incinerating villages and towns. Scattered around the room are the remains of various stone benches, a broken altar, and several rivulets of lava which pool here and there into tiny lakes.

There are no enemies in this room, and it might serve as a place for the PCs to rest momentarily. Beneath the broken altar, there is a secret, locked compartment (Perception DC 20, Disable Device DC 20) guarded by a flame strike trap.

- 1 × FLAME STRIKE TRAP

FLAME STRIKE TRAP CR 6 (XP 2,400)

Type magic; Perception DC 30; Disable Device DC 30

Trigger proximity (alarm); **Reset** none

Effect spell effect (*flame strike*, 8d6 fire & divine damage (half each), DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder)

Inside the secret compartment is a cache of 5 potions of *protection from energy* (fire), a *necklace of fireballs* (type IV), and a broken orb of *dragonkind* (red). The broken orb only has a partial power set:

- immunity to red dragons' breath weapons
- awareness of 1 adult red dragon and 6 wyrmlings (2 of the wyrmlings may be dead—they were encountered by the PCs in the caldera; the other 4 are on the Island of Wyrms; the adult red dragon is, of course, Cirothe, who immediately becomes aware of the PCs and starts flying back to the lair in a rage).

GUARD POST

This guard post is a little tougher than those on the volcano's slopes and caldera.

- 5 × ELITE KOBOLD GUARDS (PAGE 142)
- 2 × KOBOLD HIGH ACOLYTES (PAGE 143)

CELLS

A dark row of cells lines the left hand side of this corridor, barred with blackened iron. The entire area smells of scorched flesh, and in the first cell you can see the charred corpse of someone; there isn't enough left to identify. From the farthest cell you hear a faint whimper.

The cells are where prisoners are kept before being sacrificed to the wyrmlings. There's currently only one occupant of the cells—Brand's niece, Ariadne.

Ariadne looks at you with wide eyes filled with terror. Although bruised and dirty, she doesn't appear to have been seriously harmed—yet. She whispers, haltingly, in a cracked voice, "...is....is....is it time? Is it my turn now?"

Ariadne is currently incapable of recognizing the PCs, and believes them to be kobolds come to feed her to the wyrmlings. She has seen others dragged off, and has become resigned to her fate.

If the PCs manage to convince Ariadne that they're here to rescue her, award them XP equal to a CR 5 encounter (1,600 XP). Give bonuses for good roleplaying, and allow them to use Diplomacy and Heal in particular. Her mind is currently fragile, but she can be brought back to health. Award them only half XP if they rescue her by force.

Ariadne doesn't know much about the lair. She can tell the PCs that she was brought here with five other young women, and that she's the last one left. She knows that the victims are fed to the wyrmlings, although she doesn't know the details of the sacrificial chamber. The kobolds have been rough, but have not seriously harmed her physically.

CULTISTS CHAMBER

This chamber is where most of the cultists live and sleep. There are 12 kobolds here. Half of them are asleep, and will wake once combat starts, but it will take them a full round to join in the fray.

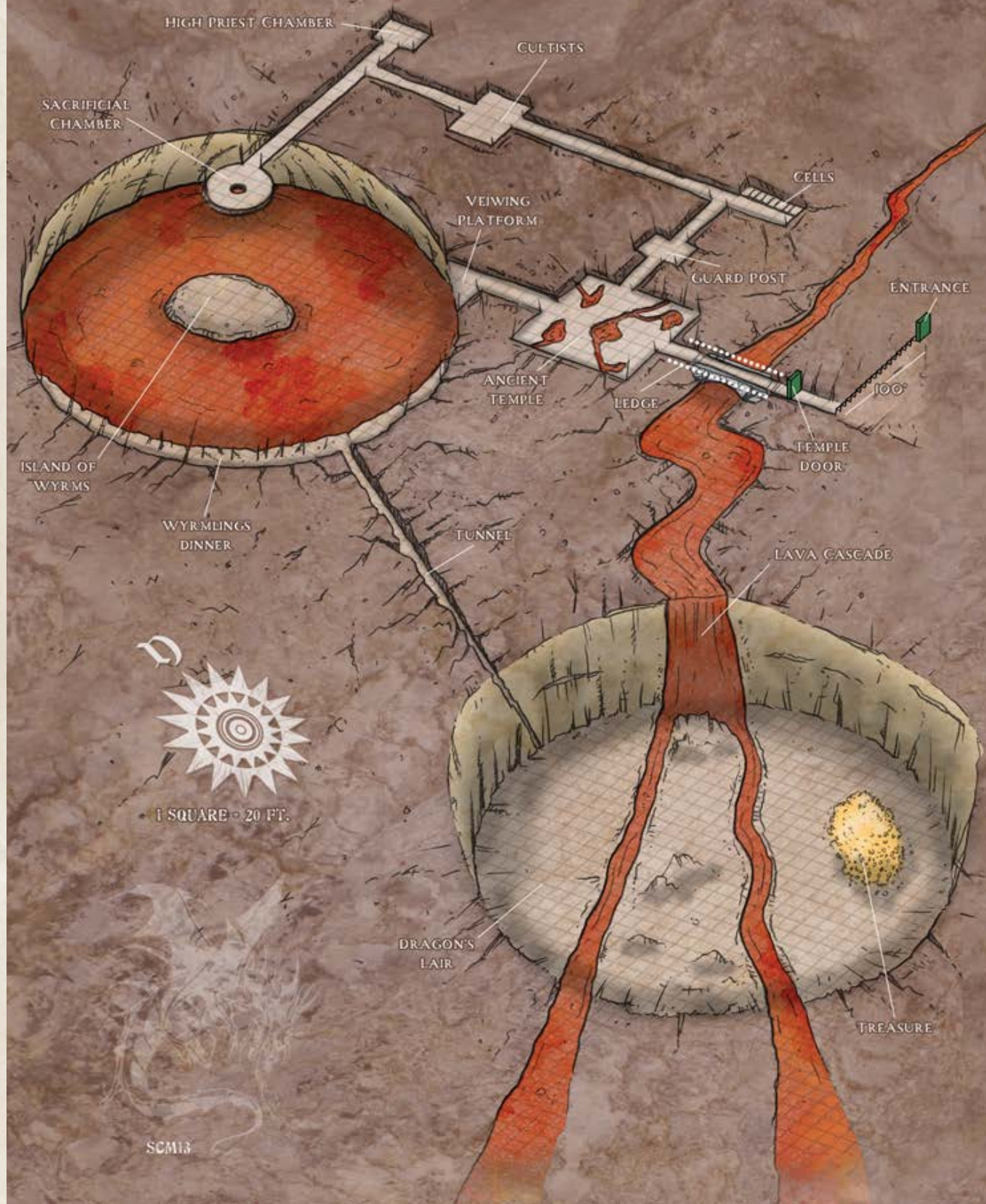
- 8 × KOBOLD CULTISTS (4 ASLEEP) (PAGE 142)
- 2 × KOBOLD ELITE GUARDS (1 ASLEEP) (PAGE 142)
- 2 × KOBOLD HIGH ACOLYTES (1 ASLEEP) (PAGE 143)
- 2 × KOBOLD ACOLYTES (2 ASLEEP) (PAGE 141)

HIGH PRIESTESS'S CHAMBER

Here, the High Priestess and two acolytes are engaged in a ritual, watched over by four loyal guards.

This chamber is dominated by a bright, fiery light. In the center of the room, a ball of flame hovers, three robed figures standing around it in a triangle. Two of them are dressed in acolytes' robes like those you've seen before, but the third is *enormous*—larger even than you - and wears more ornate garb—a golden circlet on her brow, and a red cloak seemingly alive with

SKULL MOUNTAIN INTERIOR



flame. In the corners of the room, four guard leap to defend their leaders, but it seems it's too late—the ritual, whatever it was, has been interrupted! The ball of fire flickers and spasms, and the kobold high priest snarls in rage as you realise to your horror that this high priest of the kobolds is no kobold herself—she's an ogre!

- 1 × **"KOBOLD" HIGH PRIESTESS (OGRE)** (PAGE 143)
- 2 × **KOBOLD HIGH ACOLYTES** (PAGE 143)
- 4 × **KOBOLD GUARDS** (PAGE 142)

The flames emanating from the High Priestess's cloak are actually the results of a *fire shield* spell currently active upon her. The High Priestess is, of course, a sorcerer, not a cleric.

The fireball takes up a 5' square in the center of the room. Any creature entering that square takes 6d6 fire damage; creatures in adjacent squares take 2d6 fire damage. At the beginning of round 3, the fireball will explode, doing 5d6 fire damage to everyone in the room (reflex save DC 19 for half).

SACRIFICIAL CHAMBER & ISLAND OF WYRMS

This circular chamber contains a hole in the center, 10-foot wide, above which is suspended a black iron cage on a chain attached to a winch. Below the hole is a great chasm, the bottom of which is filled with lava. An island lies in the center of this lake of fire, and four snarling, snapping red dragon wyrmlings wait there for the kobolds to lower their next meal down to them.

Regular prisoners from the cells are lowered through this hole inside the black-iron cage. However, there is also a ledge round the edge of the lake. The stakes set into that ledge are where some prisoners are chained, to be eaten alive by the wyrmlings. At any given time, two or three of the stakes will have the charred skeletal remains of prisoners attached to them.

The PCs can use this cage to descend safely to the island, but the wyrmlings await them there. It's much safer to use the iron ladder from the viewing platform, however.

- 4 × **RED DRAGON WYRMLINGS** (PAGE 145)

From the island to the ledge, there's no obvious bridge. However, a DC 20 Perception check will reveal a stone walkway just below the surface of the lava. This can be walked across carefully (it is only one foot wide) and, while it will cause some damage to those crossing, they will be relatively safe unless they fall into the lava lake itself. The walkway causes 2d6 fire damage to those walking across. Anyone who takes damage while crossing must make a DC 15 Reflex save or fall into the lava.

VIEWING PLATFORM

The viewing platform is used by the kobolds to watch sacrifices taking place. It provides an excellent view of the entire chamber, lava lake, and island. Directly below the platform is a black-iron ladder which leads down to the ledge circling the lake.

TUNNEL

This rough-hewn tunnel leads from the wyrmlings' lake to the dragon's lair. It's only about 10 feet wide, so Cirothe cannot fit along it—the wyrmlings, however, can.





THE DRAGON'S LAIR

Finally, the PCs reach the lair. Cirothe will be waiting for them, furious at their intrusion.

Finally, your journey comes to an end. You emerge from the tunnel into the red glow of a massive cave. A mighty lava-fall crashes down the wall to your left, forming a pool of fiery liquid which spreads across the cavern in rivers of molten rock. The heat from the lava is intense, and the glow is bright enough to force you to squint.

But the spectacular fall of lava is far from the most awe-inspiring thing in this great cavern. Across the cave from you, on the other side of several rivers of fire, is heaped a treasure hoard the likes of which you have never imagined! Gold, jewels, and gems are piled 10-feet high, spread across a raised section of floor at least 30 or 40-feet across. You see bracelets and brooches, goblets and circlets, daggers and shields, gold, silver, platinum, rubies, emeralds, diamonds, and more. There's more amassed treasure here than any hundred kings ever dreamed of.

If Cirothe is waiting for them:

And atop it all, its red scales encrusted with embedded coins and gems, its eyes a pair of deep fiery pools, its mighty body poised regally, sits the beast you've traveled so far to

slay. Now, it seems ridiculous that you could possibly harm this mighty creature of fire. Cirothe, the great red dragon which has plagued the lands around for so long, watches you malevolently, calmly, but with a stare of fiery fury.

If she is not:

You hear a loud rushing of air, as though something massive were moving toward you at incredible speed. It seems to be coming from above the lava-fall, and it gets louder by the second.

Give the PCs one round to prepare, then:

A mighty blast of hot air bursts from the tunnel above the waterfall, smashing into you, almost throwing you to the ground. Roaring like a creature from the very depths of hell, a nightmare bursts into the chamber at incredible speed, lava streaming from her body, fire burning in her jaws and eyes! She alights on her treasure hoard and fixes her malevolent gaze upon you, her eyes filled with white-hot fury.

- **CIROTHE, ADULT RED DRAGON (PAGE 140)**

This battle would normally be woefully one-sided. Cirothe is a far greater challenge than the PCs could hope to defeat. However, they do have some advantages which help level the playing field—the artifacts they've hopefully gathered on the

HOW DOES THE DRAGON GET OUT?

Cirothe flies up the waterfall and then speeds along the river of fire, under the stone bridge. Eventually, the river vanishes into the stone of the mountain, and Cirothe dives into the lava to continue along an underground, lava-filled passageway which curves round to finally exit in the bottom of the caldera's lava-filled basin, whereupon the dragon bursts dramatically out of the lake and soars upwards out of the volcano.

way to Skull Mountain—particularly the Quiver of Dragon's Bane, the Hammer of Vengeance, and Cirothe's True Name. Additionally, the PCs may have the broken *orb of dragonkind* from the ancient temple, and Lord Pemberton's sword and scabbard.

HOW ABOUT ALL THAT TREASURE?

Cirothe's treasure hoard is big enough to finance an entire kingdom for centuries. It has been plundered, stolen, gathered, and collected by the dragon over a period of many, many decades, and includes within it the wealth of Deephall Point and many of the towns and villages of the area.

The right thing to do now would be to return the treasure to its rightful owners. This will still leave the PCs with a sizeable sum—some 30,000gp and a couple of choice magic items each.

EPILOGUE

With Cirothe slain, the whole region celebrates. As any remaining kobold minions flee the country, Lord Pemberton knights the PCs (who may henceforth style themselves as Sir or Lady). Brand and Ariadne are tearfully reunited, and the whole of Hengistbury arranges a pageant in the PCs' honor. From now on, the PCs will be known by name in any of the towns and villages mentioned in this adventure - they are famous heroes, after all! Bards will write songs about them, pubs will be named after them, and children named in their honor.

WHAT NEXT?

The Hengistbury portion of this adventure contains dozens of plot hooks sprinkled about - some attached to NPCs, others as follow-ups to existing quests. You should feel free to allow your players to explore these threads and develop further adventures within the area. And keep an eye out for *To Stake A Vampire*, which is a sequel nostalgia-styled adventure coming in 2014!

THE DRAGON'S HOARD

This appendix should be used to help you describe the dragon's hoard to your players. You don't have to list every single item - indeed, that would be silly: the hoard is 30-million gp in value (although note that the PCs should only get 30,000gp worth of that total). Use these lists to give your players some detail and a sense of the variety of objects to be found. Values and rarity are noted for the GM's benefit only. This is by no means an exhaustive description of the hoard. Remember, the PCs should not get all of this unless you are ending the campaign here!

COINS

- There is over 10-million gp in value in coin form, including gold, silver, copper, and more.

MUNDANE OBJECTS

- a dirty red cape with purple stripes [*rare*; 1000gp]
- a dirty silver lunchbox [*common*; 6gp]
- a shabby steel box [*rare*; 400gp]
- a filthy plain yellow sheet [*uncommon*; 30gp]
- a weathered chestnut flask [*common*; 7gp]
- a small walnut carving depicting a tiny minotaur [*uncommon*; 30gp]
- a filthy embroidery depicting Duchess Bari Ironfist [*common*; 7gp]
- a weathered silver framed eyeglasses [*common*; 1gp]
- a filthy embroidery depicting Nolin [*common*; 7gp]
- a magnificent oak coffer [*common*; 3gp]
- a beautiful plain yellow tunic [*very rare*; 4000gp]
- a tiny maple salt shaker [*rare*; 1000gp]
- a tiny maple carving depicting the ship *The Moody Valant* [*common*; 7gp]
- a pristine burgundy blanket with burgundy spots [*common*; 4gp]
- a new-looking plain amber robe [*uncommon*; 40gp]
- a filthy rosewood cup [*rare*; 900gp]
- a well-preserved iron tiara with a sad eagle motif [*common*; 1gp]
- a small chest of incense [*common*; 6gp]
- a tiny teak figurine depicting a tiny manticores [*common*; 1gp]
- a miniature bronze jug [*common*; 3gp]
- a new-looking tapestry depicting the ship *The Viscount of Newhall* [*common*; 10gp]
- a flawless gold cup [*uncommon*; 90gp]
- a tiny tan cape with amber stripes [*common*; 6gp]

THE WEALTH PROBLEM

One of the biggest cliches attached to dragons is the awe-inspiring treasure hoard. Most treasure hoards of that size, however, are definitely NOT suited to a party of 6th-level adventurers—Smaug's hoard would completely derail a campaign.

Now, if you're ending the campaign at this point, that doesn't really matter. Let the PCs have as much treasure as they like; let them buy half the world if they want to. As long as you're not continuing to play with those PCs or in that world, it makes no difference. Let them have a field day and then close the book, remembering their characters as the richest in the world, lords of all they see! If the PCs will see further adventures, it becomes a different story. In that case, they need to receive a level-appropriate reward—about 30,000gp in value. There are three approaches you can take to this.

1. The treasure hoard is enormous in appearance, but it only contains about 30,000gp worth of loot. The reality is not as exciting as the appearance—perhaps much of the gold is copper or bronze.
2. The treasure hoard is simply smaller. This is the least satisfying way to resolve the issue, but it is probably the simplest.
3. The treasure hoard contains about 30,000,000gp worth of loot, but it belongs to the neighbouring towns, villages, cities, and countries. Decades of plundering by Cirothe ha resulted in a vast hoard—but it must all be returned to its rightful owners. The PCs get to keep about 30,000gp-worth of treasure as a reward.

We have included lists of treasure items to help describe the hoard to your players, should they ask. You can't realistically describe an entire hoard worth 30-million gold pieces, so your description will be a sample of the types of things to be found. If any of the PCs want a particular item (within the 30,000gp budget) you should allow them to find it in the hoard. If you're feeling mean, you might make them make a DC 15 Perception check to search for it.

- a gigantic silver backed mirror [common; 5gp]
- a small gold domino set [uncommon; 70gp]
- a battered plain lavender robe [common; 7gp]
- a shabby teak handled razor [common; 3gp]
- a small plain yellow cloak [common; 8gp]
- a shabby beech tray [common; 5gp]
- a massive embroidery depicting Lady Thoin Stormhorn [uncommon; 100gp]
- a bulky copper puzzle box [common; 6gp]
- a big chestnut figurine depicting Andrew White [very-rare; 1000gp]
- a little ebony holy symbol [rare; 200gp]
- a filthy ironwood hairbrush [common; 7gp]
- a magnificent elm carving depicting a happy snake [common; 10gp]
- a bulky bronze flute [common; 4gp]
- a flawless adamantium tiara with a sleeping angel motif [common; 5gp]
- a little tan tunic with indigo spots [uncommon; 60gp]
- a pristine plain crimson sheet [common; 3gp]
- a beautiful adamantium statue depicting the ship *The Viscount Charles* [common; 1gp]
- a pristine copper lunchbox [uncommon; 30gp]
- a magnificent silver earrings with a gigantic troll motif [common; 9gp]
- a fancy fresco depicting a sad centaur [common; 6gp]
- a battered teak flute [common; 6gp]
- a shabby plain burgundy cushion [common; 4gp]
- a flawless steel statue depicting a large eagle [rare; 600gp]
- a damaged embroidery depicting a sleeping hydra [uncommon; 40gp]
- a massive bronze bookends [uncommon; 70gp]
- a well-preserved walnut pitcher [common; 7gp]
- a huge crate of incense [common; 4gp]
- a well-preserved fresco depicting a large nymph [common; 2gp]
- a big steel bracelet with a detailed minotaur motif [rare; 100gp]
- a dirty willow knitting needle [common; 2gp]
- a battered embroidery depicting a fearsome devil [rare; 500gp]
- a colossal adamantium brooch with a large unicorn motif [uncommon; 10gp]
- a tiny steel bracelet with a cuddly mermaid motif [rare; 500gp]
- a new-looking copper figurine depicting a large eagle [common; 2gp]
- a shabby tapestry depicting the ship *The Good Lady* [common; 10gp]
- a miniature rosewood figurine depicting a small satyr [uncommon; 80gp]
- a gigantic adamantium bracelet with a gigantic eagle motif [common; 3gp]

POTIONS

- Contained in a damaged wineskin, this potion of *cure moderate wounds* is tan and fizzing, and smells like walnut. It has been known to cause drowsiness.
- Contained in a flimsy covered adamantium cup, this potion of *barkskin* is charcoal and sticky, and smells like walnut. It has been known to cause tinnitus.
- Contained in a small glass bottle, this potion of *bear's endurance* is lavender and opaque, and smells like the sea. It has been known to cause coughing.
- Contained in a fancy adamantium phial, this potion of *lesser restoration* is red and sticky, and smells like chocolate. It has been known to cause pustules.
- Contained in a weathered steel phial, this potion of *resist energy* is red and syrupy, and smells like vanilla. It has been known to cause fever.
- Contained in a beautiful iron phial, this potion of *lesser restoration* is brown and glowing, and smells like sage. It has been known to cause fever.
- Contained in a pristine glass vial, this potion of *remove paralysis* is crimson and opaque, and smells like smoke. It has been known to cause yellowed skin.
- Contained in a weathered skull, this potion of *lesser restoration* is yellow and translucent, and smells like fish. It has been known to cause headache.
- Contained in a gigantic skull, this potion of *spider climb* is black and sticky, and smells like grass. It has been known to cause depression.
- Contained in a fancy wineskin, this potion of *cat's grace* is grey and translucent, and smells like citrus. It has been known to cause convulsions.
- Contained in a weathered crockery jar, this potion of *bull's strength* is orange and opaque, and smells like flowers. It has been known to cause palsy.
- Contained in a damaged skull, this potion of *barkskin* is black and cloudy, and smells like baking bread. It has been known to cause hallucinations.
- Contained in a little skull, this potion of *spider climb* is orange and opaque, and smells like sulfur. It has been known to cause hallucinations.
- Contained in a bulky glass vial, this potion of *darkvision* is lavender and bubbly, and smells like baking bread. It has been known to cause joint aches.
- Contained in a filthy covered silver cup, this potion of *mage armor* is lavender and bubbly, and smells like chicken. It has been known to cause tenderness.
- Contained in a pristine glass vial, this potion of *resist energy* is white and sticky, and smells like baking bread. It has been known to cause joint aches.
- Contained in a little covered copper cup, this potion of *pass without trace* is grey and bubbly, and smells like pears. It has been known to cause paranoia.

- Contained in a pristine glass vial, this potion of *cure moderate wounds* is ivory and fizzing, and smells like brimstone. It has been known to cause yellowed skin.
- Contained in a gigantic glass vial, this potion of *blur* is red and cloudy, and smells like pears. It has been known to cause drowsiness.
- Contained in a tiny glass bottle, this potion of *hide from undead* is violet and cloudy, and smells like pepper. It has been known to cause rash.

LOOSE GEMSTONES & JEWELS

- Oriental Amethyst [gem, large, 1000gp]
- Black Sapphire [jewel, small, 5000gp]
- Bloodstone [semi-precious, 50gp]
- Hematite [ornamental, tiny, 10gp]
- Pearl [precious, small, 500gp]
- Jasper [semi-precious, large, 50gp]
- Star Rose Quartz [semi-precious, tarnished, 50gp]
- Oriental Emerald [jewel, small, 5000gp]
- Black Opal [gem, large, 1000gp]
- Opal [gem, tiny, 1000gp]
- Garnet [precious, large, 500gp]
- Citrine [semi-precious, small, 50gp]
- Spinel [precious, 500gp]
- Smoky Quartz [semi-precious, large, 50gp]
- Oriental Topaz [gem, tarnished, 1000gp]
- Azurite [ornamental, small, 5gp]
- Star Rose Quartz [semi-precious, 50gp]
- Jasper [semi-precious, large, 50gp]
- Moonstone [semi-precious, small, 50gp]
- Star Rose Quartz [semi-precious, 1000gp]
- Jade [fancy, large, 100gp]
- Chrysoprase [semi-precious, 50gp]
- Amber [fancy, huge, 100gp]
- Pearl [fancy, large, tarnished, 50gp]
- Aquamarine [precious, small, 500gp]
- Turquoise [ornamental, tiny, 10gp]
- Coral [fancy, tiny, 100gp]
- Topaz [precious, 500gp]
- Tiger Eye Agate [ornamental, large, 10gp]
- Azurite [ornamental, small, 10gp]
- Peridot [precious, large, 500gp]
- Star Sapphire [jewel, tarnished, 2000gp]
- Alexandrite [fancy, small, 100gp]
- Spinel [fancy, large, 100gp]
- Amethyst [fancy, 100gp]

- Jade [fancy, small, 100gp]
- Banded Agate [ornamental, large, 2.5gp]
- Garnet [precious, small, 500gp]
- Peridot [precious, large, 500gp]
- Citrine [semi-precious, huge, 50gp]
- Jasper [semi-precious, 50gp]
- Zircon [semi-precious, tarnished, 50gp]
- Malachite [ornamental, small, 10gp]
- Amethyst [fancy, small, 100gp]
- Smoky Quartz [semi-precious, tarnished, 50gp]
- Spinel [fancy, huge, 100gp]
- Topaz [precious, large, 500gp]
- Peridot [precious, tiny, 500gp]
- Malachite [ornamental, small, 10gp]
- Azurite [ornamental, large, 10gp]

BOOKS

- *Divinity and Transformation: a Folio by Countess Deepheart the Illuminated.* Black ribbons are used to mark pages throughout this well-preserved book. [Uncommon; 40gp; 219 pages].
- *Astrology and Handicrafts: a Compilation by Empress Nerdamoth the Awful.* There are clearly pages missing from this bejewelled amber doctrine. [Common; 1gp; 92 pages].
- *A Lexicon of religion by Bishop Belphin the Monstrous.* There are clearly pages missing from this bejewelled red tract. [Common; 5gp; 283 pages].
- *Light and Secrets: a Book by Duke Gelly the Telestic.* Artwork by the famous Bafur Redlock decorates the cover of this crumbling libram. [Common; 9gp; 163 pages].
- *Enbrimbor the Insidious's Planar Encyclopedia of Demented Transformation.* A large octogon dominates the cover of this slim tan manual. [Common; 1gp; 140 pages].
- *Journey to The Mystagogical Desert of the Unknown by Bilin Deepphammer the Enchanted.* There are clearly pages missing from this slim crimson doctrine. [Common; 10gp; 253 pages].
- *Charting The Unequalled Keep of Chaos by Eragh the Calamitous.* This recent doctrine is Volume 6 of a 8-part set. [Common; 2gp; 21 pages].
- *Divination and Transmutation: a Libram by Empress Kell the Shadowed.* The cover of this crumbling folio indicates that it was edited by Bomrin Rockbrow. [Common; 7gp; 60 pages].
- *A Libram of Secrets by Edmund Summers the Demented.* The cover of this slim tract indicates that it was edited by Banor Longfist. [Common; 9gp; 243 pages].
- *The Large Handbook of Drugs and Enchantment.* A large hexagon dominates the cover of this crumbling indigo scroll. [Common; 5gp; 121 pages].

- *Catherine Davies the Calamitous's Illuminated Vade Mecum of Unknown Alchemy.* There are clearly pages missing from this faded green tract. [Common; 1gp; 214 pages].
- *What Became of The Enchanted Forest of Bones by Lady Linlin the Infernal.* Gold rivets punctuate the cover of this handwritten lavender doctrine. [Common; 2gp; 121 pages].
- *Evocation and Enchantment: a Doctrine by J'Ddan the Poisonous.* Grey ribbons are used to mark pages throughout this ancient handbook. [Uncommon; 90gp; 91 pages].
- *The Husbandry Compilation.* The title of this illustrated yellow scroll is emblazoned in copper. [Common; 5gp; 188 pages].
- *Necromancy and Gems: a Compilation by Finor Bronzeforge the Terrible.* You can see the words "Miopiar shirak gadurm!" inscribed on the inside cover. [Common; 10gp; 267 pages].
- *A Scroll of Alchemy by Bori Broadaxe the Compunctuous.* The cover of this illustrated libram is dominated by an illustration of a hydra. [Uncommon; 50gp; 230 pages].
- *The Compilation of Shadowed Demonology by Emperor Kevak the Revised.* The cover of this leather-bound vade mecum is dominated by an illustration of a unicorn. [Common; 3gp; 74 pages].
- *The Fine Tome of Weapons and Exotic Animals.* The pages of this slim palimpsest are lined with indigo hexagons. [Common; 10gp; 17 pages].
- *Journey to The Terrible Mines of Iron by Phoebe Butler the Inscrutable.* The title of this well-preserved yellow manuscript is emblazoned in gold. [Common; 7gp; 214 pages].
- *A Creed of Transmutation by Maedglor the Planar.* The pages of this faded folio are lined with grey squares. [Common; 7gp; 75 pages].

WEAPONS & ARMOR

- Crossbow, light +2 [8335gp]
- Masterwork Siangham [303gp]
- Masterwork Silver Sword, bastard [425gp]
- Buckler +2 [4165gp]
- Masterwork Leather Armor [160gp]
- Sai +1 [2301gp]
- Darkwood buckler [205gp]
- Masterwork Flail, dire [690gp]
- Shortbow, composite +1 [2375gp]
- Banded Mail +1 [1400gp]
- Mithral shirt [1100gp]
- Masterwork Bolts, crossbow (10) [61gp]
- Masterwork Morningstar [308gp]
- Shield, light wooden (Energy resistance) +3 [9153gp]
- Masterwork Banded Mail [400gp]
- Studded Leather Armor +1 [1175gp]
- Masterwork Breastplate [350gp]

- Splint Mail +3 [9350gp]
- Splint Mail +1 [1350gp]
- Masterwork Crossbow, light [335gp]

WONDEROUS ITEMS & WANDS

- Dust of disappearance [3500gp]
- Feather token, bird [300gp]
- Handy haversack [2000gp]
- Wand of detect thoughts (2nd/3rd) [4500gp]
- Bag of holding type I [2500gp]
- Wand of hypnotic pattern (2nd/3rd) [4500gp]
- Wand of heroism (3rd/5th) [11250gp]
- Wand of magic circle against good (3rd/5th) [11250gp]
- Rope of climbing [3000gp]
- Ioun stone incandescent blue sphere [8000gp]
- Dust of dryness [850gp]
- Wand of flame arrow (3rd/5th) [11250gp]

SCROLLS

- Divine scroll, *spike stones* (4th/7th) [700gp]
- Divine scroll, *animate dead* (3rd/5th), Magic vestment (3rd/5th) [1000gp]
- Arcane scroll, *beast shape* (3rd/5th) [375gp]
- Divine scroll, *diminish plants* (3rd/5th) [375gp]
- Divine scroll, *magic circle against evil* (3rd/5th), Magic circle against chaos (3rd/5th) [750gp]
- Arcane scroll, *tiny hut* (3rd/5th) [375gp]
- Arcane scroll, *wind wall* (3rd/5th) [375gp]
- Arcane scroll, *water breathing* (3rd/5th) [375gp]
- Divine scroll, *prayer* (3rd/5th) [375gp]
- Arcane scroll, *vampiric touch* (3rd/5th) [375gp]
- Arcane scroll, *contagion* (4th/7th) [700gp]
- Arcane scroll, *secret page* (3rd/5th) [375gp]
- Arcane scroll, *flame arrow* (3rd/5th) [375gp]
- Divine scroll, *imbue with spell ability* (4th/7th) [700gp]
- Arcane scroll, *blink* (3rd/5th) [375gp]



MONSTERS & NPCs

CIROTHE

A crown of cruel horns surrounds the head of this mighty dragon. Thick scales the color of molten rock cover its long body.

ADULT RED DRAGON CR 14 (XP 38,400)

CE Huge dragon (fire)

Init +4; **Senses** dragon senses, smoke vision; Perception +23

Aura fire (5 ft., 1d6 fire), frightful presence (180 ft., DC 21)

DEFENSE

AC 29, touch 8, flat-footed 29 (+21 natural, -2 size)
hp 212 (17d12+102)

Fort +16, **Ref** +10, **Will** +15

Defensive Abilities DR 5/magic; Immune fire, paralysis, sleep; **SR** 25

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +25 (2d8+15), 2 claws +25 (2d6+10), 2 wings +23 (1d8+5), tail slap +23 (2d6+15)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, DC 24, 12d10 fire), crush

Spell-Like Abilities (CL 17th)

At will—*detect magic*, *pyrotechnics* (DC 15), *suggestion* (DC 16)

Spells Known (CL 7th)

3rd (5/day)—*dispel magic*, *haste*

2nd (7/day)—*invisibility*, *resist energy*, see *invisibility*

1st (7/day)—*alarm*, *grease* (DC 14), *magic missile*, *shield*, *true strike*

0 (at will)—*arcane mark*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*

STATISTICS

Str 31, **Dex** 10, **Con** 23, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +17; **CMB** +29; **CMD** 39 (43 vs. trip)

Feats Cleave, Greater Vital Strike, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike

Skills Appraise +23, Bluff +23, Fly +12, Intimidate +23, Knowl. (arcana) +23, Perception +23, Sense Motive +23, Spellcraft +23, Stealth +12

Languages Common, Draconic, Dwarven, Orc

SPECIAL TRAITS

Fire Aura (Su) Citrothe is surrounded by an aura of intense heat. All creatures within 5 feet take 1d6 points of fire damage at the beginning of his turn.

Smoke Vision (Ex) Cirothe can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

Spell-Like Abilities (Sp) Cirothe has the following spell-like abilities, usable at will: *detect magic*, *pyrotechnics*, *suggestion*.

FIRE STIRGE

FIRE STIRGE

CR 1/2 (XP 200)

N Tiny magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 5 (1d10)

Fort +2, **Ref** +6, **Will** +1

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee touch +7 (attach)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks fire breath

STATISTICS

Str 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)

Feats Weapon Finesse

Skills Fly +8, Stealth +16

SPECIAL TRAITS

Attach (Ex) When a fire stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to **AC** and has an **AC** of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Fire Breath (Ex) A fire stirge's bit is red-hot, it's breath filled with flame. At the end of its turn, if it is attached to a foe, it inflicts 1d6 fire damage.

Firegut Plague (Ex) Due to the magma and superheated steam in which they live, fire stirges are harbingers of a curious disease. Any creature subjected to a stirge's fire breath attack has a 10% chance of being exposed to firegut plague. Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Firegut (Disease) **Type** disease, injury or inhaled; **Save** Fortitude DC 17 Onset 1 day; **Frequency** 1/day **Effect** target is staggered; **Cure** 3 consecutive save

Though less extreme than true dysentery, this disease is characterized by occasional vomiting of burning bile. It is extremely tenacious. A victim feels like their insides are literally burning up, and their breath contains hot steam. The victim sweats constantly and profusely.

KOBOLD ACOLYTE

This short, reptilian humanoid has scaled skin, a snout filled with tiny teeth, and a long tail.

WINGED KOBOLD SORCERER 3

CR 2 (XP 600)

LE Small Humanoid (Reptilian)

Init +2; **Senses** darkvision (60 feet); Perception +9

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 Dex, +1 size, +2 natural, +1 dodge)

hp 13 (3d6)

Fort +1, **Ref** +3, **Will** +4

Defensive Abilities Resist fire 5, Dragon Resistances

Weakness Light Sensitivity

OFFENSE

Speed 30 ft., fly 30 ft. (poor)

Melee Dagger +1 (1d3-1)

Special Attacks Claws

Sorcerer Spells Known (CL 3, +1 melee touch, +4 ranged touch):

1 (6/day) *Mage Armor*, 2 x *Burning Hands* (DC 12), *Magic Missile*

0 (at will) *Read Magic*, *Detect Magic*, *Acid Splash*, *Flare* (DC 11), *Resistance*

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 14, **Wis** 12, **Cha** 12

Base Atk +2; **CMB** -1; **CMD** 12

Feats Brew Potion, Dodge, Eschew Materials

Skills Bluff +6, Craft: Alchemy +7, Fly +2, Knowledge: Arcana +8, Perception +9, Sense Motive +3, Spellcraft +8, Stealth +6

Languages Common, Draconic, Gnome

Special Qualities Draconic: Red Dragon (Fire)

Combat Gear Dagger; **Other Gear** *Potion of Cure Light Wounds*, *Potion of Shield of Faith* +2, *Wand of Magic Missile*

SPECIAL TRAITS

Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a kobold cultist.

Breath Weapon (Su) See the **Cirothe's Kobolds** sidebar on page 142.

CIROTHE'S KOBOLDS

The kobolds throughout this adventure are all red dragonkin kobolds. These kobolds love fire, especially alchemical and magical fire. They get a +2 bonus to the DC of any fire-subtype spell they cast, and a +2 bonus on saves made vs. fear effects.

As minions of Cirothe, these kobolds also have a special breath weapon. They can breathe in 10-foot cones once per round as a move action, forcing a DC 13 Reflex save for half damage. Those who fail the saving throw take 1d8 points of damage. After using their breath weapons, the kobolds must wait 1d4 rounds before using them again.

Additionally, some of Cirothe's kobolds have wings. This gives them them (also noted in their statblocks) Speed mode of **fly 30 ft. (poor)**. Note that this flight ability does not give them the ability to hover; see the *Pathfinder* core rulebook for full flight rules.

KOBOLD CULTIST

KOBOLD WARRIOR 1 CR 1 (XP 100)

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 5 (1d10)

Fort +2, **Ref** +1, **Will** -1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee sacrificial dagger +1 (1d6-1/x3)

Ranged sling +3 (1d3-1)

Special Attacks breath weapon (10-ft. cone, DC 13, 1d8 fire)

STATISTICS

Str 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +1; **CMB** -1; **CMD** 10

Feats Skill Focus (Perception)

Skills Craft (trapmaking) +6, Perception +5, Stealth +5; *Racial Modifiers* +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic

Special Qualities crafty

SPECIAL TRAITS

Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a kobold cultist.

Breath Weapon (Su) See the **Cirothe's Kobolds** sidebar.

KOBOLD GUARD

KOBOLD WARRIOR 4 CR 2 (XP 400)

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 natural, +1 size)

hp 26 (4d10)

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

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk longsword +6 (1d6/19-20)

Ranged shortbow +6 (1d4/x3)

STATISTICS

Str 10, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +4; **CMB** +3; **CMD** 15

Feats Improved Initiative, Lightning Reflexes

Skills Craft (trapmaking) +9, Perception +5, Profession (miner) +1, Stealth +12

Languages Draconic

Special Qualities crafty

Combat Gear *potion of cure light wounds* (2), Medium spider venom (3 doses); **Other Gear** masterwork studded leather armor, masterwork longsword, shortbow with 20 arrows, pouch of 3d6 gp

SPECIAL TRAITS

Breath Weapon (Su) See the **Cirothe's Kobolds** sidebar.

KOBOLD GUARD, ELITE

MALE KOBOLD FIGHTER 7 CR 6 (XP 2,400)

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 23, touch 15, flat-footed 19 (+5 armor, +3 Dex, +1 dodge, +3 natural, +1 size)

hp 64 (7d10+21)

Fort +7, **Ref** +6, **Will** +2; +2 vs. fear

Defensive Abilities bravery +2

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk shortspear +9/+4 (1d4)

Ranged +1 composite longbow +14/+9 (1d6+4/x3)

Special Attacks weapon training (bows +1)

STATISTICS

Str 11, **Dex** 16, **Con** 12, **Int** 12, **Wis** 8, **Cha** 11

Base Atk +7; **CMB** +6; **CMD** 20

Feats Deadly Aim, Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Toughness, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Skills Craft (trapmaking) +13, Intimidate +10, Perception +1, Stealth +17

Languages Common, Draconic

Special Qualities armor training 2, crafty

Combat Gear +1 chain shirt, +1 composite longbow with 20 arrows, masterwork shortspear, *cloak of resistance* +1

SPECIAL TRAITS

Breath Weapon (Su) See the **Cirothe's Kobolds** sidebar.

KOBOLD HIGH ACOLYTE

WINGED MALE KOBOLD SORCERER 5 CR 5 (XP 1,600)

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 19, touch 17, flat-footed 13 (+4 armor, +1 Dex, +2 natural, +1 dodge, +1 size)

hp 21 (5d6)

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

Defensive Abilities Resist cold 5

Weakness light sensitivity

OFFENSE

Speed 30 ft., fly 30 ft. (poor)

Melee +2 flaming burst dagger +5 (1d4+2/19-20 plus 1d6 fire plus 1d10 fire damage on a critical)

Special Attacks grow 2 claws +5 (1d3, lasts for 5 rounds)

Spells Prepared (CL 6th)

2nd (5/day, 3 left) – *bull's strength*, *resist energy*, *summon swarm*

1st (7/day, 6 left) – *cause fear* (DC 14), *color spray* (DC 14), *burning hands* (DC 14), *mage armor*, *magic missile*

0 – *daze* (DC 12), *detect magic*, *detect poison*, *ghost sound* (DC 13), *light*, *prestidigitation*, *mending*

STATISTICS

Str 10, **Dex** 13, **Con** 13, **Int** 10, **Wis** 16, **Cha** 16

Base Atk +3; **CMB** +3; **CMD** 12

Feats Combat Casting, Dodge, Eschew Materials

Skills Bluff +9, Craft (trapmaking) +5, Fly +2, Knowledge (arcana) +6, Perception +14, Profession (miner) +5



Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic

Special Qualities draconic bloodline (red)

Combat Gear *cloak of resistance* +2, high acolyte's robes, and a ruby brooch worth 100 gp

SPECIAL TRAITS

Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a kobold cultist.

Breath Weapon (Su) See the **Cirothe's Kobolds** sidebar.

"KOBOLD" HIGH PRIESTESS

FEMALE OGRE SORCERER (ARCANE) 9 CR 10 (XP 9,600)

CE large humanoid (giant)

Init -1; **Senses** Darkvision 60 ft, Low Light Vision, Perception +6

DEFENSE

AC 19, touch 8, flat-footed 19 (+4 armor, -1 Dex, +7 Natural, -1 Size)

hp 110 (4d8+9d6+9 Favored Class+ 52 Con)

Fort +11, **Ref** +3, **Will** +11

OFFENSE

Speed 40 ft.

Melee Dagger +10/5 (1d6+4/19-20)

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

Bloodline Spell-Like Abilities

2/day—Metamagic Adept

Sorcerer Spells Known (CL 9th; Concentration +15, +5 Ranged Touch, +10 Touch)
 4th (4/day)–*Confusion* (DC 18), *Elemental Body I* (DC 18), *Fire Shield* (already cast), *Dragon's Breath* (DC 16)
 3rd (6/day) – *Fireball* (DC 14), *Dispel Magic*, *Lightning Bolt* (DC 15), *Suggestion* (DC 17)
 2nd (7/day) – *Fire Breath* (DC 14), *Draconic Reservoir* (DC 16), *Invisibility*, *Mirror Image*, *Burning Gaze*
 1st (7/day, 6 remaining) – *Charm Person* (DC 15), *Identify*, *Mage Armor*, *Magic Missile*, *Shield*, *Burning Hands*
 0 (at will) – *Spark*, *Dancing Lights*, *Daze* (DC 14), *Ghost Sound* (DC 12), *Mage Hand*, *Flare*, *Message*, *Prestidigitation*

TACTICS

Every morning, the High Priestess casts *Mage Armor* on herself. This is reflected in her statistics. At the time of the encounter in her chambers, she also has *Fire Shield* active.

STATISTICS

Str 19, **Dex** 8, **Con** 18, **Int** 8, **Wis** 14, **Cha** 15
Base Atk +7; **CMB** +12; **CMD** 21
Feats Alertness (as long as Sparks is in arms reach), Combat Casting^B, Craft Wondrous Item, Eschew Materials^B, Extend Spell, Greater Spell Focus (Evocation), Iron Will, Spell Focus (Evocation)
Skills Climb +11, Knowledge (Arcana) +6, Perception +6, Spellcraft +6
Languages Common, Draconic
Special Qualities Arcane Bond (Familiar Fire Mephit named Sparks)
Combat Gear *Wand of Scorching Ray* (43 charges)
Other Gear Amulet of natural armor +2, Dagger, Headband of charisma +2

KOROCH

FIRE GIANT CR 10 (XP 9,600)

LE Large humanoid (fire, giant)
Init –1; **Senses** low-light vision; Perception +14

DEFENSE

AC 24, touch 8, flat-footed 24 (+8 armor, –1 Dex, +8 natural, –1 size)
hp 142 (15d8+75)
Fort +14, **Ref** +4, **Will** +9
Defensive Abilities rock catching; Immune fire
Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft. (30 ft. in armor)
Melee greatsword +21/+16/+11 (3d6+15) or 2 slams +20 (1d8+10)

Ranged rock +10 (1d8+15 plus 1d6 fire)
Space 10 ft.; **Reach** 10 ft.
Special Attacks heated rock, rock throwing (120 ft.)

STATISTICS

Str 31, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +11; **CMB** +22; **CMD** 31
Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword)
Skills Climb +14, Craft (any one) +8, Intimidate +11, Perception +14
Languages Common, Giant
Treasure standard (half-plate, greatsword, other treasure)

SPECIAL TRAITS

Heated Rock (Su) Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.

TAEGAN THE SUNDERER

DWARF CLERIC 5 CR 4 (XP 1200)

Neutral Evil Medium Humanoid
 Cleric level 5 (Domains War and Fire)
Init –1; **Senses** Darkvision 60; Perception +5

DEFENSE

AC 19, Touch 9, flat footed 19 (Half-plate, Shield, heavy steel) (–1 Dex, +8 armour, +2 shield)
hp 32 (5d8+10);
Fort +5, **Ref** +0, **Will** +8
Defensive Abilities Resistance to poison +2, Resistance to spells +2

OFFENSE

Speed 20
Melee Morningstar +4 (1d8+1)
Special Attacks Hatred +1 attack elves, halflings
 Weapon Familiarity Dwarven waraxes and urgroshes
Channel Energy 4/day in 30ft burst. DC 13, 3d6
Fire Bolt (Sp) Standard Action 30 ft. ranged touch 1d6 +2 level. 7 per day.

Spells Known:

Cleric Spells

CL 5 Concentration 9

Level 0 (4) DC 14

Bleed(Necromancy)[] X 4

V,S **rng**: Close 25ft + 5ft/2 levels

Dur: instantaneous

SV Will negates Area: one living creature

Description: You cause a living creature that is below 0 hit points but stabilized to resume dying

Level 1 (5) DC 15

Ant Haul(Transmutation)[] X 4

V, S, M/DF **rng:** Touch **Dur:** 2 hours/level

SV Fortitude negates (harmless) **Area:** creature touched

Description: The targets carrying capacity triples. This does not affect the creatures actual Strength in any way, merely the amount of material it can carry

Burning Hands(Evocation)[Fire] X 1

V,S **rng:** 15ft **Dur:** Instantaneous

SV Reflex half **Area:** Cone-shaped burst

Description: Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a

Level 2 (4) DC 16

Aid(Enchantment)[Compulsion Mind-Affecting] X 3

V,S DF **rng:** Touch **Dur:** 1 min./level

SV None **Area:** Living creature touched

Description: +1 on attack rolls and saves against fear, 1d8 temporary **hp** +1/level (max +10).

Produce Flame(Evocation)[Fire] X 1

V,S **rng:** 0ft **Dur:** 1 min./level (D)

SV None **Area:** Flame in your palm

Level 3 (3) DC 17

Agonize(Evocation)[Evil] X 2

V,S **rng:** Close 25ft + 5ft/2 levels **Dur:** 1 full round

SV Fort negates **Area:** one conjured outsider or elemental (see text)

Description: The targeted creature must make a Fortitude save or take a -1 penalty for every 2 levels you possess (maximum -10) on all saves and checks made against you for the next hour.

Fireball(Evocation)[Fire] X 1

V,S,M **rng:** Long 400ft + 40ft / level

Dur: Instantaneous

SV Reflex half **Area:** 20-ft.-radius spread

Description: 1d6 damage per level, 20-ft. radius. Max 10d6

STATISTICS

Str 13, **Dex** 8, **Con** 13, **Int** 11, **Wis** 18, **Chr** 12

Base Attack 3 **CMB** 4; **CMD** 13

Feats Armour Prof Light, Armour Prof Medium, Combat Casting: +4 Concentration checks for Defensive casting, Extra Channel: Channel energy 2 additional times a day, Shield Proficiency: Can use shields, Simple Weapon Proficiency, Turn

Undead: Channel Energy to panic undead within 30ft Will save DC 10 + 1/2 level + CHA mod

Skills Appraise 0, Heal 10, Know Religion 6, Linguistics 4, Perception 5, Sense Motive 9

Languages Common, Dwarven

ECOLOGY

Environment Temperate mountains

Organization Squad 11-20, Team 2-4, Clan 30-100

Treasure Coins, Goods x 2, Items

SPECIAL TRAITS

Defensive Training +4 Dodge AC against Giant type

Greed +2 Appraise related to stone or metal work

Slow and Steady Base speed of 20 ft, speed is never modified by armor or encumbrance.

Stability +4 bonus on being bullrushed or tripped

Stonecunning +2 bonus on Perception for unusual stonework

Aura of deity

Battle Rage (Sp) Standard action give 1/2 level as damage bonus to ally for 1 round. Per day = 3+WIS mod

WYRMLING RED DRAGON

WYRMLING RED DRAGON CR 6 (XP 2,400)

CE Small dragon (fire)

Init +6; **Senses** dragon senses; Perception +10

DEFENSE

AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size)

hp 59 (7d12+14)

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

Defensive Abilities Immune fire, paralysis, sleep

Weaknesses Vulnerability to cold

OFFENSE

Speed 40 ft., fly 150 ft. (average)

Melee bite +11 (1d6+4), 2 claws +11 (1d4+3)

Special Attacks breath weapon (20-ft. cone, DC 15, 2d10 fire)

STATISTICS

Str 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +7; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Iron Will, Power Attack, Vital Strike

Skills Bluff +10, Fly +14, Intimidate +10, Perception +10, Sense Motive +10, Stealth +16

Languages Draconic

MONSTER & NPCs

Aavarg, Friendly Troll	108	Giant Black Widow Spiders.....	108	Ogres	107
Amaimon	116	Giant Black Widow Spiders.....	119	Old Jovan	53
Andrew Nemeth	52	Goblin Guards.....	106	Olegka, orc emissary	100
Ant, Monstrous	117	Goblin Jailer	105	Orc Bodyguards.....	100
Azaziz, Babau Assassin	113	Goblin Ranger.....	49	Orcish Bodyguards.....	102
Babau.....	114	Goblins.....	106	Orc Leader.....	102
Barbazu	117	Goblinspeaker		Orcs	103
Bartl the Bloody,		Yahret of the Woods	98	Orc Shamans	102
Servant of Slaughter	95	Goblin Troopers	106	Orc Subchiefs	101
Blackford Bandit.....	95	Gord Mortimer	13	Pech	122
Blackford Brigand.....	96	Hag, Green.....	49	Pirate	49
Blackford Desperado.....	96	Hag, Sea	50	Satyr.....	42
Blackford Thug.....	97	Halfpoint Town Guard.....	105	Scythe Tree	115
Bluestone	53	Hobgoblin Mercenaries	105	Shadow Demon	112
Bugbear Mercenaries	105	Huggermugger	121	Sheeltielle.....	109
Cave Giants	111	Jola.....	104	Shire Guard	124
Cave Giant Supervisors.....	111	Junog, Ogre Leader	103	Shire Guard, Captain.....	124
Ceres the Cruel,		Kazyk.....	51	Skeleton, Medium.....	45
Bane of Blackford.....	97	Kobold Acolyte	141	Slime Crawler.....	46
Chief Basyak.....	101	Kobold Cultist	54	Snake, Constrictor	47
Chimera	52	Kobold Cultist	142	Spectres	112
Cirothe	140	Kobold Guard	142	Spider, Giant.....	44
Commoner, Animal Handler	123	Kobold Guard, Elite.....	142	Spring-Heeled Jack.....	43
Commoner, Gnome	123	Kobold High Acolyte	143	Squid	50
Commoner, Halfling	123	"Kobold" High Priestess	143	Stirge.....	47
Commoner, Inn Staff	124	Kobold Hunter	54	Taegan the Sunderer.....	144
Crocodile	46	Koroch	144	Tila.....	51
Deva, Movanic	117	Larcenor, Mayor of Blackford	99	Town Guard.....	99
Drow.....	116	Lemure	121	Troll	44
Drow	119	Lightning Treant	114	Troll Elder	110
Drow Priestess.....	119	Lizardfolk.....	48	Troll Fighters.....	110
Drow Spiderguard	118	Lizard, Giant Frilled.....	48	Trolls.....	110
Elanour	44	Mandradora	115	Ugg	12
Faun.....	42	Mara, mayor of Halfpoint.....	104	Vaclav	100
Fiendish Dire Rat.....	121	Medium Monstrous Spiders.....	107	Vyswava, dwarf captive.....	103
Fire Stirge.....	141	Merchant.....	122	Werewolf (Hybrid Form)	43
Flip.....	104	Merfolk	50	Wolf	52
Forlarren	120	Monitor Lizards	112	Wolves.....	107
Frog, Giant	47	Mossad	53	Wraith	45
Gelik, goblin diplomat	100	Nessi, Captain of the Guard	99	Wyrmling Red Dragon	145
Giant Black Widow Rogues.....	109	Ogre leaders	107	Yoog, Ogre Chieftain.....	108
Giant Black Widow Sorcerer.....	109	Ogre Mercenaries	103		



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copy-

right holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Russ Morrissey's To Slay A Dragon Copyright 2013 EN Publishing, Authors Russ Morrissey, Jacob Driscoll, Christopher J. Herbert

SLAIN THE DRAGON?

TAKEN THE TREASURE?

READY FOR THE
NEXT CHALLENGE?

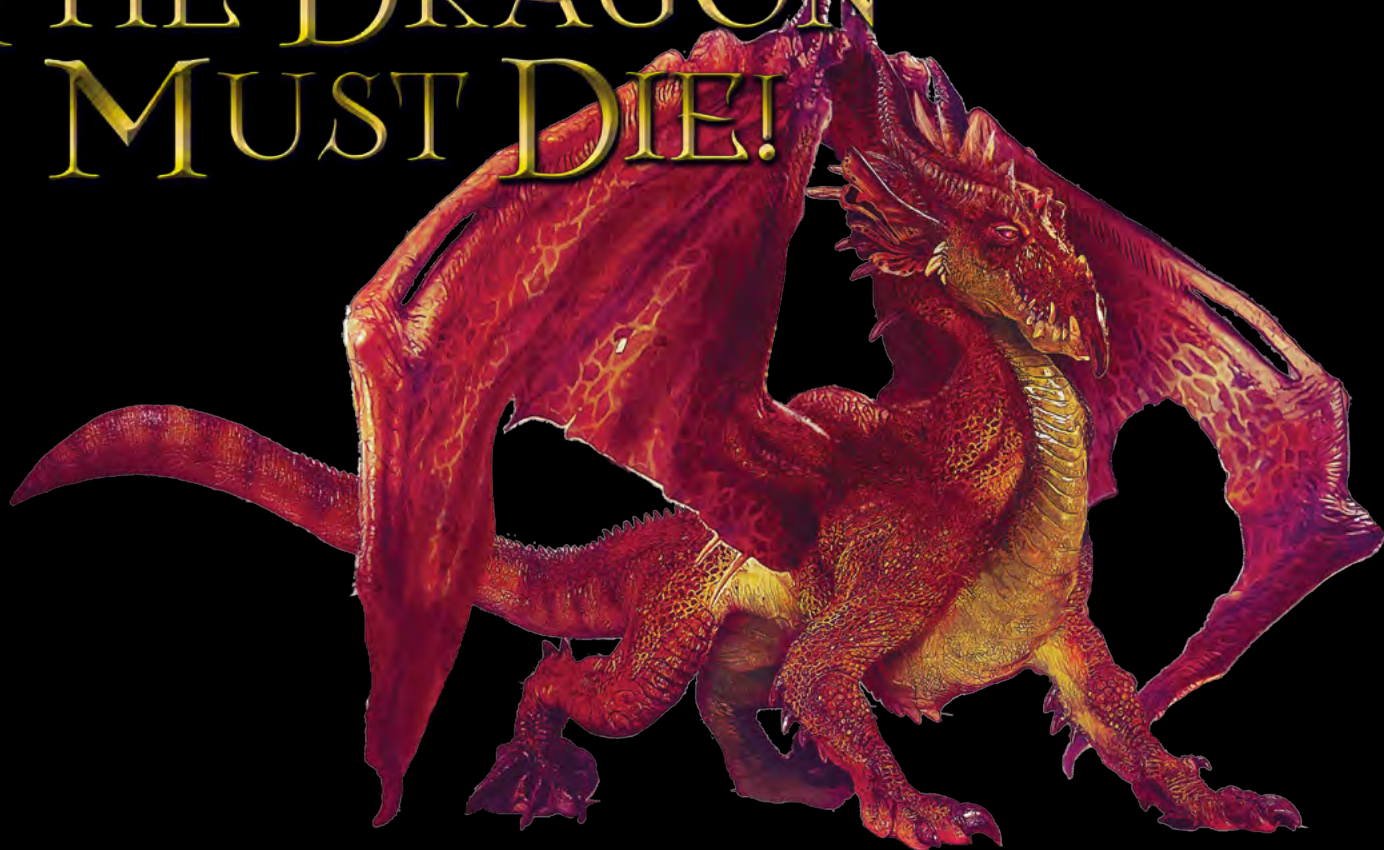
TO SLAY A VAMPIRE

AN ADVENTURE FOR
7TH LEVEL CHARACTERS

WWW.TOSLAYADRAGON.COM



THE DRAGON MUST DIE!



Holdenshire is a peaceful county. Ruled by Lord Pemberton, the villages of Hengistbury and Thornbury exist in a friendly rivalry. Winter is over, and Hengistbury is experiencing a warm, dry spring. The summer county fair is already being organized, the Fair Committee headed as always by Lady Sybill Pemberton, and the village is its usual bustling, cheerful self.

All is not well, however. There have been problems of late! Children have been disappearing into the Weirwood; howls of an unearthly nature have been echoing across the Fogmoor; and Three-Fingered Jake, the county's itinerant bard, has been spreading rumors of treasure and hauntings in the ruins of Brockendale Castle. And that's not to mention the lizardmen aggression or the bandits upriver!

All this aside, however, tonight is a warm, balmy evening. Many of the villagers are gathered in and outside the Bleeding Heart Tavern (originally called the Beaming Hearth, until some children vandalized the pub's sign), and any troubles seem far away.

Well, except for that dragon in Skull Mountain.

BECOME A HERO. SLAY THE DRAGON. CLAIM THE TREASURE.



EN PUBLISHING
7 RUTLAND COURT
BALACLAVA ROAD
SOUTHAMPTON
HAMPSHIRE
ENGLAND
SO18 6RX

TO SLAY A DRAGON IS A TRADITIONAL-STYLE
DRAGONSLAYING ADVENTURE
TAKING CHARACTERS FROM 1ST-6TH LEVEL.

VISIT THE WEBSITE FOR RESOURCES, TRAILERS, AND OTHER ENHANCEMENTS!
WWW.TOSLAYADRAGON.COM



EN PUBLISHING IS AN IMPRINT OF EN WORLD
WWW.ENWORLD.ORG