Dungeons & Dragons®

Red Hand of Doom™

Richard Baker and James Jacobs

C R E D I T S

DESIGNERS
Richard Baker, James Jacobs

DEVELOPER
Andy Collins

EDITOR
John Rateliff

EDITING MANAGER
Kim Mohan

DESIGN MANAGER
Christopher Perkins

DEVELOPMENT MANAGER
Jesse Decker

DIRECTOR OF RPG R&D
Bill Slavicsek

PRODUCTION MANAGERS
Josh Fischer, Randall Crews

ART DIRECTOR D&D
Karin Jaques

COVER ARTIST
David Hudnut

INTERIOR ARTISTS
Wayne England, Randy Gallegos, Des Hanley, Ralph Horsley, Howard Lyon, Lucio Parillo, Eric Polak, Scott Roller, Francis Tsai, Franz Vohwinkel, Eva Widermann

CARTOGRAPHER
Mike Schley

GRAPHIC DESIGNER
Dee Barnett

GRAPHIC PRODUCTION SPECIALIST
Erin Dorries

IMAGE TECHNICIAN
Travis Adams

Based on the original Dungeons & Dragons® rules created by E. Gary Gygax and Dave Arneson, and the new Dungeons & Dragons game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This product uses updated material from the v.3.5 revision.

This Wizards of the Coast® game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

620-95385740-001-EN
9 8 7 6 5 4 3 2 1

ISBN-10: 0-7869-3938-9
First Printing: February 2006
ISBN-13: 978-0-7869-3938-1

Dungeons & Dragons, D&D, Dungeon Master, d20, d20 System, Wizards of the Coast, *Player's Handbook, Dungeon Master's Guide, Monster Manual, Red Hand of Doom*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. Printed in the U.S.A. ©2006 Wizards of the Coast, Inc.

Visit our website at **www.wizards.com/dnd**

INTRODUCTION

Azarr Kul, commander of the Red Hand horde

Illus. by D. Hanley

The dry hilltops danced with fire.

Throughout the heart of the wild badlands the humans called the Wyrmsmokes, great bonfires had been kindled atop the ridges overlooking Elsir Vale. There thousands of warriors had gathered—hobgoblins in armor dyed scarlet, thick-thewed bugbear berserkers, goblin worg riders and skirmishers and archers, and the scaled ones as well, who often towered over the rest. For so long they had fought each other, tribe against tribe, race against race, engaged in the endless test of battle, feud, and betrayal. But tonight . . . tonight they stood together, hated enemies shoulder-to-shoulder, shouting together as brothers. And they saw that they were strong, and together they danced and sang and shook their blades at the smoke-hidden stars overhead.

"We are the Kulkor Zhul!" they shouted, and the hills shook with the thunder of their voices. "We are the People of the Dragon! Uighuilth na Hargai! None can stand before us!"

One by one the tribes fell silent. Armor creaked as thousands turned to look up to the Place of Speaking. There, a single champion emerged from the assemblage and slowly climbed the ancient stone stair cut into the side of the hill. A hundred bright yellow banners stood beneath him like a phalanx of spears, each marked with a great red hand. The warpriests holding the banners chanted battle-prayers in low voices as the champion ascended.

On the hundredth step he stopped and turned to face the waiting warriors. He was tall and strong, one of the hobgoblin chieftains, but dull blue scales gleamed along his shoulders, and jutting horns swept back from his head. "I am Azarr Kul, Son of the Dragon!" he cried. "Hear me, warriors of the Kulkor Zhul! Tomorrow we march to war!"

The warriors roared their approval, stamping their feet and clashing spear to shield. Azarr Kul waited, holding his hands aloft until they quieted again. "The warpriests of the Doom Hand have shown us the way! They have taught us honor, discipline, obedience—and strength! No more will we waste our blood fighting each other. We will take the lands of the elf, the dwarf, and the human, and make them ours! Under the banner of the Red Hand of Doom we march to victory and conquest! Remember that you stood here this night, warriors of Kulkor Zhul! For a hundred generations your sons and your sons' sons will sing of the blood spilled by your swords and the glory you win in the nights to come! Now, my brothers—to WAR!"

The burning hills were too small to hold the shout the Kulkor Zhul gave in answer to their warlord's call.

War is gathering in the dry brown hills known as the Wyrmsmoke Mountains. As midsummer settles over the land, smothering everything in heat and dust, the fierce warriors of the Kulkor Zhul—"People of the Dragon" in the hobgoblin tongue—gather beneath the dreaded Red Hand banner, ready to sweep down out of the Wyrmsmokes and conquer the human lands below. Your player characters face an onslaught of fire and steel the likes of which few have ever seen.

Encounter Levels: *Red Hand of Doom* is designed for a party of four characters who begin the adventure at 5th level. Over the course of the adventure they should accumulate enough experience to reach 10th level before the climactic encounters at the end of the adventure.

PREPARATION

You need the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* to run this adventure. Some monsters from D&D® supplements appear in this book, but their complete statistics are given in Appendix I. Several NPCs have prestige classes from other sources, but we've made sure that any unique class feature or ability is fully described in the statistics block, so that you can run those characters based on the information herein.

Because this adventure focuses on stopping a rampaging horde, you might find *Heroes of Battle* a useful adjunct to your game. However, *Red Hand of Doom* assumes that you don't have *Heroes of Battle* and provides all the information you need to run this adventure.

Finally, we've made an effort to feature NPCs and monsters you can easily represent with the available sets of D&D miniatures. *Red Hand of Doom* assumes that you're using some sort of battle mat or grid for your game, as well as miniatures to represent the heroes and the monsters in tactical situations. You don't need to use the minis or resolve the fights on a tabletop mapsheet, but we think you'll enjoy the adventure more if you do.

THE BATTLE MAPS

Red Hand of Doom comes complete with a double-sided sheet that provides three battle maps for use in the adventure.

The map that depicts a road cutting through a forested glade can be used to play out the first encounter, Marauder Attack (see page 14).

The map that shows a street with buildings on either side is designed for the Streets of Blood encounter (see page 91) that occurs during the Battle of Brindol. It can also be used for the encounter titled Dirty Rotten Looters (see page 43).

The map that depicts a worked stone complex with dragon statues placed around its perimeter is for use with the climactic encounter of the adventure, Inner Sanctum (see page 109).

Of course, you can use these maps for other purposes as you see fit, either for other roleplaying encounters or for skirmish battles that use the *D&D Miniatures* rules.

ADVENTURE BACKGROUND

For centuries, the dry and dusty Wyrmsmoke Mountains have been home to dozens of goblinoid tribes. Travelers skirted the goblin-infested hills by a generous margin, but the Wyrmsmoke tribes posed no significant threat to the nearby human townlands and settlements other than the occasional bloody raid. Yet deep within the mountains lay hidden something that would spell doom—an ancient temple dedicated to Tiamat, the Queen of Evil Dragons.

Built hundreds of years ago to serve as the hidden redoubt of a despicable cult of dragon-worshipers, the temple was eventually cleansed by a band of heroes from the human city of Rhest. For several centuries the complex lay empty. Then, thirty years ago, the young half-dragon hobgoblin warrior Azarr Kul discovered the abandoned temple and was awed by the teachings of Tiamat he read on the walls therein. He abandoned Maglubiyet, the traditional deity of his people, and dedicated himself to leading the rest of his nation to Tiamat's worship.

Over the next twenty years, Azarr Kul grew into a powerful warlord and a mighty priest of Tiamat. Early in his rise to power he struck up an alliance with the blue dragon Tyrgarun, his own sire. Aided by this powerful ally, Azarr Kul converted his entire tribe into fanatical worshipers of Tiamat. He renamed the tribes that had fallen under his wing the Kulkor Zhul and began to lay his plans for the conquest of Elsir Vale.

Dedicating themselves to the Queen of Evil Dragons with the fanaticism of the recently converted, the members of the Kulkor Zhul grew strong, stronger than any Wyrmsmoke tribe before them. Adopting the standard of the Red Hand, an ancient symbol of Tiamat's cult, Azarr Kul created an elite caste of warpriests, monks, and dragon-favored champions to lead the Kulkor Zhul.

Late last year, Azarr Kul and his dragon-worshiping zealots destroyed the last opposition to his supremacy over the Wyrmsmoke tribes, slaughtering the Black Knife Goblins and the tribes allied to them in a ferocious onslaught. The survivors accepted his suzerainty and were absorbed into his realm. Azarr Kul named his new kingdom Harg Kulkor, or "Land of the Dragon."

After a long season of rebuilding his strength, offering bribes to many of the intelligent monsters in the region, and reinforcing the power of his Red Hand warpriests over the disparate tribes he ruled, Azarr Kul finally turned his attention to the lands beyond the Wyrmsmoke Mountains. What he saw whetted his ambition for power; no city or state within hundreds of miles could field an army as strong as his. The High Wyrmlord dreams of carving out a hobgoblin empire stretching from the Sunset Sea to the Golden Plains—and the first step is to crush the human towns of Elsir Vale.

ADVENTURE OUTLINE

Red Hand of Doom casts the player characters in the role of heroes fighting to stem the advance of Azarr Kul's horde. There are far too many enemy warriors for the PCs to deal with them all personally. Instead, the heroes undertake vital missions that influence the outcome of the war. These missions include the following.

- Spying out the movements of Azarr Kul's army.
- Defeating roving bands of marauders.
- Leading the effort to rally an elf army to meet the Red Hand horde.
- Disrupting an alliance between the Red Hand and a powerful lich.
- Killing important enemy commanders, champions, and monsters.
- And, finally, infiltrating the Fane of Tiamat to defeat the Red Hand warpriests and their leader in their secret stronghold.

The adventure is divided into five parts, describing five key locations the PCs are likely to explore in the course of the adventure. Event-triggered encounters are also woven into each of the five parts. The adventure locales and events are designed to interact: Events will steer the heroes toward adventure locales, and things the heroes do in the locales will trigger events.

PART I: THE WITCHWOOD

The adventure begins when the player characters confront a powerful warband of raiders threatening the small town of Drellin's Ferry. Under the command of Wyrmlord Koth, the warband of hobgoblins and goblins lairs in the ruins of an old keep buried in the dense Witchwood, scouting out the surrounding lands in preparation for an attack. Soon the Wyrmlord and his warband intend to sweep down on Drellin's Ferry and slaughter its inhabitants.

In the course of their fight to drive off the marauders, the PCs learn that Koth's warband is just the tip of the spear, and that a horde of goblins, hobgoblins, and their allies is marching south. They also learn that their enemies are driven on by the fanatical warpriests of Tiamat. Drellin's Ferry can't be saved, but the heroes can give the townsfolk time to flee by wrecking a bridge on an old dwarf road the Red Hand horde needs to cross. There they confront the youngest of the Red Hand's dragon champions, a green dragon named Ozyrrandion.

By the end of this part, the war has begun. Thereafter the PCs divide their time between fighting to stem the advance of the Red Hand horde and foiling the plans of the other Wyrmlords, whose work will give the horde an irresistible advantage if left to run its course.

PART II: THE RUINS OF RHEST

Something has cut off the Old North Road in the vicinity of the Blackfens. None can flee by that route, nor can help from more distant cities reach besieged Elsir Vale. While scouting the swamp and seeking an answer to the question of who or what has cut off the road, the PCs encounter the reclusive owl-riding wild elves known as the Tiri Kitor. From them, the PCs learn that Wyrmlord Saarvith has allied with a black dragon named Regiarax, and together they have established a hatchery of sinister dragonspawn in the ruins of the drowned city of Rhest. The PCs must defeat both the Wyrmlord and the dragon to prevent the appearance of these vicious creatures in the war. If the PCs play their cards right, they can even gain the aid of the Tiri Kitor elves against the advancing Red Hand horde.

At the end of this section, the PCs discover the threat of the Ghostlord (see Part III). Meanwhile, the Red Hand horde is striking deep all across the vale's western marches, and the war is going poorly indeed for the beleaguered humans.

PART III: THE GHOSTLORD'S TOWER

Azarr Kul brings a deadly new ally into the battle when Red Hand agents steal the phylactery of the human druid lich known as the Ghostlord and coerce this powerful undead menace into joining the war on the Red Hand's side. After gaining possession of the stolen phylactery, the PCs travel into the Thornwaste and do battle with Wyrmlord Ulwai Stormcaller in the lich's lion-shaped lair. Eventually, the PCs must confront the Ghostlord himself and either destroy him (no small task) or purchase his neutrality by returning his phylactery in exchange for peace. By the time they dissuade the lich from joining his forces to those of Azarr Kul, the Red Hand horde is bearing down on Brindol.

PART IV: THE ENEMY AT THE GATES

While the PCs have managed to counter some of the Red Hand's outlying efforts, the horde has been advancing remorselessly into human lands. Now the characters confront the main army of the enemy directly in the Battle of Brindol, in which the PCs' actions make the difference between the human city's survival or destruction. Depending on how successful the PCs were in the previous parts of the adventure, the battle can end in anything from a hard-fought draw to a catastrophic defeat. Either way, in the aftermath of the battle it becomes clear that the best chance of winning the war is for a brave band of infiltrators to strike into the heart of the hobgoblin lands and decapitate the horde by destroying the Red Hand order.

PART V: FANE OF TIAMAT

The PCs assault the High Wyrmlord's stronghold, the Fane of Tiamat, deep in the Wyrmsmoke Mountains. Temporarily checked in the Battle of Brindol, Azarr Kul and his circle of high priests are seeking infernal aid from the Nine Hells, summoning devils and fiendish monsters, including an aspect of Tiamat herself, to break the last human resistance. The PCs fight a desperate battle in the dark temple, and ultimately confront High Wyrmlord Azarr Kul himself in the heart of the Fane of Tiamat.

CHARACTER HOOKS

You have several good options for involving your player characters in *Red Hand of Doom*. Part I assumes that you'll use the Vault of Vraath Keep hook (see below), so if you choose a different one, you'll need to make suitable adjustments to your adventure's start.

Vault of Vraath Keep: The PCs have come across an old map in the hoard of a monster they defeated prior to the adventure (or are given the map by a nonadventuring patron or sponsor). The map shows the location of Vraath Keep and hints at a hidden vault containing a great treasure. When the PCs reach Drellin's Ferry, they find that treasure-hunting in the Witchwood might have to wait, since marauders based in the keep are plaguing the town. Use the Adventure Start text provided in Part I, and run the Marauder Attack encounter (page 14) to begin.

War Drums in the Hills: Lord Jarmaath of Brindol hears rumors from travelers that the goblins and hobgoblin tribes have banded together under a charismatic warlord. He hires the PCs to investigate, but when they reach Drellin's Ferry they find that the hobgoblins are already on the move and marauders already beset the town; begin with the encounter Marauder Attack (page 14).

Omens of Doom: A high-level cleric who is a patron or sponsor of the PCs receives a powerful vision of war descending on Elsir Vale under the banner of a clawed red hand. He sends the PCs to Drellin's Ferry to avert the foreseen disaster; they arrive just in time for the Marauder Attack encounter (page 14).

Message Delivery: One of the PCs accepts a job to deliver a sealed message to one Soranna Anitah in Drellin's Ferry. The contents of the message can be anything plausible (notification of an inheritance, a generous job offer from Lord Jarmaath of Brindol, a message from a secret lover, or perhaps details about unusual hobgoblin activity in the lands to the north and west). Once the characters deliver the message to Soranna, she'll have a new job for them—to find out what these local hobgoblin tribes are really up to in the Witchwood.

RUNNING THE ADVENTURE

Red Hand of Doom includes a number of special features and systems designed to help you portray the urgency and heroism of standing against a great onslaught of evil. The adventure also uses some new formats and presentations that are discussed later in this introduction.

THE TIMELINE

You should keep careful track of the passage of days when the adventure begins. The movement of armies takes time; if the PCs fail to slow down the horde, or they wait too long before rallying folk to the defense of Elsir Vale, potentially crucial allies might not have time to reach the field of battle before the Red Hand attacks.

Day	Event
Day 1	PCs encounter marauders near Drellin's Ferry.
Day 7	Red Hand horde marches from Cinder Hill.
Day 8	Horde reaches Skull Gorge Bridge. *Delayed three days if bridge destroyed*
Day 11	Horde reaches Vraath Keep. *Delayed one day if Wyrmlord Koth is killed* *Delayed two days if forest giants intervene*
Day 12	Horde attacks Drellin's Ferry.
Day 19	Horde conquers Terrelton.
Day 26	Red Hand takes Nimon's Gap.
Day 32	Red Hand takes Talar.
Day 40	Red Hand reaches Brindol and encamps.
Day 42	Red Hand attacks Brindol.
Day 45	Azarr Kul begins to create the portal to Avernus.
Day 55	Azarr Kul opens gate to Avernus and summons infernal reinforcements.
Day 65	Red Hand horde, reinforced by infernal creatures, attacks and destroys Brindol. If Brindol has already fallen, they overrun Dennovar instead and crush the last human resistance within Elsir Vale.

Actions by the PCs can throw off this timeline, buying more time for the defenders. For example, if the PCs destroy Skull Gorge Bridge before day 8, the Red Hand must then spend three days detouring around Skull Gorge. The horde now attacks Drellin's Ferry on day 15 instead of day 12 and reaches Brindol on day 45 (assuming no further interference).

PLAYING THE VILLAINS SMART

Azarr Kul and the Doom Hand priests aren't going to sit back and watch while some adventurers derail their plans for conquest. The villains will take steps to advance their diabolical schemes in spite of heroic resistance and to counter the PCs' efforts. The Red Hand horde is very well organized, with a number of well-placed spies, and the Doom Hand priests make every effort to report unusual resistance to their superiors.

As the adventure proceeds, the leaders of the Red Hand learn more and more about the PCs and issue orders to their minions for dealing successfully with such a band of heroes. When the PCs are engaged in a battle in which a number of low-level enemies such as goblin or hobgoblin warriors are present, the low-level warriors respond as follows.

First Encounters: Unaware of the fact that the PCs are a cut above the run-of-the-mill humans or dwarves or whatever, low-level warriors make individual attacks, trying to cut them down.

Mid-Adventure Encounters: Realizing that the PCs are tough opponents, the low-level warriors begin to use cooperative tactics against them. They attempt to flank individual PCs and

Hobgoblins of the horde show no mercy

Illus. by L. Parillo

THEY DON'T HAVE TIME TO WALK

For much of the adventure, the PCs need to race back and forth across Elsir Vale—especially if they make the mistake early on of taking time out for item creation or traveling to bigger cities to trade in magic items. It might not occur to your players that walking six or seven days to get somewhere is not a good use of their characters' time. Most PC parties cover about 20 miles per day on foot; on light riding horses, they could make 32 miles per day or more.

Initially, PCs won't realize that time is pressing. By the end of Part I, they should begin to realize that they've got to cover a lot of distance, and quickly. If they don't, make the point to the players by having NPCs ask questions such as, "How fast can you get there?" or "That's a long ride, do you have a good horse?" Some NPCs could even loan the PCs mounts at no cost, if the PCs have earned their trust.

take them down one at a time. They use the aid another tactic (PH 154) to generate the best attack bonus possible against characters with high Armor Classes. For example, four 1st-level hobgoblin warriors surrounding a single PC could make four attacks with a +2 flanking bonus, which might not be enough to hit. But if three of the warriors aid the fourth, that lead hobgoblin's attack bonus can increase by as much as +6, or +8 with flanking, greatly increasing his chance of success.

Late-Adventure Encounters: Low-level enemies give up trying to fight blade-to-blade and throw themselves on the PCs, attempting to start grapples. The first warrior to try this tactic in a round probably fails and dies, but unless the target character has Combat Reflexes, the second and third and fourth warriors can pile on without provoking attacks of opportunity. Grappling won't seriously damage a tough hero, but immobilizing the PCs one by one and preventing them from using their best attacks is a sound tactic. In addition, grappled characters lose their Dexterity bonus to Armor Class, while the AC of a pinned character takes a –4 penalty as well (PH 151).

Final Encounters: Low-level warriors late in the adventure have heard enough about the PCs that they avoid engaging them if possible. They use the tactics outlined above only if a powerful, charismatic leader is on hand to drive them against the heroes. Otherwise, they flee.

GREAT BATTLES

A key feature of *Red Hand of Doom* is the inevitable clash of the Red Hand horde with the forces of good. Unless something extraordinary happens in your game, this great clash will take place near the human town of Brindol around day 42 of the adventure.

Rather than roll each blow by each of the thousands of soldiers who take part in this battle on each side, resolve the battle by tallying up victory points for the side of good and consult Victory Points, described in the Battle of Brindol (see page 95). The heroes earn victory points through their actions on the field of battle, but even more important, they earn victory points before the battle even starts by having successfully completed various missions. For example, if the heroes destroy Skull Gorge Bridge in Part I, they delay the Red Hand horde by three days—and that delay is worth 2 victory points. Similarly, if the heroes convince the Tiri Kitor elves to join the battle, this act is worth 5 victory points.

The more missions the heroes accomplish before the battle is joined, and the more successful they are in handling those missions, the more likely it is that the forces of good will hold at Brindol. If the heroes drag their feet or fail in their missions, Brindol will fall—a catastrophe for the humans, elves, and dwarves of Elsir Vale. As bad as this outcome is, it's not necessarily the end of a failed adventure; the heroes can still win the day by succeeding in Part V. It's just far more heroic to successfully defend Brindol and then destroy the Fane of Tiamat for good measure.

AWARDING TREASURE

Because this adventure runs on a tight timeline, your PCs won't have much opportunity to convert treasure they find into specific magic items they would like to have through selling or buying items in big cities. Nor will they have time to fabricate their own magic items by using item creation feats.

To overcome this problem, *Red Hand of Doom* includes an aggressive distribution of magic treasures. Few 5th-level fighters have *gauntlets of ogre power*, but most 8th- or 9th-level fighters have some kind of Strength-enhancing magic item. Therefore, the treasures awarded in this adventure include many ability-boosting items, armor and weapons of high quality, potent charged items, and a variety of useful miscellaneous magic items. In this adventure, one of your PCs shouldn't need to save up to buy that *+1 keen flaming greataxe*—he should find it in the cold, dead hands of a foe he just defeated in a hard-fought melee.

You should definitely customize the treasure awarded in the adventure to give your PCs much of what they want (and need). If the fighter in the party is proficient with the two-bladed sword, don't leave a *+3 falchion* in a dragon's hoard. Instead, make that item a *+2/+2 two-bladed sword*. If the arcane spellcaster in the party is a sorcerer, let him find a *cloak of Charisma* instead of a *headband of intellect*.

Ideally, about 75% of the gold piece value of the treasure PCs receive should be items they would choose for themselves, if the players were equipping characters from scratch. Let the remainder of the treasure come in the form of items that a character might not buy for herself but would like to have anyway. A *figurine of wondrous power* or *cape of the mountebank* might not be what the PCs would choose, but don't be afraid to leave such items in the treasure assortment. Sometimes it's good for PCs to learn how to use what they've got, instead of getting what they know how to use.

ENCOUNTER DESCRIPTIONS

Each encounter description begins with the following standard entries.

Timeline: When to use the encounter, in the case of an event-triggered encounter.

Light: The source and intensity of illumination for the room, if any. If there's no light source given, then the heroes will only be able to see what their own light sources (or darkvision) reveal.

Creatures: A mention of anything animate that's in the room.

In addition to the normal entries you'll find in an encounter description, *Red Hand of Doom* features a number of sidebars, boxes, and special instructions. Here's what all the sidebars and boxes mean.

Read-Aloud Text

Text appearing in italic type inside an encounter description, usually near the beginning, is information you can read aloud to the players or paraphrase as you like.

Designers' Notes

In boxes like this one we'll speak directly to you, so that you can see what we're thinking about how a tricky encounter is supposed to play out or what you can do to expand on something we might have just sketched out.

—James and Rich

STATISTICS BLOCKS

We first considered putting all the statistics blocks right in each encounter, but we realized that doing so would force us to repeat the same information a number of times. For example, Doom Fist monks appear in several different encounters, and we just couldn't see reprinting the same statistics block over and over. So you'll find all the character and monster statistics in Appendix I.

If you don't like flipping back to the end of the book to locate each statistics block, go to our website and download the *Red Hand of Doom* Enemies and Allies file. You can print it out and keep it separate from the book so you don't have to turn pages, or just print out the monsters you need for a particular encounter. We've also got most of the maps online, too. Check it out at www.wizards.com.

Red Hand of Doom makes use of a new statistics block format introduced in *Dungeon Master's Guide II*. See Appendix I for more information.

OVERVIEW OF ELSIR VALE

The setting of the adventure is a thinly populated human frontier known as Elsir Vale and the surrounding wilderlands. The vale stretches almost 250 miles east to west and averages about 70 miles north to south. Several small mountain ranges and dense forests form the vale's borders.

If you are playing in the FORGOTTEN REALMS campaign setting, you'll find that Elsir Vale fits perfectly in the region between the Misty Vale and the Forest of Amtar. You'll want to change the names of some of the terrain features and settlements; for example, the town of Brindol becomes Rethmar, the Rathgaunt Hills correspond to the Giantshield Mountains, and the Endless Plains match up with the Shaar. You could also place the adventure in the southern stretches of Chessenta, or in the borderlands between Impiltur, Damara, and Narfell (although in that case the terrain is notably colder and wetter than described here, and you should adjust descriptions accordingly).

If you are playing in the EBERRON campaign setting, you can set the adventure in the eastern borderlands of Breland, in the vicinity of New Cyre. You could also locate Elsir Vale in the borderlands between Karrnath and the Talenta Plains, in the western part of the Eldeen Reaches, or in the southwestern portions of Thrane.

For those of you who play in the GREYHAWK campaign setting, we recommend setting Elsir Vale in the borderlands between Sterich, Geoff, and Gran March, or possibly in the eastern stretches of Nyrond. You'll need to do a little more work to make the adventure fit, but all you really need is a region of mountains or hills in which an evil horde can arise, and a relatively remote and lightly settled frontier nearby for the horde to menace.

DEVELOPMENTS

Encounters that carry unusual consequences or locations that change in significant ways after the heroes leave include a Developments sidebar. A Developments sidebar might also provide suggestions for when player characters decide to try offbeat tactics or go in an unanticipated direction.

CLIMATE AND TERRAIN

Elsir Vale lies in the subtropical latitudes. Summers are hot and dry (although punctuated by the occasional intense thunderstorm), and winters are warm and rainy. Large stretches of the area are quite arid, and the vale is flanked by vast savannahs stretching for mile after dusty mile. The forests that stretch across most of the vale's northern reaches are stifling and swelteringly hot in the summertime, with not a breath of wind to relieve the oppressive heat.

Weather

We've set this adventure in the middle of a hot, dry summer. The default temperature for the season is hot (85° to 110° F) during the day and warm (60° to 85° F) at night. If you're using Table 3–23: Random Weather (*DMG* 94), then a heat wave makes the temperature for the day severely hot, and poses some amount of heat danger (*DMG* 303). If you don't want to bother with heat dangers, don't roll on the table; the weather just stays hot or warm every day. Occasionally tell the players just how sweaty and dusty their characters are, especially those in armor or bulky clothing, in order to set the mood.

This is the dry season in Elsir Vale, so rainfall is infrequent—but when it comes down, it really comes down. Thunderstorms and tornados are fairly common. See the rules for fighting in wind and precipitation (*DMG* 94–95).

Clear Terrain

In general, areas on the map that don't clearly possess a terrain type consist of a mix of grasslands, hills, light woods, and brushland. If you need to know the heroes' immediate surroundings, roll d% and consult the table below.

d%	Terrain
01–15	Forest (sparse)
16–20	Forest (medium)
21–30	Plains (farm fields)
31–60	Plains (grassland)
61–80	Brushland (treat as sparse forest, with a 30% occurrence of heavy undergrowth)
81–100	Hills (gentle)

Settled Lands

One of the terrain types indicated on Map 1 is "settled lands." This is simply cleared farmland in the vicinity of a village or town. Scattered homesteads and farmhouses lie amid broad fields, with the occasional hillock or copse of woodland. The closer to the village, the closer together the outlying farms and homesteads. Treat settled lands as plains (farm fields).

HISTORY OF THE VALE

The scattered human towns and villages of the area grew up along the Dawn Way, an important east-west trade road linking the heavily settled lands that lie northwest across the Endless Plains with the exotic kingdoms and goods of the coastal lands lying to the southeast. Much of the Dawn Way was built by an ancient dwarf-kingdom that spanned the Wyrmsmoke and Giantshield Mountains more than a thousand years ago. While the dwarves are long gone, their roads, bridges, and cisterns remain in use to this day. After the dwarf-realm passed, the presence of various monsters and raiders kept traffic along

the Dawn Way light for many years; few caravans dared the long and dangerous trek. Few humans lived in Elsir Vale during those years—only scattered settlements of druidic folk who left behind little more than grassy barrows and stone circles on the hilltops.

About five hundred years ago, the nearby city of Rhest came to control the vale and a large swath of land north of the Giantshields as well. Soldiers from Rhest secured the roads all the way to Dennovar and beyond, creating a safe passage for trade. More and more traders traveled the Dawn Way, and the kingdom of Rhestilor grew wealthy on the tariffs exacted from the passing merchants. Under the kingdom's shield, the towns along the Dawn Way—Brindol, Talar, Terrelton, and the rest—grew up from tiny hamlets or lonely soldiers' posts to flourishing human settlements.

The kingdom of Rhestilor eventually collapsed under civil strife, monstrous incursions, and magical blights. Almost two hundred years ago, the city of Rhest was burned by a savage horde out of the Wyrmsmoke Mountains. Although the warriors of Rhestilor killed many of the goblins and their kind, the city was abandoned and the already weakened kingdom broken. The locks and canals surrounding Rhest fell into disrepair, and the Blackfens swallowed the ruined city.

In the years since the kingdom's fall, the towns of Elsir Vale have come to look after themselves. Most of the local lords, such as Jarmaath of Brindol, still hold titles derived from the old kingdom of Rhestilor. While everybody knows that the kings of Rhestilor are long dead, no new realm has arisen in the vale.

MAJOR SETTLEMENTS

In addition to the settlements described in this section, a fair number of isolated homesteads (more than a few of them long abandoned) are scattered throughout this terrain.

Brindol: One of the largest settlements in the vale, Brindol is a prosperous farming community and caravan stopover located along the Dawn Way on the south bank of the Elsir River. Orchards of apple and pear trees follow the river's winding shores, while broad grain fields and farmlands surround the town for miles in all directions. Brindol is the home of Lord Kerden Jarmaath, and his small keep and the city walls are the only fortifications of note this side of Dennovar.

Brindol (Small City): Conventional, nonstandard; AL NG, LE; 15,000 gp limit; Assets 6,300,000 gp; Population 8,400; Mixed (81% human, 8% halfling, 5% dwarf, 3% half-orc, 2% gnome, 1% elf).

Authority Figures: Lord Kerden Jarmaath (NG male human fighter 8), Lord of Brindol; Lady Verrasa Kaal (LE female human rogue 9), leader of mercantile House Kaal, to whom everyone seems to owe money or favors.

Important Characters: Captain Lars Ulverth (LG male human fighter 7), leader of the Lion Guard; Immerstal the Red (CG male human wizard 9), foremost wizard of the town; Rillor Paln (NE male human rogue 11), master of the Black Knives, a gang of highwaymen and cutthroats based in Brindol and secretly allied with House Kaal; Eldremma Axenhaft (LN female dwarf fighter 4/rogue 3), a merchant and provisioner who hires mercenaries out as caravan guards; Shining Servant Tredora Goldenbrow (LG female aasimar cleric 8 of Pelor), most prominent cleric in town.

The Lion Guard: The Lion Guard is Lord Jarmaath's army. They keep order in the town, garrison the keep, and patrol the lands nearby. The Lion Guard includes forty 3rd-level warriors, fifty 2nd-level warriors, and one hundred ten 1st-level warriors.

The Lions of Brindol: The most skilled and experienced members of the Lion Guard are rewarded with the title "Lion of Brindol." The Lions of Brindol, who lead the Lion Guard when not undertaking special missions for Lord Jarmaath, currently include one 5th-level fighter, four 4th-level fighters, and twelve 3rd-level fighters.

House Kaal Guard: Lady Verrasa's personal army includes five 2nd-level fighters, two 4th-level rogues, three 3rd-level rogues, four 2nd-level rogues, six 1st-level rogues, eleven 3rd-level warriors, sixteen 2nd-level warriors, and twenty-two 1st-level warriors.

House Kaal Elite Guard: Lady Verrasa's answer to the Lions of Brindol, these skilled retainers of proven loyalty serve as her personal bodyguards or trusted emissaries. A small group, it includes one 6th-level fighter and four 4th-level fighters.

Militia: Brindol's militia strength is about eight hundred, including forty 3rd-level commoners, one hundred twenty 2nd-level commoners, four hundred forty 1st-level commoners, twenty 3rd-level warriors, sixty 2nd-level warriors, and one hundred sixty 1st-level warriors.

Brindol is the place where the folk of the vale attempt their stand against the Red Hand horde. The town's exterior walls are in poor repair, but Lord Jarmaath sets about improving them as soon as word of the oncoming horde reaches him. The more time the heroes can buy, the better the town's defenses when the attack finally comes.

Dauth: A sleepy little hamlet about halfway between the Hammerfist Holds and Brindol, Dauth is home to about two hundred people. It is noted for The Tired Giant, an inn and taphouse under the proprietorship of Galadan Ryethresher (LG male halfling expert 4). The Rhestorilan nobles who once ruled here died out two generations ago, and Dauth Keep—their ancestral home—is only a burned-out shell overlooking the settlement. A council of elders now governs the village.

Dennovar: A trade-city located on the shores of Lake Ern, Dennovar is the largest community in Elsir Vale. It's the eastern gateway to the vale, the first bit of civilization a weary traveler encounters after crossing the Golden Plains. Lady Yisel Bristeir is the titular ruler here, but in practice the city is governed by the Merchants Council—powerful oligarchs primarily concerned with keeping the city a good place to do business. Dennovar is also noteworthy for the dozens of temples, both minor and major, that dot its streets. The activities of these places are overseen by the Temple Council, made up of the highest-ranking clerics devoted to each of the deities the temples serve.

Dennovar (Small City): Conventional, magical; AL N, LN; 15,000 gp limit; Assets 8,700,000 gp; Population 11,600; Mixed (81% human, 10% halfling, 4% dwarf, 2% half-orc, 2% gnome, 1% elf).

Authority Figures: High Councilor Nindel Thorn (N male human expert 8), leader of the Merchants Council and de facto ruler of the city; Prelate Barila Harrask (LN female human cleric 9 of St. Cuthbert), high priestess of St. Cuthbert in the vale and head of the Temple Council.

Important Characters: Shining Servant Derth Trinn (CG male half-elf cleric 8 of Pelor), member of the Temple Council; Farstrider Terise W'hellin (N female human cleric 6 of Fharlanghn), member of the Temple Council; Lady Yisel Bristeir (CG female human aristocrat 4), titled ruler of Dennovar with little actual power in the city due to the strength of the Merchants Council; Aragathos (CE male human sorcerer 10/dragon disciple 2), most powerful arcane spellcaster in the city, paid a fortune to safeguard the city from magical attack; Blade Captain Yelsharra (NG female half-elf fighter 9), leader of the Dennovar Blades.

The Dennovar Blades: The army of Dennovar answers to the Merchants Council. Its force includes one 7th-level fighter, three 5th-level fighters, eight 4th-level fighters, twenty-two 3rd-level fighters, fifty 3rd-level warrior, sixty 2nd-level warriors, and one hundred forty 1st-level warriors.

Militia: Once it becomes aware of the danger posed by the horde, the Merchants Council calls up the militia. By day 20, Dennovar's militia strength is about one thousand, including thirty 3rd-level commoners, one hundred ten 2nd-level commoners, five hundred eighty 1st-level commoners, twenty 3rd-level warriors, fifty 2nd-level warriors, and two hundred ten 1st-level warriors.

If Brindol falls, Dennovar is the Red Hand horde's next target. It's the last place in the vale strong enough to turn back Azarr Kul. If the warlord reaches Dennovar and takes the city, his conquest will be complete.

Drellin's Ferry: If Dennovar is the eastern gateway to Elsir Vale, then the small town of Drellin's Ferry is the western. Once a dwarf-made bridge spanned the Elsir River here, but it was destroyed during an epic flood about a hundred years ago. Since that time, travelers on the Dawn Way have crossed by means of a ferry, from which the town gets its name.

Drellin's Ferry is described in more detail in Part I of the adventure.

Elsircross: A small town at a ford of the Elsir River, Elsircross is known for woodcutting and papermaking. The self-styled "Baron" Hargil Trask (NE male human fighter 7) and the rest of the no-good Trask clan govern the town by the Baron's fiat. Lord Jarmaath of Brindol has no use for Baron Trask and would like to see him and his lot driven out of Elsircross. The towns of Elsir Vale haven't fought among themselves in many years, however, and Jarmaath is loath to intervene in another town's business, even if that business is getting rid of a jumped-up brigand like Hargil Trask. For his own part, Trask is smart enough to keep his thugs from running amok in his own lands, so his subjects (and neighbors) tolerate him and his swaggering sons for now—but Trask has ideas about adding Marthton or Red Rock to his "barony," and maybe even Brindol someday.

Hammerfist Holds: In the high foothills of the Wyvernwatch Mountains lie the Hammerfist Holds, a half-dozen dwarf clanholds that sometimes trade with the humans of the vale. Each of the holds is a hamlet or village, home to a hundred or more dwarves. If you feel like expanding the adventure, you can have the PCs head into these mountains to try to recruit the dwarves to their cause. Taken together, the Holds have the following characteristics.

Hammerfist Holds (Large Town): Conventional; AL LG; 3,000 gp limit (12,000 gp for arms and armor); Assets 870,000 gp; Population 2,900; Isolated (96% dwarf, 2% gnome, 1% human, 1% halfling).

Authority Figure: Othrek Hammerfist (LG male dwarf fighter 8), clanlord of the Hammerfist clan.

Important Characters: Thaardin Ironhand (LG male dwarf cleric 7 of Moradin), ranking cleric among the clanholds; Uldrina Flamehair (CG female dwarf bard 8), stonesinger of the clan; Guildmaster Derra Copperfist (N male dwarf rogue 5), wealthiest merchant of the holds).

Hammer Guards: Othrek's elite guards are known as the Hammer Guards. The group includes one 6th-level fighter six 4th-level fighters, seventeen 3rd-level fighters, twenty-two 2nd-level fighters, and twenty-six 1st-level fighters.

The Clan Muster: The dwarves of the Hammerfist holds can muster a militia made up of two 4th-level clerics, five 3rd-level clerics, eleven 2nd-level clerics, sixteen 1st-level clerics, fifty-five 3rd-level warriors, one hundred five 2nd-level warriors, and two hundred forty 1st-level warriors.

Hillwatch: A dusty flyspeck of a hamlet located in the northern part of the Brown Hills, Hillwatch is primarily populated by shepherds and cattleherds. The town has no inn or tavern; travelers often stay at the home of Jerossil Indo, a well-off rancher who takes a few coins to board strangers for a night or two. Hillwatch is not in danger until Brindol falls (if it does) and the Red Hand marches on Dennovar.

Marthton: Located in the shadow of the Marth forest, this small town thrives on woodcutting and catering to traders on the Dawn Way. In the hills nearby lie a number of the ancient barrows and stone circles of the long-vanished druidic folk who once dwelled in these lands. Marthton is governed by Lord Erethal Rethrew (N male human aristocrat 5), an old and miserly man who lays heavy taxes on the folk of his small domain.

Nimon Gap: A tiny hamlet located at the place where the Dawn Way descends out of the Nimon Hills, Nimon Gap grew up around a large walled inn known as the Cross-Eyed Beholder. The folk of Nimon Gap grow apples, pears, and chestnuts in orchards sheltered below the hills, while shepherds and goatherds keep their livestock in the heights.

Prosser: A village located about halfway between Brindol and Hillwatch, Prosser is a quiet little place where the adventuring band known as the Six Blades retired some years ago. The former adventurers cleared a number of troublesome monsters from the woods to the west and brought a new prosperity to the town. The wizard Sardith (CG male human abjurer 9) is recognized as the leader of the band, but he usually leaves most affairs in the hands of Deillyr Starcloak (NG female half-elf rogue 2/fighter 5). Deillyr runs the town's taphouse and serves as the chief constable, judge, and troubleshooter.

Red Rock: Rich copper veins in the high foothills of the Giantshield Mountains eventually gave rise to the rough-and-tumble mining town of Red Rock. In addition to the copper mines, Red Rock also serves as a trading post for trappers, hunters, and prospectors who wander all over the southern flank of the mountains. A number of dwarves and half-orcs live here, with no small amount of bad blood between them.

Talar: A small town west of Brindol, Talar is governed by Lady Celiira Nesten (CG female human ranger 5), a high-spirited young woman who lately returned home to take up her father's title on old Lord Nesten's death. Her impulsive ideas are tempered by an old and conservative town council, whose members grew accustomed to running things during the old lord's long decline.

Terrelton: The western end of Elsir Vale is drier and more sparsely settled than the eastern end. Terrelton is a dusty town that gets by on the livestock and leather trades; several large, foul-smelling tanneries sit in the hills east of the town. The town is governed by a Merchants Council shot through with connections to various gangs of brigands and highwaymen, but a crusading cleric named Leille (LG female human cleric 6 of St. Cuthbert) is working to clean up the council by exposing the misdeeds of the criminal members.

Witchcross: A large village located at the ford of the Witch-stream, Witchcross is ostensibly governed by a council of elders. However, the elders make no decisions without consulting a circle of Witchwood druids known as the Keepers of Eth. Adranna the Young (NG female human druid 8) is the Eth Speaker, or leader, of the circle.

SITES OF INTEREST

Ruined keeps, burned-out watchtowers, and occasional abandoned farmsteads dot the backlands of Elsir Vale and the area around Lake Rhestin, reminders of the fallen kingdom of Rhestilor. Even older ruins can be found here and there, dating back to the old dwarf-realm or the druidic human folk.

The Blackfens: Lake Rhestin's eastern shore is hard to define, because the lake gradually gives way to a vast wetland known as the Blackfens. The Blackfens tend to be marsh, rather than swamp—that is, most of the landscape is a treeless maze of open water, reeds, and wet, grassy flats that shelter countless waterfowl. Isolated hummocks or islets in the marsh are covered with dense brush or forest. In the days of Rhestilor the marsh was much smaller, its spread controlled through locks and canals, but it has grown steadily since the kingdom's dissolution. Half-drowned farmhouses, dilapidated barns and sheds, and sinking fieldstone fences tell the tale of settled lands slowly inundated and abandoned.

The population of monstrous denizens is slowly on the rise in the Blackfens, but their growth is stunted by the constant vigilance of several small groups of wild elves known collectively as the Tiri Kitor. These elves were the caretakers of the swampland before the rise of Rhest, and they still fulfill their charge centuries after Rhest's fall. Now that their ancestral lands have increased so dramatically in size, they are slowly expanding their borders and strength. The elves patrol the Blackfens with the aid of giant owls, using lanterns flickering with pale green *continual flame* at night. They keep a wary distance from the humans who occasionally fish in the marshland borders. Taken together, their encampments have the following characteristics.

Tiri Kitor Encampments (Small Town): Conventional; AL N, LN; 800 gp limit; Assets 68,000 gp; Population 1,700; Isolated (97% elf, 3% half-elf).

Authority Figures: Speaker Sellyria Starsinger (NG female elf druid 7), leader of the Tiri Kitor tribe).

Important Characters: High Singer Trellara Nightshadow (NG female elf bard 4), tribe historian; Battlehunter Killiar Arrowswift (CG male elf ranger 4), leader of the tribe's hunters; Illian Snowmantle (CG male elf cleric 6 of Corellon Larethian).

The Tiri Kitor Hunters: The Tiri Kitor elves can muster a force of two hundred sixty, including five 4th-level rangers, eleven 3rd-level rangers, fifteen 2nd-level rangers, twenty-two 1st-level rangers, forty 3rd-level warriors, sixty-five 2nd-level warriors, and one hundred ten 1st-level warriors.

Elsir Vale before the coming of the Red Hand—the calm before the storm

Illus. by R. Gallegos

The Blackfens are described in more detail in Part II of the adventure.

The Dwarfroad: About 20 miles north of Skull Gorge, the Dawn Way splits into the Old North Road, which leads up along the western shores of Lake Rhestin to the Endless Plains and the cities to the north, and the Dwarfroad, which climbs through the Wyrmsmoke Mountains to the lands of the west. Once this road was the preferred route for caravans traveling east–west, but the growing presence of savage tribes and hungry monsters in the Wyrmsmokes led to the Dwarfroad being all but abandoned. Most travelers follow a battered cart-track that parallels it 30 miles farther north or take their chances on a track skirting the Thornwaste to the south, steering clear of the goblin-infested mountains.

Elsir River: The major river of the region is the Elsir, a broad but slow-moving stream fed by a number of tributaries. For most of its length, the Elsir averages 200 to 400 yards in width, reaching depths of 20 to 40 feet in the middle of its channel. The small town of Elsircross, about 150 miles upstream of Brindol, is the first place where it can be forded, although a wooden bridge spans the river at Brindol and ferries cross it at Talar and Drellin's Ferry.

Endless Plains: North of the mountains at the edge of Elsir Vale lies a great windblown sea of dry grass, stretching for hundreds of miles east, north, and west. The planes aren't truly featureless; the land has a fair amount of rise and fall, and low-lying creek beds choked with undergrowth and briars cut deep gullies through the grassland. Lonely stands of tall, hardy trees dot the savannah-land. Nomadic human barbarians, tribes of gnolls, and bands of wild centaurs roam the Endless Plains.

Fane of Tiamat: In the Saiga Vale at the heart of the Wyrmsmoke Mountains stands the Fane of Tiamat. The Fane is the crowning glory of the Doom Hand cult, the center of Tiamat's power among the tribes of the Kulkor Zhul. Those who have seen the citadel tell stories of massive dragon heads carved into the face of a mountain cliffside.

The Fane of Tiamat is described at length in Part V of the adventure.

Giantshield Mountains: Sheltering Elsir Vale from the harsh weather of the Endless Plains, the Giantshield Mountains are a low range of arid, well-weathered peaks. The northern slopes are barren, dry, and rocky, home to a variety of dangerous monsters. The southern slopes are a little more hospitable, covered in light pine forest and cut by the gorges of many small seasonal streams. A smattering of isolated farms and steadings hidden throughout the southwest portion of the range represent the last remnants of the druidic folk who once lived throughout the vale.

Golden Plains: East of Elsir Vale lies a vast, arid steppeland that quickly gives way to rocky desert. In the vicinity of Dennovar the Golden Plains are dry, flat grassland, but within a few dozen miles the grass gives way to a rock-littered badland of flats and mesas—a waterless and inhospitable wilderness posing a formidable trial for the trade caravans following the Dawn Way.

Lake Rhestin: This shallow, marshy lake stretches almost 100 miles from north to south. Once its shores were dotted with the villages and manors of Rhestilor, but in the centuries since the kingdom's fall, humans have largely abandoned the old heartland of the realm.

Marth Forest: Climbing the southern foothills of the Giantshield Mountains, Marth Forest is a rugged, wild woodland rarely trodden by human feet except in its southwestern fringes. In its lower reaches, the forest is dotted with the old barrows and stone circles of the ancient druidic folk who once dominated the vale. The higher parts are home to human barbarian tribes—disorganized clutches of feral berserkers rarely encountered outside the woods.

Rhest: Once a prosperous city and center of the kingdom of Rhestilor, Rhest is now a half-drowned ruin slowly sinking into the Blackfens.

Rhest is described in detail in Part II of the adventure.

The Thornwaste: South of the Wyrmsmoke Mountains lies a vast barren land known as the Thornwaste. A maze of broken hills, briar-choked ravines, and dry, dusty scrubland, these badlands give way to larger and larger stretches of true desert as one goes farther south and west. The Thornwaste has long been the haunt of lions, hieracosphinxes, and other hungry monsters. The ruins of a lost serpent-empire thousands of years old still lie hidden in this wasteland.

The Thornwaste is described in more detail in Part III of the adventure.

Vraath Keep: Formerly a fortress held and manned by a powerful family of soldiers known as the Vraaths, this keep survived the fall of Rhestilor but later succumbed to a senseless feud with local forest giants. For many years the keep has stood in ruins.

This brooding old stronghold is described in more detail in Part I of the adventure.

The Westdeep: Several xenophobic tribes of wild elves dwell in the depths of this dense forest, avoiding contact with most other folk. The elves of the Blackfens once counted themselves among these folk, but centuries ago they broke ties with the Westdeep elves and struck out to the east, eventually settling in the Blackfens.

The Witchwood: Generally held to be haunted by the restless spirits of the ancient human druidic folk who once dwelled here, the Witchwood is a lush, wet woodland interspersed with swampy stretches in the vicinity of the larger rivers.

This forest is described in detail in Part I of the adventure.

Wyrmsmoke Mountains: Several volcanic peaks gave this rugged range of hills and low mountains its name; travelers who observed the plumes of ash and smoke that sometimes arose from the inner hills believed that a great red dragon was responsible for the fuming hills. The Wyrmsmokes are home to a number of goblin, hobgoblin, and bugbear tribes, now united under the banner of Azarr Kul, Warlord of the Kulkor Zhul.

These mountains are described in more detail in Part V of the adventure.

Red Hand hobgoblins lie in wait for their next prey

Illus. by L. Parillo

Wyvernwatch Mountains: South of Elsir Vale lie the Wyvernwatch Mountains, a forbidding range of high, steep mountains with few passes leading to the other side. The Wyvernwatches divide Elsir Vale from the more densely populated and civilized realms of the southern coast. Only the most determined trekkers cross the range; most go hundreds of miles out of their way by circling east or west around the mountains before turning north.

CAST OF CHARACTERS

Major characters in the adventure include the following individuals.

Abithriax, red dragon advisor to Azarr Kul
Azarr Kul (High Wyrmlord Azarr Kul), High Wyrmlord of the Red Hand horde
Ghostlord, the lich of the Thornwaste
Hravek Kharn (General Kharn, Wyrmlord Kharn), hobgoblin Wyrmlord, commander of the Red Hand horde
Immerstal the Red, wizard of Brindol
Jorr Natherson, local guide and goblin hater
Kerden Jarmaath (Lord Jarmaath), Lord of Brindol
Killiar Arrowswift, Battlehunter of the Tiri Kitor elves
Koth (Wyrmlord Koth), bugbear Wyrmlord of the Witchwood
Lars Ulverth (Captain Lars), Captain of the Lion Guard of Brindol
Norro Wiston (Speaker Wiston), Speaker of Drellin's Ferry
Ozyrrandion, green dragon guardian of Skull Gorge Bridge
Regiarix, black dragon ally of Saarvith
Saarvith (Wyrmlord Saarvith), goblin Wyrmlord of Rhest
Sellyria Starsinger, Speaker (leader) and historian of the Tiri Kitor elves
Soranna Anitah (Captain Soranna), Guard-Captain of Drellin's Ferry
Tredora Goldenbrow, Brindol's high priest of Pelor
Trellara Nightshadow, High Singer of the Tiri Kitor elves
Tyrgarun, blue dragon guardian of the Fane of Tiamat
Ulwai Stormcaller (Wyrmlord Ulwai), hobgoblin Wyrmlord of the Thornwaste
Varanthian, half-fiend behir, temporary partner of Wyrmlord Ulwai
Verrasa Kaal (Lady Kaal), leader of the Merchant Council in Brindol

Uneasiness hangs over the peaceful town of Drellin's Ferry

Illus. by R. Horsley

Red Hand of Doom opens with a campaign of desperate skirmishes against the marauders preceding the Red Hand horde. Under the leadership of Wyrmlord Koth, a powerful warband of goblins, hobgoblins, bugbears, and monsters menaces the small human town of Drellin's Ferry. The PCs quickly discover that the savage raiders plaguing the Witchwood are only the advance guard for a much larger invasion, transforming the skirmishes against the Wyrmlord's marauders into a desperate struggle to buy time for the folk of Drellin's Ferry to escape.

ADVENTURE START

The player introduction we present here assumes that you're using the character hook Vault of Vraath Keep (see page 5). If you prefer to involve the characters in a different way, you'll need to adjust this starting material accordingly.

When you're ready to get started, begin by reading aloud or paraphrasing the text below.

The afternoon sun beats down on you; the air is hot and still. The sparsely settled lands of Elsir Vale are starting to grow monotonous, with a seemingly endless line of dusty flyspecks of towns. The town of Drellin's Ferry lies a few miles ahead of you. It's a settlement hard on the borders of the Witchwood, and the best place from which to begin exploring the nearby forest.

Let your players ask any questions or make any preparations they like before continuing. Presumably they've had an opportunity to trade or craft magic items and add spells to spellbooks before setting out on their quest, so be generous in allowing time-consuming preparations. Once the adventure starts, the PCs will be hard-pressed to find a lot of time for such tasks.

When you're ready, begin the adventure by staging the following encounter.

MARAUDER ATTACK (EL 8)

Bloodthirsty marauders have circled around the town to watch the road leading into Drellin's Ferry. They've picked a good spot about 5 miles from the town and plan to ambush anyone who passes by.

Timeline: Day 1, start of the adventure.

Light: Bright (daylight).

Creatures: Eight hobgoblins, two hell hounds (first wave); six hobgoblins (second wave, arrives end of round 4).

Setup: This encounter can be played out on the battle grid that depicts the same area shown on the small map printed here. (The initial positions of the marauders are indicated on the map on the next page: R represents a hobgoblin regular warrior, H a hell hound, C the hobgoblin cleric, and B the bladebearer.) Place figures or tokens representing the PCs inside the shaded area indicated on the small map: Each one on a road square at least 4 squares away from the northwest corner. Place figures or tokens representing the marauders in squares that correspond

to the rough placement of the symbols on the small map, making sure to put each hobgoblin regular in a square containing a tree (which provides cover to the creature).

The hobgoblins of the first wave are hiding at the eastern edge of a small stretch of woods, keeping an eye on the road. The hobgoblins in the second wave are about 100 yards farther up the road (off the southern edge of the map).

The marauders have the advantage of cover to hide in, so the characters must make Spot checks to detect their presence, opposed by the Hide checks of the hobgoblins (make one check for all six of them, using a Hide modifier of –4). If not all the PCs succeed on their Spot checks, the hobgoblins gain the advantage of surprise (*PH* 137) against the characters who fail.

When the PCs succeed in spotting the ambushers, or when the hobgoblins are about to spring their trap, begin the encounter with the following text.

The road crests a small rise and descends into a dusty grove in a large, shallow dell. An abandoned farmhouse, partially visible through the trees, stands on one side of the road. You've passed a dozen spots much like this one already today, but this one feels wrong. Then you glimpse the glint of mail through the brush by the side of the road. Fierce warriors—tall, hairy humanoids with wide mouths and flat faces—are lying in wait!

Terrain: Most of the forest squares are filled with light undergrowth (2 squares to enter, provides concealment) and trees (provide cover to creatures in the same square). The old fieldstone walls of the farmyard are low walls. The escarpment of the road cut is a steep slope covered by light undergrowth (4 squares to enter).

If the PCs are mounted at the beginning of the encounter, remember that characters untrained in the Ride skill might have trouble controlling their mounts—refer to the Ride skill description (*PH* 80) for details.

Combat: The leaders of this band of marauders are the Doom Hand cleric Zarr and the bladebearer Uth-lar. The marauders attack the PCs as soon as the PCs reach the middle of the road cut, or as soon as they appear to spot the ambush, whichever comes first. The hobgoblins initially stay in the woods (they get concealment and cover there) and use their bows for as long as possible.

The second wave of hobgoblin regulars rush to join the fight at the first sounds of combat, arriving on the southeastern edge of the map at the end of the fourth round of the encounter.

First Wave Hobgoblin Regulars (6): hp 13 each (see page 119).

Hell Hounds (2): hp 22 each (*MM* 152).

Zarr: hp 25 (see Doom Hand Cleric, page 118).

Uth-lar: hp 39 (see Hobgoblin Bladebearer, page 119).

Second Wave Hobgoblin Regulars (6): hp 13 each (see page 119).

As long as Zarr or Uth-lar is alive, the regulars fight furiously. If the bladebearer and the priest are killed, any hobgoblins left attempt to make their escape, hoping to flee north to the edge of the Witchwood (about 3 miles distant) and lose any pursuers in the forest. If they are unable to escape, the hobgoblins make a stand and fight to the last warrior.

Designers' Notes

This encounter has a high EL because we expect that the party won't fight again before they reach the town and rest, but you should know that the EL is artificially high because of the large number of hobgoblin warriors. Low-level opponents don't really contribute a lot to the challenge; the bladebearer, cleric, and hell hounds are the true foes in this fight. We assume that the hobgoblin regulars will land a couple of lucky shots, only to be taken out by a fireball or two. If your party doesn't include an arcane spellcaster who can throw area-attack spells, you might need to cut down the number of hobgoblins to suit your player characters better.

—James and Rich

Tactics: The marauders have no reason to suspect that they're dealing with a seasoned band of adventurers when the fight begins.

Zarr, Uth-lar, and the hell hounds hang back in the initial attack. However, once it becomes clear that they've ambushed a band of capable adventurers, Uth-lar moves to engage the nearest hero in melee, accompanied by the hell hounds. Zarr uses his *invisibility* spell to cover himself while he heals injured hobgoblins, *blesses* his followers, or uses his scroll of *summon monster III* (requiring a caster level check against DC 6), preferably summoning a third hell hound in the rear of the PCs' party to harass spellcasters.

Other Details: Zarr and his warband have already ambushed and killed five people so far today—a traveling merchant and her three bodyguards who were riding west on the Dawn

Way, and a local farmer who blundered across the raiders. The bodies of these unfortunates have been dumped out of sight in the ruined farmhouse. (If any PC enters the farmhouse, the bodies immediately become apparent in their locations along the west wall.)

The marauders have a crude campsite set up in the main room of the ruined farmhouse, with dirty bedrolls, cook fires (now banked), and other such necessities present, but nothing of interest or value.

Treasure: In addition to the gear they carry, the marauders found 355 gp on the merchant and her guards. The money pouch is currently sitting beside the bodies (Search DC 10 to find), since Zarr has not yet divided it out. The dead guards are dressed in studded leather armor and carried light crossbows and longswords, none remarkable.

Zarr carries a holy symbol of Tiamat, which can be identified with a DC 15 Knowledge (religion) check.

DRELLIN'S FERRY

At the spot where the Dawn Way crosses the River Elsir stands the small town of Drellin's Ferry, once known as Dwarfbridge. As the old name implies, long ago the Elsir was spanned by a sturdy dwarf-made bridge at this spot, but a hundred years ago the bridge washed out in a great flood. An enterprising man named Drellin hammered together a small horse-drawn ferry to maintain a river crossing here, and a town eventually grew up around the enterprise.

Drellin's Ferry (Small Town): Conventional; AL NG; 800 gp limit; Assets 46,000 gp; Population 1,150; Mixed (77% human, 12% halfling, 5% dwarf, 3% half-orc, 2% gnome, 1% elf).

Authority Figure: Town Speaker Norro Wiston (NG male human aristocrat 5), leader of the Town Council.

Important Characters: Captain Soranna Anitah (NG female human fighter 5), leader of the Town Guard; Brother Derny (NG male human cleric 5 of Pelor), highest-ranking local cleric; Sertieren the Wise (N male halfling abjurer 5), most powerful local arcane spellcaster; Delora Zann (CG female human rogue 2/fighter 5), retired adventurer and member of the Town Council; Kellin Shadowbanks (CG male halfling rogue 5), prominent innkeeper and member of the Town Council; Iormel (LE male human aristocrat 3), local miser and member of the Town Council.

Captain Soranna Anitah of the town guard

Town Guard: Soranna's professional guards include two 4th-level fighters, five 3rd-level warriors, nine 2nd-level warriors, and fourteen 1st-level warriors.

Militia: These new recruits, who have only been called up within the last few days, include six 3rd-level commoners, fifteen 2nd-level commoners, fifty-five 1st-level commoners, four 3rd-level warriors, eight 2nd-level warriors, and fourteen 1st-level warriors.

KEY SITES

Places of interest in Drellin's Ferry include the following.

1. Watchposts: Due to the trouble with marauders over the last few days, the folk of Drellin's Ferry have set up five watchposts on the major roads leading into town. A member of the

Illus. by L. Parillo

MARAUDER ATTACK DEVELOPMENTS

There's an excellent chance that the PCs will capture one or more marauders, providing them with an opportunity to interrogate prisoners. Zarr, Uth-lar, and the hobgoblin regulars are religious zealots; most would prefer to die before divulging any information at all, although a successful *charm person* spell could get one talking. Key facts the PCs can learn include the following.

- The warband's base is an old human castle in the forest.
- The marauders serve the Wyrmlord Koth, whom they describe as a mighty sorcerer.
- Koth's chief lieutenant is Karkilan, "a bull-faced killer as big as an ogre."
- More warbands are reaving the lands around "the human river-town" to prepare for the "Day of Ruin."
- "You may have won today, stupid humans, but our day is coming! The Red Hand will destroy you all!"

Prisoners have an attitude of hostile and initially maintain a sulky silence but can be drawn into issuing threats or justifying their actions if their attitude can be improved to unfriendly (DC 20 Diplomacy check). Intimidate works too, but due to their religious zeal the hobgoblins gain a +4 circumstance bonus on checks to resist Intimidate efforts. The easiest way to get a hobgoblin prisoner talking without employing magic is to use Bluff (opposed by the prisoner's Sense Motive check) to spur the prisoner into making threats that reveal information.

Town Guard and three members of the militia man each post. Strangers entering the town are stopped and questioned briefly, but unless someone in the group is an orc or goblinoid of some kind, they are allowed to pass. The guard member at each post carries a horn with which to summon help.

2. The Green: At the center of Drellin's Ferry is the Green, a broad grassy field where children play and farmers from outlying homesteads sell their produce.

3. Town Speaker's House: The home of Town Speaker Wiston is one of the larger and more comfortable houses in the town. Wiston owns a fair amount of land in the surrounding area, including several orchards and woodlots on which he collects rent. He lives here with his wife Tara, their five children, and three servants. Since the beginning of the raids, two guard members have stood watch nearby, mostly so that Wiston can be quickly notified of any impending attack.

4. The Green Apple: A cheerful taphouse and inn on the north side of the Green, the Green Apple caters to travelers who have somewhat less coin to spend than those who stay at the Old Bridge (see area 10 below). Many of the locals prefer to do their drinking here. The proprietor is a stout dwarf named Tharrma, who possesses a great gift for expressing her opinion, regardless of whether it's asked for.

The Green Apple is an inn of common quality (5 sp per day).

5. Morlin's Smithy: This is the workshop of Morlin Coalhewer, the town smith. Morlin also happens to be a talented armorer and weaponsmith; he takes on blacksmithing work to fill in between working on weapons or armor. He lives in a small cottage behind the workshop.

For Sale: +1 battleaxe, +1 longsword, +1 heavy steel shield, +1 breastplate, +1 chain shirt, and 50 *+1 arrows.* Morlin also has a small selection of masterwork weapons and armor, plus plenty of examples of normal craftsmanship. Feel free to tailor these offerings to the specific requirements of the player characters.

6. Shrine of Pelor: A small temple of the same fieldstone-and-wood construction used by many other buildings in the town, the shrine is in the care of Brother Derny. He has two acolytes who help him tend to the shrine and look after the folk of Drellin's Ferry. Derny sometimes sells scrolls to travelers who can afford such things.

For Sale: Scrolls of *bless, cure moderate wounds, cure serious wounds, dispel magic, lesser restoration,* and *resist energy.* Derny can be commissioned to scribe cleric scrolls of 3rd level or lower.

7. House of Sertieren the Wise: An old noble manor-house with a handsome view from the bluffs overlooking the river, this is the residence of the wizard Sertieren. Sertieren is somewhat reclusive, and his house has a reputation for being haunted. Sertieren occasionally trades in scrolls or minor wondrous items he creates.

For Sale: Scrolls of *dispel magic, fireball, invisibility, fly, mage armor,* and *web; potions of cat's grace, invisibility,* and *fly; bracers of armor +1; ring of protection +2.* Sertieren can be commissioned to scribe scrolls (sorcerer/wizard spells of 3rd level or lower) or craft wondrous items (CL 5th or lower).

8. Old Toll House: The largest and sturdiest building in Drellin's Ferry is the old dwarf-built toll house, which still stands where the foot of the bridge once stood. The Toll House serves as the town hall, courtroom, jail, and Town Guard headquarters, housing twenty of the guard members (the rest have small houses of their own in and around town).

9. Armory: A small stone tower about 30 feet tall, the armory holds arms and armor for the town militia—spears, light

wooden shields, leather armor, studded leather armor, leather helms, and a few old longswords and crossbows. Most of the arms have already been issued to the members of the militia.

10. The Old Bridge Inn: Somewhat larger and busier than the Green Apple, the Old Bridge is favored by merchants traveling the Dawn Way. The Old Bridge is run by the Shadowbanks family, a clan of halflings a dozen strong. Kellin Shadowbanks is the patriarch of the clan and proprietor of the inn. He is also quietly involved in occasional thievery against strangers passing through town, although he is careful to avoid stealing from other townsfolk. Kellin is smart enough to realize that he wants no part of stealing from bloodthirsty and seasoned adventurers, and so he'll leave the player characters alone . . . unless a golden opportunity just drops into his lap.

Guests and visitors can find a good game of three-dragon ante in the common room almost every night; Kellin plays often, and is so good that he doesn't have to cheat to win.

The Old Bridge is an inn of good quality (2 gp per day).

11. Jarett's Sundries: The town's general store is Jarett's Sundries. Jarett Nurth buys finished goods such as clothing, pewter goods, lamps, oil, rope, tools, wine, and toys from Brindol and Dennovar and has them shipped by wagon to Drellin's Ferry along the Dawn Way.

For Sale: Adventuring gear, special substances and items, tools and skill kits, and clothing. Jarett also carries a few *potions of cure light wounds.*

12. Delora's Livery Stable: Delora Zann is a retired adventurer who settled down in Drellin's Ferry twenty years ago. She stables horses and other mounts for a modest fee and buys and sells animals as the opportunity presents itself. Merchants using the Dawn Way have come to rely on her stable.

For Sale: Mounts and related gear (see PH 129). Delora currently has one heavy warhorse, one light warhorse, and one donkey available for sale.

13. Iormel's Warehouse: As the last town on the Dawn Way for 100 miles or more, Drellin's Ferry often serves as a place where out-of-town merchants temporarily store goods while waiting for the right time to set out for the west. Iormel is a miserly old man whose large and ill-tempered hounds are the terror of children throughout the town.

14. The Ferry: Two enormously thick ropes span the Elsir here, affixed to a huge wooden capstan. A pair of draft horses harnessed to the capstan turns the device, drawing the ropes, to which a large flat-bottomed barge—the ferry—is secured. Another capstan and team on the far bank works a second ferryboat, if needed. When drawn by two horses, the ferry crosses the Elsir at a rate of 10 feet per round, taking about 6 minutes to make the crossing. The ferry is 30 feet long and 10 feet wide. A stable by the riverbank houses the draft horses, and nearby worksheds hold spare ropes and various other materials for keeping the capstan, barges, and hawsers in good repair.

The ferry is operated by Drathgar, a great-grandnephew of old Drellin himself. He employs about two dozen horse-handlers, carpenters, and porters to run and maintain the ferry. It costs 1 sp to cross on foot, or 3 sp with a mount. By long-standing tradition, Drathgar doesn't charge townsfolk for the first two crossings they make in a single day.

15. The Dwarfbridge: The ruins of the old bridge consist of a set of old stone pylons that stand 10 to 20 feet above the water. The Town Council is considering using the solid, dwarf-made piers as the base for a new wooden span, but so far the ferry owners have vehemently opposed any efforts to build a new bridge.

16. Gausler's Brewhouse: Occupying the old barracks where a small garrison of Rhestiloran soldiers formerly guarded the bridge, the brewhouse is, of course, a brewery. A half-orc named Gausler runs the place.

17. Jendar's Warehouse: Similar to Iormel's warehouse (area 13), this place serves merchants and traders moving goods along the Dawn Way. Jendar's rates are substantially lower than Iormel's, and the halfling is steadily eating into Iormel's business.

18. Sterrel's Provisioning: Ben Sterrel caters to merchants and caravans passing along the Dawn Way, selling tack, harness, food, and other stores useful for folk traveling a long distance.

For Sale: Adventuring gear, clothing, mounts (riding horses) and related gear, and transport (up to and including a keelboat, but nothing bigger).

19. The Old Ones: A small clearing in the woods on the west bank of the Elsir holds an old circle of small menhirs known as "the Old Ones" by the townsfolk. The circle has long served as a druidic sacred place, and the druid Avarthel now tends the Old Ones. He is willing to provide healing (or other forms of spellcasting) to PCs engaged in the service of Drellin's Ferry for half the normal cost.

For Sale: Potions of barkskin, cure light wounds, lesser restoration, and *neutralize poison.* Avarthel can brew potions of druid spells of 3rd level or lower.

IMPORTANT PEOPLE

Drellin's Ferry and the farmlands in the town's vicinity are home to more than a thousand people. Some of the more important personalities the PCs might interact with include those described in the following paragraphs. The town is governed by a Town Council consisting of five members: Wiston the Town Speaker, Soranna the guard captain, Kellin the innkeeper, Delora the stablemaster, and Iormel the warehousekeeper. As leader of the Town Conncil, Wiston is also leader of the town.

Avarthel: A member of the Keepers of Eth, the druidic circle of the Witchwood, Avarthel (NG male half-elf druid 6, Brew Potion feat) is a solemn young individual who keeps an eye on how the folk of Drellin's Ferry use (or misuse) the nearby forest. He prefers to use persuasion and reason to enconrage responsible stewardship over the natural world, but he has been known to fly into a fierce wrath when more stringent tactics are called for.

Delora Zann: Once a member of the famed Golden Drake Company, a band of renowned adventurers, Delora (CG female human rogue 2/fighter 5) retired to Drellin's Ferry some years ago. She is a plain-speaking, no-nonsense sort of woman, tall and broad-shouldered, who wears her blonde-gray hair pulled back in a single braid. She is a friend of Soranna Anitah; both Captain Soranna and Town Speaker Wiston have come to rely on her common sense and keenly observant nature.

Brother Derny: The town's priest is Brother Derny (NG male human cleric 5 of Pelor, Scribe Scroll feat), a stout old man. Although pompous, preachy, and long-winded, he is a good and charitable individual at heart who goes out of his way to aid less fortunate folk.

Iormel: A wealthy landowner who has been on the Town Council for thirty years or more, Iormel (LE male human aristocrat 3) is a selfish misanthrope whose sour manner and legeudary stubbornness have caused no end of trouble over the

years. A tall man with a halo of tangled white hair, he squints and scowls at any unfamiliar face. When the Red Hand horde shows up on the town's doorstep, he will argue long and hard for making a stand to "defend our homes from those savages," since he can't abide the thought of the money he would lose if the town were sacked.

Jarett Nurth: A dark-haired southerner who came to Drellin's Ferry and bought out the previous owner of the general store, Jarett (CE female human rogue 4/cleric 4 of Erythnul) has a dark secret. A secret devotee of Erythnul, she is responsible for a handful of unsolved murders that have plagued the town for years. She is well connected among the various brigand gangs that plague the lonely places along the Dawn Way and is known as Lady Dagger among them. Running a store in Drellin's Ferry allows her to spy out the movements of traders using the road and pass word to brigands preying on them. Jarett views the approach of the Red Hand horde as an opportunity to pillage and murder to her heart's content, then make her escape in the confusion.

Kellin Shadowbanks: Head of the Shadowbanks clan, Kellin (CG male halfling rogue 5) is an affable, brown-haired halfling who dresses in a broad-belted waistcoat. Kellin is adept at putting others at their ease, but he's much sharper than he lets on and keeps himself well informed about events up and down the vale.

Morlin Coalhewer: A swordsmith and armorer of some skill, Morlin (LG male dwarf cleric 4 of Moradin/expert 5, Craft Magic Arms and Armor feat) keeps his faith to himself, although the other dwarves living in Drellin's Ferry know of his other calling and often seek assistance from him. Morlin is pragmatic and outspoken, and he also happens to be a seasoned veteran of goblin wars long past. He can cast divine spells on behalf of the PCs, but is not likely to volunteer to do so unless the PCs happen to include a dwarf in their party.

Norro Wiston: The Town Speaker (NG male human aristocrat 5) is a tall, balding man of about fifty who wears a neatly trimmed salt-and-pepper beard. A wealthy landowner whose family has been prominent in Drellin's Ferry for generations, he's a hard worker and keen businessman who comes by his fortune more or less honestly. Wiston has been Speaker (or head of the Town Council) for almost ten years, and in that time Drellin's Ferry has enjoyed peace and prosperity. The threat of the Red Hand is something that he is ill suited to counter, and he knows it, but Wiston is hesitant to let anyone else call the shots for the townsfolk.

Sertieren the Wise: The town wizard (N male halfling abjurer 5, Scribe Scroll and Craft Wondrous Item feats) is a highly regarded halfling of middle years who wears spectacles and has a disheveled mop of gray-white hair. An unassuming scholar, he is unselfish about using his magic for the benefit of his neighbors. He is willing to provide arcane spellcasting to PCs in the service of the town for half the normal cost. He also has a small number of scrolls and minor wondrous items he would be willing to sell.

Captain Soranna Anitah: Leader of the Town Guard, captain of the militia, and chief constable, Soranna (NG female human fighter 5; see page 122) is a tall, strong-boned woman with simple good looks hidden behind an unsmiling manner. As leader of the town's guardsmen, Soranna holds a seat on the council, but she strictly interprets her role in running the town's affairs and follows the Speaker's lead unquestioningly. A former merchants' guard captain who traveled widely before settling in Drellin's Ferry, she has a good idea of the sort of trouble the town is in for, and she is worried sick.

Town Speaker Norro Wiston seeks to recruit the PCs' aid in investigating the trouble that plagues his town

Illus. by H. Lyon

RIDING INTO TOWN (EL 2)

When the PCs reach Drellin's Ferry (presumably after defeating the hobgoblin marauders in the encounter at the abandoned farmhouse), they find the townsfolk making preparations to defend themselves against attack.

Timeline: When the PCs reach town (day 1, late in the day).
Light: Varies with time of day.
Creatures: Four humans.

The road descends into a small town built mostly on the near side of a broad, sluggish river. Six old stone piers jut from the water, marking the spot where a bridge once stood, but the span itself is long gone. Instead, a couple of long thick ropes cross the river, each secured to a flat-bottomed ferryboat. Brown fields and green orchards surround the town.

A group of armed townsfolk—three in leather, one in mail—stands guard, watching you warily. "Halt and state your business, strangers," one of the guards says.

Combat: The guards here have no interest in starting a fight with well-armed adventurers who don't appear to be orcs, hobgoblins, gnolls, or other such monstrous folk. If for some reason a fight breaks out, they blow a horn to sound a warning and summon help. If overmatched, they try to make a fighting withdrawal back toward the Toll House.

Sergeant Hersk: hp 8 (see Human Town Guard, page 125).

Human Militia (3): hp 6 each (see page 125).

Interaction: Sergeant Hersk is in charge of this post. He's a burly man in scale mail with a curling, waxed mustache. The PCs can give almost any answer they like to Sergeant Hersk's challenge—as long as they don't draw weapons or make ugly threats, he's happy to let them pass, because they clearly aren't a gang of murderous goblinoids. Hersk is a little on the gruff side, but he's basically a reasonable person.

Hersk's beginning attitude toward the PCs is indifferent; he'll point strangers to whatever town business they need or offer basic directions if asked. If Hersk becomes friendly toward the party (for example, by means of a Diplomacy check or good roleplaying), he opens up more.

If the characters voice any of the following statements or questions, Hersk responds as indicated.

- *We don't have to tell you anything!* "No need to be rude, you! I'll warn you to mind your manners and stay out of trouble while you're in Drellin's Ferry. Pelor knows we've got enough of it without thugs and ill-mannered louts looking to start some more."
- *We're going to explore an old castle in the Witchwood.* "Suit yourself." If friendly, he adds, "But you should be careful, friends—the woods are crawling with goblins. I wouldn't advise it."
- *We just fought a bunch of hobgoblins.* "Indeed! Where? Bands of those murderous savages have been skulking near the town for days now. You're lucky you came through it!"
- *Where can we stay?* "The Old Bridge Inn is just ahead, on your left. Or, if you prefer, try the Green Apple, on the other side of the square. I like the Old Bridge, myself."
- *Can we help you with your troubles?* "Ah, I won't deny that we're in a hard spot, and you look like capable sorts. Go over to the Old Toll House—that's the big stone building, there—and ask for Captain Soranna."

Ad Hoc XP Adjustment: If the PCs make a good impression on the guards, award them XP as if they had overcome a CR 2 encounter.

THE TOWN SPEAKER

Soon after the PCs arrive in town, word reaches Town Speaker Wiston that a band of adventurers has appeared. Wiston comes to visit the PCs at their inn (if they make arrangements to stay in town) or approaches them while they're wandering around the town attending to whatever errands they might have—Drellin's Ferry isn't so big that he can't find a band of strangers with a few minutes of asking around.

Timeline: An hour or two after the PCs enter the town (day 1, evening).

Creatures: Two humans.

The read-aloud text presumes that the PCs have taken rooms at an inn; if they haven't, adjust it accordingly.

You're just settling into your rooms when a knock comes at the door. Outside in the hallway stand a tall, balding man of about fifty and a capable-looking swordswoman. "Sorry to trouble you, travelers, but I'd like a few minutes of your time," the man says. "My name is Norro Wiston, and I'm the Town Speaker for Drellin's Ferry. This is our guard captain, Soranna. I'll get right to the point: We're in a lot of trouble, and I was hoping I could persuade you to help us out."

The speaker wants to engage the PCs in the town's service, preferably by appealing to their better nature—but he'll pay if that's what it takes.

"Our town is under attack," the speaker begins. "Hobgoblin raiders have been harrying our lands for several days now. They've attacked and killed people in the outlying homesteads, and they've been waylaying travelers along the Dawn Way."

Captain Soranna adds, "We've had some trouble with them before—a quick raid on homesteads on the west side of the river, usually not that bad—but this is different. It looks like a large, aggressive tribe has moved down out of the Wyrmsmoke Mountains. Frankly, I fear they might be numerous enough to sack the town."

"Beyond the immediate threat to our homes, the road is our lifeblood," the Speaker continues. "If the hobgoblins make the Dawn Way impassable to the west, trade won't come this way, and we'll be ruined. Not only do we need to repel the raiders from our town, but we've got to keep that road open. Can you help us do it?"

Encounter: If the PCs impressed Sergeant Hersk at the watchpost (or at least were courteous to him), the speaker and the captain are friendly toward them. Otherwise, they are indifferent, viewing the whole exchange as a simple business proposition. Allow the PCs a Diplomacy check if they respond courteously or express some concern over the situation.

Wiston is more than willing to be as up front with the PCs as possible and answers honestly almost any question they put to him. If the characters voice any of the following statements or questions, the speaker responds as indicated.

- *What does it pay?* "You'd be helping a lot of people if you could deal with this problem."

WHAT IF THE PARTY IS BIZARRE?

If the PC party includes monstrous characters, or the players demonstrate undue hostility to the townsfolk on watch, Hersk insists that they stay put while he sends for Captain Soranna to determine whether they should be allowed into the town. When Soranna arrives (accompanied by half a dozen town guard members), she questions the PCs more closely, then admits them into the town unless they make it clear through words or actions that doing so would be a bad idea on her part.

- *Really, what does it pay?* "We could pay you as much as 500 pieces of gold each, if you can drive off the hobgoblins."
- *Pay us more.* "We can't do better than that." But, if the speaker is friendly: "You drive a hard bargain . . . all right, then, 700 each, and we'll arrange to provide you with some minor magic to help you out."
- *What do the hobgoblins want?* "Our lives, our gold, our lands. They don't think we're strong enough to stop them from taking whatever they want, I guess."
- *Large tribe? How many, then?* "We're not sure. A hundred warriors, maybe." If the speaker is friendly: "There have been at least three different warbands around our lands at the same time, each about fifteen to twenty strong, so fifty at the minimum."
- *Why don't you take care of it?* "We tried. We sent a dozen guardsmen west on the road to find out where the hobgoblins were lairing, but they got cut to pieces a few miles inside the forest." If friendly: "The hobgoblins are using fearful monsters and evil magic against us. Until you showed up, we haven't had any heroes here who could stand up to them."
- *Monsters? What kind?* "Foul hounds that breathe fire, dragonmen, even a couple of manticores!"
- *How do we get to the Witchwood?* "Cross the river and follow the Dawn Way west. The road goes all the way through the forest. Or you could strike north and take the Witch Trail, but not many people go that way."
- *Ever hear of Vraath Keep?* "Yes, it's an old ruined castle about 15 miles or so west on the Dawn Way." If friendly: "Hmmm . . . it's certainly possible that the hobgoblins have seized it for their stronghold. It's supposed to be haunted, but they might not care."

If the PCs bargained Wiston into offering minor magical assistance, the speaker arranges for Sertieren, Brother Derny, and Avarthel to provide up to 600 gp worth of potions or scrolls for the PCs. Wiston has Soranna deliver the potions or scrolls by noon of the next day.

When the conversation is about finished, Soranna offers one last piece of advice, provided the PCs have been reasonably courteous.

"If you're going to be wandering around in the Witchwood, I would advise you to seek out Jorr. You can't find someone who knows the woods better. His cabin is out of the way, but it could be worth the walk. If you take the Witch Trail, go left at the first big trail crossing; Jorr's cabin is about seven miles in. Or, if you're on the Dawn Way, take a right on a trail about nine miles from the forest edge. Jorr's cabin is near the Blackwater."

WHAT NEXT?

After the meeting with Speaker Wiston and Captain Soranna, the PCs ought to be heading for the Witchwood—probably early on the morning of day 2, and no later than early on day 3 if they decided to commission the creation of some minor magic items in the town. If the PCs loiter around town without leaving for a few days, move ahead to the encounter Goblin Raid on page 37.

THE WITCHWOOD

Whether they're heading off in search of raiders to drive off or hoping to find a ruined keep holding long-lost treasure, the PCs will venture into the Witchwood soon after arriving in Drellin's Ferry.

The Witchwood is a warm forest with a mix of oaks, subtropical evergreens, and plenty of undergrowth. Any party cutting cross-country through the forest without following a trail moves at half speed and stands an excellent chance of getting very lost (see Getting Lost, *DMG* 86).

A. THE DAWN WAY

This trade road cuts through the western portion of the Witchwood for almost 40 miles. It is generally broad, level, and clear. Every few miles, rudimentary log shelters built by teamsters using the road stand in clearings nearby. A handful of old woodcutters' and trappers' cabins or long-abandoned homesteads lie scattered along the length of the road, about one every 2 or 3 miles.

The Dawn Way crosses several creeks and boggy spots on sturdy dwarf-made stone bridges that have stood for centuries.

B. THE WITCH TRAIL

This footpath leads from the fields north of Drellin's Ferry to the Old Forest Road, cutting several miles off the trip. The Witchwood is crisscrossed by a handful of old trails, most cut years ago by hunters, woodcutters, trappers, or travelers bound for one or another of the various ruins or old mines in the forest and the foothills of the Wyrmsmokes. If the PCs want to avoid getting hopelessly lost, they'd be wise to stick to the trails.

The Witch Trail (and other minor footpaths in the forest) doesn't have any bridges for crossing streams and rivers. Instead, a log planed flat on the top side (Balance DC 5) is the best a traveler is likely to find on these trails.

C. JORR'S CABIN (EL 6)

The reclusive woodsman Jorr lives here, in a small cabin overlooking the Blackwater—a large swath of drowned forest and swampland in the middle of the Witchwood.

Light: Varies with time of day.

Creatures: Three dogs, one human.

The trail leads past a small cabin in a deep forest glade. A ramshackle front porch is littered with fishing baskets and skinning frames. The cabin overlooks a dark bayou or lake, with old gray cedar-trees draped in moss rising out of the water. An old skiff is tied up on the shore nearby, and a little smoke curls from the fieldstone chimney.

Jorr keeps three big hunting dogs (the equivalent of riding dogs), who are not kind to strangers. They're currently lying under the porch. When a character approaches within 60 feet, allow him or her a DC 11 Spot check to notice the hounds under the porch. The hounds get Spot checks of their own (+5 modifier) to see the PCs. If the hounds spot strangers coming, they charge out, baying loudly. They stop about 10 feet short of the strangers and growl and snap ferociously but do not attack if the PCs stop short. If the PCs try to get closer to the cabin, or turn and run, or in any way behave threateningly, the hounds attack.

Jorr is inside the cabin when the PCs arrive. When he hears the hounds begin barking, he moves to a shuttered window

with a loophole and peers out. He'll shoot at anyone attacking his dogs. Otherwise, if the strangers aren't goblinoids and don't provoke the dogs into attacking, he'll swing the shutter open and lean out to call off the hounds.

Terrain: The cabin is a structure about 20 feet square. The ground around the cabin is clear of underbrush, up to a distance of 50 feet or so—anything farther away is covered by light undergrowth. The lake is about 3 feet deep near the edge and 40 feet deep at its deepest point.

Combat: The hounds attack immediately if baited or if someone tries to get past them. Consider them to have an unfriendly attitude for wild empathy or Handle Animal checks. If Jorr gets involved in the fight, he shoots arrows from his cabin's loopholes, gaining the benefit of improved cover (+8 to AC).

Jorr Natherson: hp 30 (see page 122).

Jorr's Hounds (3): hp 13 each (*MM* 272).

If a serious fight breaks out, Jorr holds off the party as long as he can, then tries to make a break for it out the back door of the cabin.

Interaction: If the PCs don't kill any of Jorr's dogs or pick a fight with the woodsman, they can attempt to secure his services as a guide. Jorr is a weatherbeaten man of about fifty years of age.

The cabin's door opens, and a lean woodsman of indeterminate age steps onto the porch. He has a seamed, leathery look to his face and arms, and a big curved knife sits in a sheath strapped to one thigh. "Don't get many visitors out here," he rasps. "Who're you, and what d'ya want with me?"

Jorr's beginning attitude to the PCs is indifferent, unless they mistreated his dogs, in which case he is unfriendly. If they improve his attitude to friendly or better, they can elicit any of the information given below.

If the PCs state their intention to end the goblin threat (the first bit of dialogue given below), Jorr's attitude automatically improves to helpful unless the PCs have somehow otherwise offended him. Jorr only agrees to hire on as a guide if his attitude is helpful.

- *We want to stop the goblin raids, and Soranna said you know the forest.* "Goblins! I just can't stand 'em! Wood's rotten with 'em right now. All right, I'm your man."
- *Where can we find the goblins?* "I seen worg riders and troublemakers all over, especially along Dawn Way."
- *Where's the goblins' lair or stronghold?* "They live up yonder in the Wyrmsmokes, but seems like we got a big war party in the forest. Maybe they come down the Old Forest Road, or might be they came by the Skull Gorge. My money's on the Skull Gorge."

RANDOM ENCOUNTERS IN THE WITCHWOOD

The Witchwood is not the safest place to wander around. The chance of a random encounter depends on the PCs' activity.

- *Normal Travel:* 50% per 12 hours.
- *Camping or Cautious Travel:* 25% per 12 hours.
- *Hiding:* 10% per 12 hours.

Check once per day, and once per night. If an encounter is indicated, refer to the table below. We recommend that you don't add more than one or two random encounters per day to the adventure, regardless of the results of the encounter checks.

d%	Encounter	Average EL
01–03	1 gray render (*MM* 138)	8
04–05	1d3+1 centipede swarms (*MM* 238)	7
06–08	1d2+3 dryads (*MM* 90)	7
09–14	1d3+1 assassin vines (*MM* 20)	6
15–20	1 digester (*MM* 59)	6
21–28	1d2 ettercaps (*MM* 106) plus 1d3+1 Large monstrous spiders (*MM* 289)	6
29–34	1d4+1 giant wasps (*MM* 285)	6
35–40	1 girallon (*MM* 126)	6
41–50	1d4+1 goblin worg riders (see page 119)*	6
51–55	1d2 manticores (*MM* 179)	6
56–63	1d2 owlbears (*MM* 206)	6
64–69	1 shambling mound (*MM* 222)	6
70–75	1 tendriculos (*MM* 241)	6
76–80	1d2 trolls (*MM* 247)	6
81–92	1d6+8 stirges (*MM* 236)	5
93–97	1 dire boar (*MM* 63)	4
98–100	1 giant stag beetle (*MM* 285)	4

*These goblins mounted on worgs are far-ranging scouts and marauders in advance of the Red Hand horde; a number of such parties are at large all over the woods.

- *Do you know where Vraath Keep is?* "Hey, I ain't stupid. Go west on out to the big road; keep's maybe eight miles north of there. Wouldn't surprise me if some of the goblins are holed up there. Just the sort of thing damn goblins would do."
- *We want to hire you as a guide.* "All righty. I want 5 gold a day, or 10 if you've got a mind to go off someplace dangerous."

Treasure: Apart from his gear, Jorr doesn't own much. He's stashed a tiny sack of gold coins (86 in all) under a floorboard in his cabin. A DC 20 Search check is good enough to uncover the cache.

Ad Hoc XP Award: If the PCs manage to enlist Jorr's help, award them XP as if they had overcome a CR 5 encounter. If they merely manage to get some useful information from him, award them XP as if they had overcome a CR 4 encounter instead.

D. BLACKWATER CAUSEWAY (EL 6)

The Dawn Way passes through a large expanse of low-lying flooded forest here.

Timeline: The Red Hand horde reaches the causeway on day 11, unless delayed by the PCs' actions. See Approaching Doom, page 36.

Light: Varies with time of day.

Creature: 1 hydra.

A wide expanse of dark water has flooded the woodland in this low valley. Trees still protrude from the calm, dark waters here and there, but many large reaches seem to be little more than open pools of algae-choked water. The trill of frogs and the whine of insects fills the air. The forest road leads right down to the edge of the flooded section, up to a rickety-looking causeway made of thick planks of wood lashed together with mossy rope. The wooden causeway runs for several hundred feet through the boggy patch, only a foot or so above the water.

Ever since the goblinoids infiltrated the Witchwood and travel though the region has abated, creatures that have long lurked in the deeper reaches of the woods have become braver and have been moving into areas closer to the road. One such creature is a six-headed hydra that now lurks near the midpoint of the wooden causeway, roughly 200 feet from either end.

Up ahead you can make out the wreckage of a wagon, lying on its side and half-sunk in the flooded forest, about thirty feet from the causeway.

Terrain: The causeway is 10 feet wide, and somewhat uneven and slick (DC 10 Balance check to run or charge; failure means the character can't move this round). It takes a move action to scramble up onto the causeway from a square of shallow bog.

Most of the swampland consists of weed-choked water averaging about 2 feet deep and should be treated as shallow bog (DMG 88). It costs 2 squares of movement to move into a square of shallow water, and the DC of Tumble checks in such squares

increases by 2. Some of the squares on the map are deep bog. It costs 4 squares of movement to enter a square of deep bog, and tumbling is impossible. Finally, a deep draw cuts across the map, with water about 15 feet deep. Characters must swim if they enter these squares. Characters wading in the bog might not notice the drop-off before stumbling into it. A successful DC 15 Survival check allows a character to notice the peril before moving into a square of deep bog or deep water.

Combat: The six-headed hydra (B on the map) lurks in a large pool near the wreckage of the old wagon (A). Most of its bulk is hidden underwater, with only one of its heads resting on the wagon's mossy side. If it notices food (the PCs) wandering by on the causeway, the hydra clambers up out of its pool and attacks.

Assuming the characters aren't invisible, the hydra notices them as soon as they enter the map. Otherwise, it might hear them (Listen modifier +6), and it certainly detects them with its scent ability when any PC comes within 30 feet.

The PCs have a chance to notice the hydra before it attacks; the hydra's Hide modifier is +5 (the hydra's size penalty on Hide checks is negated by the fact that its body is completely underwater, and the wagon offers cover). Of course, a character

DEVELOPMENTS FOR JORR'S CABIN

Jorr serves as a guide or a scout for the PCs if they hire him or make common cause against the goblins (Jorr doesn't like goblins at all). He knows all the trails of the forest and will fight in his own defense if the PCs run into something dangerous. Jorr is willing to accompany the characters throughout their adventures in and around the Witchwood, but he is unwilling to accompany them once the adventure leaves the forest—he'd rather stay behind and wage a one-man war of ambush against the goblins and hobgoblins who dare to enter "his" forest.

who spots the hydra notices only a single reptilian head and neck coiled in the moss by the wagon.

Six-Headed Hydra: hp 66 (*MM* 156).

Tactics: Once combat begins, the hydra moves to within 10 feet of the causeway and uses its reach to attack, remaining in the shallows (square marked C). In such a situation, its body is out of reach of those on the causeway, but attacks can still be made against its heads. If the hydra is in deep water, it gains cover against attacks by creatures not in the water with it.

If the party moves out of the hydra's reach, it climbs up onto the causeway (a move action) to pursue its prey. If reduced to two or fewer heads, the hydra flees back into the water and disappears in the murk (award XP as if the characters had killed it).

Treasure: The hydra has killed several goblins and hobgoblins since moving into this region. A search of the wreckage of the wagon uncovers a large number of partial hobgoblin skeletons in the mud, most still wearing now-ruined armor. However, the *+1 mithral breastplate* of a deceased hobgoblin champion survives.

E. VRAATH KEEP

At this time, the Red Hand horde has not entered the Witchwood in force. Its presence in the woods has been restricted to raiding parties, scouts, and the like, groups intended to test the defenses of their enemies and to gather intelligence about them. The organizing force behind these roving bands of raiders, scouts, and spies is Wyrmlord Koth, an ambitious bugbear sorcerer who has claimed the ruins of Vraath Keep as his headquarters until he and his forces can take Drellin's Ferry (whereupon he intends to make the Old Toll House his new headquarters).

Vraath Keep is the primary encounter area in this chapter. It's where the PCs are likely headed for anyway to investigate the rumors of treasure, if you are using the Vault of Vraath Keep adventure hook (see page 5). If they can kill Wyrmlord Koth, they will strike a telling early blow against the Red Hand. Situated near the junction of the Dawn Way and Old Forest Road, Vraath Keep is visible from either road from several hundred yards away.

Timeline: The horde reaches the keep early on day 11 of the adventure, unless it is delayed (see Approaching Doom, page 36). Any survivors of the keep's garrison join the army on its march to Drellin's Ferry, leaving the place abandoned.

Looming out of the shadowy woods ahead is a haunting sight—a ruined keep. The old castle sits on a small rocky hillock, and you can catch glimpses of a broken tower between the trees. A moss-covered stone at the side of the road you're following marks a footpath that looks like it leads up to the keep.

The easiest path up to the keep from the road is the overgrown track. A character who thinks to examine this path and succeeds on a DC 10 Survival check can tell that numerous Medium humanoids and several large wolves have been using this track recently.

The keep itself is a 5-minute hike up the path (or a 20-minute scramble up the forested hillside, if the PCs avoid the path). When they reach the place, read them the following description.

The old keep is in very poor repair. The gatehouse is partially collapsed, as is a section of wall to the south. A small wooden building sits next to the remains of a long-abandoned garden in front of the structure. The walls surrounding the keep are about fifteen feet high, with a two-story tower looming in the southwest corner of the courtyard within. Large boulders lie strewn amid the ruins of the two watch towers, and a massive humanoid skeleton slumps amid the ruins of the northern one. This skeleton still wears tattered fragments of hide armor, and a large club lies next to one of its bony arms.

If the PCs approach within an hour after dusk, a successful DC 10 Spot check allows them to note a thin plume of smoke rising from the southern section of the keep; this smoke comes from the campfire in area 8. If the PCs approach the keep at night, add the following bit of text to the description above.

A sickly greenish-yellow light flickers inside the second floor of the ruined tower, and the faint sound of eerie moaning can be heard from within.

The Story of the Keep

Vraath Keep has a tragic history, as the ruins and skeletal remains attest. For centuries, trade through the Witchwood used the Dawn Way, and the soldiers stationed at Vraath Keep were the primary defenders of the region. Their presence kept the road safe for merchants to travel.

A few years before the fall of Rhest, an ambitious young man named Amery Vraath inherited control of the keep. After the Rhestilor kingdom dissolved, Amery laid claim to the entire Witchwood and sought to rid his new domain of its evil reputation. Chief among his targets was a tribe of forest giants that dwelt deep in the woods. Known as the Twistusks, these forest giants generally kept to themselves but raided merchants on the Dawn Way from time to time.

The brash young lord gathered together an impressive group of mercenaries and adventurers, and early one summer day led his force against the Twistusks. The battle was furious, but in the end Amery's men won the day and forced the Twistusks to flee into the mountains. The soldiers burned the giants' steading to the ground and returned to Vraath, victorious.

Yet their victory was short-lived. One week later, the surviving Twistusks returned and attacked Vraath Keep during a tremendous thunderstorm. The giants bombarded the keep all night long with hurled boulders and massive poisoned arrows. When the sun rose, four of the Twistusks lay dead amid the ruined keep, but none of the keep's soldiers or residents remained. Those who had survived the battle were taken away to be eaten by the giants in their own victory feast—all except for Amery Vraath. The young lordling retreated into the vault below his keep after he was shot by a forest giant's poisoned arrow, hoping to elude death, only to perish slowly of his poisoned wound. Rumors persist that Amery's ghost haunts the ruins, and that those who dare to travel the Dawn Way at night say they sometimes hear the sounds of his anguished cries coming from somewhere deep underground.

WHAT DO WE KNOW ABOUT THIS PLACE?

Characters with bardic knowledge or ranks in Knowledge (history) or Knowledge (local) might know a little bit about the keep. For characters native to Elsir Vale, Vraath Keep's story is commonplace (DC 10). It's much more obscure for characters who aren't from around here (DC 20). If Jorr is with the PCs as a guide, he can fill them in on the keep's story, if the players think to ask him about it.

Wyrmlord Koth knew of these rumors. He led a small group of his hobgoblins and goblins into Vraath Keep several weeks ago. They slew a pair of owlbears lairing in the place and have used the keep as their headquarters ever since. The keep's reputation for being haunted has served the Wyrmlord well; until the PCs arrive on the scene, he hasn't had to contend with any curious adventurers.

Vraath Keep Details

Vraath Keep took a beating under the Twistusk assault. Although most of its walls still stand, they are festooned with cracks, dents, and holes in places. It's only a DC 10 Climb check to scale these ruined walls. The exterior walls are 15 feet high, with a walkway on the inner side about 10 feet from the ground. A 1-foot-high step and several masonry notches allow a human-sized guard on top of the wall to easily shoot at targets outside the keep with the benefit of improved cover (+8 AC).

The doors inside the keep are made of wood and remain sturdy. They can be barred on the inside but are generally left unbarred by the hobgoblins. They are strong wooden doors (*DMG* 61).

Creatures: The majority of Wyrmlord Koth's hobgoblin raiders do not stay at Vraath Keep but patrol the Witchwood or scout out the surrounding human lands. The band the PCs fought at the start of this adventure was one of a dozen such groups. These groups report to Wyrmlord Koth about once a week. Koth spends most of his time studying maps of the region, reading over intelligence reports, and training his hand-picked cadre of hobgoblin warriors. Apart from the Wyrmlord, dwelling in the ruin are two goblin worg riders (and their mounts), four hobgoblin veterans, a minotaur named Karkilan who serves Koth as second in command, and a manticore. These various creatures all inhabit different parts of the ruined keep, but once they realize the PCs are nearby, they're quick to raise the alarm.

Fortunately for the PCs, the Wyrmlord and his band have grown overconfident. They count too much on the keep's isolated location and sinister reputation, and don't even post guards. Koth has gone so far as to rig a fake ghost in the top of the tower (see area 11) to strengthen the rumors that the place is haunted, should someone pass by the place at a distance. On their initial foray into the keep, the PCs should be able to scout the perimeter with ease.

If the keep's defenders realize that trouble is brewing, the goblin worg riders are first to react. They mount their worgs and move out into area 3 for 1d4 rounds, then patrol the perimeter of the keep for 10 minutes before returning to area 3. The hobgoblin regulars move out to protect area 3 for this duration. If any group spots the PCs, it raises an alarm and attacks. Regardless of where this attack occurs, Wyrmlord Koth and Karkilan are the last to arrive, preferring to let the soldiers do the bulk of the fighting.

1. Ruined Gatehouse

Light: Varies with time of day.
Creatures: None.

The keep's gatehouse has seen better days. The watchtowers to either side have partially collapsed, and several large boulders lie strewn about. The decayed remains of two sets of large wooden gates lie in a heap on the ground.

Unless the PCs are unusually noisy, or they carry bright sources of light during hours of darkness, they probably won't be noticed here on their first approach to Vraath Keep, since the goblinoids lurk indoors for now.

A character with the Track feat who stops to investigate the ground here can attempt a DC 14 Survival check to locate a number of tracks leading into and out of the ruined keep. Success indicates the character notes the tracks of large wolves (in fact, worgs), several goblins and hobgoblins, and at least one unidentified creature of Large size and generally humanoid shape.

2. Gardener's Shack (EL 2)

Light: Varies with time of day.
Creatures: None.

A small wooden shack sits to the east of the keep itself, near an overgrown patch of weeds that might have once been a fine garden.

Vraath Keep's groundskeeper lived in this shack, which is now empty and verging on collapse. In fact, if the PCs insist on exploring the shack, they might finish the job and bring it down on their heads. A PC who checks out the structure before entering can attempt either a DC 10 Knowledge (architecture and engineering) or a DC 15 Search check to recognize the potential peril.

Decrepit Shack: CR 2; DC 8 Fort save (save modifier +0) or the shack collapses.

At the end of each round when at least one creature stands within the shack, the shack must succeed on a DC 8 Fortitude save or collapse 1 round later; the shack has an effective save modifier of +0 for this check. The save DC for the Fortitude checks increases by 2 for each additional creature in the shack.

Once the shack fails a save, allow characters inside the shack to make a DC 10 Listen check. Those who succeed can hear the timbers creaking and straining. One round after the shack fails its save, the structure comes crashing down, dealing 2d6 points of bludgeoning and piercing damage to anyone still inside the shack (Reflex DC 15 half).

If the shack collapses, the inhabitants of the keep are immediately alerted to the PCs' presence and react as detailed above.

3. Courtyard

Light: Varies with time of day.
Creatures: None.

This courtyard of hard-packed earth has an eerie air of desolation. Jagged boulders embedded in the ground seem to have been dropped here, or thrown from a great distance; many of the walls bear large dents and cracks where these boulders might have once struck. Two massive skeletons lie at opposite ends of the courtyard, one propped up by the watchtower and the other sprawled at the far end by a building that could be a stable. To the south, where a section of the keep's outer wall has collapsed, a third giant skeleton lies partially buried in the rubble.

A character who searches the courtyard for tracks has the same chance of learning information as in area 1.

4. North Tower

Light: Varies with time of day.
Creatures: None.

This partially collapsed tower holds nothing of interest. On return trips to the keep, assuming the PCs don't defeat Koth and his minions, one of the goblin worg riders in area 6 is stationed here with her mount to keep an eye on the approach to the keep.

5. South Tower

Light: Varies with time of day.
Creatures: None.

This area holds nothing of interest. If the PCs attack the keep and withdraw, thereafter two of the hobgoblin regulars from area 8 will be hidden here.

VRAATH KEEP DEVELOPMENTS

If the PCs are forced to retreat from the keep and return at a later date, they find that Koth and his minions are on the alert. If any of the keep's defenders were killed, there is a 50% chance per day that groups returning from scouting the forest made up for the loss. Two hobgoblin veterans now patrol the top of the keep's walls, and goblin worg riders patrols the surrounding hillside.

If the PCs assault the keep a second time but retreat again, Wyrmlord Koth decides to give up his prime location in return for safety. Besides, he needs to report the presence of adventurers this powerful back to his commanders. He and any surviving minions abandon Vraath Keep and withdraw to the north to rejoin the rest of the Red Hand horde, leaving the ruins abandoned.

There's a good chance that the PCs capture at least some of Koth's minions. As long as they believe Koth is alive, the goblins and hobgoblins are very resistant to attempts to get them to talk (they're more afraid of Koth than any PC) and gain a +4 circumstance bonus on checks to resist Intimidate efforts. If a prisoner's attitude can be improved from hostile to unfriendly, or if he can be deceived through some kind of bluff, a prisoner from Vraath Keep can impart any of the information mentioned in the Marauder Attack developments sidebar on page 16, as well as the following facts.

- Wyrmlord Koth was responsible for gathering information about the defenses of the region, in preparation for a large assault on Drellin's Ferry.
- There's not a real ghost in the tower; it was all faked to keep anyone from coming to the keep and snooping around.
- A great army is gathering up in the Wyrmsmokes, somewhere on the far side of Skull Gorge.
- A green dragon has visited the keep three times; each time, it spoke with Koth but no one else. The goblins know the green dragon is named Ozyrrandion and that he serves the Red Hand as a messenger and scout. None of the goblins knows where the dragon lives, or what its conversations with Koth were about.
- The assault on Drellin's Ferry is scheduled to take place soon. (If things go according to plan, the assault occurs on day 12 of the adventure, either "eight days from now" or "nine days from now," as appropriate for the current date in your game's timeline..

6. Worg Stables (EL 6)

Light: Varies with time of day.
Creatures: Two goblins, two worgs.

If the PCs haven't alerted the keep yet, allow them DC 5 Listen checks once they reach the door to hear the goblin worg riders inside playing a game of stickbeetle.

This large wooden building has a thin layer of dry, moldering straw strewn across the floor. To the east, an open area contains a decrepit, dust-caked forge and a large mound of moldy straw. A battered table with four chairs sits in the middle of the room. To the west, four horse stalls divide up the remaining space.

The two goblin worg riders who share this stable with their mounts serve Wyrmlord Koth as messengers and runners. The worgs stay in the stalls starting from the west wall of the room, while their riders have fixed up the two remaining stalls with cots stolen from the barracks (area 8). The worgs spend most of their time here sleeping, while the goblins often play a simple game at the table involving beetles and a stick with a caltrop affixed to one end. The game involves each player taking turns attempting to impale the opposing player's collection of beetles by dropping the caltrop-stick onto the table from a height of at least 1 foot. The winner gets to eat all the beetles.

Goblin Worg Riders (2): hp 27 each (see page 119).
Worgs (2): hp 30 each (MM 256).
Tactics: The goblin worg riders are out of their element if caught without their mounts. Their first act in combat is to attempt to reach the far end of the stable, calling for the worgs to meet them halfway. Once mounted, the goblins try to force the PCs out into the courtyard, all the while hollering and shrieking in an attempt to raise an alarm. Since two buildings and a distance of at least 40 feet separate the goblins from their allies, the hobgoblins must make DC 24 Listen checks to hear their cries for help; the DC of this check drops to 9 if the goblins make it into the courtyard.

The goblins are well trained; they break off and attempt to flee only if they or their mounts are reduced to less than 5 hit points. They surrender if cornered.

7. Spike-Littered Nest (EL 5)

Light: Varies with time of day.
Creatures: One manticore.

What this squat building might once have been used for is unclear. All the furniture has been crushed into rubble, and a large nestlike mound of tree branches, bones, bits and pieces of foul-smelling animal parts, and long, thin spikes of some sort of black material fills the northwest corner of the room. A gaping hole in the roof in the northeast corner provides a view of the sky above.

In its heyday, this room served as Vraath Keep's primary barracks. Today, the room has been given over to a manticore that Wyrmlord Koth has managed to befriend with promises of riches and food during the battles to come. The manticore enters and exits this room through a hole in the building's gently sloped roof; this hole is directly over the northern doorway that opens into area 5.

The bones of a long-dead giant provide impromptu cover against a manticore's strafing

Illus. by F. Vohrwinkel

The manticore has only been with Koth for a few weeks and hasn't had much interaction with the goblinoids under the Wyrmlord's command. If it hears combat break out in the surrounding areas, it clambers up onto the roof of this building to watch the fight but does not take part unless it is attacked or Koth orders it into battle.

The manticore isn't too bright, and if the PCs encounter it here before a larger battle breaks out in the keep, the manticore assumes they're working for Koth and just got lost. It growls in a low voice at the PCs, commanding them in crude Common to leave its home and go talk to Koth. If asked where Koth is, it replies that he's in the tower.

Manticore: hp 57 (*MM* 179).

Tactics: If combat begins in this room, the manticore flies out of the building through the hole in the roof and perches on the edge, from which point it fires tail spikes down on any foe it can see. It tries to maintain ranged superiority until it runs out of spikes (after about six volleys), at which point it flies over to the roof of area 8 and pounds with its feet to alert Koth and his hobgoblins that trouble has arrived. Only then does it swoop down to engage the party in melee. If the manticore is brought to 10 hit points or fewer, it flees into the mountains to the west, never to return.

Treasure: Koth has paid the manticore generously for its allegiance, and its nest is strewn with these gifts of gold and jewelry: 216 gp, 8 pp, a gold necklace worth 250 gp, and a filthy silk cloak embroidered with silver and gold thread worth 250 gp (if properly cleaned).

Wyrmlord Koth plots the destruction of Drellin's Ferry for the greater glory of the Red Hand

Illus. by E. Widermann

8. Barracks (EL 5)

Light: Varies with time of day.
Creatures: Four hobgoblins, one minotaur.

The interior of this stone building is open and spacious. Wooden timbers support the roof above, and here and there the remains of what were probably once interior dividing walls are evident. Two large boulders sit on the floor to the south, near a large hole that has been knocked in the southeast wall. Rubble from this hole has been piled in a circle to form a crude fire pit. Against the west wall of the room are arranged four double-bunk beds, each strewn with filthy covers. Another bed, this one larger, sits near the south wall, partially obscured by a badly damaged wooden screen. A poorly stuffed owlbear looms in the center of the room.

Wyrmlord Koth's personal entourage of hobgoblin veterans has taken up residence in this room. They took down the interior wooden walls soon after moving in to open up the space so they'd be able to use the room as a meeting hall and have used most of that lumber as firewood for their nightly fires. Koth permits cooking fires only once a day for an hour after dusk, so that the keep won't look occupied. The stuffed owlbear in the middle of the room represents Koth's attempt at amateur taxidermy; he and his hobgoblins found these creatures living in the ruins when they first arrived.

During daylight hours, the hobgoblins take turns sleeping or standing by in case Koth needs them (at any point two are awake and two asleep). At night, all four hobgoblins are awake, passing the time with dice games and elf jokes.

The subcommander of this group is a minotaur named Karkilan. This scarred, rugged brute has served Wyrmlord Koth since the bugbear first came to the attention of High Wyrmlord Azarr Kul. Koth's most loyal minion, he expects total obedience from the warriors under his command. He takes only brief naps and is ready for combat as soon as he grabs his axe, which is always nearby.

Karkilan, Male Minotaur: hp 39 (*MM* 188).

Hobgoblin Veterans (4): hp 26 each (see page 120).

Tactics: If caught unawares here, any hobgoblins who are awake stand up (a move action), grab their swords, and rush the PCs in the next round. Given the chance, one of the hobgoblins scrambles into the courtyard to call for help from the goblins and the manticore. The manticore isn't all that interested in helping, but it does flap up onto the roof to watch the fight and joins in if attacked.

Sleeping hobgoblins wake up if a fight begins in the room, but require 2 rounds to grab their swords, ready their shields, and move into the fight (without their banded mail armor, their AC is only 13, touch 11, flat-footed 12). If alerted by noise elsewhere in the keep, they take time to don their armor (giving them AC 18, touch 11, flat-footed 17 because they put on their armor hastily; see PH 123) and are ready for combat after 12 rounds.

In either case, at the first sign of trouble, Karkilan moves to area 10 to warn Wyrmlord Koth, staying with Koth until the Wyrmlord enters battle.

Treasure: The hobgoblins carry their possessions. Karkilan's treasure, a bag holding 351 gp, is stashed underneath his bed.

9. War Room

Light: None.
Creatures: None.

A large table fills this room, barely leaving enough room for the half-dozen chairs arrayed around its edge. Pinned to the table's surface by daggers is a massive map of the region.

This is where Koth meets with scouts and spies. The map contains a fair amount of intelligence; if Koth learns that the keep is under attack, one of his first acts is to rush into this room, fold up the map, and stash it in his *bag of holding* for safekeeping (which requires 5 rounds).

Numerous notes in Goblin have been scrawled on the map. A character who can understand this language and studies the map for 5 minutes can discern what the Red Hand has planned for the region. Namely, a large group of hobgoblins is massing to the north at a location called Cinder Hill. Numerous spies have been scouting out the region, and they've determined that Drellin's Ferry should be easy to take. The number and strength of the hobgoblin forces at Cinder Hill are not indicated on the map, but they do hint that the force ("horde") is large enough that the invaders don't anticipate any major resistance once they march on Drellin's Ferry.

Another important piece of information the PCs can learn from the map is the fact that the Red Hand has identified a bottleneck in the horde's approach to Drellin's Ferry. With troops massed near Cinder Hill, the easiest route down from the mountains to Drellin's Ferry is by way of an old bridge that spans Skull Gorge. The Red Hand has realized this is a potential problem, and the map indicates that a plan exists to place a fair amount of guards there to make sure that the bridge stays out of enemy hands. Anyone can tell by looking at the map that if the Skull Gorge bridge is taken out of the equation, the Red Hand forces would be much delayed in their imminent assault on Drellin's Ferry.

10. Wyrmlord Koth's Quarters (EL 7)

Light: None.

Creature: Wyrmlord Koth.

This circular chamber has been outfitted with a mix of furniture, including a large desk, an overstuffed chair, a massive four-poster bed, and a large easel that holds a sizable canvas covered with a sheet. A flight of stairs arcs up along the south wall to the upper floor, and a fair amount of rubble from a hole in the ceiling lies heaped on the base of these stairs.

This chamber is claimed by Wyrmlord Koth, the leader of this band of goblinoid soldiers. Of the four current Wyrmlords, Koth is the newest. As a result, he realizes he needs to prove his worth to the Red Hand—he has volunteered to lead the scouts and spies into human lands as a way to make his mark.

Koth spends a fair amount of his time here in his quarters, going over reports supplied to him by the spies and scouts he commands in the region.

Unknown to Koth, a secret door in the floor of this room leads down to an underground vault. This trap door can be discovered with a successful DC 25 Search check.

Wyrmlord Koth, Male Bugbear Sorcerer 6: hp 59 (see page 114).

Tactics: In the unlikely event that the PCs catch Koth in this room without raising an alarm, they find the bugbear studying his documents. His preference is to flee from combat, either up to area 11 or out to area 8 for assistance (depending on the characters' direction of approach). If no allies remain, he drinks his *potion of fly* and flies to a safe distance. There, he uses his scroll to create a mount, riding off to the north to Skull Gorge Bridge to warn the troops there.

If, on the other hand, the PCs triggered an alarm, Koth casts *mage armor* (increasing his AC to 18, touch 11, flat-footed 16) and races over to area 9 to gather up the map kept there (these actions

take him 5 rounds). He then seeks out Karkilan and retreats with the minotaur back to this room, trusting his hobgoblins and goblins can handle the problem. Once the sounds of combat end, he heads out to explore the keep, either to congratulate his minions on a job well done or to try to finish the job of defending the keep.

Should he find himself in battle, Koth casts *shield* (increasing his AC and flat-footed AC by 4) and opens combat by casting *blindness/deafness* on an unarmored or lightly armored character (hoping to neutralize a rogue or an arcane spellcaster). He uses *ray of enfeeblement* against melee combatants. If he can line up at least two PCs, he lets loose with a *lightning bolt*.

Once forced into melee, the Wyrmlord relies on his *wand of magic missile* in preference to his morningstar. Although overconfident, Koth is not completely foolhardy. If reduced to 10 or fewer hit points, he drinks his *potion of fly* and retreats to the Skull Gorge Bridge as described above.

11. Fake Haunt

Light: Varies with time of day.
Creatures: None.

The roof of this circular chamber has partially collapsed to the southeast. Massive timbers slump against the floor, fallen from the rafters above. A huge gap in the tower's east wall allows a brisk breeze into the chamber, which has four windows in the remaining walls. Three large boulders lie on the floor amid a halo of fractures and cracks.

Mounted about ten feet from the hole in the wall is what looks like a humanoid figure, lashed to a framework of wooden beams, arms upraised. A glow from beneath it illuminates the figure in a pale light. The reek of rotting flesh fills the room.

The figure is the corpse of a farmer the goblins killed some time ago. Koth lashed the body to a frame and mounted it here, illuminating it by means of a *continual flame* spell he cast from a scroll. At night, the body gives off bloodcurdling howls (actually produced by a hobgoblin soldier whose duty is to add to the crude illusion).

12. Vraath Vault

Light: None.
Creatures: None.

This small vault is located deep beneath Vraath Keep. It can be reached by a 5-foot-wide vertical shaft fitted with a rusty but sound iron ladder that descends 40 feet down from area 10.

The walls of this small vault are of worked stone, the ceiling twelve feet overhead. The air is thick and smells stale and slightly smoky. Three alcoves have been cut into the walls, two to the north and one to the east. Each alcove is sealed by an iron gate and locked with chains and a large padlock. Beyond one alcove are several shelves bearing no less than ten small iron coffers. Beyond the second is a small desk and chair, the desk piled high with papers and books. Beyond the third sits a single large trunk.

A human skeleton lies slumped against the eastern alcove's gate. Still dressed in tattered chainmail and feebly gripping a sparkling bastard sword, the skeleton has a massive arrow protruding from its ribs.

If the PCs first came to the region seeking the reputed riches of Vraath's Vault, they have now found them. The body slumped against the gate to the east is none other than that of Amery Vraath himself. His bones pose no threat to the PCs.

The keys to the vault gates have long been lost. The PCs must either pick the locks (Open Lock DC 30) or bash open the bars if they wish to get to the treasures sealed within the alcoves.

Iron Gates: 2 in. thick; hardness 10; hp 60; break DC 28.

WYRMLORD KOTH DEVELOPMENTS

If the PCs can capture Wyrmlord Koth alive, they'll have a key hostage. His attitude is hostile, as they might expect, so spells such as *charm person*, *detect thoughts*, and *suggestion* prove necessary to successfully interrogate him.

Koth is one of the commanders of the Red Hand forces, but he's also the newcomer. Azarr Kul hasn't entrusted him with everything yet, but Koth can still give the PCs a lot of information if they ask the right questions. He can certainly provide the same amount of information known to a captured goblin or hobgoblin from elsewhere in the keep (see page 26). In addition, he also knows the following facts.

- The Red Hand horde is gathering at Cinder Hill, preparing to march on Drellin's Ferry. The horde includes several thousand goblinoid warriors, under the command of fanatical priests of Tiamat.
- Four commanders, or Wyrmlords, lead the Red Hand; Koth, a goblin ranger named Saarvith, a hobgoblin bard named Ulwai Stormcaller, and a hobgoblin Talon of Tiamat named Hravek Kharn. Koth knows that Saarvith has been sent to the ruined city of Rhest on a special mission, and that Wyrmlord Kharn commands the horde itself, but he isn't sure where Ulwai is or what she's up to. The High Wyrmlord who rules over them all is a fearsome draconic humanoid named Azarr Kul, a powerful cleric of Tiamat. Azarr Kul dwells in a massive temple in the heart of the mountains, but Koth does not know its exact location.
- The Red Hand horde contains dozens of hobgoblin, goblin, bugbear, and ogre tribes from the Wyrmsmoke Mountains.
- Several dragons serve Azarr Kul as advisors and subcommanders. Koth himself has had contact with only one of them—a green dragon named Ozyrrandion.
- Skull Gorge Bridge is a key site in the horde's descent from the mountains. Destroying the bridge would delay the Red Hand's march by several days.
- Drellin's Ferry is where the initial assault will fall on Elsir Vale. Koth intended to lead the attack personally. In his absence, he suspects Ozyrrandion or some other chieftain or champion will lead this attack. Simply taking Koth out of the picture won't save Drellin's Ferry.

Interrogation isn't the only way for the PCs to learn this information. The copious notes, reports, maps, and other documents Koth has stashed in his room can give the PCs this same information. The notes are all written in Infernal, and coded on top of that. A character who can read Infernal and makes a successful DC 20 Decipher Script check can crack this code, and with a few hours of work can learn all the above information.

Treasure: Amery's skeleton still wears *gauntlets of ogre power*, and his *+1 frost bastard sword* lies at his side. The sword sparkles with white motes of light at all times; when wielded by a living creature, it flares up with soft blue light equivalent to that of a torch.

The first alcove contains ten iron coffers, each locked (Open Lock DC 30) and bearing the coat of arms of Vraath Keep (a stylized V). Six of these coffers contain coins; in all, 2,500 sp, 2,100 gp, and 120 pp are kept in the coffers. Of the remaining four, three contain notes of credit (long since expired), while the last contains the deed to Vraath Keep. The holder of this deed is the legal owner of the ruined keep—after the PCs defeat the Red Hand once and for all, they might be inclined to claim Vraath Keep as their own, and this deed goes a long way toward making that claim a legal reality.

The second alcove was used by Amery as a private place to relax, read, and keep the books. Characters who sort through the pages here can piece together most of the information given earlier about Vraath Keep's history, with the obvious exception of the details on the final tragic assault on the place by the forest giants (ironically, the final entry contains Amery's gloating note about having permanently solved the problem of the giants).

The third alcove contains only a single large trunk. This trunk was used to store the greatest treasures and trophies of the keep. Within is the skull of a young black dragon, two dozen forest giant teeth on a thick string, a *+1 mithral chain shirt* that once belonged to a hobgoblin chieftain, a *staff of life* with 7 charges left, and a Huge *+1 spiked gauntlet*.

The *staff of life* is a potent item, kept by the Vraath family in case of an emergency. Unfortunately for them, the final attack on the keep came too suddenly for them to retrieve this item and use it. The staff is made of white oak and carved to resemble braided bands of holly and oak boughs, twisted around a unicorn's horn at the end. With enough charges for seven *heal* spells or one *raise dead* and two *heal* spells, this staff can help the PCs recover from at least one disastrous fight.

The gauntlet was made from a bulette's teeth and claws, and despite its magic it looks fairly primitive. Embossed on the back of the gauntlet is a distinctive symbol that looks something like a frowning tusked mouth. This gauntlet once belonged to a Twistusk giant chieftain slain by Amery Vraath. Although it's probably too big for any of the PCs to use, they could sell it in a city such as Brindol for a modest profit. A better use for the gauntlet, though, is as a peace offering to Old Warklegnaw (see below).

Designers' Notes

The treasure in the Vraath Vault is a significant one for PCs of this level, even without the staff of life. This is intentional; there's not a lot of treasure to be found elsewhere in this part of the adventure aside from the gear owned by Wyrmlord Koth and his minions. Thus, the Vraath Vault stash is a way of making up for light treasure elsewhere in this part. If it seems like the players are going to overlook the treasure, you might want to subtly encourage them to take a good look around the place before they leave.

The staff of life is here to serve as adventure insurance. The PCs won't have much time to seek out high-level clerics during this adventure, and there aren't many in the western end of the vale anyway. Giving out a staff of life near the start of the adventure is a way to help the PCs survive the tough challenges that lie ahead. If you feel that your PC party doesn't need this much help, replace the staff with a wand of cure moderate wounds that has 44 charges.

—James and Rich

F. OLD FOREST ROAD

This cart track was cut by the humans of old Rhestilor hundreds of years ago. To the east, it winds through the whole length of the forest all the way to Witchcross, generally following the course of the Witchstream. To the west, the track climbs up into the Wyrmsmokes and eventually leads to the Fane of Tiamat. The passes are quite difficult, which is why the Red Hand horde is using the Dwarfroad and the Dawn Way instead.

G. DECREPIT EFFIGY

At this point along the trail, the Dawn Way cuts close to the traditional territorial grounds of the Twistusk Tribe, a group of forest giants that once dominated most of the woodlands between the Dawn Way and the mountains to the west.

The forest grows more ominous as the Dawn Way winds deeper into the woods. You come to a spot where a wide track leads away from the road, heading west. A massive effigy of some kind stands here, a fifteen-foot-tall humanoid shape made from a sagging, moss-covered frame. The thing looks almost like a crude giant-sized skeleton. Birds nest in the massive barrel that served the effigy as a head.

A successful DC 13 Knowledge (nature) check identifies the effigy as a territorial marker of some sort for a tribe of giants. If the check result exceeds the DC by 10 or more, that character recognizes the work as that of forest giants, although the workmanship seems a bit crude for these normally rather skilled giants. The wide track that leads up toward area H remains fairly easy to follow, despite years of neglect.

H. OLD WARKLEGNAW (EL 7)

Once the site of a forest giant fortress, this ruined building now serves as the home for one lonely, slightly deranged old forest giant named Warklegnaw.

Timeline: When the PCs arrive.
Light: Varies with time of day.
Creatures: One venerable forest giant.

The old track comes to an abrupt end in the shadow of a fairly large hill that looms up from the surrounding woodlands. At the hill's base sits the collapsed ruin of what was once a massive and probably quite impressive wooden fortress. Entire trees were used to form the walls of this building, but now the whole thing is little more than a heap of moss-covered, rotting logs. A thin curl of smoke rises up from a great fire pit in the middle of the old walls, where an enormous boar sizzles on a spit the size of a lance.

A giant sits by the fire, turning the spit and muttering to himself in his own language. He is extraordinarily tall and lean, with stooped shoulders, earth-yellow skin marked by angry red blotches, and a wild mane and beard of tangled green hair. He easily tops ten feet, even while sitting on the ground.

Amery Vraath and his mercenaries destroyed this steading of forest giants almost two centuries ago, forcing the Twistusk giants who dwelt within it to fall back into the mountains to regroup. The giants had their revenge not long after, when they destroyed Vraath Keep, but most of the survivors opted to remain higher up in the mountains rather than return to this area, which they felt was cursed.

Most of them, that is, except for old Warklegnaw.

This forest giant patriarch is the last survivor of the giants who lived here when Vraath Keep launched the attack on this steading. He later participated in the reprisal against the keep. He lost his right eye in that battle, and after it was over he stubbornly refused to relocate with his kin. He was born here in the shadow of Bald Hill (as the Twistusks called the site), and he is determined to live here until he dies.

Today, old Warklegnaw has one foot in the grave. Aged and sick, it's unlikely he'll live through another winter. He is currently suffering from a case of red ache disease (*DMG* 292), which leaves his skin an angry red color and his face and joints painfully swollen. He gathers what food he can from the surrounding woodlands, but he's not the hunter he once was.

When the PCs arrive, old Warklegnaw is happily cooking up his latest catch—a dire boar. A successful DC 5 Listen check (modified accordingly for distance) allows nearby PCs to catch his mutterings (in Common), like "Not as good as owlbear, but good enough for an old bag of bones like me," or "Cook, you wretched piggy! Warklegnaw's hungry!" or "All gone, all dead, all but me. Poor old Warklegnaw!" Old Warklegnaw has a prominent tattoo on his wrinkled forehead, a symbol that looks like a frowning tusked mouth.

Once he notices the PCs, Warklegnaw wearily stands up and fingers his club, muttering, "You little worms won't get me! You did for my kith and kin, but you won't get me!" Despite his words, Warklegnaw is old and tired and won't attack unless he's attacked first; his initial attitude is unfriendly. If someone can calm him down (such as by improving his attitude to friendly with a successful Diplomacy check, or perhaps with an appropriately worded Bluff check), he is amused by the presumptuous little folk and invites them to share his dinner (which is surprisingly tasty, it turns out). If the PCs offer him the spiked gauntlet from Vraath Keep as a gift, the next character who attempts a Diplomacy check to change Warklegnaw's attitude receives a +10 circumstance bonus on that check.

Old Warklegnaw: hp 97 (see page 123).

Tactics: If the PCs attack Old Warklegnaw, they'll need to be careful. He's old and sick, but if he hits he still packs a punch. The ancient forest giant fights to the death once combat begins—he has no interest in prolonging his days.

Ad Hoc XP Award: If the characters manage to enlist Warklegnaw's assistance in the war effort, award them XP as if they had overcome a CR 7 encounter. Even improving his attitude to indifferent (and thus avoiding a fight) results in an XP award equal to a CR 6 encounter.

I. SKULL GORGE BRIDGE (EL 10)

Skull Gorge Bridge is currently held by Red Hand forces. If the PCs can rout them and destroy the bridge, they'll delay the advance of the Red Hand by three days. As the PCs approach this encounter, allow them to make DC 10 Spot checks to see that the forest clears ahead before they step out into the open.

Timeline: The Red Hand horde reaches the bridge at the end of day 8 of the adventure.

Light: Varies with time of day.

Creatures: One young green dragon, two hell hounds, nine hobgoblins.

The ground has been rising for the last few miles, and finally the forest itself peters out. Ahead is a stretch of barren ground, about sixty feet wide, ending in a gorge. Roughly a hundred feet wide at its narrowest point, the gorge drops away precipitously to a fast-rushing stream far below. The ancient Dawn Way crosses the cleft on a bridge of stone. Anchored at both ends to large stone towers with pentagonal roofs, the bridge seems sturdy despite its obvious age. It is, clearly, the only easy way to cross, since the gorge continues as far as the eye can see to the east and west. The four stone towers that anchor the bridge are each forty feet high. A narrow wooden stairway winds around each, leading up to an open-air watchpost at the top.

The first time the PCs reach this location (and assuming they emerge from the forest without alerting the Red Hand forces that hold the bridge) read them the following as well.

A small encampment of a half-dozen tents clusters near the northern side of the bridge. Curls of smoke from campfires attest to some sort of activity. A single humanoid figure stands at the watchpost on the top of each of the four watchtowers, longbow in hand. A powerfully built hound with glowing red eyes and short ruddy fur sits watchfully near either end of the bridge. Yet the most impressive creature present is certainly the sleek and menacing green dragon that perches on the roof of the northwestern watchtower on the far side of the gorge. It lies basking in the sun, but its bright yellow eyes are fixed on the bridge.

The Red Hand's leaders know the bridge is a bottleneck and have posted a small guard here to ensure that nothing happens to it before the horde crosses. So important is the bridge, in fact, that Azarr Kul asked the young dragon Ozyrrandion to remain nearby and keep an eye on things. Also present in the area are two hell hounds and a troop of eight hobgoblin veterans led by a hobgoblin sergeant. (The initial positions of the bridge's defenders are indicated on the map of Skull Gorge Bridge: W represents a hobgoblin veteran warrior, H a hell hound, S the hobgoblin sergeant, and D the dragon.)

WARKLEGNAW DEVELOPMENTS

Warklegnaw is content to live out his last few years here, in the ruins of his old home. Nonetheless, if the PCs tell him about the threat of the Red Hand, they have a chance of gaining a potent ally early in the campaign.

If the PCs can adjust Warklegnaw's attitude to helpful, or if they can otherwise convince him of the need for his help (the mere idea that someone wants or needs his help can go far toward convincing him), he promises to seek out his surviving kin in the Wyrmsmoke foothills to the west and to ask them to aid in repelling the Red Hand.

Thanks to the concealment provided by the undergrowth, the PCs can probably approach within sight of the bridge without detection by its defenders. Each PC who wishes to remain hidden within the underbrush can attempt a Hide check, opposed by the guardians' Spot and Listen checks (Ozyrrandion Listen +17, Spot +17; hell hounds Listen +7, Spot +7; hobgoblin sentries Listen +4, Spot +4).

If the PCs try to approach under the cover of darkness or invisibility, note that the dragon's darkvision extends out to 120 feet, while the hell hounds' and hobgoblins' darkvision is effective out to 60 feet; the hell hounds also can detect unseen foes within 30 feet through their scent ability.

Anyone straying outside the undergrowth has no cover or concealment and is immediately spotted by the watchful dragon, the nearest hell hound, and the two nearest hobgoblin sentries.

If Ozyrrandion, any of the hobgoblins, or the hell hounds notice the PCs, they immediately raise a ruckus to alert the others and attack as outlined in Tactics below. The hobgoblin atop the northwest tower, once alerted, fires an arrow into the center of camp to warn the hobgoblin sergeant of the PCs' presence.

Ozyrrandion: hp 104 (see page 115).

Hell Hounds (2): hp 22 each (*MM* 152).

Hobgoblin Sergeant: hp 30 (see page 119).

Hobgoblin Veteran Warriors (8): hp 26 each (see page 120).

Tactics: Once the PCs are spotted, things start moving quickly. This can be a complex combat, so each creature's tactics are detailed separately below.

Hell Hounds: The hell hounds close to melee with the PCs as quickly as possible, using a run action to cross the bridge if needed.

Hobgoblin Sentries: The four hobgoblins atop the towers spend the entire combat firing on the PCs with their longbows. Each has a small barrel of 40 arrows ready at hand, so they don't worry about running out of ammunition. Any wounded hobgoblin drinks a *potion of cure moderate wounds* on his next turn (each one has three). If the sentries spot anyone tampering with the bridge, they shout a warning to their comrades and focus arrow attacks on that character.

Hobgoblins in the Campsite: Once they're aware of the PCs, the five hobgoblins at the campsite (four veteran warriors and one sergeant) grab their gear; it takes them a full round to get their weapons. On the second round they move up to the edge of the gorge to fire at the PCs with their bows. They close to melee if it becomes obvious that they can't hit the PCs with ranged attacks or if the PCs start to attack the bridge. If attacked with *fireball* or similar area magic, the archers each take a round to drink a *potion of cure moderate wounds* and then spread out before resuming their shooting.

Ozyrrandion: The green dragon is the most dangerous foe the PCs face in this combat. Ozyrrandion opens combat by using his breath weapon in conjunction with Flyby Attack (which he typically finds sufficient to drive away annoying intruders). If this attack doesn't drop any characters or send them fleeing, he realizes that he's up against more challenging foes and returns to his roost to drink his *potion of bull's strength*. (He keeps his

USING MAGIC AGAINST THE BRIDGE

Here are some guidelines for adjudicating the application of specific spells against the bridge. For spells or effects not given here, use your best judgment. In general, 1st- or 2nd-level spells won't do much to the bridge, 3rd- to 5th-level spells can damage it, and 6th-level or higher spells can deal significant damage.

Disintegrate: This spell completely obliterates a 10-foot cube of the bridge walkway, which immediately causes it to collapse.

Soften Earth and Stone: This spell has no effect against dressed or worked stone and thus won't affect the bridge. However, if directed at the ground beneath one of the towers, the spell deals 1d4×10 points of damage to each 5-foot section of wall above the area of the spell.

Stone Shape: Each casting of the spell can shave several inches of thickness from a single 5-foot section of bridge or wall, reducing its hit points by 50 per casting.

Alternatively, a clever caster can use stone shape to create a seam in the bridge. A 5th-level caster can create a 6-inch-wide seam across the entire bridge or a 1-foot-wide seam across a 5-foot section. While this action isn't enough to ruin the bridge by itself, it deals 45 points of damage to each affected section (or 90 points if directed at a single section). If directed at the weak point (see text), it causes the bridge to collapse.

Stone to Flesh: A single casting of this spell on the bridge can turn a 3-foot-wide section across the width of the bridge into flesh. Doing this collapses the bridge.

Transmute Rock to Mud: Same as soften earth and stone, except the damage dealt is 2d4×10 points.

Your mission: destroy the well-guarded Skull Gorge Bridge before the Red Hand army can cross it

Illus. by F. Vohwinkel

potions in a small hole in the roof of the northwest guard tower, found with a DC 15 Search check of the roof.)

As combat continues, his preferred method of attack is to blast as many PCs as he can with his breath weapon, using Flyby Attack to do so in the middle of a move or his Hover feat to stay near a particularly vulnerable target. While he waits for his breath weapon to recharge, he circles around out of range of the PCs' melee attacks or close-range spells. If a PC seems to be making progress in destroying the bridge, Ozyrrandion swoops down to make a bull rush attempt against that PC, trying to push him or her off the bridge. It's a 150-foot drop to the bottom of the gorge, with a 50% chance that the falling character lands in the rushing white water instead of the rocks (see DMG 303 for falling damage rules).

If reduced to fewer than 50 hit points, Ozyrrandion flies back to the tower top to drink his two remaining potions (*invisibility*, then *cure serious wounds*) before flying back to deliver a stealthy attack against whichever PC most threatens the bridge. If no single target stands out, he reappears in whatever spot he can attack the most characters (see PH 309 for rules on invisible attackers).

Taking out the Bridge: Skull Gorge Bridge is fairly solid, but it's also old. In order to render it unusable, the PCs must either destroy two adjacent 5-foot-wide sections of the bridge spanning its full width (a difficult task, especially during combat) or find and take advantage of the bridge's weak spot (see below).

Bridge Walkway: The bridge walkway is made of heavy stone blocks set tightly together (the equivalent of extra-thick superior masonry; see DMG 60). While the characters can bash at the bridge with weapons (a slow process, due to the walkway's hardness and hit points) or blast it with spells (remember that objects take half damage from electricity and fire and one-quarter damage from cold), certain spells offer a more effective way to neutralize the bridge (see sidebar).

SKULL GORGE BRIDGE DEVELOPMENTS

The bridge defenders know that the army is gathering at Cinder Hill, only a day's march away. The hobgoblin warriors also know that failure to prevent the loss of the bridge means a death sentence on Tiamat's altar, and they do not flee as long as Ozyrrandion or the sergeant survives. If both the dragon and the sergeant are slain and the PCs continue to press the attack, surviving hobgoblins and hell hounds flee into the woods. If the bridge is destroyed, the defenders abandon the site and try to report the development back to High Wyrmlord Azarr Kul. In this event, the PCs will likely have to contend with Ozyrrandion again in Part V of the adventure.

If the PCs retreat, or if they don't bother to destroy the bridge after they defeat the enemy, reinforcements start arriving 8 hours later. These reinforcements consist of a unit of eight hobgoblin regulars, a hobgoblin sergeant, and one hell hound; another such unit arrives every 8 hours thereafter until the bridge is destroyed or the army crosses over.

Bridge Walkway (5-foot section): 3 ft. thick; hardness 8; hp 270; break DC 45.

*Includes +10 adjustment for extraordinary thickness.

Weak Spot: Alternatively, characters who take the time to inspect the bridge can locate a weak point. At the point where the bridge meets the southeast tower, centuries of erosion and weathering have created a vulnerable spot. This can be located and identified with a DC 20 Search check or a DC 15 Knowledge (architecture and engineering) check. A mere 40 points of damage dealt to this 5-foot square (remember the bridge still has hardness 8) causes the entire bridge to collapse.

Guard Towers: These four towers serve as anchors connecting the bridge to the sides of the gorge. The bridge can be destroyed by ruining both of the towers on either end (that is, both north towers or both south towers). To bring down a tower, at least five 5-foot sections must be destroyed. Each is constructed from reinforced masonry. (This tactic is best employed if the PCs overcome all their enemies and then have all the time they need to bring down the bridge.)

Guard Tower (5-foot section): 1 ft. thick; hardness 8; hp 180; break DC 45.

However the characters accomplish the task, the actual collapse of the bridge takes only 1 round after the necessary damage is dealt. During this time, all characters are allowed a free DC 5 Listen or Spot check to determine that collapse is imminent (characters engaged in combat, particularly melee combat, are likely to be distracted and thus take a –5 penalty on such checks). Any character adjacent to either side of the gorge when the bridge collapses can attempt a DC 15 Reflex save to grab hold; otherwise he or she falls to the bottom of the gorge. This fall deals 7d6 points of damage if a character is above either of the sloping sides of the gorge (she hits a ledge halfway down), or 15d6 points of damage if he's in the middle. A character falling from the middle of the bridge has a 50% chance to hit the rushing river instead, taking 11d6 points of lethal damage and 2d6 points of nonlethal damage—and now he's in the river, being washed downstream.

Ad Hoc XP Adjustment: Destroying the bridge is a noteworthy accomplishment. If the characters succeed in bringing down the bridge, award XP as if they had defeated a CR 8 monster.

Treasure: In addition to the combat gear Ozyrrandion and the hobgoblins carry, the dragon has six pearls embedded in his scales, each worth 100 gp.

Designers' Notes

The battle at Skull Gorge Bridge is intended to be the climactic encounter of Part I. If the party is very tough, you could consider bumping up Ozyrrandion to a juvenile green dragon, which makes him Large. Be careful, though, because this terrain really favors flying monsters and archers.

This is a very challenging encounter, so if the PCs are having a tough time and are forced to retreat, you should let them get away. They should have a chance to regroup and return better prepared to face their enemies. The creatures here are guarding the bridge, after all, not waiting for PCs they can chase across the countryside.

—James and Rich

J. CINDER HILL

Azarr Kul is gathering his army at Cinder Hill, a day's march west of Skull Gorge Bridge. The PCs might learn this important intelligence by studying Wyrmlord Koth's map (Cinder Hill is clearly marked) or by interrogating the Wyrmlord or hobgoblins captured at Vraath Keep or Skull Gorge Bridge.

The PCs can get to Cinder Hill by crossing the bridge and following the Dawn Way north and west. If the bridge has been destroyed, they can walk east along the south side of the Skull Gorge about 10 miles, cross Skull Stream above the gorge where it's not so difficult, and come up on Cinder Hill that way. Jorr the guide is familiar with both routes.

Climbing down into the ravine, crossing the swift-flowing water, and then trying to climb back up the crumbling slope on the other side is hazardous in the extreme, and Jorr strongly advises against it. If the characters insist on trying, each climber must succeed on a DC 25 Climb check (with a –5 penalty because of the unstable nature of the steep slope's surface). The same unstable ground imposes a –20 penalty on Jump checks to leap the stream at its narrowest point, while the rushing water requires a DC 20 Swim check to safely navigate; any lower check result indicates that the would-be swimmer is swept downstream. Getting up the far side is equally difficult (Climb DC 25, –5 penalty).

Timeline: The Red Hand horde gathers at Cinder Hill until day 7 of the adventure; then it marches south.

The trail you're following crests a rugged ridge, sparsely covered with wind-twisted pine trees. From the ridge you find yourself looking across a broad vale, with a rugged knoblike hill or small mountain on the opposite side. The Dawn Way cuts through the valley, a ribbon of pale stone leading past the towering heights of the hill. The valley is filled with a great encampment. Hundreds of crude tents dot the valley floor, interspersed with bulky siege engines, groups of wagons, and pens for draft beasts. You can easily make out hundreds of warriors in view at any given time. Bands of goblin worg riders patrol the camp's outskirts, battalions of fierce hobgoblins engage in mock battles with martial shouts and the clang of steel on steel, hulking giants plod from place to place, and you even see a scarlet-colored dragon lazily circling overhead. This is the camp of an army numbering in the thousands.

WHAT NOW?

Ideally, the PCs observe Azarr Kul's horde, feel awed and terrified and overwhelmed, and then get away. Their discovery of the gathering horde means nothing if they fail to warn the people of Elsir Vale about what's coming their way.

If the PCs try to bushwhack an outlying patrol or infiltrate the camp, use the Marauder Attack (page 14), Goblin Raid (page 37), or Into the Horde (page 48) events to handle the resultant encounters.

As long as the PCs stay a good distance away and keep out of sight, they're in no danger. If Jorr is with the PCs, the old ranger vigorously advocates leaving before they are discovered and carrying a warning to Drellin's Ferry as quickly as possible.

RETURN TO DRELLIN'S FERRY

Once the PCs get their hands on Wyrmlord Koth's map and notes, or when they observe the horde gathering at Cinder Hill, it should be clear that they need to warn the people of Drellin's Ferry about the impending attack.

APPROACHING DOOM

The Red Hand horde reaches Drellin's Ferry on day 12 of the adventure, unless the PCs have had some success in the Witchwood. While the town cannot be saved, each day the PCs buy gives the folk of Drellin's Ferry more time to flee—and the good folk of Elsir Vale more time to muster an army at Brindol.

Twistusk Allies: If the PCs befriended old Warklegnaw and convinced the giant to help, a band of two dozen forest giants (mostly Warklegnaw's granddaughters and their friends) harries the horde's progress through the Witchwood. These attacks deal no real damage to the horde's overall strength, but they do slow the Red Hand advance through the woods, delaying the horde two days.

Defeat of Koth: If Wyrmlord Koth is captured or slain, Wyrmlord Kharn delays one day while waiting (in vain) for Koth to make his report.

Destruction of Skull Gorge Bridge: The destruction of Skull Gorge Bridge forces General Kharn to lead the Red Hand horde 20 miles out of its way along narrow, difficult trails, which costs the horde three days.

These modifiers are cumulative, so if the PCs succeed in all three endeavors, the horde doesn't reach Drellin's Ferry until day 18.

SAVING THE TOWN

Drellin's Ferry is doomed; it's only a matter of time. Once the townsfolk accept the veracity of the PCs' reports, they're going to look to the PCs for a basic decision on how to respond to the impending attack. Your players need to decide for themselves what the characters and the townsfolk should do and then have their characters advocate the right course of action.

The PCs get their chance to advocate a course of action in Desperate Counsel (see page 38).

Stand and Fight: No one in his or her right mind would try to stand down an army of thousands of well-armed humanoids with a few dozen militiamen and a band of itinerant adventurers, but your players might think this is what their characters are supposed to do. The sole virtue of this plan is that the River Elsir holds up the horde for several hours, giving the defenders plenty of time to take stock of the enemy and ultimately decide to run away.

Evacuate the Defenseless, then Fight: This option is a little better the previous one. By giving the children, elderly, and other noncombatants a head start, most of the Drellin-folk will stay ahead of the approaching horde.

Try to Make Peace: Wyrmlord Hravek Kharn has no interest in talking. Run the event Easy Skirmish (see page 43) when the PCs try to approach under a flag of truce. If they defeat the first skirmish and continue in their attempt, the next patrol consents to bring the PCs into the center of the camp, where they are brought before the Wyrmlord himself; see Into the Horde (page 48). General Kharn mocks the PCs as spineless weaklings, but notes that they'll make fine practice for his torturers. He offers to let half of them go if the other consent to stay and be sacrificed to Tiamat (a bargain that appeals to his lawful evil nature and mocking sense of humor). Assuming they refuse, he then orders the capture of the entire group. This scuffle almost certainly results in the death or imprisonment of all the PCs, but they could have a chance to escape afterward; see Captured! (page 47).

Evacuate the Town: This is by far the best option. Given any kind of head start, the folk of Drellin's Ferry will be able to flee east along the Dawn Way and stay ahead of the horde. Run the event The PCs' Next Move (page 41) when the town evacuates.

ILL TIDINGS

When the PCs return to Drellin's Ferry, Speaker Wiston is naturally anxious to learn what they discovered in the Witchwood. If they don't seek out him or Soranna immediately on their return, the speaker comes to find them within an hour.

Timeline: When the PCs return to Drellin's Ferry.

Light: Varies with time of day.

Creatures: Three humans, one halfling.

The Town Speaker, Norro Wiston, steps into the inn's common room. Captain Soranna follows him, along with another tall, broad-shouldered woman with blonde-gray hair—Delora Zann, the master of the town's livery stable. The speaker ushers the rest of the townsfolk out of the room; Kellin, the halfling who runs the Old Bridge, helps him. Then the four townsfolk sit down across from you. "Well?" asks Wiston. "What happened? What sort of trouble are we in for?"

WHAT IF THE PCS CAME BACK EARLY?

It's possible that the PCs let Wyrmlord Koth get away with his maps and notes and didn't go to Skull Gorge Bridge or Cinder Hill before coming back to Drellin's Ferry. In that case, the town leaders, worried by the ever-increasing hobgoblin attacks along the roads, encourage the PCs to go back out and have another look around as soon as they can to find out how to make the ambushes stop.

In the meantime, run the encounters Goblin Raid (page 37) and Chimera Attack (page 38) while the party is in Drellin's Ferry. Feel free to repeat (and strengthen) these encounters in order to make it clear that Something Bad is about to happen to the town. If your players still don't realize the town's peril, have one of the goblin leaders in the raid carry a copy of Wyrmlord Koth's map, so that when the PCs defeat the worg riders, the Red Hand war plans fall into their hands and they get an idea of the scale of the threat they face.

This is the players' opportunity to have their characters relate the tale of their adventures in the Witchwood to the leaders of Drellin's Ferry. If Jorr accompanied the PCs, the guide confirms accurate versions of the story with the occasional "Ayup" or questions exaggerations by squinting and muttering, "Wasn't so bad as all that."

Most of this encounter consists of the NPCs pressing for details and questioning the PCs; here are a few likely responses to the players' statements.

- *We fought a hydra (or other monster).* "Doesn't surprise me—the dark places of the Witchwood are dangerous. I see you came through it, though!"
- *We met a forest giant.* "There are still Twistusks in the wood? We thought they were all long dead!"
- *We cleaned out Vraath Keep.* "Good! So you've dealt with the hobgoblins, then?"
- *Look at this map we found.* "That's our vale, all right. What do these goblin scribbles say?"
- *There's an enormous horde coming to kill you all.* "But you can stop them, can't you? I mean, when you say enormous, you mean a hundred or so, right? We could help."
- *No, we mean ENORMOUS. With dragons. And giants.* "Pelor save us! We can't fight an army like that! What are we to do?"
- *We destroyed Skull Gorge Bridge.* (Wincing) "Did you have to? When things get back to normal, we'll need that bridge. There'll be no trade along the Dawn Way until we build a new one."
- *It'll buy you some time, you know.* "I guess you're right. You know more than I do about matters such as these. How long until the hobgoblins and their monstrous allies get here, do you think?"
- *What do you want us to do?* "I don't know. Rest for now; I need to talk to the other town elders. I'll ask you to come speak to us, probably later tonight or first thing tomorrow morning."

Town Speaker Wiston originally suspects that about a hundred hobgoblins are lurking in the area, and that with the PCs' aid the town militia should be able to handle them. If the PCs impress upon him that thousands upon thousands of hobgoblins are advancing, supported by giants, manticores, and dragons, his next reaction is panic and indecision. The hobgoblins have never formed such a large army in the recorded history of Elsir Vale.

GOBLIN RAID

As the Red Hand horde marches, far-ranging bands of marauders sweep ahead of the vanguard, scouting the lands ahead. Under the cover of darkness, a bold band of worg riders attacks the outlying buildings on the west bank of the Elsir.

Timeline: At night between day 4 and day 14. If the PCs are slow to leave town, run the encounter before they go; otherwise, run it a night or two after they return.

Light: Shadowy (moonlight).

Creatures: Three goblins, three worgs, one hell hound; then six hobgoblins.

A commotion in the street outside wakes you in the middle of the night. "Awake! Awake! Goblins are attacking the west bank!" someone cries. From your window, you can see bright flames leaping up from houses and buildings on the other side of the river and hear the faint roar and crackle of distant flames.

At the Old Toll House, Captain Soranna is trying to quickly muster some of her guards. She intends to take the ferry over to the other side of the town and drive off the attackers. It will take her several minutes to get her guards armed and armored, and the ferrymen also need a little time to harness horses to their hawsers. If the PCs choose to help the townsfolk, Soranna and the ferry happen to be ready to cross the river whenever the PCs get to the ferry landing. Of course, if the PCs have some other way to cross the Elsir, they're welcome to head on over whenever they like.

When the boat lands, Soranna and her militia head off to chase goblins in one direction, leaving the rest for the PCs to handle. Regardless of which way the PCs go, they find trouble quickly.

You're only a hundred feet or so from the ferry landing when you spot a trio of goblin worg riders dashing down the street, whooping and shaking their bows in the air. A powerful hell hound bounds alongside them.

Terrain: Refer to the map of Drellin's Ferry on page 17. This fight takes place on the west bank of the river near the ferry landing.

Combat: The PCs are up against a band of blood-maddened reavers, eager to kill any who oppose them. The monsters hit the party in two waves.

First Wave (EL 7)

Goblin Worg Riders (3): hp 27 each (see page 119).
Worgs (3): hp 30 each (*MM* 256).
Hell Hound: hp 22 (*MM* 152).

Second Wave (EL 8)

Five rounds after the party engages the first band of attackers, a second group appears on the scene.

Kulkor Zhul War Adept: hp 28 (see page 120).
Hobgoblin Regulars (5): hp 13 each (see page 119).

Tactics: The worg riders don't expect to encounter serious opposition, since they've had the run of the west bank for some time already by the time the PCs reach the fight. At first they scatter their attacks among the PCs. Once they realize they're facing skilled opponents, the worg riders try to coordinate their attacks against a single character at a time—especially if one is fighting without allies nearby and can be dragged down easily by the worgs. When the second wave arrives, the war adept leads off with a *lightning bolt*, then casts *mirror image*, targeting any spellcasters with *summon swarm*.

These raiders want to cause as much mayhem as possible and seek to withdraw if badly wounded. They would rather escape

GOBLIN RAID DEVELOPMENTS

There's no reason you can't reuse this encounter several times over the next few days of game time, especially if the PCs are in or around a town about to come under attack by the horde. Feel free to substitute new monsters targeting new parts of town when you run it. For example, you could replace the hell hound with a dire wolf, or the Kulkor Zhul war adept with a Doom Hand warpriest or a pair of Blood Ghost berserkers.

to fight another day, content with the havoc they've already caused this evening.

CHIMERA ATTACK (EL 7)

War parties of goblins and hobgoblins are bad enough, but as the horde begins its march, monsters in the Wyrmlords' service scour the countryside.

Timeline: Between day 10 and day 15 (after the horde crosses Skull Gorge, before it reaches Drellin's Ferry).

Light: Bright (daylight).

Creatures: One chimera.

The afternoon is hot and still, but a line of thunderheads in the west promises a storm before long. The town bustles with activity, as a motley assortment of militiamen drill on the green. Then someone points up to the sky and cries, "Great Pelor, what is that?"

Townsfolk look up, and in a moment the town is overcome by pandemonium and terror. With shrieks of fear, people scatter, fleeing into buildings and pulling the shutters closed after them. A sinister winged shape soars over the town—a powerful three-headed monstrosity with vast, batlike wings. The creature lets loose with a horrible wailing cry and then dives toward the people running for cover on the green.

The text above assumes that the PCs are somewhere near the middle of the town—perhaps roaming about conducting business, conferring with Soranna, or simply relaxing on the porch of the Old Bridge. There's no reason you can't adapt this encounter for a fight in or around any of the small towns of Elsir Vale, if you choose not to use it in Drellin's Ferry.

Combat: The chimera is hungry and somewhat overconfident, so it thinks nothing of taking on a whole town single-handedly. The monster is not particularly cunning or clever (few chimeras are), so it strikes at whatever targets present themselves. The monster begins 200 feet up in the air, which allows it to descend to the ground by diving in a double move.

Chimera: hp 88 (*MM* 34).

This chimera's dragon head is white, so its breath weapon is a 20-foot cone dealing 3d8 points of cold damage (Reflex DC 18 half). It is an unusually tough example of its kind.

Tactics: The chimera fights on the ground until it encounters serious opposition, at which point it takes to the air again. When fighting on the wing, it swoops by foes to use its breath weapon and employs its Hover feat to make a full attack against any foe who doesn't have allies close by—especially a spellcaster.

The chimera abandons the fight and flies off if reduced to 20 hit points or fewer.

RUMORS OF WAR

In the days immediately preceding the horde's arrival, a disturbing new rumor begins to circulate. Run this encounter to provide the players with a hook for something to investigate in Part II.

Timeline: Between day 10 and day 15 (after the horde crosses the Skull Gorge, before it reaches Drellin's Ferry).

Light: Bright (daylight).

Creatures: One human.

A black-haired woman, her face streaked with the dust of the road, trudges into the common room. She wears a soldier's tunic of blue and white over a shirt of mail, with the stylized image of a golden lion over her heart. She signals the barkeep. "Ale," she rasps. "And send for your speaker. I've got ill news for him."

The woman is Teyani Sura, a Lion of Brindol (that is, an elite soldier in Brindol's Lion Guard). The PCs can get her story with any reasonably courteous approach, or they can simply wait for Speaker Wiston to arrive and just listen in.

"I ride in the service of the Lord of Brindol. I was part of a patrol sweeping up the old Rhest Trail. Five days ago, we ran into a roadblock—hobgoblins and ogres, waylaying any travelers heading into or out of the vale from the north. They were too strong for us, and we had to retreat. My captain sent several of us riding off to warn folks across the vale to avoid the old Rhest Trail. So here I am."

Teyani is willing to point out exactly where her patrol ran into the blockade (it's encounter A in Part II; see page 50). She describes it as "four or five ogres, maybe as many as a dozen hobgoblins."

Teyani Sura, Lion of Brindol: hp 34 (see page 125).

If the PCs tell her about the Red Hand horde, Teyani swears colorfully and drains her ale. "I'm on my way back to Brindol, then," she mutters. "That news can't wait. Guess I'll need a fresh horse." If they show her Wyrmlord Koth's map, she says "Lord Jarmaath needs to see this," and she asks to borrow it for delivery to Brindol's master. If refused, she nods and asks them to briefly tell her what its coded annotations say, memorizing any information they give her for her report.

DESPERATE COUNSEL

Given the PCs' reports of the Witchwood, the continuing raids against the town, and the rumors of monsters blocking the roads to the north, the leaders of Drellin's Ferry call a council meeting to determine what should be done. As the most capable adventurers in town, the PCs are invited.

Timeline: At night between day 10 and day 18 (after the horde crosses the Skull Gorge, before it reaches Drellin's Ferry), or as soon as the PCs ask for a decision.

Light: Bright (lantern).

Creatures: Four humans, one halfling.

Speaker Wiston summons the PCs to his home, where Captain Soranna, Kellin (proprietor of the Old Bridge), Delora Zann (owner of the stable), and Iormel (a wealthy landowner) are waiting.

You are all gathered in the sitting room of the speaker's house. Here with you are Kellin, the halfling who owns the Old Bridge inn; Captain Soranna; Delora Zann, the woman who owns the town's livery stable; and a tall, sour-faced man named Iormel, who is evidently a person of some property. Along with Norro Wiston, these people comprise the Town Council.

"Well, you all know why we're here," Wiston says without preamble. "In a matter of days we're going to have an army of goblins, hobgoblins, and monsters on our doorsteps. What do we do? Fight? Try to talk to them? Abandon the town and flee? Or do nothing and hope to Pelor they don't come this way?"

This is a chance for the players to throw in their own advice about how Drellin's Ferry should meet the threat. The council members have their own opinions.

Delora: Grim. A seasoned ex-adventurer herself, Delora has no illusions about how fighting or talking are likely to work

out. She advocates flight, the sooner the better. "I've seen towns put to the sword before. Death or slavery await us if we remain here. We must gather the things we can and flee east, the sooner the better!"

Iormel: Sarcastic and snappish. He favors fighting, because he can't bear the thought of abandoning his property or paying a hefty ransom. "We can't let them take everything we've worked so hard for, just because we lack the nerve to stand up to this hobgoblin rabble!"

Kellin: Optimistic, even-tempered. Kellin advocates sending emissaries to the hobgoblins and trying to buy them off with whatever it takes. "They want treasure, don't they? Let's give it to them this time, but see to our defenses. If they come back next year and ask for more, we'll be ready to fight then."

Soranna: Also grim. It's her job to execute whatever decision the council makes, so she does not advance any particular course of action—but if asked, she replies that she thinks it would be suicide to fight. "It's not for me to say. I'll try to do whatever you ask me to, but I don't think I can stop an army of thousands."

Wiston: Flustered and indecisive. The speaker doesn't really know what to do. He leans toward trying to talk to the hobgoblins, but he doesn't expect that would work. "I guess I don't see that it could hurt to at least ask them what they want . . . maybe we should tell folks to get their children and elderly in wagons heading east, while we still can. What do you think?"

Interaction: This is an encounter best resolved through roleplaying. Let the players argue their case for whichever response they favor. If you feel they have argued persuasively, their position should carry the day.

Since the PCs are probably arguing for a position favored by at least one of the council members, all they really need to do is convince the other two who hold solid positions—Speaker Wiston is undecided, and Captain Soranna doesn't want to bully him into agreeing with her. Iormel is unfriendly toward characters who try to argue him out of his position; Kellin and Delora are much less committed to their positions and indifferent to opposing arguments.

Specific evidence or accomplishments the PCs present can strengthen their arguments, as indicated below.

- *Koth's map and notes*: If the PCs show these documents in support of their position, they gain a +2 circumstance bonus on their interaction skill check.
- *Jorr's support*: If Jorr accompanied the PCs to Cinder Hill, the guide's testimony is worth a +4 circumstance bonus on interaction skill checks arguing against taking a stand.
- *Town heroes*: If the PCs fought off the goblin raid or chimera attack (see pages 37–38), they gain a +2 circumstance bonus on their skill checks (or +4 if they accomplished both).

After the council arrives at a decision, move on to the event corresponding to that decision, as given below.

Fight: Continue with Massacre at Drellin's Ferry (see below).

Evacuate: Continue with The PCs' Next Move (see page 41).

Talk: If the PCs leave the negotiations in the hands of the NPCs, the Red Hand ignores the parley and attacks. Play out the Massacre at Drellin's Ferry. If the PCs handle the negotiations themselves, they'll have to return to the Witchwood and meet the horde. Feel free to throw several skirmishes with horde patrols in the PCs' path, followed by a (brief) audience with Wyrmlord Kharn, followed by the Captured! event (see page 47).

Ad Hoc XP Award: Award the PCs XP equal to that of defeating a CR 5 monster if they succeed in persuading the council to adopt their preferred course of action. Award a +50% bonus if they advocate evacuation of the town (it's simply the best decision under the circumstances).

MASSACRE AT DRELLIN'S FERRY

Hopefully, your players are smart enough to figure out that there are some battles their characters can't win. But if they insist on staring down the Red Hand horde, here's what happens.

Timeline: Late afternoon of day 12 (plus however many days of delay the PCs caused).

Light: Bright to shadowy (fading daylight).

Creatures: Thousands.

You hear them before you see them—a dull, constant rumble of thousands of booted feet and the creaking of heavy wagons. War drums boom in the distance, and then the first legions appear, marching along the Dawn Way. Goblin worg riders run ahead of the main body, hulking giants stride alongside the hobgoblin ranks like living siege towers, and winged monsters—manticores, wyverns, even a red dragon—circle over the advancing army like harbingers of doom.

Characters or town guards who try to stage a defense on the west bank will simply be surrounded by hundreds of warriors and monsters. There is still a small chance to escape from this idiotic deployment: PCs who can make it to the river can swim for their lives. The Elsir is about 500 feet wide here and fairly calm (Swim DC 10). Hobgoblin archers take potshots at swimming characters as they flee, but none of the goblinoids or monsters pursue immediately.

The best defense of the town is to cut the ferry hawsers, draw in or destroy the boats, and try to defend the east bank of the river. The Elsir is a formidable obstacle, and it will take the Red Hand the better part of a day to lash together some assault barges from pieces of Witchwood timber and demolished buildings.

The leading ranks mass near the riverbank, clashing sword to shield and shouting defiantly. Yellow banners emblazoned with the image of a clawed red hand wave over the ranks of hobgoblin and bugbear warriors. From somewhere within the horde's train, goblin laborers drag up hundreds of rough-hewn logs to the water's edge and begin stripping the trunks with hatchets.

TAKING CONTROL OF THE SITUATION

A desperate or impatient party can use enchantment magic to control Wiston (Will save bonus +5) and force him to support their position. If the Speaker takes a firm position and advocates it forcefully, the other council members defer to him. However, if the Speaker acts very strangely in front of other townsfolk, Brother Derny or Sertieren the Wise will be called to examine Wiston with a *detect magic* spell. The PCs will be run out of town immediately after any mind-control efforts are found out by the townsfolk.

Illus. by F. Tsai

The massacre at Drellin's Ferry begins when the Red Hand horde pours across the river, bringing murder and destruction

Combat: If the PCs do something to signal their presence—for example, taking long-range bowshots across the river, or trying to throw *fireballs* across—the Red Hand warriors retreat a bit, then counter with a raid of flying monsters to chase the PCs away. Some of the creatures that might be used to attack the east bank while the horde is preparing to cross include chimeras, manticores, wyverns, hieracosphinxes, wyrmling or very young dragons, or even Kulkor Zhul war adepts armed with flying magic.

First Wave (EL 9)

Manticores (3): hp 57 each (*MM* 179).
Hobgoblin Bladebearers (3): hp 39 each (see page 119).

Second Wave (EL 11)

Hieracosphinxes (2): hp 67 each (*MM* 234).
Wyverns (2): hp 59 each (*MM* 259).
Kulkor Zhul War Adepts (2): hp 28 each (see page 120).

Third Wave (EL 13)

Abrithiax, Juvenile Red Dragon: hp 184 (see page 115).
Manticores (3): hp 57 each (*MM* 179).
Doom Fist Monks (3): hp 29 each (see page 118).
Kulkor Zhul War Adepts (2): hp 28 each (see page 120).

Assault Barge (EL 12 each)

Blood Ghost Berserkers (3): hp 55 each (see page 117).
Kulkor Zhul War Adept: hp 28 (see page 120).
Doom Hand Clerics (2): hp 25 each (see page 118).
Hell Hounds (4): hp 22 each (*MM* 152).
Hobgoblin Bladebearers (3): hp 39 each (see page 119).
Hobgoblin Veterans (8): hp 26 each (see page 120).
Hobgoblin Regulars (12): hp 13 each (see page 119).

These monsters are for the PCs to deal with; if the characters persuaded the town's guard and militia to remain and fight, you can assume that monsters sufficient to keep those defenders busy accompany each wave.

The first wave consists of three manticores, each carrying a hobgoblin bladebearer in its talons. The manticores set the bladebearers on the ground as soon as they get across the river, then set about killing any defenders they find.

After the first wave, Soranna has seen enough to pull the few remaining guards and militia out of the town and make a run for it, screening any remaining civilians as long as they can. If the town hasn't been evacuated yet, the folk of Drellin's Ferry begin heading for the hills.

RETURN FIRE

PCs who snipe or throw spells across the river provoke some return fire. Dozens of hill giants accompany the horde, and they are more than happy to lob boulders at anyone showing himself on the east bank of the Elsir. A company or two of hobgoblin archers will likely also fire into any area where defenders are standing.

If the PCs last long enough to battle against the assault barges crossing the river, they find that the Red Hand warriors launch twenty barges at the same time. Each barge holds all the creatures listed above. The regulars man the oars and row the barge across the river, while the veterans reply to attacks from the shore with archery of their own. It takes a barge 20 rounds to cross the river. While the barges cross, hill giants wade the river and more flying monsters cross at the same time.

Designers' Notes

Try to give your players one more chance to have their characters run away before you throw an overwhelming combination of monsters at them. But, if your players insist on fighting to the death here, consider obliging them. If the party is wiped out, you will succeed in impressing on your players the severity of the situation. The players can generate new characters and pick up the adventure in Part II as a new band of adventurers dispatched by the Lord of Brindol to do something about the blockaded Rhest Trail.

If you find that the characters are so tough and determined that they can actually beat everything the Red Hand throws at them, you might not be running the adventure for the right character levels. If you want to play through the rest of this adventure, you'll need to seriously upgrade the threat in order to preserve the adventure structure and assumptions—this adventure is about leading the effort to stop the Red Hand, not smashing the horde single-handedly. If you decide to power up the horde to make it a threat to the player characters, beef up the ranks with giants, dragons, spawn of Tiamat, and devils. A dozen hill giants wading across the Elsir while multiple red dragons wheel overhead and flocks of blue abishai darken the skies ought to chase off any PC party. But if you have to escalate this much here, make sure you upgrade the encounters in the rest of the adventure to suit. That's quite a group of PCs you're dealing with!

—James and Rich

THE PCS' NEXT MOVE

The PCs meet one more time with the leaders of Drellin's Ferry to discuss the threat to Elsir Vale posed by the Red Hand horde.

Timeline: The day after the town leaders decide to evacuate the town, or in the evening after the Red Hand horde appears on the west bank of the Elsir.

Creatures: Two humans.

Whether the evacuation is timely or a desperate attempt to escape an enemy on the town's doorstep, Speaker Wiston and Captain Soranna seek out the PCs for a quick farewell.

The town of Drellin's Ferry is empty. Houses stare vacantly out at silent roads. The sun has just vanished behind the formidable scar on the horizon that is the Wyrmsmoke Mountains. Speaker Wiston takes a deep breath and wipes tears from his eyes with the back of his hand. "It seems we're about out of time," he says. "We'd best be going now if we want to keep ahead of the worg riders."

Captain Soranna nods to you. "You've already done us good, heroes. Without your warning, we'd have all been asleep in our beds when the horde arrived on our stoops. You've saved many lives today. For that you have my thanks. But I am afraid your work may not be done yet. There's nothing to stop the Red Hand before they reach the walls of Brindol."

"If there's anything more you can do to slow down the Red Hand, we'd be mighty grateful," the Speaker says. "I'll personally make sure that Lord Jarmaath knows what you've done for us."

His speech done, the Speaker waits for the PCs response. If they have questions, he and Soranna do their best to answer. Some likely questions and responses:

- *Will we get paid for slowing down the horde?* "I can't speak for Lord Jarmaath, but I'm fairly certain he'll reward your services generously."
- *What are your plans now? What of the people of Drellin's Ferry?* "I reckon we'll head east till we reach Terrelton. We'll soon see if the horde is following or not. In the worst case, we move on to Nimon Gap, and then Talar. We'll run all the way to Brindol if we have to. I've already sent some riders ahead to spread the news, warn the towns, and alert Lord Jarmaath to the dire news."
- *Why Brindol?* "Brindol's the largest town in the vale. It's got a good wall, and a standing army. If we can spread the word and raise the country, we might be able to stop the Red Hand there."
- *There's a lot of hobgoblins out there. Can Brindol's army really stop them?* "They'll have to. If we can't stand at Brindol, we can't stand anywhere."
- *What should we do to help?* "I suppose you could try to stay in front of the horde, keep the worg riders and such from slaughtering the folk of the vale-towns before they can flee. But what worries me most is the reports that the Old North Road and the Rhest Trail are blocked. If we're going to get reinforcements from outside the vale, they'll have to come in from the north. I guess I'd say go north and find out if there are any more hobgoblins marching from that direction."
- *What's the best way to get up north?* "Well, normally I'd say the Old North Road. But right now, I wouldn't recommend that route. You could take a boat up the Rhestwash to Lake Rhestin. Your other option is to head east toward Brindol. At Talar or Brindol, you'll be able to cross the Elsir River and head north along the Rhest Trail. It's up to you. The river route is probably more dangerous, but it's faster. If you head east, I can give you several horses. If you head north from here, feel free to take any of the boats moored in town. We won't need them."

CONCLUSION OF PART I

Part I of *Red Hand of Doom* concludes as Drellin's Ferry is abandoned (or falls to the Red Hand horde) and the PCs head out of town. The players should have learned several key pieces of information during Part I:

- The Red Hand horde means business. If it is going to be stopped, that will have to be at Brindol, the only place in Elsir Vale with a standing army large enough and the fortifications necessary to have a chance against such a large force.
- Monsters are blocking the roads to the north.
- One of the leaders of the Red Hand is in the ruined city of Rhest.
- The horde is going to steamroller the towns east of Drellin's Ferry and keep going.

Night flight over Starsong Hill

Illus. by D. Hanley

During Part I of *Red Hand of Doom*, the PCs uncover several leads that point them in the direction of the Blackfens. They hear rumors that the road to the north has become blocked and likely have learned from Wyrmlord Koth (or from his notes) that another of the Wyrmlords is stationed in the ruined city of Rhest. If the characters decide to go north to Rhest, continue with The Blackfens on page 49.

Some PCs might instead decide that their job is to harry the horde as it marches east, fighting the scouts, skirmishers, and monsters ranging out in front of the main body. If they decide to stay in Elsir Vale and resist the horde's onslaught, continue with The Elsir War, below.

THE ELSIR WAR

After forcing their way across the Elsir at Drellin's Ferry, the Red Hand horde unleashes a swift and devastating campaign against the rest of the vale. Moving steadily eastward, the main body of the horde grinds forward along the Dawn Way, conquering each village or town in sequence: Terrelton, Nimon's Gap, and Talar.

While the main body hammers its way eastward, hundreds of vicious marauders spread out throughout the lonely backroads and tiny farmsteads of Elsir Vale. Villages such as Dauth, Witchcross, and even Prosser are subjected to repeated bloodthirsty raids by fast-moving worg riders, monsters in the horde's service, and bands of hobgoblin scouts and skirmishers. Even the most accomplished of heroes can't be everywhere at once, and hundreds of people die in dozens of raids across the vale while the Red Hand continues its remorseless advance.

Eventually, the Red Hand comes up against its first real obstacle: the walls of Brindol. Refer to the Timeline on page 6; remember to modify the day of the horde's arrival to account for any delays the PCs cause.

INCORPORATING HORDE EVENTS INTO THE ADVENTURE

This section of the adventure features a number of events that you can use to provide the players with a memorable series of encounters:

- Easy Skirmish (see page 43)
- Dirty Rotten Looters (see page 43)
- Mercenary Gold (see page 44)
- The Not-so-Sick Spy (see page 44)
- Barghest Reavers (see page 46)
- Marked for Death (see page 46)

You might find that several events or encounters from Part I are suitable for this desperate, running fight across Elsir Vale:

- Marauder Attack (see page 14)

- Goblin Raid (see page 37)
- Chimera Attack (see page 38)

Finally, we've included a couple of conditional events that might or might not come up in your game:

- Captured! (see page 47)
- Into the Horde (see page 48)

How Many Events Do You Run?

If your players decide to head for Rhest, and then follow the leads there to the Ghostlord's lair in Part III, you won't need to run very many of these "staying in front of the horde" events. You can run Dirty Rotten Looters or The Not-So-Sick Spy when the PCs pass through the vale on their return from Rhest; run Barghest Reavers or Marked for Death when the PCs return to the vale after dealing with the Ghostlord.

If your players decide to skip Rhest (and likely the Ghostlord as well) and instead choose to stay in front of the horde, you'll need to string together as many as ten to twelve distinct events between the fall of Drellin's Ferry and the battle at Brindol. You should use all the encounters provided here (except possibly Captured! or Into the Horde, since your players might never put themselves into those situations).

When Do Events Occur?

You can assume that one or two events occur each time the PCs travel across the vale on their various missions. If the characters choose not to pursue any side missions, one event takes place every one to three days.

Between the events you choose to run, assume that the PCs are spending their time keeping ahead of the enemy, searching for scouts and marauders, responding to false alarms or sightings, aiding refugees, quieting panic, shaking up complacency, advising local leaders, and generally making themselves useful. Feel free to share these assumptions with the players—let them know that their characters aren't "on the clock" every hour of every day, and that you're only focusing on significant scenes.

Designers' Notes

If your players pass up Rhest, make sure you run the encounter Mercenary Gold. This encounter gives the PCs a chance to secure some vital help for Elsir Vale, which could be decisive in the Battle of Brindol.

—James and Rich

EASY SKIRMISH (EL 6)

The PCs encounter a gang of hobgoblin warriors in search of easy loot. Not every gang of humanoid warriors roaming around the vale is made of up fanatical veterans.

Timeline: Between the fall of Drellin's Ferry and the Battle of Brindol, while the party is traveling.

Light: Bright (near dusk).

Creatures: Nine hobgoblins, one hell hound.

You're trudging along a road a little before sunset. The temperature hasn't grown much cooler, and it promises to be a hot and sultry night. You top a small rise, and see a band of hobgoblins hurrying toward you along the road!

To run this encounter on a battle map, place the opposing forces no more than 100 feet from one another. Each side became aware of the other at the same time, so no surprise round occurs before everyone rolls initiative.

Combat: The hobgoblins attack as soon as they see anybody who isn't a goblinoid. Most are only 1st-level hobgoblin warriors, and no match for a skilled party of adventurers.

Hobgoblin Bladebearer: hp 39 (see page 119).

Hobgoblin Warriors (8): hp 6 each (*MM* 153).

Hell Hound: hp 22 (*MM* 152).

Tactics: These hobgoblin warriors are armed with composite longbows (+2 ranged, damage 1d8) instead of javelins as described in the *Monster Manual*. Half of the warriors hold their ground and shoot at the PCs, targeting spellcasters first. The other half rush the party, led by the bladebearer and the hell hound. The hobgoblins break and flee if both the bladebearer and the hell hound fall, or if five warriors are killed.

DIRTY ROTTEN LOOTERS (EL 7)

Not everyone in the vale is interested in helping their neighbors get away from the approaching horde. In this event, the PCs confront a band of thugs intent on looting a tavern in a town that's been abandoned to the horde.

Timeline: Whenever the PCs pass through a town that is being evacuated. If set during the Battle of Brindol, completing this event successfully doesn't contribute any victory points to the outcome of that battle.

Light: Varies with time of day.

Creatures: Four humans.

Setup: This encounter can be played out on the battle map that depicts a town street with buildings on either side. Pick a suitably large building to serve as the tavern, and place figures representing the looters and the PCs as described below.

Few people remain in [town name], but a sudden crash followed by a string of curses draws your attention to what was once a rather high-class tavern, now apparently abandoned and vandalized. As you approach the entrance to the building, four men dressed in leather armor are gathered nearby. Between them is the source of the crash—they've dropped a large wine rack on the ground, strewing broken glass all around their feet. They exchange dark looks as they notice the accident has drawn your attention.

One of the men draws a short sword and says, "Just keep moving, chumps! We're working this side of the street."

"Easy, Chent!" one of the others whispers. "I think it's those guys everyone's been talkin' about!"

These thugs are members of a local gang of scoundrels and thieves that call themselves the Crimson Tigers. Each has a fairly crude red tattoo of a pouncing tiger on his right shoulder. Opportunists at heart, the thugs decided to stay behind to see what sort of loot they could scavenge from the abandoned buildings. Once their favorite place to meet and plan their capers, this tavern has now become their latest crime scene.

Crimson Tiger Thugs (4): hp 18 each (see page 125).

Tactics: The Crimson Tigers are greedy, not brave. If the PCs challenge them, their greed wins out initially and they fight to defend their haul. They break into two groups of two and move to flank the closest two PCs. If brought below 6 hit points, a Crimson Tiger cries out in fear and tries to escape. Once at least two do so, the other two follow suit.

Terrain: The four squares in which the Crimson Tigers start are covered with the broken fragments of nearly two dozen glass bottles. These sharp glass shards function as caltrops (*PH* 126); the thugs make sure to get out of this dangerous area as soon as possible. Anyone tripped or falling prone in one of these squares is subject to 1d3–1 attacks (+4 melee, damage 1d4).

Treasure: If the PCs are a callous lot, they might finish the job the Crimson Tigers started and loot the tavern. If they do, a 30-minute looting session earns them 2d6×10 gp worth of loot. Of course, if they're caught, they might find themselves in the same position the Crimson Tigers were just in when a group of town guards or (worse!) a more righteous band of adventurers catches them in the act.

MERCENARY GOLD (EL 8)

Two ettins and a gang of goblins blundered into the mother lode when they sacked a wagon bound for the Hammerfist Holds.

Timeline: Between the fall of Drellin's Ferry and the Battle of Brindol.

Light: Bright (daylight).

Creatures: Two ettins, five goblins.

You spy trouble ahead on the road. In the shade of several tall poplars, a two-horse wagon has been dragged off the road. Small goblins clamber all over the wagon, shouting in wicked glee, while a pair of hulking, two-headed monsters roar and shout at the goblins. You think you can make out a couple of motionless bodies in surcoats of blue and white lying at the side of the road.

Terrain: The road here cuts across dusty farm fields, with little cover. You can use a blank battle map and simply draw a 10-foot-wide path to indicate the road, with a few tree trunks alongside.

Combat: The ettins and goblins are delighted with the loot they already have and aren't interested in starting another fight. The ettins shake their clubs at any PCs who appear on the scene and shout threats in Giant and Goblin. If the PCs back off quickly, the monsters don't follow them, but if the PCs get too close, the ettins attack.

Ettins (2): hp 65 each (*MM* 107).

Goblin Warriors (5): hp 5 each (*MM* 133).

Tactics: The goblins aren't stupid; they goad the ettins on to crush the PCs, while they hang back from the fighting and help by throwing the occasional javelin. If a single character gets separated from the rest of the party or is badly wounded or weakened by the ettins, the goblins gleefully dash in to try to finish him off. For their own part, the ettins just bash anything that moves. If the PCs attack from range, the ettins try to close the ground as quickly as possible, using run actions if necessary.

Treasure: The wagon carried three locked iron coffers (Open Lock DC 30), which are now lying at the roadside. Each chest contains 1,000 gp and assorted gemstones worth another 1,000 gp, for a total of 6,000 gp of treasure.

Four dead guards are here, each wearing the colors of the Lord of Brindol (blue and white surcoats, with a golden lion over the chest). They are dressed in chain shirts and carry longswords and longbows (although the goblins have started to strip the arms and armor from the bodies).

A leather satchel lying near a dead guard close to the chests contains a key to the chests and a letter. The letter is addressed to Captain Ervath Helmbreaker of the Shining Axe Company, Hammerfist Holds. It is a mercenary contract signed by Lord Jarmaath of Brindol, which hires the Shining Axes for the defense of the city; it refers to the 6,000 gp payment for the company's services. According to the letter, the Shining Axes—a skilled company of axe-wielding dwarves almost two hundred strong—are to set out for Brindol at once on receipt of Lord Jarmaath's payment.

THE NOT-SO-SICK SPY (EL 8)

When the PCs are recruited to help several wounded and sick refugees onto a large wagon, one of them turns out to be a Red Hand spy.

Play: Whenever the PCs are in a town threatened by the horde.

Light: Varies with time of day.

Creature: One aranea.

You come upon a sorry scene at the edge of town. Two clerics of Pelor are working to evacuate an infirmary next to a small shrine. Dozens of injured and sick people are clustered around the wagons, including some badly frightened children and others on stretchers who moan in pain and fear. The clerics don't seem to have much help. One of the clerics, a woman of about fifty, looks up as you pass by. "Can you spare ten minutes, friends?" she asks. "We need to get these poor people away from here before the goblins arrive!"

The clerics need aid in loading patients and calming them, and also in keeping the citizens in the streets from getting in the way of their operation.

One of the last patients loaded onto the wagon is a striking-looking female human with her arm in a sling. The clerics know this woman as a traveling sorcerer named Miha Serani. If asked, they say she was assaulted a few nights ago by a drunken town guard; although she was able to defend herself with her magic, the drunk broke her arm before she killed him with a *magic missile*.

In truth, Miha is actually an aranea sorcerer spy for the Red Hand, sent to gather information and spread rumors that might weaken morale among the humans opposing the horde; the "drunk" she killed was in fact a town guard who discovered her

THE MERCENARIES' GOLD

Without this payment and the letter specifying the terms of the deal, Captain Helmbreaker and his Shining Axe company won't come to Brindol. The PCs face a nice little ethical dilemma here: Keep Lord Jarmaath's gold for themselves, or try to make sure that the gold gets to the right hands?

If the characters decide to send the gold on, they have two choices. They can take it down to the Hammerfist Holds themselves, or they can bring the gold back to an NPC who can see to it, such as Captain Soranna, Norro Wiston, or any of the leaders or authority figures of a nearby town. If the PCs simply turn in the gold and the letter to someone in authority, assume that it'll get where it has to go, without the characters having to escort it the whole way.

Exposed as a spy, Miha the aranea breaks cover and attacks

Illus. by H. Lyon

secret. She now bides her time, nervous that her crime could be uncovered at any time but unwilling to abandon her post at such an important time for the Red Hand. Fortunately for her, the guard she killed was indeed known to be a drunkard; his fellow guards have assumed he's simply spent the last few days on one of his periodic binges and haven't even started to miss him yet. Miha has managed to pull the wool over the eyes of the local clergy, but she might not have the same luck with the PCs.

As the characters assist the clerics, allow them a Sense Motive check opposed by Miha's Bluff check to notice that the woman is unusually interested in them. Miha realizes who the PCs are and wants to learn as much about them, their strengths and weaknesses, and their mission as she can. If confronted, she feigns an interest in joining their group once her injuries heal, asking where they're going so she might meet up with them later. If the PCs don't believe her and try to interrogate her, she pretends to faint from the pain of her broken arm, hoping the clerics intervene. They do, but if the PCs can see through her Bluff with another successful Sense Motive check, they'll be able to convince the clerics that the woman's up to something by making a DC 15 Diplomacy check.

Miha has no method of hiding her alignment, so if the PCs can detect evil, they immediately realize she is trouble but might not realize she's working for the Red Hand. *Detect thoughts* can also reveal her deception, as can a *true seeing* spell. If the PCs confront Miha, she panics and tries to escape.

Miha Serani: hp 40 (see page 116).

NOT-SO-SICK SPY DEVELOPMENTS

Every army needs its Mata Hari, and Azarr Kul is fortunate to have found a spy as skilled as Miha Serani to serve him. If Miha escapes, she becomes a recurring menace to the PCs. She'll certainly report to the Red Hand that they seem to be setting themselves up as regional heroes and will help arrange an ambush to kill or capture them (see page 46 for an example). She might be encountered later in a different disguise during the Battle of Brindol, or show up in a later combat against the PCs, or be stationed in Rhest or at the Ghostlord's lair. If she is successful in infiltrating their group, she'll work hard to prove her value as an adventuring companion early on—the better to gain access to high-level information about the human resistance to the Red Hand and be in an even better position to betray the PCs when the time is right.

Miha surrenders only if escape seems hopeless. If captured, she feigns resignation ("You caught me fair and square") to throw her jailors off guard, knowing that her ability to change shape and cast spells even while bound should make it difficult to keep her imprisoned for long. She knows quite a lot about the Red Hand's plans and divulges just enough information to steer the PCs toward the next major encounter area, hoping that the foes they encounter there will finish them off, or at least distract them from the defense of Brindol.

Tactics: Miha's first and foremost goal is to gather information useful to the Red Hand without blowing her cover. If confronted, she tries to talk her way out of trouble; if that fails, she attempts to escape and report what she has learned so far. When fleeing, she changes into her monstrous spider form (*MM* 15), since she moves much faster in this shape and can climb up over buildings and walls to get away. If cornered, she assumes hybrid form and fights, but not to the death, surrendering if defeat seems certain.

The clerics are no help if a fight breaks out; they have already used all their prepared spells for the day in tending the wounded. Additionally, once Miha bursts into action, they're too concerned with protecting their other patients to aid in Miha's capture.

BARGHEST REAVERS (EL 8)

In this encounter, the PCs confront a powerful raiding party. A pair of barghests come across the PCs' spoor and track them to their campsite, falling on the party just after sunset.

Timeline: At night, between the fall of Drellin's Ferry and the Battle of Brindol, any time when the PCs are traveling through Elsir Vale.

Light: None (no moonlight).

Creatures: Three barghests, six hobgoblins.

If the party has sentries posted, the sentries might spot the barghests (Hide +11) and their hobgoblins (Hide –6, but remember distance and darkness; see *PH* 83) sneaking up on the farmhouse. The read-aloud text below assumes that the barghests and their reavers attack as soon as they are discovered.

You've spent a hard day riding across the vale. Signs of war are everywhere. The horizon is littered with the twisting smoke-plumes of distant burnings, and most of the farms around here have been abandoned. Bedding down in a sturdy farmhouse, you are just about to seek your bedrolls for the night when wild war-whoops rouse you from your rest!

Terrain: Sketch a small farmhouse (say, 30 feet by 20 feet) on your battle map, with at least two doors and two windows. The farmyard outside is mostly clear terrain, but add a low stone wall or two for the attackers to take cover behind.

Combat: If no sentry spots the hobgoblins before they get within 60 feet of the farmhouse, the monsters gain a surprise round.

Characters who aren't on watch aren't wearing their armor when this encounter begins, unless they normally wear light armor only—most folks take off their plate armor before they turn in for the night, after all. See the rules for donning armor for details (*PH* 123).

Barghests (3): hp 33 each (*MM* 23).

Hobgoblin Regulars (6): hp 13 each (see page 119).

Tactics: Two hobgoblins hang back and use their longbows to pepper the farmhouse, while the barghests split up and lead two regulars each to storm the two doors of the farmhouse. The barghests use *crushing despair* against PCs as the opportunity presents itself, and then *rage* to whip up the hobgoblins for the fray. After that, the barghests use *blink* or *dimension door* and storm the house themselves, using their spell-like abilities to simply go through the walls if the doorways are jammed with hobgoblins fighting to get in.

A barghest reduced to 15 hit points uses its *blink* ability (if it hasn't done so already) and continues the fight. Once down to 7 hit points or fewer, it seeks to withdraw (or uses *dimension door* to flee).

MARKED FOR DEATH (EL 10)

PCs who succeed in mopping the floor with Red Hand scouts, skirmishers, or marauders inevitably draw the attention of the horde's leaders. After all, everyone else is running away.

Run this encounter when you think the time is right for the Red Hand to turn the tables on the PCs.

Timeline: Between the fall of Drellin's Ferry and the Battle of Brindol, after the PCs score at least two successes against Red Hand scouts or marauders.

Light: Shadowy (moonlight).

Creatures: Five hobgoblin regulars and one ogre; then two greater barghests and four blackspawn raiders.

To lure in the PCs, the Red Hand leaders have set out some bait—a gang of hobgoblins with a couple of prisoners. Nearby, stealthy assassins lurk in hiding, waiting for the PCs to take the bait.

Nearing the end of your day's travel, you hear harsh shouts and crude laughter ahead through the trees. In a small clearing around a ruined farmhouse, a gang of hobgoblins and an ogre torment two men who have been tied up to trees. The victims hang listlessly from their bonds, their faces and bodies covered in blood.

Determining whether or not the prisoners are still alive isn't easy from a distance. They seem unresponsive and could easily be unconscious; it takes a DC 20 Spot check to see that these unfortunate souls are already dead (don't forget to modify the check for range).

The hobgoblins and the ogre are deliberately inattentive, pretending to be wholly absorbed in their sport. If any characters become suspicious of the scene, give them a Sense Motive check opposed by a Bluff check by the hobgoblins (modifier –1). If a PC sees through the ruse, he or she realizes that the scene is staged.

Two blackspawn raiders and one greater barghest lurk in the forest near the farmhouse, while two more raiders and the other barghest are a short distance away on the other side of the road. If they see the player characters before the PCs approach the torture scene, the greater barghests use *invisibility sphere* to hide the ambush until the PCs are engaged with the fight near the farmhouse. Otherwise, they lie low and try to stay out of sight. The blackspawn raiders have a Hide modifier of +10 due to the benefit of improved cover (*PH* 152).

If the barghests and raiders succeed in staying out of sight and ambushing the PCs, add this bit of read-aloud text when appropriate.

Suddenly, you hear a feral growl behind you. Sinister black shapes rush out of the shadows to attack—two great wolflike creatures with baleful red eyes, and four fearsome dragon-men gripping crooked falchions in their talons!

Combat: The hobgoblins and ogre stand their ground and wait for the PCs to come to them. Once the characters have revealed their presence, the barghests spend 1 or 2 rounds buffing their allies, and then the barghests and blackspawn raiders burst out of hiding and strike, preferably at the rear of the PC party.

Greater Barghests (2): hp 67 each (*MM* 23).
Blackspawn Raiders (4): hp 60 each (see page 117).
Ogre: hp 29 (*MM* 199).
Hobgoblin Regulars (5): hp 13 each (see page 119).

Tactics: The ogre and the hobgoblins remain near the farmhouse, trying to lure the PCs in close. They get behind cover and use their bows (or, in the case of the ogre, javelins) instead of rushing off to meet PCs who attack. Hobgoblins forced into melee are not above fighting defensively in order to stay alive long enough for the barghests and blackspawn raiders to launch their surprise attack.

The greater barghests use *mass bull's strength* to power up their raiders and themselves and attempt to use *charm monster* to take a tough PC fighter out of the battle.

The blackspawn raiders are fanatic in the extreme and fight to the death. They begin the fight by using their breath weapons, and they breathe again as often as possible (once every 1d4 rounds). The blackspawn initially use their Power Attack (masterwork falchion +7/+2, 2d4+13/18–20 while under the effects of the barghests' *mass bull's strength*). If they have trouble scoring hits against the PCs, they stop using Power Attack, greatly improving their chance to hit at the cost of reduced damage (masterwork falchion +11/+6, 2d4+5/18–20 while under the effect of the *mass bull's strength*). The barghests are less dedicated, and seek to withdraw if reduced to 15 hit points or fewer.

The two prisoners bound to the trees are local farmers, both of whom died hours ago.

Designers' Notes

This encounter is intended to be very tough. We're trying to walk the line between an encounter that teaches your players some respect for the bad guys and a total party kill. Ideally, the encounter is tough enough that the characters flee the scene, but not so tough that they can't get away. If it shapes up to be too tough, you can have the villains withdraw once they've dropped or captured one or two characters, content with their evening's work.

—James and Rich

CAPTURED! (EL 7)

There's a very real chance that, at some point in this adventure, one or more of the PCs could be captured by the Red Hand.

Timeline: When a PC gets captured.

If a PC is captured, he or she is immediately stripped of all belongings, put in manacles and leg irons (which reduce speed to 5 feet), and imprisoned in the closest area that can serve as an impromptu jail cell. Characters who are captured by Red Hand agents on the road are led or carried back to the nearest base of operations, which could be one of the abandoned towns left in the horde's wake. Captives are typically processed in the following manner over the course of several days.

Day 1: The character is manacled and placed in a convenient holding cell. His or her gear is stored nearby in a large bag. Both gear and cell are guarded by creatures of a combined EL equal to the average level of all captured PCs. Typically, guards on this day consist of an appropriate number of hobgoblin veterans and/or ogres.

Day 2: The highest-level horde member in the immediate area interrogates the PCs. If the Red Hand leader isn't satisfied with the character's answers, the prisoner is beaten and handled roughly; thereafter treat the PC as exhausted (–6 Str, –6 Dex, speed reduced by half) until at least 1 hour after he or she escapes captivity.

Day 3: The prisoners are loaded onto wagons, then slowly transported to Vraath Keep, the ruins of Rhest, the Ghostlord's lair, or the Red Hand horde itself, whichever is closest and still controlled by the hobgoblins. This is the best chance captured PCs will get to escape (see below).

Day 4: The prisoner is imprisoned in one of the following areas, depending on his or her new location.

- *Vraath Keep*: Area 9 (war room). Wyrmlord Koth moves the map and other furnishings of this room into area 10 for the duration of the prisoner's stay.
- *Rhest*: Area E (interrogation room). Wyrmlord Saarvith has Nurklenak the torturer spend the next several hours cleaning and laying out his implements in full sight of the prisoner.
- *Ghostlord's Lair*: Area 11 (storeroom). Wyrmlord Ulwai personally takes charge of the prisoner, treating him or her with disarming kindness as an opening gambit to weaken his or her resistance.
- *Horde Encampment*: The prisoner is placed in a prison wagon with one barred window and an iron door. The door is kept locked (Open Lock DC 30) at all times. Later in the day, the PC is visited by the highest ranking nearby Wyrmlord, who interrogates him or her. If the character resists the interrogation, the Wyrmlord uses torture or mind-controlling magic as available.

Escape

If the PCs get captured, they should have at least one opportunity to escape imprisonment. This scenario details the most likely chance they'll get, although resourceful PCs could stage an escape at any point during their imprisonment.

On day 3, captured characters are loaded onto a wagon pulled by skittish horses captured from a plundered steading. Their gear is loaded onto a second wagon that follows. Each wagon is driven by a single hobgoblin sergeant accompanied by two hobgoblin regulars. A single goblin worg rider named Lupe and her worg accompany the group. When the hobgoblins load the PCs into the wagons, the prisoners are manacled with their hands behind their backs, the manacles being firmly set into the wooden walls of the wagon. Each character's feet are shackled, making walking difficult. Spellcasters are also gagged. Prisoners sit against the walls of the wagon facing each other. The keys to the manacles are kept in the second wagon, where they hang on a bent nail tantalizingly in view of the PCs the entire time.

At some point during the transport, the PCs' escorts stop to loot an abandoned farmhouse. Greed gets the better of all

MARKED FOR DEATH DEVELOPMENTS

If the Red Hand ambushers are defeated easily, Wyrmlord Kharn waits a few days, then tries another ambush, this time employing two or three powerful monsters from the horde and different bait (perhaps some still-living captured Lion of Brindol or local person of note).

six hobgoblins, and they stop the wagons about 30 feet away from the house and hurry off to explore it. Soon the sound of hobgoblins shouting in glee accompanies the noise of a destructive session of looting. The goblin worg rider and her mount do not take part in the looting—rather, Lupe decides to let her worg feed on a dead cow slumped in a ditch about 30 feet up the road.

A manacled PC can wriggle out of his manacles with a DC 30 Escape Artist check. Alternatively, he can break the manacles with a DC 26 Strength check. The manacles have hardness 10 and 10 hit points. The weak link is the wagon they're bolted to—the wood is old and splintering. A character can tear the manacles free from the surrounding wood with a DC 19 Strength check, although doing so gives the worg and its rider a DC 15 Listen check to hear the sound of splintering wood. A character who pulls the manacles free remains chained but can move about and leave the wagon. His speed in this case is 5 feet, and he takes a –6 penalty on all Dexterity-based skill checks.

Once a character gets to the keys, he can unlock his manacles as a full-round action; a second full-round action is required to unlock the shackles on his feet. A freed character can unlock another character's manacles or shackles as a standard action.

While all the PCs' gear is stored in various bags, crates, and chests in the second wagon, these containers are piled haphazardly in the wagon. It takes a DC 15 Search check to find a specific item.

Creatures: The goblin, worg, and hobgoblins remain distracted for 10 minutes, or until they notice the PCs escaping. The monsters get Spot checks to see the PCs moving outside of the wagon only when their line of sight to a PC isn't blocked by one of the wagons or the house's walls.

The horses that pull the wagons remain calm and silent as long as the PCs don't make any loud noises or sudden moves. It's possible to escape by panicking the horses and sending the wagon careening down the road, leaving the hobgoblins behind. The worg and its rider can catch up easily enough, but they can't stop the runaway horses until they're quite a distance from the farmhouse, perhaps giving PCs time to free themselves and prepare a defense.

Lupe, Goblin Worg Rider: hp 27 (see page 119).
Worg: hp 30 (*MM* 256).
Hobgoblin Sergeants (2): hp 30 each (see page 119).
Hobgoblin Regulars (4): hp 13 each (see page 119).

Tactics: If any of the enemies notice the PCs attempting to escape, they raise an alarm and move back to the wagons to attack the PCs. The characters are likely to be unarmed and unarmored. There are plenty of objects lying around that can be used as impromptu weapons, including the manacles the PCs wear. Characters not proficient with improvised weapons take a –4 penalty on attack rolls (see PH 113 for details on improvised weapons).

The hobgoblin sergeants use whips to drive the horses but leave these whips in the front of the wagons when they go to explore the farmhouse. These two whips could be a great boon for PCs who know how to use them.

The hobgoblins try to recapture the PCs alive, using nonlethal damage. Once a hobgoblin is slain, however, they abandon this tactic and use lethal force against the PCs. The goblin rider and worg attempt to flee if either is brought below 7 hit points, but the remaining hobgoblins fight to the death—failure at this stage is not an option for them.

Designers' Notes

If the PCs get captured, you want them to escape so they can continue the adventure. Languishing helplessly in a hobgoblin dungeon being tortured until the Red Hand leaders get around to executing you isn't a very entertaining adventure at all. Don't make it too hard to get away. But all bets are off if the PCs get captured a second time; after one successful escape, the villains won't take any chances at all.

—James and Rich

INTO THE HORDE (EL 15)

Once the Red Hand horde has gathered its troops and begun its march, it pretty much stays at the same level of strength until it reaches Brindol. The horde loses a small number of troops in skirmishes along the way, but these troops are easily replaced as reinforcements are recruited from scouting parties and the like.

One thing the PCs can do to significantly weaken the Red Hand horde during its march to Brindol is to defeat several of its leaders and commanders. In particular, they'll have a chance to defeat three Wyrmlords of the Red Hand and several of the horde's monstrous champions. With these powerful NPCs out of the picture, the Red Hand is forced to use lesser commanders in their place or to simply go without. Both options weaken the horde significantly.

Although attacking or infiltrating the Red Hand horde seems to be a suicide mission, this fact won't necessarily stop PCs from taking direct action against the hobgoblin army before it reaches Brindol. While this tactic is likely to lead to the death or capture of some or all of the PCs, skillful and daring adventurers might actually pull it off.

The Red Hand horde consists of the following units. (Creatures and individuals marked with an asterisk are not present if the PCs managed to remove them from play earlier in the adventure.)

Warriors

Blackspawn Raiders (50): hp 60 each (see page 117).
Doom Hand Clerics (100): hp 25 each (see page 118).
Doom Fist Monks (30): hp 29 each (see page 118).
Blood Ghost Berserkers (100): hp 55 each (see page 117).
Ogres (120): hp 29 each (*MM* 199).
Goblin Worg Riders (200): hp 27 each (see page 119)
Worgs (200): hp 30 each (*MM* 256).
Hobgoblin Bladebearers (60): hp 39 each (see page 119)
Hobgoblin Sergeants (200): hp 30 each (see page 119).
Hobgoblin Veterans (200): hp 26 each (see page 120).
Hobgoblin Regulars (1,600): hp 13 each (see page 119).
Hobgoblin Warriors (800): hp 6 each (*MM* 153).

Monsters and Champions

Greenspawn Razorfiends (15* or 3): hp 85 each (see page 119).
Hill Giants (22): hp 102 each (*MM* 123).
Hieracosphinxes (5): hp 67 each (*MM* 234).
Greater Barghests (30): hp 67 each (*MM* 23).
Barghests (10): hp 33 each (*MM* 23).
Wyverns (8): hp 59 each (*MM* 259)
Manticores (16): hp 57 each (*MM* 179).
Kulkor Zhul Mindbenders (6): hp 36 each (see page 120).

Kulkor Zhul War Adepts (15): hp 28 each (see page 120). [Includes Ruven; see below.]

The Undead Contingent

The Ghostlord: hp 71 (see page 120).*
Ghost Dire Lions (3): hp 52 each (see page 121).*
Ghost Brute Lions (12): hp 32 each (see page 121).*
Lesser Bonedrinkers (30): hp 59 each (see page 122).*

Leaders and Commanders

Wyrmlord Hravek Kharn (General Kharn): hp 68 (see page 113). [Commander of the horde; reports directly to High Wyrmlord Azarr Kul.]
Abithriax (Red Dragon): hp 184 (see page 115).
Wyrmlord Ulwai Stormcaller: hp 52 (see page 113).*
Varanthian (Half-fiend Behir): hp 103 (see page 114)*.
Wyrmlord Saarvith: hp 49 (see page 113).*
Regiarix (Black Dragon): hp 110 (see page 115).*
Wyrmlord Koth: hp 59 (see page 114).*
Ozyrrandion (Green Dragon): hp 104 (see page 115).*
Skather: hp 87 (see page 116).
Doom Hand Warpriests (7): hp 67 each (see page 118). [Includes Pash-Kari; see below.]

The Red Hand horde stops every day in mid-afternoon and builds a lightly fortified encampment. It begins breaking camp the next morning an hour before sunrise. When the horde is occupying a captured town, Wyrmlord Kharn and his entourage generally sleep in the town hall or a local mansion. In the field, the general sleeps in a large circular tent.

Wyrmlord Kharn never sleeps alone; he is constantly surrounded by guards, all of whom are ready to leap to his defense. He typically posts four blackspawn raiders (which are among the most alert of his minions) at either side of the entrance to his tent. In addition, the red dragon Abithriax usually nests no more than 100 feet from wherever Kharn beds down for the night. Finally, the Blood Ghost berserkers serve as the Wyrmlord's honor guard; two dozen of these ferocious bugbears are only a couple of rounds from any fight that breaks out in or around the Wyrmlord's tent.

Within his tent or captured home, Kharn generally spends his nights with two female hobgoblins he has taken a liking to—Pash-Kari (a Doom Hand warpriest) and Ruven (a Kulkor Zhul war adept); both are capable, charismatic, and devoted both to Kharn and the cause. Asleep, they have a –10 penalty on Listen checks.

Wyrmlord Hravek Kharn: hp 68 (see page 113).
Pash-Kari, Doom Hand Warpriest: hp 67 (see page 118).
Ruven, Kulkor Zhul War Adept: hp 28 (see page 120).

INTO THE HORDE DEVELOPMENTS

If the PCs manage to assassinate Wyrmlord Kharn, they won't stop the horde—another general rises to fill the vacancy, be it Ulwai Stormcaller or one of the other surviving Wyrmlords, Abithriax or one of the other surviving dragons, Pash-Kari or another one of the Doom Hand warpriests, Ruven or another of the Kulkor Zhul war adepts, or even Skather (who would thereupon be promoted to Wyrmlord in his own right).

Blackspawn Raiders (8): hp 60 each (see page 117).

Tactics: In order for an assassination attempt on Wyrmlord Kharn to work, the PCs need to get to him first. You can resolve the success of their approach by having them make a number of Bluff, Hide, and Move Silently checks as needed to sneak by or trick any horde members they encounter.

Once they reach Kharn, they'll need to strike quickly. As soon as he or any of his allies raise the alarm, the horde is quick to mobilize. Kharn doesn't stick around if he's caught off guard—he does what he can to escape, by drinking a *potion of fly* or a *potion of haste* or by casting spells such as *air walk*, *wind wall* (to slow down pursuit), or *obscuring mist*. Reinforcements are quick to arrive; twenty-four battle-ready Blood Ghost berserkers reach the spot 2 rounds after the alarm is raised, followed within 1d6 rounds by Abithriax and 1d8 manticores.

Abithriax: hp 184 (see page 115).
Manticores (1d8): hp 57 each (*MM* 179).
Blood Ghost Berserkers (24): hp 55 each (see page 117).

THE BLACKFENS

Azarr Kul has a secret weapon—the spawn of Tiamat. At this point, only a few of these infernal dragonspawn have been successfully transplanted from the Nine Hells to the Material Plane, but those he has successfully introduced into the region are proving to be quite fecund. One variety is known as the greenspawn razorfiends.

Infused as they are with the blood of green dragons, these spawn do as well in water as they do on land. When Azarr Kul managed to procure a clutch of greenspawn eggs, he entrusted them to Wyrmlord Saarvith. With the aid of the black dragon Regiarix, Saarvith has created a hatchery of razorfiends in the ruined city of Rhest—a development that could soon provide a terrible new addition to the horde.

THE TIRI KITOR

Aside from defeating Wyrmlord Saarvith and the dragon Regiarix and putting a stop to the Tiamat spawn hatchery, the PCs can accomplish another important goal in this part of the adventure. If they say and do the right things, they can forge an alliance with the local tribe of wild elves who call themselves the Tiri Kitor. In order to forge an alliance, the PCs must not only perform several tasks to aid the elves but must also make good impressions on several key and influential tribe members. The elves in question are four in number: Sellyria Starsinger (tribe's leader), Trellara Nightshadow (tribe's historian), Killiar Arrowswift (leader of tribe's hunters), and Illian Snowmantle (tribe's high priest).

First impressions mean a lot to the Tiri Kitor; they believe that one can know the nature of a friend or enemy based entirely on how that person presents herself or himself when first meeting someone new.

When the PCs meet these four elves, they should make Diplomacy checks to determine how the elves react to them. During these initial meetings, modify their skill checks based on the way they behave. If they are calm, respectful, and non-threatening, award a +2 circumstance bonus on the check. If they are loud, chaotic, and threatening, give their Diplomacy checks a –2 penalty. The character with the highest bonus in the appropriate skill makes the skill check, while all other PCs use aid another skill checks (*PH* 65) to assist that character.

Keep track of the results of these attitude adjustments. While all the elves likely warm to the PCs as they get to know them better, it's these initial impressions that make all the difference. See page 65 for how to translate the PCs' first impressions and accomplishments into measures of success if they ask the Tiri Kitor for aid against the Red Hand horde.

GETTING THERE

There are three good routes from the vicinity of Drellin's Ferry to the Blackfens.

Up the Rhestwash: Several of the boats moored in town are large enough to accommodate the entire party. It's about 50 miles to Lake Rhest, and another 80 miles to the old city. This is the most direct route north, but also the most dangerous. For the duration of the characters' trip through the Witchwood, roll for random encounters as detailed in Part I (see page 22).

The PCs are heading upstream, so they'll need to row or pole the boat. Fortunately for them, the river is wide and sluggish through the Witchwood. The PCs average about 1-1/2 miles per hour for each 8-hour day of travel, or about 12 miles per day, reaching their destination on the eleventh day. Once the PCs reach Lake Rhestin, consult the map of the Blackfens to track their further progress.

East to the Rhest Trail: This option is much safer. As long as the PCs stay on the Dawn Way, they'll have little to worry about in the way of monsters, and the towns are spaced out so that they should have somewhere warm to sleep every night. It's approximately 80 miles to Talar, and from there another 80 miles or so north to the Blackfens. If the PCs make the journey on horseback, they'll use up five or six days on the road; see Table 9–6: Mounts and Vehicles (PH 164) for the overland movement speed of various mounts.

If the PCs take this route, use one or two of the events described earlier in this chapter to break up their travel through the vale. As they near their goal, they will also have to deal with the roadblock put in place by the Red Hand (see Road Blockade, below).

Cross Country: One option that doesn't occur to any of the locals is to head out in a direct line toward the Blackfens. This route sends the PCs through the core of the Witchwood, and they'll spend more time getting lost and fighting the undergrowth and local monsters than it's worth. It's about 60 miles to the southern edge of the Blackfens, but the PCs will have to cross the Elsir about halfway there, and they only make half speed by striking through the trackless center of the forest.

EXPLORING THE MARSH

The Blackfens are more marsh than swamp, with large open areas of murky water ringed by seas of tall reeds and grasses rising out of ankle-deep mud, the occasional forested hillock or rise standing above the reeds and waters. The ever-present pools, sumps, and sloughs average 2 to 4 feet of slow-moving, leech-infested water, with forests of reeds towering another 5 to 8 feet above the water's surface. As such, the Blackfens are difficult to traverse on foot. Characters find themselves spending roughly two-thirds of their time wading or swimming through the water, which reduces overland travel to one-quarter normal speed. Characters who use boats or skiffs to navigate the marsh find the going much easier; open channels and pools in the Blackfens are common enough that any place within these soggy borders can be easily reached by boat.

Refer to the accompanying map of the Blackfens to identify the locations of three encounters that await the PCs as they travel through this area: Road Blockade (A), Starsong Hill (B), and The Ruins of Rhest (C). Each of these encounters has its own map detailing the area is takes place in.

A. ROAD BLOCKADE (EL 7)

In this event, the PCs confront hobgoblins that have blockaded the road north. You can use this encounter twice, once for the blockade on the Old North Road, and once for the blockade on the Rhest trail.

Light: Varies with time of day.

Creatures: Six hobgoblin warrior regulars (marked W on the map), two hobgoblin sergeants (marked S), and two ogres (marked O).

RANDOM ENCOUNTERS IN THE BLACKFENS

Although the Tiri Kitor elves have long patrolled the Blackfens, monstrous life is slowly on the rise in the marsh. The chance of a random encounter here depends on the PCs' activity.

- *Normal Travel:* 60% per 12 hours.
- *Camping or Cautious Travel:* 30% per 12 hours.
- *Hiding:* 15% per 12 hours.

Check once per day, and once per night. If an encounter is indicated, refer to the table below. If the d% roll indicates one of the encounters marked with an asterisk, roll again unless the PCs have already experienced the events described in Spawn of Tiamat (page 51) and Killiar's Hunters (page 52).

d%	Encounter	Average EL
01–05	1d2 greenspawn razorfiends (see page 119)*	8
06–15	Tiri Kitor patrol*	8
16–22	1 chuul (*MM* 35)	7
23–26	1 eight-headed hydra (*MM* 157)	7
27–34	1d4 manticores (*MM* 179)	7
35–42	1d3 giant crocodiles (*MM* 271)	6
43–48	1d6 giant wasps (*MM* 285)	6
49–56	1d3 harpies (*MM* 150)	6
57–62	1 will-o'-wisp (*MM* 255)	6
63–67	1 gibbering mouther (*MM* 126)	5
68–72	1 ochre jelly (*MM* 202)	5
73–82	1d6+8 stirges (*MM* 236)	5
83–90	1d4 ghouls and 1 ghast (*MM* 119)	4
91–100	2d4 lizardfolk (*MM* 169)	4

A Tiri Kitor patrol consists of four 2nd-level wild elf rangers (see page 124), each mounted on a giant owl (*MM* 205). The elves swoop down to observe the PCs and determine what business they have in the Blackfens. If the PCs have already befriended the Tiki Kitor tribe, the elves wish the PCs luck and offer any assistance they can. Otherwise, the elves simply circle the group three times, observing them, and then fly off to the nearest Tiri Kitor camp to make a report. If attacked, they flee immediately.

Up ahead a crude, ten-foot-high palisade of logs has been erected across the road, extending forty feet to either side and completely blocking all passage. A squat, twenty-foot-tall watchtower looms in the middle of the palisade. You catch a glimpse of movement up in the tower, and spy a hobgoblin archer leaning against a post, chin on his chest.

The hobgoblins and ogres were stationed here several days ago by Wyrmlord Saarvith. They have killed a few traveling merchants and pilgrims and some refugees who sought to escape to the north, but traffic along these roads has been relatively light of late. They're starting to worry that they'll miss all the good killing to the south. The hobgoblins on watch are relatively observant and eager for a chance to kill something but lulled by days of inactivity. The two ogres spend most of their time sleeping inside the wooden palisade, while the off-duty hobgoblins take shelter in the watchtower, napping, eating, or trying to outdo each other with highly dubious war stories. Both sets of double doors to the watchtower are kept closed and barred.

Combat: Since the monsters aren't on alert, characters gain a +5 bonus on their Move Silently checks when approaching the blockade, and a successful DC 0 Listen Check is good enough to hear the ogres' snores and hobgoblins' boasting.

Ogres (2): hp 29 each (MM 199).

Hobgoblin Sergeants (2): hp 30 each (see page 119).

Hobgoblin Regulars (6): hp 13 each (see page 119).

Tactics: The two lookouts react promptly to an attack, while their off-duty comrades do not. The ogres spend the first round of combat groggily sitting up, rubbing their eyes, and looking around in confusion. The hobgoblins inside the watchtower fare little better and waste their first round of combat scrambling over each other in a frantic attempt to gather their weapons.

Each ogre sleeps by a barrel of twenty Large spears. On the second round, each ogre takes a move action to step up onto the packed earth piled against the inside of the palisade (allowing it to see out over the wall) and a standard action to pick up a spear; on following rounds, each throws one spear per round at any targets it can see. The hobgoblins inside the watchtower climb up to take positions on the roof on the second round and are able to fire their bows starting in the third round.

All of the defenders here have relatively low morale (that's why they've been assigned to this remote duty). As soon as a hobgoblin regular takes 7 or more points of damage, he panics, drops his bow, and tries to run away by clambering down the ladder and unbarring the double doors on the side of the tower opposite from the PCs. Although ladders are a simple DC 0 Climb check to navigate, any panicked hobgoblin uses the accelerated climbing option to move his full speed down the ladder, taking a –5 penalty on his Climb check. This, combined with the chainmail and heavy steel shields the hobgoblins refuse to abandon, produces a total Climb modifier of –11. Chances are good that at least one or two panicked hobgoblins fall the 20 feet to the ground in their haste. If the PCs have already forced their way into the lower level of the watchtower, fleeing hobgoblins instead jump from the tower top to the ground outside (DC 15 Jump check for 1d6 damage, 2d6 damage on failed check, –6 Jump modifier).

The sergeants and ogres are a little braver, but they also try to flee if reduced to 10 or fewer hit points.

SPAWN OF TIAMAT (EL 7)

The PCs stumble into the nest of a greenspawn razorfiend, probably marking their first encounter with spawn of Tiamat.

Timeline: Near the end of the first day the PCs spend in the Blackfens.

Light: Bright to shadowy (fading daylight).

Creatures: One greenspawn razorfiend.

A low, mossy island of mud and peat protrudes from the marsh waters ahead. Two gnarled trees grow fitfully on the rugged ground, and sprawled across their turgid roots is the ruined and bloody remains of a horse-sized owl. The once-magnificent bird's body has been partially dissolved in places, and swaths of foul, dark green fluid still sizzle and pop, eating away at exposed flesh and bone.

Not all the greenspawn razorfiends have remained in the ruins of Rhest, much to Wyrmlord Saarvith's distress. The creatures are difficult to control once they become fully grown. He has been sending fully grown spawn back to the horde as they mature, but some get loose and escape into the surrounding marsh.

As the PCs make their way into the Blackfens, they run into this greenspawn razorfiend before their first day is done. The razorfiend is lurking in the water near a low hill, having just captured and eaten most of a giant owl and all of its unfortunate rider. Full for now, it lurks in the underbrush nearby. In the round after the PCs spot the owl's carcass, the greenspawn razorfiend spots them (unless the PCs are taking care to be stealthy). The creature immediately rushes through the underbrush to attack. The razorfiend begins the encounter 50 feet away from the PCs.

Greenspawn Razorfiend: hp 85 (see page 119).

Terrain: Draw a small hillock, dominated by two small trees, where the owl's carcass lies. Most of the rest of the battlefield

consists of light undergrowth (peat), heavy undergrowth (stands of reeds), or shallow bog.

Tactics: Once combat begins, the razorfiend uses its Spring Attack feat and breath weapon to wear down the PCs without giving them a chance to mire it down in melee. It can use its outstanding Jump modifier (+27) to leap over obstacles that otherwise would slow its movement.

Treasure: The razorfiend has done quite well for itself, having plundered a ruined wizard's manor not far off. Its treasure lies in a rusty iron coffer, sitting on the highest point of the islet: a *headband of intellect* +2, a +2 *rapier*, a *pearl of power* (2nd-level spells), a *ring of protection* +2, and 720 gp.

If the PCs search the dead owl, they automatically discover it has a jade band around one leg. The band is inscribed with Elven letters that spell the name "Liokio." The band itself is worth 50 gp.

If the PCs cut open the razorfiend and make a successful DC 15 Search check, they find in its digestive tract an obsidian ring set with a single white pearl. This ring belonged to the owl's rider, an elf named Lanikar. It is worth 250 gp.

KILLIAR'S HUNTERS (EL 9)

The PCs encounter the local defenders of the Blackfens and could make some new allies.

Timeline: A few minutes after the characters' battle with the greenspawn razorfiend.

Light: Bright to shadowy (fading daylight).

Creatures: Five wild elves, five giant owls.

A few minutes after the PCs have defeated the greenspawn razorfiend, five Tiri Kitor wild elves mounted on giant owls appear on the scene.

You hear a strange rush of wind and see soaring overhead five giant owls like the one that lies dead in the clearing. Each bears a rider—a dark-haired elf wearing leather armor dyed green and brown to match the colors of the marsh. The flying elves circle the area twice, and then alight next to the slain owl. They study you with narrowed eyes. Then one speaks. "Who are you?" he demands. "What are you doing in the marsh?"

ROAD BLOCKADE DEVELOPMENTS

Once the PCs defeat or scare off the guards and throw open the two sets of double doors of the watchtower, they will have reopened the road—no reinforcements come for the Red Hand blockades. The PCs might want to take down the palisade and watch tower—tools for doing so can be found onsite, but it's still a big job, requiring a group of four PCs the better part of 8 hours to accomplish without magic.

Captured hobgoblins or ogres know relatively little if interrogated. They can confirm that they were ordered to set up these blockades and to guard them by Wyrmlord Saarvith, but they are quick to add that they were only supposed to be here for a few days before they were replaced with fresh guards. They know little or nothing about what's going on in the Blackfens or farther south with the main army.

This patrol of elves consists of four Tiri Kitor hunters and Battlehunter Killiar Arrowswift, the leader of the tribe's hunters. They have been searching for a brash and daring young elf named Lanikar Nightshadow, brother of their tribe's High Singer, who has been missing for two days now.

Killiar Arrowswift: hp 29 (see page 123).

Tiri Kitor Hunters (4): hp 10 each (see page 124).

Giant Owls (5): hp 26 each (*MM* 205).

Interaction: Killiar is obviously the leader of this group; the other elves say nothing during this encounter. His initial attitude toward the PCs is unfriendly, since he suspects they might be bandits or mercenaries who are simply lost in the marsh. Allow the PCs to reply to his demands as they wish, then judge by their words if they should be entitled to a Diplomacy check. If the PCs killed the razorfiend, give them a +2 circumstance bonus on the Diplomacy check, since the elves hold no love for these strange new creatures that have suddenly infested their homeland.

Killiar answers no questions himself and grows impatient if the PCs continue to demand answers of him—in this case, give the PCs a –2 penalty on their check to adjust his attitude.

At some point during the conversation, Killiar moves over to the dead owl—he's looking for the owl's jade band. If the PCs haven't taken it yet, he finds it, reads the name engraved on it, and grows even more sullen. If the PCs have taken the band, he'll ask them if they've seen it. The band proves that this owl was Lanikar's, yet his body is nowhere to be found. Even if the PCs refuse to give him the band, he orders his hunters (in Elven) to search the area and to gut the dead razorfiend to check for remains. If the PCs haven't already done so, one of the elves finds Lanikar's ring and silently gives it to Killiar.

If the PCs found the jade band or Lanikar's ring and they now give one or both to Killiar, retroactively apply a +4 bonus on their previous Diplomacy check—this act of generosity on their part forces Killiar to reconsider his opinion of them, and that might be enough to push his initial reaction into a more friendly category.

Killiar Arrowswift, the most skilled hunter of the Tiri Kitor, expresses his willingness to hunt down the Red Hand intruders

As long as the PCs don't make Killiar hostile, he asks them to accompany him back to his tribe's encampment deep in the Blackfens, remarking that their presence in the region seems both fortuitous and suspect. He says that the speaker of his tribe might want to converse with them, but gives no other information. He offers the PCs rides on his and his hunters' owls, telling them that the encampment is fairly close by air but far away by boat or land. If there are more than five PCs, Killiar asks them to wait here for him to go fetch more owls. He leaves two of his hunters behind to watch the PCs and to provide aid if monsters attack. Of course, if one or more of the PCs can fly or otherwise keep up with the owls, then the problem solves itself.

Regardless of where the characters are when this event occurs, it takes no more than 2 hours to reach the Tiri Kitor encampment at Starsong Hill.

B. STARSONG HILL

The Tiri Kitor have numerous encampments in the Blackfens, most of which contain only a dozen or so tents or tree-platforms and serve as home for thirty to forty wild elves. The largest encampment, known as Starsong Hill, is home to nearly five hundred elves.

Starsong Hill is a mound of dry land surrounded by a thick grove of trees. The hill within this grove only rises 20 feet from the surface of the surrounding wetlands at its highest point. The elves live in simple hide and wooden shelters similar to wigwams. The southern third of the hill is uninhabited by the elves; here, the giant owls allied with the tribe nest in the tall trees.

The PCs are likely to first arrive at Starsong Hill escorted by Killiar Arrowswift. Once the they have made their case to the elves, they will probably be given guest tents of their own and allowed full run of the encampment. As the home of their only potential allies within the Blackfens, Starsong Hill will probably become the PCs' base of operations during their investigation of Rhest.

KEY SITES

Places of particular interest in Starsong Hill include the following.

1. Watchposts: Each of these locations is a small, 10-foot-diameter platform with a cunning blind to camouflage the Tiri Kitor hunter stationed on duty within.

2. Owl Nests: These trees are where the giant owls of Starsong Hill nest. All told, thirty-one giant owls live in these nests.

3. Guest Tents: These tents are currently used to store food, firewood, and other supplies. If the PCs wish to use Starsong Hill as a base of operations, the elves clear out as many of these tents as necessary to give the PCs a place to stay. A single tent can comfortably house four characters.

4. House of the Speaker: This comfortable tree house is home to the leader of the Tiri Kitor tribe, the wise and ancient Sellyria Starsinger. The building is small, consisting of a front room, a parlor, a tiny closet, and a bedroom.

5. Temple of Corellon Larethian: This beautiful structure isn't the largest building in town, but it's certainly the most impressive. The temple is made of wood shaped from the trunk and branches

Illus. by E. Polak

of a large, squat tree in such a way that the tree was unharmed and allowed to continue to grow. The temple consists of a large, circular worship hall, the walls of which are left open to the air. A 10-foot-tall statue of Corellon Larethian stands at the temple's center. The camp's only cleric, Illian Snowmantle, leads observances every three days. He lives in a simple tent at the tree's base and keeps a good supply of potions and scrolls (none worth more than 800 gp) for use among the smaller outlying settlements.

6. Hall of Ancestors: The largest structure in the campsite, the Hall of Ancestors is a three-story tree house that serves several purposes. Its lower floor contains a massive meeting hall, large enough to seat two hundred people. Tribal moots are held here once every few months, during which time the leaders of the wild elf tribes inform their people of recent events, let them air grievances, and arrive at a consensus about plans for the future.

The middle floor consists of a wide balcony that surrounds a number of small chambers used as trading posts by local elves who wish to sell their wares to others. A small theater, two taverns, and several craft shops can also be found here.

The upper (and smallest) floor serves two purposes. The majority of this floor consists of storage for books, scrolls, and other records of interest to the elves and their history. This collection (and indeed, the entire hall) is overseen by Trellara Nightshadow, who lives in a small suite of rooms here as well. Also present on this floor is the Chamber of Ancestry, a large vault with no windows. The walls of this tall cylindrical room are studded with hundreds and hundreds of niches. Many of these niches contain urns that hold the cremated remains of deceased Tiri Kitor elves.

7. Killiar's Home: This great tent, almost twice as large as the others, is the home of Killiar Arrowswift. The place hardly looks lived-in, since Killiar is rarely here.

IMPORTANT PEOPLE

Some of the more important personalities the PCs might interact with in Starsong Hill include the following influential elves.

Killiar Arrowswift: Always something of a loner, the Battlehunter (leader) of the Tiri Kitor hunters relishes his off-duty time and often spends it simply soaring above the swamp on the back of his trusted owl. He is rarely home as a result, often only to rest. Killiar makes an excellent guide and NPC ally for PCs traveling anywhere within the Blackfens, assuming they can impress him with their sincerity, determination, and prowess.

Sellyria Starsinger: Speaker Sellyria is a calm, wise, and perceptive female elf. She has led the Tiri Kitor elves for nearly two hundred years and still remembers their flight from the Westdeep, when the Tiri Kitor went into a self-imposed exile to avert a civil war. Sellyria's husband died long ago, slain by a lizardfolk barbarian. She has two sons, both leaders of other nearby encampments. Although now frail, Sellyria commands deep respect from her people.

Trellara Nightshadow: Normally an energetic, bright-eyed beauty always ready to break into song at a moment's notice, High Singer Trellara takes the death of her brother quite hard. Lanikar was her only surviving family. With him gone, a part of her joy in life vanishes as well. Vowing to avenge her brother's death, she approaches the PCs with an offer to become a member of their group. (She would be an excellent prospect to become the cohort of a PC with the Leadership feat, especially if that character is looking for a cohort who can offer healing and combat support.)

Illian Snowmantle: Absent when the PCs arrive, Illian returns from ministering to a distant encampment just before

dawn on the day after Lanikar's funeral ceremony. As Starsong Hill's only cleric, Illian has his hands full tending to the sick and wounded of the various wild elf camps. All the acolytes he trains are quickly sent to other encampments throughout the Blackfens, since their skills are needed in camps that are more prone to attacks from lizardfolk. The first time the PCs interact with Illian, his attitude toward them is indifferent; be sure to roleplay the interaction so you can have them make a Diplomacy check to determine his impressions of the group.

Designers' Notes

Starsong Hill (and the other settlements in the adventure, particularly Drellin's Ferry and Brindol) are intended to be more than just places where the PCs can rest, heal, and buy stuff. They're there so the PCs can interact with the residents. Take the time to let the PCs develop some friendships in Starsong Hill, Drellin's Ferry, and Brindol, and you'll make the adventure that much more important to the players.

— James and Rich

MEETING THE TIRI KITOR

The PCs visit the leaders of the elf tribes and learn something of the Red Hand's goals in the Blackfens.

Timeline: After the PCs are escorted to Starsong Hill by Killiar Arrowswift.

Light: None.

Creatures: Seven wild elves, five giant owls, one giant crocodile.

The following read-aloud text assumes the PCs are approaching on owlback; if they aren't, you should modify the text accordingly.

The giant owls are silent as they wing through the gloom, apparently able to navigate effortlessly through the darkness. Your elf escorts are also silent, aside from softly pointing out some dimly glimpsed landmark far below from time to time.

Before long, you reach your destination. Rising from the marsh is a low hill of solid ground, encircled by a thick ring of trees. Dozens of pinpoints of light dot the hill—small lanterns filled with fireflies, each hanging from a tree-platform or the upper reaches of a conical tent. Many elves silently emerge to watch as you fly overhead. Killiar produces a sleek, silver horn of some sort from a saddlebag and blows one wailing note similar to a loon's cry.

Near the hill's peak stand three large trees, and built into their boughs are wooden structures. One glows softly with luminescence of its own and seems to be a temple. Another looks to be some sort of public building or town hall. The third, and your destination, is the smallest of the three—a cozy-looking tree house set above a large pool.

Killiar lands first, on the porch of Sellyria's tree house, then one at a time the remaining owls deposit their charges before they wing off to their nests in the trees to the south. Killiar asks the PCs to wait, then steps inside the building. A few moments later, he emerges and asks the PCs to enter.

The pool below is occupied by a giant crocodile, the animal companion of the female elf who lives inside. Relivax the crocodile is content to spend most of its time sleeping, almost invisible in the dark water, but won't hesitate to bellow and attack anyone who menaces it or its elf companion.

Waiting inside is a wise-looking and ancient elf. She wears flowing golden and green robes, and her hair is braided around a complex headdress made of wicker and wood. She stands next to a much younger female elf in plain brown and green robes who looks to have been crying recently. The younger elf is seated in a large wicker chair, and the standing elf indicates nearby chairs for you. Behind you, Killiar the hunter takes a silent stance near the door.

"I am Sellyria Starsinger, Speaker for the Tiri Kitor," the standing elf says. She indicates the seated elf and continues, "This is High Singer Trellara Nightshadow. We do not often see strangers in our homeland. What brings you to the Blackfens?"

If the PCs gave over the band and ring they might have found after the battle with the greenspawn (page 51), or if they did not interfere in the process of Killiar's finding what he sought there, Sellyria thanks them for their aid in slaying the spawn, which she refers to as a harrowblade. She informs the PCs that it was Trellara's brother who was slain by the creature—he had gone missing some time ago, but now his fate seems certain.

Sellyria listens to their explanation quietly, without interrupting, but does not answer questions until she is satisfied that the PCs have explained their presence. The PCs should make two sets of Diplomacy checks at this point to determine how Sellyria and Trellara react to them. Both elves have an initial attitude of indifferent and react best to Diplomacy, rather than Bluff or Intimidate.

Once the PCs have explained themselves, Sellyria speaks again.

"As you have seen, the marsh is growing dangerous. We have long struggled to hold these beautiful lands for our own. The local lizardfolk have vexed us for many decades, but now a new peril stalks the Blackfens."

Sellyria is now ready to answer any questions the PCs might have for her. Possible questions and responses follow.

- *What do you know about the ruins of Rhest?* "We do not go there. The place has bad memories. It was once the center of a proud nation, but now it is little more than a few ruined buildings slowly sinking into the mire. We respect the memories of that folk and avoid the place. The lizardfolk do not."

Trellara Nightshadow, grieving for her murdered brother, vows vengeance against the Red Hand

Illus. by E. Polak

- *Why is the Red Hand so interested in Rhest?* "I do not know. Months ago some dark power established itself in the ruins and brought the lizardfolk under its dominion. Whoever it is has not meddled with our encampments yet. We have not tried to infiltrate the ruins for fear of arousing a wrath we may be ill-equipped to cope with."
- *What do you know about the forces in Rhest?* "They are not many, but they are strong. Their leader is a cruel and clever goblin chief. They have claimed several buildings near the center of the ruins. The thing that worries me most is the dragon."
- *A dragon? Explain!* "We have seen the beast in the skies. It has not attacked any of our encampments, yet I fear it is simply biding its time. The dragon is black, and not quite as large as one of our giant owls."
- *What was that creature we fought?* "They are something new. We've seen only a few of them over the past few weeks. Poor Lanikar was the first of us to fall to one. Our high priest, Illian Snowmantle, claims that they have ties to the infernal. Until today, none of the beasts have been sighted far from Rhest—it seems obvious that the ruin's new tenants have something to do with them."
- *Can you provide us with assistance in our mission?* "You are our guests. If you need healing, you should seek out Illian Snowmantle at the temple. If you wish to trade, simply ask. Beyond this there is little I can offer. I must keep our defenses focused on our homes."
- *Can you help us fight the Red Hand?* "Alas ... I dare not. We need all our warriors here, should the beasts in Rhest grow more numerous. Perhaps if the menace in Rhest were driven out. . . ."
- *Can you help us navigate the Blackfens?* "We can provide you with boats, but I cannot loan you our owls. They are our strongest defense, and we may need them all in the coming days."

Once the PCs run out of questions, Sellyria thanks them again for slaying the harrowblade (greenspawn). She also invites them to attend Lanikar's funeral the following day. In any case, the PCs are now free to move about Starsong Hill.

Illus. by R. Gallegos

Sellyria Starsinger, leader of the Tiri Kitor, has much to tell the PCs of the Red Hand's nearby outpost

C. THE RUINS OF RHEST

The proud city of Rhest, capital of the kingdom of Rhestilor, once stood as the center of civilization in this region, its rule extending far to the east and west and south. After three hundred years of glory, a combination of corruption, treachery, and civil strife weakened the kingdom to such an extent that it was unable to withstand the horde that assaulted it two hundred years ago. This last great goblinoid uprising before the present day saw the kingdom destroyed and the city of Rhest sacked. As the goblin horde looted the burning town, its remaining defenders made a fateful decision and destroyed the levees that held back the waters of the Stonewash River, flooding the city and drowning the horde.

In the aftermath, the survivors abandoned their homes and resettled in Dennovar, Brindol, and similar communities to the south. For the last two centuries, the city of Rhest has slowly been sinking into the sodden Blackfens.

A large, dark lake broods in the marshland here, measuring nearly two miles wide. The cloying reek of decaying vegetation and swamp ooze is thick in the air, and countless frogs and insects and marsh birds chirp and croak and call to each other.

Out near the middle of the lake, dozens of decrepit stone buildings jut from the black waters. In most cases, these buildings sag and lean treacherously, the windows of their upper stories now even with the still lake's surface. Two buildings that seem to have survived relatively intact draw your attention—one a

LANIKAR'S FUNERAL

The elves' funeral ceremony for Lanikar consists of an hour of song led by the deceased's sister, Trellara. Usually the body would be burned atop a pyre and the ashes collected in an urn to be kept in the Hall of Ancestors. Since no body was recovered, the pyre consists of boughs and branches collected by all the elves and anointed with holy water, along with various small mementos. These ashes are placed in a proxy urn, along with Lanikar's ring.

After the ceremony, the elves spend the rest of the day in celebration of Lanikar's time with them, with feasting, dancing, and storytelling (particularly of stories involving Lanikar himself) taking them well into the night. If any of the PCs wish to perform, they are welcome. Poor performances receive polite applause, as long as it seems obvious that the intention was good. A routine performance (Perform DC 10) is appreciated, but a great performance (DC 20) impresses the elves mightily. Keep track of how many PCs succeed on this check, since those successes will help sway the elves' allegiance at the end of this part of the adventure (see page 65).

large stone tower, about a quarter-mile from the southern shore, and the other a large stone building near the lake's center. Both structures have rickety wooden walkways ringing them at water level. These look like recent additions; it would seem that someone has made an attempt to settle down here.

Today, much of Rhest is underwater. Although quite expansive, this lake is rather shallow, rarely reaching depths of over 20 feet. The majority of the buildings in Rhest were made of wood, and these have collapsed and rotted into tangled piles of debris over the centuries. The lakebed is crisscrossed by a tangled network of canals, all that remains of the city's streets, deeper by 10 feet on average than the mounds of ruins around them. The waters are quite murky: Submerged creatures can see only 1d6×5 feet, even on sunny days.

Although the lake's waters are calm, and require only a DC 10 Swim check to navigate, they are treacherous. A character who fails her Swim check by 5 or more has become tangled in some root or debris and must succeed on a DC 15 Escape Artist check or Strength check to wriggle or tear free before she can move again.

Not all of Rhest's buildings have collapsed. A fair number of stone buildings survive, most completely submerged but a few protruding several feet above the surface of the murky waters of the lake. Two of the stone buildings are noticeably larger and better preserved than the others: the old bell tower (area 2 on the accompanying map) and the Rhest Town Hall (area 3).

Also surviving are numerous statues of lions in various poses. The citizens of Rhest had a particular affinity for the proud cats, and lion visages often graced their buildings (a heritage the folk of Brindol preserve to this day). Statues of guardian lions stood in front of important sites. Even bits and pieces of ancient armor, weapons, and other relics the PCs might find while sifting through the silt often incorporate the forms of lions into their workmanship.

The PCs should have numerous options available to them in their exploration of sunken Rhest. Flight is an efficient method of exploring the ruined city. Boating is the most obvious method, but *water walk* works well also.

A submerged approach offers an excellent way to infiltrate the city unseen. However, in the lake's murky waters a successful DC 20 Survival check is required to navigate from one point to another without surfacing to regain your bearings.

DENIZENS OF RHEST

For the last several decades, numerous small tribes of lizardfolk have lived in the crude huts that ring the lake's shores. Primitive and superstitious, the lizardfolk have long regarded the buildings in the central portion of the lake as taboo—especially since the young dragon Regiarax claimed one as his lair. The lake is now home to nearly sixty lizardfolk, divided into ten groups of six and scattered around the lake. Each of these small groups vies separately for the attention and blessing of their god, the black dragon Regiarix, and thus they do not ordinarily work well together—but they will close ranks when confronted by an outside threat.

The Red Hand presence in the lake is, for now, confined mainly to the bell tower and the Town Hall, and consists of the dragon Regiarix, a fair number of hobgoblins, a few greenspawn razorfiends, an ettin, and Wyrmlord Saarvith, the mastermind of this part of the Red Hand's plan.

The rest of the lake is uninhabited by intelligent foes. If the PCs insist on exploring, feel free to have them encounter giant crocodiles, ochre jellies, ghouls or ghasts, and perhaps a shambling mound or two.

IT'S A LONG SWIM

If the PCs are on foot, simply crossing hundreds of feet of open water presents a considerable obstacle. Fortunately, the lizardfolk have a number of reed rafts (treat as a rowboat; see *PH* 129), that are drawn up near their hovels. As a full-round action, one character can paddle a reed raft 20 feet. Two or three characters can manage 30 feet, and four or more characters can paddle 40 feet. None of the lizardfolk reed rafts can accommodate more than six characters at a time.

The reed rafts have hardness 2 and consist of four 5-foot cubes of tightly bundled reeds, each with 40 hit points. Small outriggers help to stabilize them.

Naturally, the lizardfolk resent the theft of their rafts and will follow any thieves underwater, seeking to steal paddles, overturn rafts, make off with unattended rafts (which could present a problem for the return trip), or otherwise harass the interlopers in various stealthy ways.

OBSERVING RHEST

Careful PCs who take the time to observe the lake and its environs from hiding before boldly attacking the place can gain the information given below, depending on how long they keep observing. The characters start out knowing all the information given in the read-aloud text at the start of this section.

If they observe their surroundings for 10 minutes and make a DC 20 Spot check, they see lizardfolk lurking about the various huts that ring the lake and note a glint of steel and movement near the top of the tower out in the lake as hobgoblin sentries move about.

After 1 hour of continuous observation, the PCs automatically notice the lizardfolk and the hobgoblin sentries. A successful DC 20 Listen check allows them to hear a distant, chittering roar from somewhere within the ruins, which sounds much like the roar of the greenspawn razorfiend the PCs fought in the Spawn of Tiamat event (see page 51).

After 2 hours of continuous observation, the PCs automatically notice the periodic roars and bellows of the greenspawn razorfiend.

After 3 hours of observation, the characters see a group of six lizardfolk board a reed boat and paddle across the lake to the central building (area 3 on The Ruins of Rhest map). They moor the boat (at area 3B on the Rhest Town Hall map; see page 60) and enter (passing by way of the stairs in area 3A into area 3D). Five minutes later, the PCs hear a tremendous roar followed by two wailing screams and a loud hissing sound—not the same roar that they have heard already. Four lizardfolk immediately emerge from the building, scramble back down to their boat, and hurriedly return to shore to hide in their hut. *(Regiarix didn't take kindly to the creatures' request for him to wipe out two other lizardfolk groups on the opposite shore of the lake.)*

After nearly 5 hours of watching, the PCs see a human-sized black dragon (Regiarix) clamber up from within the central building to perch on the roof. A goblin wearing bright armor (a mithral shirt) and carrying a wicked-looking bow appears, chats with the dragon for a minute, then climbs up on its back (this is Wyrmlord Saarvith). After taking a moment to stretch his wings, Regiarix launches into the air and heads east to hunt for food. He won't return for 1d4 hours, making the interim an excellent time for the PCs to act.

INFILTRATION

When the characters first arrive at Rhest, its denizens are not expecting trouble. If the PCs are quick, quiet, and efficient, they'll be able to begin their investigation without alerting the entire place.

The size of the area plays to their advantage. Unless the PCs use particularly loud or flashy attacks such as *fireball* or *lightning bolt*, combat that occurs at any of the lizardfolk huts, the bell tower, or the central buildings is unlikely to be noticed in other areas. The PCs run a greater risk of being spotted by the guards in the bell tower (area 2) while they explore the sinking city. If they approach through the air or on the lake's surface (for example, by boat), they'll be spotted at a distance of 500 feet by the guards, who quickly raise an alarm. Characters using one of the lizardfolk reed rafts are assumed to be lizardfolk and don't provoke an alarm until they are 250 feet from the bell tower, at which point the sentries notice that they don't look like lizardfolk. PCs who successfully disguise or hide themselves on a lizardfolk raft could succeed in getting into the city without provoking any alarm at all.

At night, the PCs fare much better unless they use any sort of light. An underwater approach allows for undetected entry into any point, day or night, unless the travelers are using an underwater light source.

ENEMY REACTIONS

Once an alarm is raised, the lizardfolk in the surrounding huts mobilize immediately, eager to please their dragon god. They take to their boats and head for the town hall (area 3), while Korkulan (in the lower level of area 2) downs a *potion of fly* and speedily makes his way across the water to the town hall as well. When the lizardfolk arrive, Korkulan gives them orders, typically sending two groups of six lizardfolk each out to ambush the characters (striking from underwater) while the remaining lizardfolk guard the perimeter of the town hall.

Wyrmlord Saarvith, Nurklenak and his ettin minion, and Regiarix don't respond to this initial alarm, although they do ready their defenses if they are present in the area.

If the PCs are forced to retreat, the hobgoblins and lizardfolk assume they've been beaten, and both groups spend that night in noisy celebration—except for a single group of six lizardfolk assigned to follow the invaders and dispatch them if possible once they have settled for the night. If the PCs return a second time and raise the alarm again, the defenders take more strenuous steps to prevent a third incursion (see Retaliation, below).

The third time the PCs are caught trying to invade Rhest, all the Red Hand agents respond to the alarm, since it is now obvious to them that the characters aren't going to stop until either they or all their foes are dead. Wyrmlord Saarvith mounts Regiarix, and the two take to the air to seek out intruders. Nurklenak climbs to the top of the Town Hall, orders his ettin to guard him, and casts his long-range spells or uses bardic music to aid his allies.

Reinforcements

Between attacks, the defenders of Rhest have limited ways to rebuild their troops. Slain lizardfolk can be replaced at a rate of two per day. Hobgoblins slain in the tower can be replenished by one or two ogres from the Town Hall boardwalk (area 3B), if necessary. Fortunately for the PCs, Wyrmlord Saarvith has no easy way to contact the main body of the Red Hand far to

HELPING THE PCS WITH WEATHER

Approaching the bell tower across the open lake in broad daylight is much more dangerous than it might seem. Consider helping out the PCs by providing a steady rain or even a monsoonlike downpour (*DMG* 93–94) soon after they arrive at Rhest. Normal rain provides a –4 penalty on Spot checks and ranged attacks. If you decide an absolute downpour is called for, all sight beyond 5 feet is obscured, and creatures 5 or more feet away have concealment from one another.

the south to gain more troops, although he might dispatch a lizardfolk or two to summon reinforcements from the two blockades on the Old North Road and the Rhest Trail (see page 51). He will not report to Azarr Kul so long as he sees any hope of completing his mission, fearing to appear weak in the High Wyrmlord's eyes.

Retaliation

The Red Hand forces don't sit idly by after being attacked more than once. Any of the following developments are enough to prompt retaliation from them.

- The PCs set off an alarm twice but retreat before they finish the job.
- The PCs slay at least twelve lizardfolk, ogres, and hobgoblins (in any combination).
- The PCs slay the greenspawn razorfiend, Korkulan, or Nurklenak.

Once any of these conditions is met, Wyrmlord Saarvith sends out lizardfolk in groups of six to track the PCs and to confer with other lizardfolk camps hidden in the swamp. Unless the PCs have been exceptionally good at maintaining a low profile, Wyrmlord Saarvith learns where they are staying, whether they are with the elves at Starsong Hill or camping elsewhere.

Soon thereafter, he mounts Regiarix and makes a strafing run against the PCs at a time when he expects to find them asleep and off guard. This run consists of two breath weapon attacks on the immediate vicinity, combined with roared threats and warnings to "Leave the ruins of Rhest to us!"

Leaving the Job Unfinished

If the PCs slay either Wyrmlord Saarvith or Regiarix, but retreat before they finish off the other enemies in the area, the survivors abandon their post and return to the Red Hand horde. Likewise, if the PCs manage to kill all the hobgoblins and ogre guardians or destroy the hatchery and then retreat before finishing off the leaders, Wyrmlord Saarvith mounts Regiarix and returns west to report his failure to Azarr Kul, taking the lich's phylactery (see page 65) and any remaining unhatched razorfiend eggs with him. The PCs have let two of the Red Hand's leaders escape in this case, and they'll regret it later in the adventure.

1. LIZARDFOLK HUTS (EL 5)

Light: Varies with time of day (lantern-lit at night).
Creatures: Six lizardfolk.

This slightly crooked hut leans on rickety wooden stilts out over the black waters of the lake. About twenty feet in diameter, the hut has wooden walls and a roof of sticks and branches, all covered over with copious amounts of dark gray, rancid-smelling mud. The hut's floor is about three feet above the surface of the water, and its single entrance can be reached by a crude ladder made of broken branches lashed together with reeds.

Each of these huts contains a single room, the walls lined with crude nests and a large mound of bones and refuse stacked in the center. Poorly preserved trophies (mostly tail feathers of giant owls) hang on the walls inside.

Six lizardfolk dwell in each hut, and there are ten huts in all around the lake's perimeter. There's a 40% chance that any particular hut the PCs approach is currently empty, its denizens out hunting or patrolling the surrounding fen.

Lizardfolk (6): hp 11 each (*MM* 169).

Tactics: A group of six lizardfolk should be no problem for the PCs to handle—the real danger here is that one of the creatures might escape and alert the Red Hand. If a lizardfolk is reduced to less than 4 hit points, it leaps into the water and swims underwater toward the lake's center to raise the alarm. The lizardfolk have swum the lake countless times and don't need to make Survival checks to successfully navigate their route, nor do they run the risk of becoming caught up in a submerged root or piece of debris.

Treasure: The lizardfolk aren't rich, but they have managed to collect a tiny amount of treasure from scrounging the numerous ruins in the Blackfens over the years. A successful DC 20 Search check in a lizardfolk hut uncovers 3d6×10 gp in coins, gems, and jewelry.

2. BELL TOWER (EL 7)

Light: Varies with time of day.
Creatures: Seven hobgoblins.

This stone building, obviously an old bell tower, protrudes from the lake at a slant, reaching a height of thirty feet above the surface of the water. Eroded images of dozens of lions—stalking, sleeping, and pouncing— adorn its sides. A rickety-looking wooden platform has been built around the tower's circumference at water level, with three small skiffs docked alongside. It appears that the tower is three stories tall, but only its upper two floors remain above water.

As the highest point in the area, this old bell tower was an obvious choice for use as a watchtower. The inside has been converted into a barracks for the hobgoblins that serve as guards here.

The bell tower is held by a group of six hobgoblin veterans, commanded by a hobgoblin bladebearer named Korkulan. Typically, a shift of three hobgoblins is stationed on lookout duty in the bell room (the top floor) while the other three sleep in their makeshift barracks on the lower level. The three on-duty hobgoblins take their job very seriously—it's an honor to them to be able to serve with one of the Wyrmlords. However, squabbles happen down in the lizardfolk huts all the time, so unless the hobgoblins see something unusual (such as a *fireball* or summoned monsters), they generally ignore the sounds of combat from these locations.

First Wave

Hobgoblin Veterans (3): hp 20 each (see page 120).

Second Wave

Hobgoblin Veterans (3): hp 20 each (see page 120).

Third Wave

Korkulan, Hobgoblin Bladebearer: hp 39 (see page 119).

Tactics: A massive iron bell weighing tons hangs within the upper level of the old tower. Its clapper has long since rusted away, but if hobgoblins see intruders anywhere on the lake (automatic if the PCs aren't doing anything to hide themselves and are approaching during the day), they beat on the bell with the hilts of their swords, raising a clamor that alerts the rest of the Red Hand troops (and everyone else for miles around). Three

barrels of forty arrows sit open here, one beside each lookout. This ammunition is in addition to the arrows the hobgoblins normally carry, so the guards aren't worried about running out of arrows and fire with gusto at any likely target.

After they raise the alarm (and everyone involved makes initiative checks), the three hobgoblins start firing their arrows down upon the PCs. Their longbows have a range increment of 110 feet, but they take the range penalties and fire on PCs as far as 500 feet away, hoping that the sheer prospect of being hit with an arrow might be enough to drive them off.

Three rounds after they sound the alarm, the lookouts are joined by their three companions from below, who put their own bows to work in the fight. Korkulan the bladebearer has no interest in ranged weapons and instead takes up a defensive position on the stairs between levels, ready to counterattack if the PCs enter the tower. If time permits, he retrieves a *potion of fly* from the chest under his bed in case he needs to carry a warning to the Town Hall.

If a melee breaks out in the bell room, the defenders might try bull rushing heavily armored PCs off the dock and into the water, but only if they haven't been hurt yet (since this move provokes attacks of opportunity).

Development: If the PCs defeat all the bell tower's defenders and choose to explore the lower level, read aloud or paraphrase the following description.

This room reeks of stale body odor and rotten food. Three double bunk beds are pushed up against the east wall, and a single bed sits to the south, with a wooden chest protruding from beneath it. A rickety wooden table and three chairs round out the room's cramped furnishings. A long dagger has been thrust up through the table from below, its thin blade protruding from the table's center. No less than three dead frogs are impaled on the blade.

The hobgoblin veterans and their leader Korkulan have been staying here for the past few weeks. There isn't much to do, since the swamp elves haven't shown as much interest in Rhest as Wyrmlord Saarvith had feared, so when not on guard duty the hobgoblins take turns playing games at the table. Their latest favorite game is one they invented called Stupid Frog, in which the hobgoblins take turns trying to impale frogs on a dagger blade stuck in a table. Most games of Stupid Frog are spent trying to catch frogs that prove too smart for the hobgoblins and leap in unanticipated directions.

Treasure: In addition to the gear the hobgoblins all carry, Korkulan has a key to the locked chest under his bed. The chest's lock can also be picked with a DC 25 Open Lock check.

Inside the chest are four bags holding 25 gp each, money set aside to bribe and pay lizardfolk or other creatures as necessary. Wedged in behind the bags are three *potions of fly*, to be used in emergencies to reach the Town Hall quickly.

3. TOWN HALL

Light: Varies with time of day.
Creatures: See specific room descriptions below.

What must have been an impressive stone structure now lies half-submerged in the lake. Its facade still displays majestic heroes bearing heraldic lion devices and armed with swords, spears, and bows, their countenances carved into marble pillars. The building's ground floor is now completely submerged, and its second floor sits just above the water level, its marble heroes caked with moss and mud. The third floor

is partially collapsed, exposing its rooms to the sky above. A wooden walkway has been lashed together around the building's perimeter, and a floating bridge leads to a nearby low ruin surrounded by a wooden fence. Two flights of wooden stairs lead up along the facade to the ruined roof above.

This was once the Rhest Town Hall. Originally part of a much larger structure, today only this central portion three stories tall survives. The stone skeleton of the ground floor (not shown on the map) is completely flooded; its layout corresponds to the floor above it (areas 3D through 3G), although wooden interior features such as doors have long since rotted away.

The various key areas of the building are covered in more detail in the descriptions below. These encounter descriptions present the denizens of the area in a state of rest. Taken individually, most of these encounters should be fairly easy for the PCs to handle. If the alarm is raised, though, the PCs won't have this luxury, and they'll find themselves fighting all the building's denizens at once.

3A. ROOF (EL 7)

Light: Varies with time of day.
Creatures: Four ogres.

The easiest method of entering the Town Hall is by way of one of two stairways from the roof, but unfortunately the roof is also where the six ogres that work for Wyrmlord Saarvith live these days. Two of the ogres stand guard at area 3B, while the other four can be found up here, watching the lake for intruders, sleeping, or eating. Apart from rubble and the six ogre beds (little more than gravel nests), the only things of interest here are seven barrels of ten javelins each, positioned at various points about the roof.

A large hole in the western section of the building's roof allows access into area 3G below. Regiarix uses this hole to enter and exit the building. A character who falls into the hole drops a little more than 20 feet into the water in area 3G. A fall from this height into water deals no damage to the character (DMG 303), although such an occurrence automatically alerts Regiarix.

Ogres (4): hp 29 each (*MM* 199).

Tactics: If surprised here, the two ogres nearest the PCs move to melee while the other two try to make it down the stairs to area 3D to warn those who live below. If they can't, an ogre jumps through the hole in the roof to warn the dragon at least.

3B. BOARDWALK (EL 5)

Light: Varies with time of day.
Creatures: Two ogres.

Wyrmlord Saarvith had his hobgoblin troops build the wooden walkway (and the floating bridge connecting it to area 3C) both to make it easier for nonflying visitors to approach and to create another guard post. Two ogres from area 3A are currently on guard duty here.

Ogres (2): hp 29 each (*MM* 199).

Tactics: If these ogres are alerted to trouble, they beat on the walls of areas 3E and 3F to alert Nurklenak and Wyrmlord Saarvith before they attack.

3C. RAZORFIEND HATCHERY (EL 7)

Light: Varies with time of day.
Creatures: One greenspawn razorfiend.

A one-story stone building once stood here, but now its flat roof has almost entirely collapsed. A section to the east remains intact, forming a narrow and mossy platform above the water. The remaining walls stand about a half-foot above the water level, creating an L-shaped enclosure. The entire area has been reinforced with a fence of logs and branches lashed together with ropes, extending the ruined walls of the building up by another ten feet. At the west end of the enclosure lies a large heap of mud and rotting plants. The only easy way inside seems to be a gate in the northeast corner, near a floating bridge that leads back to the boardwalk that surrounds the larger building.

This area is where the Red Hand has been keeping its greenspawn razorfiend eggs. The gate is lashed shut, but a DC 10 Use Rope check is enough to open it. Otherwise, a character can clamber up the 10-foot-high wooden fence that surrounds the area with a DC 10 Climb check, or slip through a gap between the posts with a DC 30 Escape Artist check.

The pool within is 10 feet deep and currently contains thirty razorfiend eggs. Each egg is roughly 1 foot in diameter and warm to the touch, with a leathery texture and tiny, sharp scales that cause small but painful cuts (1 point of damage) to anyone who handles one with bare hands. They are fixed in place along the inner walls of the pool by a sticky resin exuded by the razorfiend guardian. Finding all thirty of the eggs is a difficult task, especially if the PCs have no idea how many eggs are hidden in here, but once an egg is uncovered it takes only a standard action to destroy it.

There is currently only one razorfiend here, lurking underwater. Allow it to make Listen and Spot checks (at a –4 penalty if the PCs are abovewater) to notice the PCs if they enter this area. If the razorfiend notices them, it lunges into action; Its splashes and roars serve to alert the rest of the Red Hand troops if the bell tower's alarm hasn't already done so.

Greenspawn Razorfiend: hp 85 (see page 119).

Tactics: Unless the PCs use magical *silence* to obscure any battles here, the Red Hand warriors in the nearby Town Hall react swiftly to threats against their hatchery.

3D. ETTIN GUARDPOST (EL 6)

Light: Shadowy illumination coming from stairwells during daytime.
Creatures: One ettin.

Dim light trickles down the stairwells from above into what was once probably a grand hallway, now bare except for shaggy furs piled against one wall. A foul, fetid smell rises up from this place, as if it were the den of some great beast.

A second flight of stairs beneath the ones leading down from the roof once provided access to the flooded ground level of the Town Hall (see area 3G), but these have long since become blocked with impassable rubble.

Nurklenak's ettin minion spends most of its time stationed in this otherwise empty chamber. Many years of magical enslavement to the hobgoblin mindbender have left the ettin with little personality of its own. When not standing guard in the middle of the room, staring expectantly at the stairs leading up to the roof, the ettin is eating or sleeping in its pile of furs to the east. There is a 30% chance the ettin is asleep if the PCs get this far without raising the alarm.

Ettin: hp 65 (*MM* 107).

Illus. by H. Lyon

The Red Hand's secret weapon, this hatchery of dragonspawn could bring the horde devastating reinforcements for the attack on Brindol

Tactics: The ettin is a loud fighter, giving off whoops and hollers as it tries to smash intruders with its clubs. Wyrmlord Saarvith and Nurklenak automatically hear the sounds of this combat, and both come to aid the ettin within 1d3 rounds.

3E. INTERROGATION ROOM (EL 8)

Light: None.
Creatures: One hobgoblin.

This chamber is clean and well organized, despite its grim furnishings. Small barbed cages rest against the wall, not quite large enough to stand in and not quite wide enough to sit in. Several barrels of water are on the floor to the north, along with a bloodstained mop. A simple cot and a chair and desk round out the room's contents.

This room serves as Nurklenak's barracks and private interrogation room. Clean and tidy to a fault, Nurklenak uses the water and mop to clean up the room after a session with a victim. He has had only the stray elf or lizardfolk to practice his craft on of late, and longs for a greater challenge. If any of the PCs are captured during this part of the adventure, they'll certainly end up here.

Interrogation and torture aren't Nurklenak's only duties, however. He is also responsible for keeping the greenspawn razorfiend in area 3C from escaping. Of late, he has taken to using *charm monster* spells on the creature while he waits for the new batch of eggs to hatch. When he's not tending to the hatchery, Nurklenak spends his time composing parables and maxims to tell his victims as he tortures them.

Nurklenak, Kulkor Zhul Mindbender: hp 39 (see page 120).

Tactics: Nurklenak prefers to have his charmed ettin, the greenspawn razorfiend, or anyone else fight his fights, while he hangs back and uses his spells against targets likely to have poor Will saving throws (such as rogues or fighters). Like most of the Kulkor Zhul mindbenders, Nurklenak is a coward at heart, and if brought below 20 hit points he tries to flee, commanding any *charmed* victims to cover his escape.

Treasure: A small coffer under the cot contains Nurklenak's gleanings from the ruined city: 155 gp, 320 sp, and a fine ruby-set bracelet in the shape of a sinuous lion worth 200 gp.

3F. SAARVITH'S HQ (EL 7)

Light: None.
Creatures: One goblin, one eagle.

Three large animals—a leopard, a wild boar, and a crocodile—stand at the ready in the southern portion of this room . . . but on second inspection, they prove to be stuffed and mounted for display. The walls are decorated with a striking tapestry depicting a five-headed dragon in a pose of destructive rage. A free-standing perch for a falcon or eagle stands in the room's northwest corner. A cot heaped with fine furs lies to the west, next to a large table. Atop the table lies a dead batlike creature, its abdomen cleaned and stuffed with salt and wood chips, and its wings pinned to the table's surface with several thin pins. An iron chest sits on the floor beneath the table.

Wyrmlord Saarvith isn't that fond of his current post here and would much rather be aiding Wyrmlord Hravek Kharn in

leading the horde into the vale. He suspects that Nurklenak was stationed here to keep tabs on him, so Saarvith has been careful not to speak ill of his superiors.

While he waits for the razorfiend eggs to mature, Saarvith spends his time catching, gutting, and stuffing local wildlife; he's about halfway done with the stirge pinned to his table. His only other pleasure is accompanying Regiarix on the occasional hunting trip through the swamp. Saarvith struck up a friendship with the black dragon years ago, and he knows that this friendship was the primary reason he, a lowly goblin, was promoted to Wyrmlord. He doesn't blame Regiarix for this fact, but still harbors some feelings of inferiority when the dragon's not around.

Wyrmlord Saarvith is here working on his stuffed stirge if the PCs make it this far without raising the alarm. His animal companion, a cruel-beaked eagle, waits patiently on its perch nearby.

Wyrmlord Saarvith: hp 49 (see page 113).

Eagle Animal Companion: hp 20 (see page 114).

Tactics: As long as he believes that the razorfiend and Nurklenak still live, Wyrmlord Saarvith brooks no thought of surrender. If he can, he retreats to area 3G to call on Regiarix for aid in combat. Otherwise, he sends his eagle in to attack arcane spellcasters while he focuses his attacks on any elves or humans in sight.

If Regiarix is available, Saarvith clambers onto the dragon and uses his longbow against the PCs. He tries to bring the fight outside, where the dragon has air superiority, but is happy to fight from dragonback even if Regiarix can't take to the air.

Wyrmlord Saarvith, goblin ranger, prepares to skewer another enemy of the Red Hand

If he learns that the razorfiend and Nurklenak have been killed, Saarvith decides to cut his losses. He calls for Regiarix and fights the PCs until he is reduced to fewer than 25 hit points (or until Regiarix is reduced to fewer than 40 hit points), at which point he flies away west, intending to report to the High Wyrmlord (who has him tortured a bit, then sends him to rejoin the horde under General Kharn). In his haste to escape, he neglects to retrieve the Ghostlord's phylactery from area 3G. If Saarvith escapes, he does not encounter the PCs again until Part IV.

If Saarvith is the last one alive, he quickly surrenders. Always a realist, he has no doubt that his days as a Wyrmlord in the horde are numbered without support from his (now deceased) friend Regiarix.

Treasure: The iron chest is locked but can be opened with the key Saarvith carries or by a DC 30 Open Lock check. Inside are six large leather sacks, each containing 100 sp and 20 gp (funds for bribes and payments to soldiers). Wedged between some of these sacks is a delicate-looking wooden and silver box. Inside the box is a single folded letter that smells of strange perfume, although it's obvious from the indention in the velvet lining that something the size of a child's fist once rested in the box as well. The box itself is worth 50 gp.

The letter (written in Goblin) reads as follows.

Saarvith—

Take great care with the enclosed phylactery. I need not explain to you what the Ghostlord would do if he knew where I had sent his little bauble for safekeeping.

WYRMLORD SAARVITH DEVELOPMENT

As with Wyrmlord Koth, the PCs can gain a key hostage by capturing Wyrmlord Saarvith alive. His hatred of Nurklenak is strong enough that if the mindbender is slain, his attitude shifts from hostile to unfriendly. If Regiarix is also dead, he gives way to despondency and his attitude becomes indifferent. He must be made helpful before he'll give up any secrets.

If he is persuaded to talk, Saarvith knows quite a bit more about the Red Hand's plans than Koth. He readily tells the PCs his purpose in Rhest (breeding a platoon of razorfiends) and can tell the PCs exactly how many eggs are hidden in the hatchery. He knows that High Wyrmlord Azarr Kul plans on using other spawn of Tiamat but isn't aware of any creatures other than the razorfiends that have been successfully transported to the Material Plane.

Saarvith can provide the PCs with most of the information Wyrmlord Koth knew (see page 30). In addition, Saarvith also knows the following facts.

- The blockades on the roads are meant to hinder communications and reinforcements. He can mark the locations of each on any map the PCs provide and confirms that there are only two such blockades.
- He knows that Azarr Kul has recruited the aid of a powerful necromancer known as the Ghostlord, and that he managed to do so by having the hobgoblin Wyrmlord Ulwai Stormcaller steal the lich's phylactery. The Ghostlord commands a large number of ghosts, and these undead troops are a major part of the horde's plan for the taking of Brindol. Ulwai Stormcaller is currently stationed at the Ghostlord's lair in the Thornwaste, waiting for the lich to finish his preparations for his ghostly army.
- The stolen phylactery is the only thing that guarantees the Ghostlord's aid. If the lich could regain the phylactery, he would certainly withdraw his support from the horde. Ulwai Stormcaller sent the phylactery north, entrusting Regiarix and Saarvith with its protection. In return for his freedom (or his life), Saarvith shows the PCs where the phylactery is hidden (in area 3G).

Illus. by W. England

Hide it somewhere safe—perhaps it could be trusted to your dragon friend's keeping? Keep it hidden until Brindol is taken. Should it fall into the hands of someone who could return it to its owner, the consequences for our effort could be dire indeed.

—Ulwai

3G. REGIARIX'S LAIR (EL 7)

Light: Varies with time of day.
Creatures: One juvenile black dragon.

This large room might have once been a well-appointed library, but now its shelves lie in disarray along the east and west walls. No sign of any books are apparent. A large portion of the ceiling is missing, as is a corresponding portion of the floor, which opens into the dark waters of the lake below.

The hole in the floor allows access to the flooded ground level of the Town Hall. The water is 30 feet deep. The ground floor's layout matches that of the second floor (areas 3D through 3G), except that a thick layer of silt covers the mosaic floors, and the doors have long since rotted away.

These lower chambers are the lair of the black dragon Regiarix. If the PCs manage to make it to this area without raising the alarm, there is a 35% chance that the dragon is resting in this room. Otherwise he's lurking somewhere in the waters below, unless the PCs timed their visit when he is away on a hunt with the Wyrmlord (see Observing Rhest on page 58).

Regiarix has laired in the ruins of Rhest for a number of years. He has little interest in serving Tiamat but has allied himself with the Red Hand for a personal reason—he burns with a need for revenge against none other than Lord Kerden Jarmaath of Brindol. Seventeen years ago, when young Jarmaath was a member of an adventuring band known as the Knights of the Vale, he and his companions encountered a very young Regiarix in the Marth Forest near Elsircross. Jarmaath landed a lucky blow that sent Regiarax fleeing for his life. The dragon returned several hours later to find that his treasure had been stolen by the adventurers, down to the last copper piece. Regiarix fled to the Blackfens to heal and plot his revenge. The dragon met Saarvith several years ago when the goblin ranger scouted out the city of Rhest as a potential outpost for the growing strength of the Kulkor Zhul. Saarvith promised to help Regiarax get his stolen treasure back someday, and the dragon has aided the goblin—and through him, the Red Hand—ever since.

Regiarix, Juvenile Black Dragon: hp 110 (see page 115).

Tactics: Regiarix knows that adventuring parties are dangerous customers, and he has little desire to confront the PCs in melee until he is sure of their strengths and weaknesses. His first act is to use his breath weapon against them, after which he hurtles out of the lake and into the air through the hole in the roof. He circles Rhest several times, roaring challenges and imaginative profanities in Draconic and waiting for the PCs to emerge, at which point he uses his breath weapon again. If he sees Saarvith emerge from the Town Hall, Regiarix swoops down and lands next to him, allowing the goblin to mount up before he takes again to the skies. Only after he and his Wyrmlord partner have managed to carve the party down to no more than

Illus. by H. Lyon

Regiarix gives his acid bath treatment to a hapless intruder who got too close to the dragon's lair

two foes does he willingly engage in melee with them. If at any time Regiarix is reduced to 40 hit points or fewer, he withdraws from combat (taking his rider with him if possible).

Treasure: Since the theft of his original hoard, Regiarix has slowly amassed a new one, which he counts and recounts several times a day. He takes particular pride in the arms and armor of a Rhestiloran champion, which he found in one of the ruined chapels of the city. These items are a suit of *+2 full plate armor*, a *periapt of Wisdom +2*, and a *+2 silvered heavy mace*. The rest of his hoard includes a *horn of fog*, 8,800 sp, 2,300 gp, 130 pp, a gold necklace worth 800 gp, and eleven small gemstones (spinels, tourmalines, and peridots) worth 30 gp each. A small iron coffer, unlocked, contains the most valuable item of all—the Ghostlord's phylactery, a delicate adamantine chain on which are threaded a lion's claws and teeth; it radiates a strong aura of necromancy and evil.

Designers' Notes

If the party is very tough and capable, consider making Regiarax a young adult black dragon (MM 71) instead of a juvenile. This makes the encounter EL 9 instead of EL 7, but it means that he's a Large dragon, which is just cooler.

— James and Rich

CONCLUDING PART II

Part II concludes when the PCs defeat the Red Hand agents in Rhest. Yet there is much more the characters can do in the Blackfens to prepare for the inevitable clash with the horde than simply disrupt the razorfiend hatchery.

THE GHOSTLORD'S PHYLACTERY

The PCs should have now learned of the involvement of a lich known as the Ghostlord. Any PC who is a native of Elsir Vale knows the name as that of a local boogeyman, said to dwell in the inhospitable Thornwaste to the south. See page 67 for legends about the Ghostlord.

With a little luck, the PCs should have also gained possession of the lich's stolen phylactery. The phylactery can be identified as such with an *identify* spell or a successful DC 25 Knowledge (arcana) or bardic knowledge check.

There's a chance that the PCs simply don't find these clues. In this case, you can provide them the clues when a large group of Tiri Kitor elves searches the ruins of Rhest the day after the PCs rout the Red Hand from its flooded halls; the elves find the phylactery and present it to the PCs as a possible way to break the alliance between the lich and the horde.

Finding the Ghostlord's phylactery gives the PCs a weapon to disrupt a key Red Hand alliance

THE ELF ALLIANCE

The Tiri Kitor have no love for the Kulkor Zhul hobgoblins, but neither are they eager to fight a war that looks as if it might pass them by. In short, the Tiri Kitor have no intention of aiding the humans of the vale in defending Brindol from the advancing horde.

The player characters can change that. If they befriend the elves with their words and impress them with their deeds (specifically, driving off the Red Hand agents from Rhest), they have a good chance of establishing an alliance between the Tiri Kitor and the humans of Elsir Vale.

Consult the following list of accomplishments and calculate the total number of "alliance points" the PCs have earned during this part of the adventure.

- **Slain Razorfiends**: Award the PCs 1 alliance point for each razorfiend they slew in this part of the adventure, to a maximum award of 3 points.
- **Impressed Elves**: For each of the four key elves of Starsong Hill made friendly through Diplomacy checks or PC actions, award 1 alliance point. For each elf made helpful, award 2 alliance points.
- **Memorable Performance**: If any of the PCs performed during Lanikar's funeral (see page 56), award 2 alliance points for a successful DC 20 check or 1 alliance point for a successful DC 10 check. Each character can earn these points once only.
- **Kindness**: If any of the PCs were unusually kind to the elves (such as giving gifts worth 100 gp or more, casting healing or restorative spells free of charge, or trying to console Trellara), give them an award of 2 alliance points.
- **Defeating the Red Hand**: If the PCs manage to drive the Red Hand agents out of Rhest, award them 2 alliance points.
- **Cruelty**: If any of the PCs were unusually cruel to any of the Tiri Kitor, reduce their alliance point total by 4.

After you have tabulated the PCs' alliance points, consult whichever of the following paragraphs applies.

Alliance Points 8 or Lower: While the elves might be thankful to the PCs for driving off the Red Hand, they haven't been convinced to join the cause, and they refuse to risk their lives defending Brindol when they might need every last elf to defend their own lands. Further attempts to get them to join the fight only cause their patience to wear thin.

Alliance Points 9 through 13: The elves agree to send a group of Tiri Kitor hunters to Brindol to aid in the town's defense. This force could mean the difference between victory or defeat in Part IV.

Alliance Points 14 or Higher: The elves are particularly impressed by the PCs. Not only do they pledge a group of hunters to Brindol's defense, but they favor the PCs with the loan of several of their beloved giant owls (one per PC) for the next few weeks. They ask that the PCs treat the owls with the same respect and kindness the PCs have extended to the Tiri Kitor, and warn them that if they do not, the owls will abandon them.

Illus. by W. England

Within the Thornwaste, the Ghostlord's lair awaits its next unwary prey

Illus. by S. Roller

The PCs make an important discovery near the end of Part II—namely, that the Red Hand has recruited a potent undead ally to its cause. The Ghostlord is something of a local boogeyman, the central menace of a large number of bedtime stories and campfire tales. Most children outgrow these stories when they become adults, and the human populace of Elsir Vale regard the Ghostlord as little more than a mythological bump in the night.

Unfortunately for the vale, the Ghostlord is quite real.

GHOSTLORD LORE

When the PCs discover the Ghostlord's phylactery at the end of Part II, all they have to go on for determining its authenticity is a single letter and perhaps the word of one of their captured enemies. Nonetheless, magic and research validates their suspicions. An *identify* spell reveals the object to be a lich's phylactery, and a *divination* spell confirms the letter's claim. Simply destroying the phylactery would earn the characters the lich's eternal enmity, but if they were to return it to him, perhaps they could undo the alliance threatening the vale.

The PCs can learn more about the Ghostlord by making a number of Knowledge checks. Since the Ghostlord is a legendary figure in these parts, bardic knowledge checks can used to obtain any of the pieces of information described below (against the same DC specified for a Knowledge check). If the PCs don't have the appropriate skills, or no PC gets a high enough check result to learn key bits of information, they can consult with NPC allies or research the lich in the town of Brindol.

NPC Allies: Of the NPCs the characters have encountered and likely befriended so far, only Jorr Natherson (because of his local knowledge), Trellara Nightshadow (because of her bardic knowledge), or Sellyria Starsinger (because she's old enough to remember events from those days from personal experience) have a chance of imparting anything of value about the Ghostlord.

Research: If none of the PCs or their allies can provide the necessary information, the characters must travel to Brindol to research the Ghostlord. The most efficient method of researching the lich is to pay an NPC spellcaster in the town for a *legend lore* spell concerning the Ghostlord—with the phylactery at hand, the spell only takes 1d4×10 minutes to provide all the relevant information given below.

Alternatively, the PCs could hire a sage to research the Ghostlord. For 5 gp, they can have all the information given below in 1d4 days. For 50 gp, they can hire a sage who will have the information in 8 hours. A sage who can provide the information more or less immediately costs 400 gp.

If the PCs just need a boost to their existing skills, they can utilize one of Brindol's libraries to aid their Knowledge check.

Access to these books requires a DC 15 Diplomacy check and a bribe of 10 gp (or just a bribe of 20 gp without a check). Any character who has access to a library gains a +4 circumstance bonus on Knowledge checks he or she makes to answer the questions discussed below.

WHO IS THE GHOSTLORD?

A DC 15 Knowledge (local) check is sufficient for a native of Elsir Vale to recall campfire tales of the Ghostlord. For an individual who is not native to the area, the same information can be obtained with a DC 15 Gather Information check. These tales speak of a once-proud druid who dwelt in the verdant plains south of Rhest and led several tribes of nomads. These nomads were said to have built a massive lion of stone in honor of this great druid, who taught them the ways of the lion and how to live at peace with these proud creatures. Yet when dark times fell on Rhest, their shadow also fell upon the lions' plains.

It began when nobles visiting from Rhest arrived in the region. The nomads befriended the nobles but were betrayed by them when the visitors hunted down and killed a lion monarch for his pelt and claws. The nomads reacted with violence, slaying the visiting nobles to a man. Rhest answered in kind, and its army marched against the southern plains. The disorganized nomads stood little chance against Rhest's military might, and the tribes were slaughtered despite the fact that the lions rose to defend them. The warriors of Rhest confronted and slew the druid between the paws of his own massive stone shrine.

But the night after the warriors returned to their city, doom came to Rhest. Ghost lions prowled the streets, stalking and killing anyone they came across. When the dawn came, the entirety of Rhest's cavalry, including families, servants, and squires, lay dead. Rhest never recovered from this night of terror, which marked the beginning of the decline of that once-proud nation. In the years since, the once-verdant hills to the south have grown horrid and tangled. The Thornwaste is all that remains.

While this story is accurate in its general outline, it gets several important facts wrong; a DC 25 Knowledge (history) check is necessary to get the true details. Urikel Zarl, the great druid of the story, was in fact the leader of a cruel lion cult based in the southern regions of the kingdom. His people were not the noble nomads legend recalls, but feral cannibals who believed that in death their bodies would transform into lions and thereafter live forever. Urikel Zarl was their undying lord and master, who had long before turned his back on the natural world for the tainted promises of eternal undeath. When the Rhestian lords sought to challenge his power and subjugate the region, their cavalry and the cultists destroyed each other; in the years to come, both Rhest and the Thornwaste fell to ruin as a result.

The reason behind Urikel Zarl's fall from grace cannot be found in libraries—it remains hidden in the depths of his great stone lion in the Thornwaste.

WHAT IS THE GHOSTLORD?

A character who studies the Ghostlord's phylactery and makes a DC 25 Knowledge (religion) check realizes that the phylactery is an unusual example of its sort and is probably the work of a druid. With a DC 30 check, a character can narrow the field further by determining that the creator of the phylactery was a blighter, an ex-druid who has turned his back on the natural order. (The blighter prestige class was presented in *Complete Divine*. The Ghostlord's statistics block, on page 120, includes all the information about blighter class features that you need to run an encounter involving the lich.)

WHERE IS THE GHOSTLORD?

Characters familiar with the Ghostlord's story know that he retreated from the lands of humanity to settle in the Thornwaste inside a great stone lion. A successful DC 20 Knowledge (geography) check indicates that a character recalls once seeing a map that placed the Ghostlord's lair somewhere near the eastern end of the Thornwaste. Most regional maps show nothing in this depopulated area, but a DC 25 Gather Information check and a day spent scouring the shops and merchants' booths in Brindol turns up an obscure map that does indeed give the approximate location of the Ghostlord's lair. Alternatively, Lady Kaal (see page 85) might have acquired such a map at some point through her nefarious contacts and could share it with the PCs as a means of evaluating their abilities and personalities.

TRAVEL TO THE THORNWASTE

Once the PCs have discovered some evidence pointing them toward the Ghostlord's lair, they'll be faced with the problem of how to get there. If they particularly impressed the Tiri Kitor elves (see page 65), they might have gained several giant owls to serve as mounts. In this case, they can fly from Starsong Hill or Brindol directly to the Ghostlord's lair. Otherwise they have a fairly lengthy journey ahead of them, and little time to make the journey.

It's almost 150 miles from Starsong Hill to the Ghostlord's lair as the owl flies, and about the same distance from Brindol to the lair. A giant owl can fly 56 miles in a day; thus, the earliest the giant owls can get the PCs to the Ghostlord's lair after the discovery of the phylactery is in three days. PCs who are forced to walk the distance, averaging about 20 miles a day, could well end up on the road for over a week.

This adventure assumes that the PCs should be able to reach the Thornwaste by day 30, twelve days before the earliest time when the horde can encamp at Brindol. Depending on where the PCs cross the Dawn Way, they could encounter towns still oblivious to the approaching danger, towns in the process of being evacuated, or towns that have already been razed to the ground. They could even run into the horde itself if they're not careful.

CROSSING THE WAR-TORN VALE

If the PCs went straight from Drellin's Ferry to Rhest, you probably had little opportunity to run encounters from The Elsir War in Part II (pages 43–48). As the PCs head for the Thornwaste, choose two to four of these events to run while the PCs are racing across the vale.

THE THORNWASTE

After negotiating the tangled tracks of the Witchwood and the flooded reaches of the Blackfens, the PCs could think that they've already come up against the worst the wilderness has to offer. They're wrong.

The Thornwaste is the least civilized region in Elsir Vale. Even the Wyrmsmoke Mountains are more densely settled, albeit by goblinoids. The Thornwaste is desolate in comparison, populated only by a few roving tribes of feral barbarians. The Ghostlord's presence has driven these tribes westward, and none of the superstitious barbarians dwell in the eastern reaches of the region today. Instead, the Thornwaste is home to all manner of nefarious and dangerous creatures, from packs of lions and dire lions to more fantastic creatures such as chimeras and bulettes.

The terrain of the Thornwaste is dangerous as well. A maze of broken hills, briar-choked ravines, and thistle-clogged fissures, this treacherous landscape can most easily be traversed by overland flight. Creatures forced to slog through the Thornwaste on foot find the prospect grueling at best. Overland movement rates are reduced by half, as if traversing trackless forest (PH 164). Worse, the countless thistles and thorns have a way of working themselves into armor and clothing. Once an hour, a creature that spends any amount of time moving through the waste on foot must make a DC 15 Reflex save to avoid taking 1 point of damage from these thorns. Those who take damage from the thorns have their movement speeds reduced by half as if they had been damaged by caltrops (PH 126). Creatures with a natural armor bonus of at least +3, the woodland stride ability, or at least 5 ranks in Survival can move through the Thornwaste without fear of taking damage from the nettles and thorns.

Apart from the Ghostlord's lair, little of interest can be found in the eastern Thornwaste. Thus, no separate map of the area is provided; instead, use the map of Elsir Vale on page 9 to track the PCs' progress toward the lich's lair.

THE GHOSTLORD'S LAIR

The Ghostlord's lair is an imposing structure, shaped roughly like a lion atop a low, barren mesa. The area for several miles around the ghostlord's domain is completely barren of vegetation. Since the lich must drain life from plants in order to prepare spells, not even the ubiquitous briars grow here. Over the centuries, he has created a barren wasteland with a diameter of 4 miles. Characters approaching on foot must clamber to the top of a hill to spot his lair, but those approaching through flight can see it at a distance of several miles out. Once the PCs can see the lair, read them the following text.

Rising from a low mesa is an intimidating sight. A massive lion of stone crouches, as if ready to pounce on a nearby hill. The cyclopean monolith is composed of a dull tawny stone. It looks to be about two hundred forty feet in length, and the top of its maned head rises over eighty feet from the ground. There seems to be some sort of hollow between the lion's front paws, in the area bordered by its chest. Likewise, hints of a dark cave are apparent in its gaping maw.

The lair is constantly shrouded by a flight of dozens of ghostly lions. These spirits fly in unending circuits around and through the structure's stony body and head. They are invisible during the day, but append the following description if the PCs approach the lair at night.

Dozens of translucent lionlike shapes fly and caper about the massive lion's head and body. The shapes sometimes even pass through its stony surface to emerge in a different spot.

Each of these shapes is in fact a failed attempt by the Ghostlord to create a ghost brute lion, now merely a harmless remnant of a lion's spirit. They do not harm intruders and can be turned or destroyed as if they were 3 Hit Die undead creatures, although they reform in one night's time. Only the destruction of the Lion's Heart (area 15) permanently puts these spirits to rest.

RANDOM ENCOUNTERS IN THE THORNWASTE

The Thornwaste is a dangerous region, one rife with natural predators (both living and undead). The chance of a random encounter depends on the characters' activity.

Normal Travel: 60% per 12 hours.
Camping or Cautious Travel: 30% per 12 hours.
Hiding: 15% per 12 hours.

Check once per day and once per night. If an encounter is indicated, refer to the table below.

d%	Encounter	Average EL
01–04	Varanthian (see page 114)*	8
05–10	1d4 basilisks (*MM* 23)	7
11–15	1 bulette (*MM* 30)	7
16–19	1 chimera (*MM* 34)	7
20–29	1d4 dire lions (*MM* 63)	7
30–34	1d4 ghost brute lions (see page 121)	7
35–38	1 ghost dire lion (see page 121)	7
39–46	1d4 hieracosphinxes (*MM* 234)	7
47–52	1d4 spider eaters (*MM* 234)	7
53–57	1d4 lesser bonedrinkers (see page 122)	6
58–72	1d6 lions (*MM* 274)	6
73–78	1d6 wights (*MM* 255)	6
79–86	1d4 ankhegs (*MM* 14)	5
87–94	1d4 assassin vines (*MM* 20)	5
95–100	1 Huge monstrous spider (*MM* 289)	5

*Varanthian is the fiendish behir who serves the Red Hand and currently resides in the Ghostlord's lair. The behir often slithers through the thorn-choked hills near the lair in search of prey.

The Ghostlord's Lair

One square = 5 feet

Ghostlord's Lion
Upper Level

Ghostlord's Lion
Main Level

Varanthian's Lair

Check the Weather

As the PCs near the Ghostlord's lair, roll on Table 3–23: Random Weather (DMG 94) to determine the weather. Not only does it help you set the mood for the approach to the massive stone lion, but since several of Wyrmlord Ulwai Stormcaller's abilities improve during storms (see page 113), it's necessary to know if there's a storm brewing. Any result of 81 or higher when checking for the weather indicates that it's stormy enough for her needs.

GHOSTLORD'S LAIR DETAILS

The Ghostlord's lair is an imposing structure. The lion's head, itself about 40 feet high, begins about 40 feet above the surface of the plateau. No magic augments the lion's construction; it is truly as expertly made as it seems to be. The external walls are made of granite and have become quite weathered—it requires only a DC 15 Climb check to clamber up the vertical surfaces.

The lair's interior is made from heavy stone blocks. Ceilings are vaulted and supported by simple arches built into the walls. Ceiling height is 7 feet in 5-foot-wide passageways and 15 feet in 10-foot-wide passageways. The walls hold intricate carvings of lions pouncing on and feasting upon hapless human victims.

Doors within the lair are made of stone and pivot on stone pins that protrude from the door into hollows in the ceiling and floor. None of these doors are locked—the Ghostlord trusts his minions to defend his lair. Secret doors in the lair are cleverly hidden, their seams integrated into the carvings on the walls. One can be discovered with a DC 25 Search check.

There is no illumination in the lair whatsoever, with the exception of areas inhabited by ghost brutes. These creatures emit cold blue light equivalent to that of torchlight when manifested, but not when fully ethereal.

DENIZENS OF THE LAIR

At this time, there are two factions within the lair—the Ghostlord and his undead minions, and Wyrmlord Ulwai Stormcaller and her agents. Neither faction particularly likes the other.

The Red Hand agents are confined to areas 1, 2, and 4 through 12; aside from the behir's hunting excursions, they rarely venture out of these chambers. Wyrmlord Stormcaller and her agents find the Ghostlord and his minions quite unsettling and are impatient for him to finish the creation of the undead minions he has promised them for the return of his phylactery, knowing that their hold over the lich is tenuous at best. Ulwai knows better than to get involved in any battles Varanthian fights outside, but once the PCs make it inside, she organizes her forces to deal with them, as detailed in areas 4 through 6.

The Ghostlord has little loyalty to his undead minions. If they're destroyed, he can (in time) create replacements easily enough. For their part, his undead guardians fight until destroyed. The Ghostlord himself remains in area 16 until directly confronted.

1. THE LION'S WALK

Light: Varies with time of day.
Creatures: None.

Flanked by massive stone paws to the north and south, this hollow is hidden in the shadow of its great stone head above. A worn stone path leads between the great paws to a low stone ramp, which climbs up to an impressive archway in the lion's chest. Two basalt statues of skeletal lions stand facing each other on either side of that arch, as if passing judgment upon those who travel between them.

This area serves the Ghostlord in two manners, although its first purpose has not seen use in ages. Long ago, the Ghostlord's barbaric followers gathered here to witness his twisted rites. Today, the Ghostlord uses the area only when he has captured a new lion for transformation, leading it up to area 13 through this entrance.

Although players might suspect the skeletal lions are golems, they are in fact only statues.

2. VARANTHIAN'S LAIR (EL 8)

Light: Varies with time of day, but never brighter than shadowy illumination.
Creatures: One fiendish behir.

This large chamber with rough-hewn walls has a domed ceiling rising fifteen feet overhead. To the north is heaped a large mound of

VARANTHIAN DEVELOPMENT

Varanthian is not a silent combatant. If she attacks, she does so with a host of bone-jarring roars. Despite the distance and the closed doors, the Doom Fist monks on guard in area 6 automatically hear this noise.

In the round after combat begins with the behir, the monks open the doors to area 5 and 7. Two of the monks peer over the sides of area 7 and observe the battle below, while the remaining monk hurries downstairs to warn his brethren and Wyrmlord Stormcaller of the trouble.

Within a minute of the battle's start, Ulwai Stormcaller reaches area 7 to appraise the situation, along with the monk who fetched her and the two Doom Hand clerics from area 10. If they can tell that Varanthian is dead (or if they see the PCs slay the behir), the Wyrmlord realizes that she and her allies are up against some dangerous foes. She knows better than to test the Ghostlord's patience by intruding in the western reaches of his lair but doesn't take any chances. She has the monks return to their posts in area 6 while she and the clerics go back downstairs to prepare a defense as detailed there.

Ulwai Stormcaller does take one additional action as soon as she returns to area 12. Several of her abilities function better during storms, so she uses her *staff of stormclouds* (see page 126), expending 4 charges to cast *control weather*. She needs to make a DC 20 Use Magic Device check to activate the staff. Assuming she doesn't roll a natural 1 (which means she can't use the staff for the rest of the day) and succeeds on the check, Ulwai brings on a torrential rainstorm coupled with severe winds. Not only does she hope the storm encourages trespassers to leave the area, but the storm augments her magic if she's forced to leave the lair.

crushed nettles and briars, arranged in some sort of nest, while to the south lies a massive mound of bones. The area smells strangely musty and acrid.

The half-fiend behir Varanthian has served Azarr Kul longer than any other monster or champion except for the blue dragon Tyrgarun (Kul's own father). Called up from the fuming bowels of the Wyrmsmoke Mountains by Tiamat herself, Varanthian pledged her service to the High Wyrmlord. Time has not blunted her devotion to Azarr Kul, although she has grown weary of treating the lesser Wyrmlords as equals. Wyrmlord Ulwai Stormcaller understands this and tends to leave the moody behir to her own designs, aside from occasionally performing some of the behir's favorite pieces of draconic music for her. Varanthian agreed to accompany Wyrmlord Stormcaller on this mission to the Thornwaste as a personal favor to Azarr Kul and has already begun to regret it. She counts the days until she can hurry north to join the rest of the horde in the battle she has awaited so long.

There's a 30% chance that Varanthian is out hunting for food when the characters arrive at the Ghostlord's lair. In this case, this cavern is empty. Otherwise, Varanthian can be found here, chewing on the remains of an unfortunate hieracosphinx.

Varanthian: hp 103 (see page 114).

Tactics: Varanthian is quite alert; it takes a stealthy group indeed to surprise her in her lair. If they do, the behir's first act is to use her breath weapon. She is happy to remain in the cave, since she is at no particular disadvantage fighting in cramped quarters. Varanthian has no loyalty to Wyrmlord Stormcaller or her agents; if she is brought below 25 hit points, she abandons Ulwai to her fate and flees to the north, intending to rejoin the horde and convince its leaders to send blackspawn assassins out to kill the PCs (see Sniper Attack on page 93).

Treasure: Varanthian wears a simple bracelet around her left foreleg, a string of seven black pearls worth 500 gp each, which she uses as a devotional aid when praying to Tiamat.

3. THE LION'S PATH (EL 8)

Light: None.

Creatures: Two ghost brute lions, one ghost dire lion.

This long, ten-foot-wide hallway climbs in a complete circle, sloping gently upward from the secret door.

Varanthian the behir attacks without mercy all those who would oppose the will of Tiamat

Illus. by W. England

The passageway makes one complete revolution during this climb between the two secret doors that connecting it to area 2 and to area 4. The overall length of the 10-foot-high corridor is about 240 feet. The incline of the floor is noticeable but not enough to hamper movement.

The Ghostlord uses this route to lead *charmed* lions up to the Pool of Rebirth in area 13. Not willing to let the protection of this alternate entrance to his lair hinge merely on two secret doors, he has stationed three of his ghost lions as guardians within.

Ghost Dire Lion: hp 52 (see page 121).

Ghost Brute Lions (2): hp 32 each (see page 121).

Tactics: The ghosts remain hidden in the walls of this passageway. One ghost brute lion lurks near the secret door leading to area 2. It emerges from the wall to attack any intruder who enters the passage. The second ghost brute lion lurks at a point halfway up the tunnel and reacts exactly as did the first once any intruder reaches that point.

Intruders who continue past the ghost lions find the final guardian, a ghost dire lion, waiting in ambush at the top of the ramp near the secret door leading to area 4. The ghost dire lion can deal significant damage to intruders with its corrupting gaze and draining touch. The ghost dire lion maintains its post and does not pursue foes.

4. WELCOMING CHAMBER

Light: None.
Creatures: None.

If the hobgoblins know the PCs are on the way, Ulwai uses a charge from her staff to cast *fog cloud*, filling this room with thick, roiling mist (visibility 5 feet). The following description assumes the PCs have somehow managed to clear this fog; until then, take care to only describe the parts of the room in the PCs' immediate vicinity that they can actually see.

This room is empty of furnishings, except for a low stone bench against the western wall. Carvings of undead lions on this wall loom over the bench, as if about to pounce on anyone foolish enough to sit there. A stone spiral staircase rises up near the northeast corner, and stone doors to the north and east provide additional exits.

Long ago, the Ghostlord used this room to meet with anyone he deemed worthy to be graced with his presence. If the visitor was lucky, he was gifted with a few precious moments of the Ghostlord's time. If the visitor wasn't quite so lucky, he ended up in the dissection chamber to the north (area 8) to become raw materials for the Ghostlord's necromantic experiments.

Wyrmlord Stormcaller has placed no gnards here—she believes the guards she has posted in area 6 are enough and doesn't know about the secret doors along the southern side of this chamber. If she and her clerics and monks already know the PCs are in the area, they wait in areas 10 and 12, hoping that the characters instead stumble across the Ghostlord, whom Wyrmlord Stormcaller assumes would have no problem dealing with intruders.

If the PCs make it this far into the lair without alerting the hobgoblins, have Ulwai and her troops make Listen checks to hear the characters as they move about in this chamber. Remember to account for distance (PH 79) and for the fact that a closed door increases the Listen DC by 5.

5. CENTRAL STAIRWELL

Light: None.
Creatures: None.

This domed chamber has stone ribs rising to support a central keystone overhead. Stone stairs in the western part of the room wind down to a lower level. Massive stone double doors block the passage to the east.

The flight of stairs leads down 15 feet to area 4.

6. GUARDROOM (EL 7)

Light: None.
Creatures: Three hobgoblins.

Although this chamber is empty of furnishings, it is far from unremarkable. The ceiling arches overhead, supported by stone ribs that run up the walls. Each of these ribs bears carvings of thorny plants and twisted branches. Between each rib, the stone walls are carved with the images of lions pouncing on and mauling human victims. Massive stone double doors stand to the east and west.

Three Doom Fist monks stand guard here. Although they have no reason to expect trouble, they are alert and vigilant. Chances are good that the PCs encounter and fight Varanthian in area 1 or 2 well before they reach this room, in which case the monks are ready for trouble.

Doom Fist Monks (3): hp 29 each (see page 118).

Tactics: If the PCs surprise the monks, the wily hobgoblins try to hold the intruders back from reaching area 5 long enough for one of their number to retreat down the stairs and warn Wyrmlord Stormcaller below.

It's more likely that the PCs encounter these monks after the hobgoblins have had a chance to prepare, in which case they have all readied an action to drink a *potion of shield of faith +3* the moment they hear the PCs attempting to enter the room. The round after that, they all drink *potions of bull's strength*, then move to attack immediately.

The Doom Fist monks fight with an exotic weapon called a dragonchain. Full details on this weapon can be found on page 126. The monks use their chains in an attempt to grapple, trip, and constrict the PCs. If they find that they're hitting the PCs easily and often, they shift to attacking with a flurry of blows, trading off a better chance to hit for more attacks (and thus more damage). The monks expect a glorious afterlife reward if they "die well" (in combat), and so they fight to the death.

7. THE LION'S MAW

Light: Varies with time of day.
Creatures: None.

Within the open maw of the massive stone lion's head is a large balcony built into the lion's lower jaw. Large stone teeth, each three to five feet high, ring the balcony's edge. The lion's upper jaw arches ominously above, the roof of its mouth fully fifteen feet overhead. At the back, where the lion's throat would be, stand a pair of massive stone doors. A rope ladder lies rolled up to one side.

It's a 50-foot drop from the balcony's edge down to area 1 below. Wyrmlord Stormcaller and her minions initially secured the

rope ladder to the sturdy stone teeth but found it easier to simply scale the sides of the weathered lion with Climb checks. *Dimension door* can also provide an easy way to reach this area from the ground.

If the PCs are forced to climb, remember it's a DC 15 Climb check to scale the sides.

8. DISSECTION CHAMBER

Light: None.
Creatures: None.

This room contains a low stone slab of a table against the north wall. Clotted blood and less identifiable bits of tissue cling to the tabletop, filling the air in here with a cloying stench. A stone shelf above the table is cluttered with jars, vials, urns, and stained surgical instruments. To the immediate right of the table, a square pit opens in the floor. More blood is spattered around the pit's rim.

The Ghostlord has little use for every single part of every single creature that he captures on his treks into the Thornwaste. Often he only needs the basilisk's eyes, or the adventurer's brain, or a sphinx's heart for his necromantic experiments. In such cases, he or one of his undead minions carries the body here, where the necessary parts are harvested and the rest cut into small chunks and disposed of down the pit to area 9.

The shaft leading to area 9 is 70 feet deep; it can be climbed with a DC 20 Climb check. Characters who fall into the pit take 7d6 points of damage and land on the Large gray ooze that awaits them below.

9. OOZE PIT (EL 7)

Light: None.
Creatures: One Large gray ooze.

A Large gray ooze is trapped in this room. Its mass covers the entire floor of the chamber, including the square directly under the shaft from area 8. A character who falls into this room (or even one who climbs down to the shaft opening in the ceiling and then drops the last 10 feet onto the floor) lands on the ooze.

The air in this room is bitter and rancid, smelling of a wretched combination of rotting flesh and pungent vinegar. Moisture condenses on the walls, which are caked with dark green, almost black mildew within five feet of the ceiling; the walls below this height are curiously clean and barren. A thin layer of water, only a few inches deep, covers the polished stone floor.

The Ghostlord has kept this gray ooze trapped in this room for many decades, using it as a way to get rid of unwanted waste from his necromantic experiments. In that time, the ooze has grown to a great size. The creature can't climb out of the room, nor does it have the intelligence to even want to. It mindlessly attacks anything that enters the room.

Large Gray Ooze: hp 121 (see page 122).

Treasure: The Ghostlord is normally quite diligent at stripping his victims of treasure, but now and then bits and pieces escape his notice. One such item was a *dusty rose prism ioun stone* (grants a +1 insight bonus to Armor Class) that a rogue swallowed in an attempt to hide his find from his allies. The rogue and his allies were captured not an hour later by the Ghostlord. All that is left of them now is the *ioun stone*, which sits in the northeast corner of the room and is fairly easy to find (DC 15 Search check).

10. GUEST QUARTERS (EL 11)

Light: None.
Creatures: Six hobgoblins.

Simple sleeping mats of woven reeds, eight in all, line the southern and eastern walls. The walls are hung with numerous strands of large scales strung on leather strips, with colors ranging from white to green to blue to red to black. Teeth and claws of ominous size hang from strips of leather overhead, creating a menacing false ceiling seven feet up.

These adornments pale before the figure crouched in the northwest corner of the room. Here stands an intricate statue of a great five-headed dragon with a stinger-tipped tail. The statue is painted in glaring color, the dragon's heads and hues matching the colors of the scales on the walls. The statue reaches nearly to the ceiling, its long necks arching up and then back down to loom over a point just in front of its raised claws.

This chamber, once used as a barracks for the slaves the Ghostlord used to build this complex, now serves as a temple and barracks for the lich's Red Hand guests. The scales, teeth, and claws that hang from leather strips are castoffs from dragons; these remnants are viewed by the hobgoblins as holy relics. Affixed to the walls and ceiling by a thick, rubbery glue brewed from monstrous spider webs, these strips have no magical or material value.

The large statue is a masterful representation of Tiamat, which a DC 15 Knowledge (religion) check can confirm. The Doom Hand clerics have manufactured several of these portable altars, most of which accompany the main body of the horde. Crafted from darkwood components, each of these statues can be dismantled for easy transport. Once assembled, these statues function as altars for religious ceremonies. They bear no magical auras of their own but are often the focus of *unhallow* or *desecrate* spells and count as a permanent fixture of a deity for the purpose of those spells. This particular statue currently bears no such magic.

This chamber will probably be the site of one of the major battles of this part of the adventure, for here Ulwai Stormcaller and her minions wait while the Ghostlord completes the creation of the undead he has promised the horde. The Tactics section below assumes that the villains have had a chance to prepare for the PCs, since it's unlikely that the characters will be able to vanquish Varanthian without alerting the guards in area 6. If the PCs manage to reach this room without raising the alarm, they'll find the first few rounds of the fight much easier. In this case, Wyrmlord Stormcaller is in area 12, while the monks and clerics are resting, eating, or praying in area 10.

Ulwai's contingent of Doom Hand fanatics counts among its membership six Doom Fist monks and two Doom Hand clerics. Three of these monks are always on guard in area 6, leaving the remaining three in this room.

Wyrmlord Ulwai Stormcaller is strangely attractive for a hobgoblin, something that has been both a blessing and a curse for the stormsinger. Other hobgoblins accused her of having human or even elf blood in her veins. When Ulwai

discovered her affinity for storms and lightning, she revisited her accusers with spectacular acts of vengeance. She is now third in command of the Red Hand horde, subordinate only to General Kharn and High Wyrmlord Azarr Kul. Her knack for using her wiles on her opponents, combined with her knack for electrocuting them once she has them off guard, has served her well.

Ulwai has red hair woven into numerous braids and fitted with tiny bits of metal and ivory. Her eyes are a bright shade of blue, highly uncommon for hobgoblins. She wears numerous pieces of beautiful lightning-themed mithral jewelry.

Wyrmlord Ulwai Stormcaller: hp 52 (see page 113).

Doom Fist Monks (3): hp 29 each (see page 118).

Doom Hand Clerics (2): hp 25 each (see page 118).

Tactics: If they have time to prepare, the denizens of this room ready for combat with the PCs as follows.

Monks: The monks take positions in squares clustering around the southwest entrance to the room. They make Listen and Spot checks each round to hear PCs in area 4 or to see any light sources they carry shining through the cracks under the door to that room (DC 5 Spot check). If they see either, they wave a hand in the air to alert the others, drink their potions of *bull's strength* and *shield of faith +3*, and prepare to attack any intruders that come within reach.

Clerics: One casts *invisibility* on himself while the other casts *bless* once the monks give them the signal. Characters can make a DC 5 Listen check to hear the sound of spellcasting; the DC increases by 1 for every 10 feet of distance. The clerics each take position in front of one of the two northern doors.

Wyrmlord: Wyrmlord Stormcaller casts *unseen servant* and *glibness* as soon as the hobgoblins start preparing defenses. She takes position in area 12, just north of the door, which she leaves ajar so she can view area 10 with ease. The door gives her cover (granting her a +4 bonus to Armor Class and a +2 bonus on Reflex saves against attacks that originate or burst from area 10 or area 4. She positions her *unseen servant* near the door to area 4. When she sees the monks give the signal, she casts an extended *invisibility* spell on herself, which lasts for 18 minutes. Characters can make a DC 5 Listen check to hear this spell being cast; the DC increases by 1 for every 10 feet of distance.

When combat begins, the hobgoblins use the following tactics.

Wyrmlord Ulwai Stormcaller uses her wits, her wiles, and her command of lightning to control and destroy her enemies

Illus. by F. Vohwinkel

Round 1: The monks engage anyone who tries to enter the room. Any monk who can't reach a melee target either drinks one of his potions or improves a fighting monk's Armor Class using the aid another action. Monks use their Stunning Fist feat every round they can. The clerics use their *summon monster III* scrolls to each summon a hell hound. If possible, they summon hell hounds into the middle of the PC group or place the hounds in area 4 so they can help flank those trying to get into area 10. Ulwai casts *haste*, affecting herself and all her allies; her *ventriloquism* makes the sound of her voice seem to come from an empty square in area 10. If any PCs have made it into area 10, she orders her *unseen servant* to close the door to area 4 (a free action for her), possibly splitting the PCs and forcing any characters in that room to take an action to open the door again—she repeats this order each round if needed. If any PC drops an item, she orders her *unseen servant* to pick the item up and move it 15 feet away.

Round 2: The monks continue to try to keep PCs from getting into the room. Wounded monks trade positions (if they can) with unwounded monks, using 5-foot steps to avoid attacks of opportunity. Summoned monsters appear. The visible cleric casts *spiritual weapon* from a scroll, while the invisible one casts *cure moderate wounds* on the most badly wounded hobgoblin. Ulwai activates her inspire courage ability, granting her allies a +1 morale bonus on saving throws against fear and charm effects and on attack rolls and weapon damage rolls; again, her *ventriloquism* makes her bardic music appear to emanate from an empty square in area 10.

Round 3: The monks continue to fight in melee. The visible cleric casts *hold person* on a PC. The invisible cleric casts *cure light wounds* on a wounded ally. Ulwai ceases her bardic music (its effects persist for 5 rounds) and casts *summon monster I* to summon a fiendish dire rat.

Round 4: The monks continue melee. The visible cleric casts *invisibility* and vanishes from sight, then takes the next few rounds repeating the other cleric's tactics from rounds 2 and 3. Likewise, the invisible cleric now repeats the other cleric's tactics from those rounds, starting with *spiritual weapon* (which makes him become visible). Ulwai abandons her support tactics to use one thunderstrike each round against the nearest enemy.

The clerics and monks fight to the death. Ulwai does not. If things look grim, she tries to escape, using *invisibility* or a *fog cloud* from her staff to aid her flight. Her goal is to reach area 7, *feather fall* down to area 1, and then find somewhere to hide so she can take 10 minutes to cast *phantom steed* from a scroll (if the PCs have left mounts nearby, she simply steals

one). If she escapes, she makes her way back to the horde and becomes General Kharn's second in command, acting henceforth as the horde's herald. If her escape is compromised, she uses her staff to cast *call lightning* and uses her bow, lightning strikes, and thunderstrikes to put up the best fight possible.

Treasure: The portable statue of Tiamat isn't inherently evil—it's nothing more than a wooden statue. It weighs 350 pounds and is worth 500 gp because of its artistry.

Designers' Notes

The battle with Wyrmlord Stormcaller and her minions should be fairly tough for the PCs. They should be 8th level by the time they reach this encounter, and although most of the enemies they face here are lower level than they are, Ulwai's minions are highly organized, work well together, and probably keep the PCs bottlenecked in the doorway. The fog cloud in area 4 should complicate matters for any characters who try to use ranged attacks from that room into area 10. When combined with flanking summoned hell hounds, the monk's entangling dragonchain attacks, and Ulwai's unseen servant closing the door every round, a battle here can quickly become harrowing.

The encounter's Achilles heel lies in spells that affect sizable areas, such as fireball or stinking cloud. If the PCs can get a few of these spells to go off in area 10, they'll have a much easier time. Remember that the monks have evasion, and Ulwai gains cover from her partially open door (and thus a +2 bonus on Reflex saves against fireballs and similar spells that detonate in area 10).

Perhaps the smartest way for PCs to tackle this encounter is to postpone it until they have managed to recruit the Ghostlord's aid.

— James and Rich

11. STOREROOM

Light: None.
Creatures: None.

This room contains nearly two dozen crates and barrels, each labeled with a word or term that seems to indicate its contents.

These containers consist of the hobgoblins' supplies for their stay in the Ghostlord's lair. The labels, in Goblin, are words and phrases such as "Water," "Dried Meat," "Bread," and "Incense." There's nothing of any real value in here, and a quick inventory shows that there are only enough supplies to last the hobgoblins for a few more days. The supplies weren't intended to last beyond day 30 of the adventure, which is when the Ghostlord is supposed to be finished with the creation of the bonedrinkers and ghosts he has promised the hobgoblins.

12. GUEST QUARTERS

Light: None.
Creatures: None.

This room has been furnished as a combination bedroom and study. A collapsible cot heaped with soft, elegant furs and clean blankets has been set up against the north wall, next to a small, simple desk and chair. Several papers sit in a neat stack on the desk.

WYRMLORD ULWAI DEVELOPMENTS

Unlike the other Wyrmlords, Ulwai Stormcaller is likely to ask for mercy if things look really grim. Of course, her reasons aren't necessarily out of self-interest. She realizes that if the PCs think they've got her at their mercy, she'll be able to feed them all sorts of misinformation—especially since she had the foresight to cast a *glibness* spell well before the likely surrender takes place.

Unless the PCs secure her cooperation with magic, or by adjusting her attitude from hostile to helpful after they've dispelled the *glibness* spell, all the information they'll get from Ulwai is plausible but false. She's a masterful liar even without her magic. She does her best to answer any questions in a believable manner that nonetheless points the PCs in the wrong direction. Her favorite tactic is to base her lies upon a grain of truth to make them all the more believable.

In this case, Ulwai tells her interrogators that the leaders of the Red Hand horde are based in the Giantshield Mountains to the northeast, where they are gathering a second horde of giants and hobgoblins to sweep down and attack Brindol. Of course, there is no such contingency in motion; characters who fall for her lies and travel to the Giantshields waste much valuable time. This is, in fact, Ulwai's primary reason for lying. She knows that the assault on Brindol is only days away, and she wants to keep the heroes away from the battle. The kernel of truth underlying her story lies in the fact that the High Wyrmlord is indeed putting together another army, albeit of summoned infernal creatures, and from his headquarters in the northwest, not the northeast.

If the PCs manage to gain Ulwai's actual cooperation (no mean feat), she knows much that can aid the PCs. Unlike Wyrmlords Koth and Saarvith, Ulwai has been a well-informed leader of the horde for many years and talks to everybody from the High Wyrmlord to the lowliest regular. She can provide details on the horde's troops, its plans, and its goals. She knows where the Fane of Tiamat is hidden in the Wyrmsmoke Mountains and can even provide a rough map of some of the Fane's layout. If questioned directly about the Fane, she can tell the PCs the following important information.

- High Wyrmlord Azarr Kul does not travel with the main body of the horde. He plans on joining with the horde once it takes Brindol, at which point he hopes to have an infernal host from Tiamat's court to augment its numbers for the subsequent assault on Dennovar.
- The Fane is guarded by numerous dangerous creatures, including a powerful blue dragon, devils, the High Wyrmlord's chosen priests, spawn of Tiamat, and several monsters from the surrounding mountains with which the Wyrmlord has made alliances. She can specifically name the dragons Ozyrrandion, Regiarax, Abithriax, and Tyrgarun as well as Varanthian the behir.
- The main entrance to the temple is protected by a powerful trap and several magic locks; entrance into the temple by this route without the proper password will be extremely difficult if the High Wyrmlord has engaged the traps and locks.

This room serves as Wyrmlord Stormcaller's sleeping quarters. She spends most of her time of late writing devotions and other works of musical art in Tiamat's name.

Treasure: The stack of papers on the desk hold the lyrics and music for her nearly completed opera—a stirring tale that chronicles Tiamat's destruction of five good dragons who had tried in vain to defend a site sacred to Bahamut from her clutches. Despite its cruel undertones and frequent scenes of violence and torture, the opera is a masterpiece of bardcraft. Even in its incomplete state, it's worth 1,000 gp to anyone who appreciates such a lurid work of art.

Ulwai's treasure is her gear; she keeps little else of value here. Likewise, she knows better than to keep written intelligence. She communicates with her superiors through magic, and on the rare occasions when she has been forced to use written communications, she has always been careful to destroy the letters once they've been read. If the PCs kill Ulwai, or she escapes, or they otherwise fail to successfully interrogate her, they must wait till after the defense of Brindol (in Part IV) to learn most of the information detailed in the Wyrmlord Ulwai Developments sidebar.

13. THE POOL OF REBIRTH (EL 9)

Light: Shadowy (faint yellow luminescence from the pool).

Creatures: Six lesser bonedrinkers, one dire lion.

This long chamber is awash in sickly yellow light shining up from the glowing surface of a large pool of mustard-colored water. Some sort of large shape is floating inside the pool. The pool's rim is made out of dozens, perhaps hundreds, of lion's skulls that have been fused together with gray mortar. Shadowy alcoves line the north and south walls, and to the west of the sickly pool stands a fifteen-foot-tall statue of a rotting lion. The morbidly majestic figure's head reaches nearly to the ceiling.

This chamber is the sanctum of the Ghostlord's lair, the place where the lich brings his chosen lions for transformation into his beloved ghost minions. Over the past several days, he has had to abandon these agreeable pursuits to create the platoon of bonedrinkers Wyrmlord Stormcaller has demanded of him.

The statue of the undead lion was built by the Ghostlord and represents the corruption of nature he has come to embrace.

The pool is a large and immobile necromantic magic item of the Ghostlord's creation. Twenty feet deep, the liquid within it is an odorless, tasteless substance that feels strangely warm to the touch. A splash of this liquid, or any idle contact, requires a living creature to make a DC 15 Fortitude save to avoid taking 1 point of Dexterity damage as the liquid slowly numbs the affected body part. A creature wholly immersed must make a DC 15 Fortitude save each round to avoid taking 2d6 points of Dexterity drain. The liquid can be breathed as if it were air, so creatures within cannot drown, but once drained to Dexterity 0 a creature cannot escape the pool without aid. The liquid also provides nourishment to anything that breathes it. Effectively, a creature can live out the rest of its life suspended within

When bonedrinkers attack, the living must suffer to feed their undying thirst

Illus. by W. England

the pool. Currently, a dire lion is submerged within the pool. Vials of liquid taken from the pool can serve as grenadelike missiles—but not for long, since once taken from the pool, the Dexterity-draining property of the water lasts for only 1 hour.

The pool's purpose is to aid anyone who utilizes the *Lion's Heart* (see area 15) in the transformation of creatures trapped within it into ghosts.

Creatures: Of the twelve bonedrinkers the Ghostlord has promised the Red Hand, six are already complete. These six lurk in the alcoves of this room and lunge forth to attack any intruders they notice.

Lesser Bonedrinkers (6): hp 59 each (see page 122).

Tactics: The bonedrinkers are fueled only by their hatred of the living; without the Ghostlord or evil clerics to command them, they wait patiently in this chamber for orders. The introduction of living victims into their lair prompts an immediate attack. The bonedrinkers don't fight with any coordinated tactics and aren't smart enough to realize that they could use the Pool of Rebirth to their advantage. Still, their ferocity makes them dangerous foes.

14. PARLOR

Light: None.
Creatures: None.

This room contains a low divan, several shelves of books, and numerous shelves and displays of all manner of lion-related artwork. Paintings, statuary, tiny coffers, pottery, sculptures, fine jewelry, and the like line the walls and shelves. Everything here is covered with a thick layer of dust.

Before his transformation into a lich, the Ghostlord took great delight in this collection of lion-themed artwork. The books on the shelves are all concerned with the creatures in some way, with topics ranging from lions in legend to a detailed anatomical study of the great cats.

After he became a lich, the Ghostlord found his appreciation for artwork had waned, and he rarely visits this chamber now.

Treasure: There are dozens of works of art in this room, although most are of questionable quality (the Ghostlord was more of a completist than a discerning critic when it came to his passion). Characters who take the time to loot the room find artwork weighing a total of 35 pounds, worth 1,400 gp in all.

15. THE LION'S HEART

Light: None.
Creatures: None.

This oval chamber is empty except for a single massive sphere of polished black stone that floats over a low dais. The stony sphere is about four feet in diameter, and whirling streaks of pale orange vapor orbit the stone in a frenzy of activity. Closer observation reveals that there are seven different orbiting shapes . . . each of which almost resembles a distorted ghostly lion.

This huge sphere of obsidian is one of the Ghostlord's greatest creations—an engine of necromantic power that can extract the spirit of a helpless creature and transform it into a ghostly slave under the user's command.

Treasure: The *Lion's Heart*, as this sphere is known, weighs several tons, and its magical power is inexorably tied to this area. It cannot be transported from this room, but if the PCs defeat the Ghostlord they can learn how to use the magic item with a successful *identify* or *analyze dweomer* spell.

Anyone who knows the secret of the *Lion's Heart* can use it to enhance the casting of a *create undead* spell, if the *Lion's Heart* is incorporated into the spell's casting as an additional focus. Doing this increases the user's caster level by 2. In addition, if the body of a still-living creature with an Intelligence of no greater than 2 is currently stored in the Pool of Rebirth in area 13, and that creature fails a DC 21 Fortitude save, the *Lion's Heart* immediately slays that creature and transforms it into a ghost or ghost brute. The newly created undead appears in the air above the pool in area 13.

The *Lion's Heart* can be activated once per day. Using it is an evil act, and doing so exposes the user to potent necromantic energy. Each time the *Lion's Heart* is activated, the user gains four negative levels. These levels are applied after the effects of any *create undead* spells are resolved.

Since it's an evil magic item, good-aligned PCs might want to destroy it. The Ghostlord's link to this item is so strong that he can sense any damage done to it and quickly comes to defend it in such an event.

Lion's Heart: 4-ft.-thick obsidian; hardness 8; hp 720; break DC 65.

16. CHAMBER OF THE BETRAYED (EL 13)

Light: None.
Creatures: The Ghostlord.

The floor of this chamber has been polished to a mirrorlike sheen. Intricate carvings of lions in their natural habitat adorn the walls, but unlike with the carvings elsewhere in the complex, the great cats depicted here are healthy and alive. The grandeur of nature is apparent in every aspect of the masterful carving, except for one lone figure in the southern wall. The lions on this wall recoil in horror and disgust from this human figure, whose face is downcast and whose arms, held palms out, hang limply at his side. At the figure's feet is a single dead lion cub.

This room serves a single purpose—to remind the Ghostlord of all he has left behind. The lich retreats to this chamber when his resolve falters or his mind becomes troubled with doubt or confusion. He meditates upon the figures on the wall, facing the depiction of himself as a living being. As the hours and days pass, the rage and anger at what he has lost build within him until finally he manages to again clarify his will and focus his mind, allowing him to return to his hateful machinations.

Creature: The Ghostlord has spent much of his time here of late, with the frustration and impotent rage he feels over the loss of his phylactery assailing his mind. It takes all his will to resist plunging Wyrmlord Stormcaller into the Pool of Rebirth (area 13) and strapping her hobgoblins to his dissection table one by one—but he knows that if he kills them, her allies will destroy his phylactery. And so instead of venting his rage, he finds himself returning here to meditate.

The Ghostlord does not leave this chamber if he hears combat in area 13, but if he senses anyone attempting to damage the

Lion's Heart in area 15, or if anyone damages his shrine in area 17, he quickly goes to investigate the intrusion. Likewise, he confronts anyone who dares to enter this, his last sanctuary. When such an intrusion occurs, cousult Confronting the Ghostlord, below.

The Ghostlord: hp 71 (see page 120).

Ad Hoc XP Award: If the PCs succeed in persuading the Ghostlord to abandon the cause of the Red Hand horde (by returning his phylactery to him), they earn XP as if they had defeated the lich in battle.

17. SHRINE OF BLIGHT (EL 7)

Light: None.

Creatures: One ghost dire lion.

A low, circular stone rim surrounds an earthen area in the northwest part of this room. The earth seems gray, powdery, and sterile. A single diseased tree grows from this barren soil. Despite the quality of the soil, the tree seems to be flourishing. Its branches are barren but have grown along the walls to the north and west, reaching out as if to engulf the room in its dry, wooden embrace. Six small bodies lie in shrouds at the tree's base.

This chamber serves the Ghostlord as a shrine to blight and disease. The tree is a horrific mockery of nature, sustained by the Ghostlord's necromantic power. A DC 20 Knowledge (nature) or Knowledge (religion) check is enough to recognize that the tree is unnatural. The tree is not truly alive, and 5 minutes with a hatchet is all that's required to render it to dry splinters. But as long as the Ghostlord exists, the tree regrows to its previous shape and size in 8 hours, even if it has been *disintegrated*. Also, the Ghostlord himself quickly comes to investigate any assaults on his shrine.

The druid lich decides to deal with the intruders himself

Illus. by E. Widermann

During his unholy ceremonies, the Ghostlord often draped his phylactery over the branches of this tree. This is where the Ghostlord had left his phylactery a few weeks ago when a group of hobgoblins came to his lair and interrupted his devotions, demanding an audience in Tiamat's name. He exited the lair and destroyed what he thought to be nothing more than another band of foolish humanoids, the latest in many he has encountered over the centuries. Only afterward, when he discovered that his phylactery was missing, did he realize that they were in fact fanatics, willing to give up their lives to give their ally a chance to steal into the Ghostlord's lair and remove his phylactery. The agent who performed this daring feat was Skather, a blackspawn raider ninja whom the party will confront in the next part of the adventure (see page 93). After giving him a day or two to calm down, Ulwai approached and used all her bardic persuasiveness to strike a bargain. If he provides the Red Hand with a specified number of undead troops for the assaults on Brindol and Dennovar, his phylactery will be returned to him. If he refuses, it will be destroyed, placing his continued existence in peril. Grudgingly, he agreed, becoming the Red Hand's unwilling ally.

The six goblin bodies arranged at the tree's base await transformation into the second batch of bonedrinkers the Ghostlord has promised the hobgoblins. They are not currently animated.

Creature: A single ghost dire lion stands guard in this chamber. The undead lion is hidden inside the tree when the PCs first enter the room. As soon as it notices anyone entering, it springs out of hiding with a blood-curdling roar. It does not pursue intruders from this room.

Ghost Dire Lion: hp 52 (see page 121).

18. TREASURY

Light: None.

Creatures: None.

What might once have been an impressive display of rare pieces of ancient artwork, or perhaps even a well-organized treasury, is now a chaotic mess of scattered coins, broken glass, shattered statues, torn paintings, and sundered chests.

When the Ghostlord discovered his phylactery was missing, his first assumption was that he had simply mislaid it. He searched in all the usual places, and when on the third try it didn't turn up he flew into a rage, destroying most of the contents of his treasury as he tore the place apart. When he learned of the Red Hand horde's theft and its demands, he swallowed his rage, secretly vowing revenge in his heart even as he reluctantly agreed to the terms. He has not returned to his treasury since that day.

Treasure: Although the bulk of the Ghostlord's treasure consists of his magical gear, the wealth of this chamber was not inconsiderable. Now, most of the paintings and works of art he liberated from his victims are in ruins. Still, a fair amount of treasure is strewn about the place, including 5,400 sp, 2,890 gp, 230 pp, 23 assorted different gemstones (16 worth 50 gp, 4 worth 100 gp, and 3 worth 500 gp), a scroll of *cone of cold*, a scroll of *dimensional anchor*, a *wand of web* (18 charges), an *amulet of health +4* (the Ghostlord hardly needs it anymore), and a *+1 keen kukri* shaped like a lion's claw.

CONFRONTING THE GHOSTLORD (EL 13)

There are three ways that the PCs can force a confrontation with the Ghostlord. They can damage the *Lion's Heart* in area 15, damage the shrine in area 17, or enter area 16.

The Ghostlord is a dangerous foe, perhaps the toughest enemy the PCs could face during this adventure (with the possible exception of some of the major foes in Part V). He's certainly the most formidable enemy they've met up to this point in the adventure. Fortunately for the PCs, the Ghostlord has grown exceedingly wary since his phylactery was stolen. When he realizes that the PCs are a new, unknown factor, he refrains from attacking and instead demands they account for their presence in his lair.

The chamber grows unnaturally cold, and then a terrible figure strides into the room. His flesh is yellow and shrunken, clinging to his bones in ragged tatters, and pale green flames dance where his eyes should be. He wears old, tattered armor made from lion pelts. "Intruders," he hisses. "You dare to trespass in my domain? Explain yourselves at once!"

Give the PCs a minute to explain themselves to the lich, at the end of which one of them can make a Diplomacy check in an attempt to improve his hostile attitude. If his attitude becomes unfriendly, the lich simply demands they leave his lair at once. If the lich becomes indifferent, he'll give the characters a few more minutes to state their case before ordering them to leave. Mortals who refuse his orders vex him, and it shouldn't take too much vexing for him to decide to attack.

If the PCs mention his phylactery, the Ghostlord's attitude changes to one of obsessive and demanding curiosity. If the PCs reveal that they have his phylactery, he demands its return. In return, he agrees to withdraw his support of the Red Hand and even promises to help the PCs kill any hobgoblins still in his lair.

The lich is true to his word. If the PCs return his phylactery, he helps them destroy any remaining hobgoblins here and doesn't send the ghosts and bonedrinkers north to join the horde. The PCs have secured a major victory with this development, and if they're wise, they won't stick around to get too friendly with the lich. Once he has his phylactery back, his good mood doesn't last for long, and if the PCs linger, he just might recruit them into his undead ranks.

Designers' Notes

The Ghostlord can maul a party of 8th-level characters with ease—but then, he's not intended to be a combat encounter. Smart players will realize this, but some players won't. Players running paladins or clerics of good deities might balk at allowing such a menace to go unfought. If it looks like some of the players are having problems holding back hostilities, you have two choices.

You can let things play out. If you take this route, you should play the Ghostlord as a conservative, cautious combatant. He's more interested in forcing the PCs to leave than in killing them, since he's not sure what their deaths might trigger if they have some connection to the Red Hand. The lich's fear and paralysis attacks make it relatively easy for him to defeat PCs without killing them outright.

Or you can remind the PCs that they have more pressing responsibilities. The Ghostlord has been around for hundreds of years; he can certainly wait a few more for them to come back and finish the job.

— James and Rich

CONCLUDING PART III

As Part III comes to a close, the Red Hand horde should be drawing close to Brindol. The PCs might have learned the location of the Fane of Tiamat, but if they don't return to Brindol at this point to lend a hand in its defense, the town falls to the horde in only a few days. If you feel that they've become sidetracked or obsessed with taking the fight to Azarr Kul in the Fane, use the following event to bring the PCs to Brindol.

Of course, the PCs don't have to come to Brindol's aid. If, instead, they decide to march on the Fane of Tiamat, you can proceed directly to Part V of the adventure. Brindol is sacked, and the survivors are forced to flee east to Dennovar, but Part V should play out more or less the same. In this case, the PCs will be one level lower than they should be when they tackle the Fane, and they'll miss out on the rewards that Lord Jarmaath gives those who aid in Brindol's defense, so they might find that they've bitten off more than they can chew.

A CALL FOR HELP

As the horde nears Brindol, Lord Jarmaath desperately attempts to summon the band of heroes he has heard so much about. He instructs Sellyria Starsinger, the elf druiid from Starsong Hill who has joined the Brindol defenders, to attempt a *scrying* spell to contact one of the PCs. After casting the spell successfully, Sellyria follows it with a *message* spell that carries Lord Jarmaath's entreaty to the PCs.

Timeline: Day 32 (or whenever Talar falls, or when you decide that the PCs need to hear from Lord Jarmaath).

Light: Varies with time of day.

Creatures: None.

You feel a faint, strange whisper of magic caressing you. Then an image appears in your mind: the female elf whom you recognize as Sellyria Starsinger, the leader of the Tiri Kitor elves. "I have brought troops to Brindol," she says, "but more help is needed, and the horde nears the town as I speak. Come swiftly; battle is near!"

Whichever PC she contacts can respond before the spell effects end. (The point here is to get the PCs headed in the right direction, and quickly.)

The ruined town of Talar is about 35 miles from Brindol. The horde encamps at that site for several days, then marches on Brindol, arriving eight days after Talar falls.

The Battle of Brindol pits a desperate defense against the full might of the Red Hand horde

Illus. by D. Hanley

By the time the PCs have destroyed Skull Gorge Bridge, ruined the razorfiend hatchery in Rhest, and returned the Ghostlord's phylactery, the Red Hand should have very nearly reached the city of Brindol. Burning towns as they march along the Dawn Way and driving an increasingly large wave of refugees before them, the hobgoblins pause for a few days before launching their main attack on the walled city. Unlike the towns that have come before, Brindol has not only fortifications, but also a substantial standing army, ready and willing to defend the city.

This part of the adventure presents the climactic confrontation between the Red Hand horde and the humans of Elsir Vale. By taking part in these events, the PCs can help turn back the horde. If they are successful here, and if they managed to stymie the horde at key points earlier in the adventure, they just might save the day!

THE DAYS BEFORE THE BATTLE

The first refugees to reach Brindol were those from Drellin's Ferry, led by Town Speaker Wiston and Soranna Anitah. They wasted little time contacting the city's leader, Lord Kerden Jarmaath. At first, Lord Jarmaath didn't fully believe their tale, but he couldn't ignore the proof of a thousand hungry evacuees on the stoop of his city. When the victims kept coming, he was forced to accept the truth. War had come to the vale.

During the period when the PCs were hopefully arranging treaties with elves (Part II) and breaking others between the Red Hand and the Ghostlord (Part III), Lord Jarmaath set things into motion. He kept Town Speaker Wiston and Captain Soranna close to his side as advisors, and from them he learned much about the PCs. He hired a small but skilled group of dwarf mercenaries to stiffen the city's defenses. And he set Brindol's army, the Lion Guard, to reinforcing the city's defenses and recruiting every able-bodied man and woman into the militia.

The task of organizing the fortifications and seeing to the housing and feeding of a growing throng of fearful refugees was like nothing the former adventurer had ever experienced. The most humbling moment for him was when he realized that the Lion Guard could not possibly fortify the town in time, forcing him to call for aid from Verrasa Kaal, the leader of House Kaal (Brindol's greatest mercantile house) and his greatest political rival. Lady Kaal keeps a personal army ("bodyguards") to protect her interests, and Lord Jarmaath had no choice but to deputize that force, validating House Kaal's underhanded dealings in a way he had hoped never to do.

As the horde marched east, razing the towns of Terrelton, Nimon Gap, and Talar, the number of refugees continued to grow. Stories have begin to spread from stragglers who barely managed to escape the horde's savage advance, and panic threatened to

break out. It was at this time that Jarmaath made another decision he had hoped never to face—he ordered the evacuation of Brindol. He and Lady Kaal selected a small group of their most reliable soldiers and mercenaries to form the Company of Last Resort. This group would provide an escort and guard for the refugees on their march to the east, to Dennovar. They would seek shelter there and bring word of the coming horde. Lord Jarmaath hoped that by evacuating all nonessential citizens he could at least save their lives, even if the horde razed their homes.

Thus, when the PCs arrive in Brindol, they find the town empty. Many shops and houses have been boarded up. Marketplaces have been converted into training grounds, streets into patrol routes. Men watch from the city walls, while others toil in the orchards and farmlands surrounding the city, gleaning what early harvest they can in case of a siege, digging trenches, and raising palisades of sharpened logs.

When the horde reaches the vicinity of Brindol, the hobgoblins stop a few miles west of the city, camping on several large farms and leveling orchards that have grown for centuries. Small groups of goblin worg riders scout the land, hunting out spies and stragglers. Giants and ogres advance toward the city tentatively to test the limits of the archers stationed on the walls, daring each other to get one step closer. The red dragon Abithriax, eager to begin the bloodshed, makes his presence known with roars and high-altitude flyovers of the city below, casting his fearful shadow on soldiers and new recruits who have never before seen such a terrifying creature.

If the PCs come to Brindol on their own without having been summonded by Lord Jarmaath, it won't be long before they're recognized. Tales of their accomplishments have already spread throughout the soldiers, and they have become symbols of hope to the beleaguered folk of Brindol. Once a patrol realizes who they are, the PCs are told that Lord Jarmaath wishes to speak with them immediately in the great hall of Brindol Keep.

When the PCs reach Brindol, use the following read-aloud text to describe the town.

It is impossible to miss the fact that Brindol is a city at war, even though as yet there are no smoldering fires or war-torn battlefields. Soldiers toil in what only a few weeks ago were idyllic orchards and productive farms, digging trenches, raising watchtowers, and securing wooden palisades.

The city is almost completely surrounded by a twenty-foot-high wall of stone. The only stretch not protected in this way is the section along the river that marks the city's northern boundary. Two bridges cross the Elsir and connect the city with the river's far bank. The highest point in town is a hill nestled in the southeastern quadrant. A large, well-built keep of stone surmounts this hill, its majestic towers rivaled by the presence of a nearby grand cathedral.

Despite the city's size, the streets are strangely silent and empty. Patrols of soldiers march down some roads, but there is little sign of the normal mercantile activity one might expect. Upon closer inspection, it seems that many of the town's buildings have been boarded over. War has indeed come to Brindol.

KEY SITES

This section provides brief details on twenty-one key locations within Brindol's walls. Many of these locations are closed and uninhabited by the time the Battle of Brindol begins, because the majority of the city's civilian population has been evacuated. If the PCs visit Brindol before or after the battle, however, these locations are open for business.

1. City Gates: Brindol's gates serve a dual purpose. They control foot traffic into the city and they serve as garrisons for many of the city's guards. A city gate can house two dozen guards comfortably, and four dozen in times of need. Visitors to the city can enter without paying taxes, but merchants and obvious adventuring parties must pay a gate tax of 1 sp per person to enter the city.

BEFORE THE BATTLE DEVELOPMENTS

For most of the adventure, the PCs have been fighting small groups of Red Hand agents. Now the time has come for them to confront the horde itself, pitting them directly against thousands of hobgoblins and their monstrous allies. All the earlier parts of the adventure have built to this climax. So what happens if day 42 on the timeline arrives and the PCs are nowhere near Brindol when the horde attacks?

One answer is to arrange, by hook or crook, to get the PCs to the battle on time. For example, if the player characters befriended the Tiri Kitor elves in Part II and managed to persuade them to ally with the people of Brindol, then a small army of owl-mounted archers arrives at Brindol a few days before the horde. Lord Jarmaath graciously accepts their aid and dispatches a small group of elves on owlback under the command of Killiar Arrowswift or Trellara Nightshadow (see page 123) to fly out to pick up the PCs and bring them to Brindol with great speed. Alternatively, Jarmaath could call upon Immerstal the Red, a prominent local wizard (see page 124); you can give Immerstal a scroll with three spells and access to scrying magic, which he now uses to pinpoint their location, teleport to the spot, and bring them to Brindol (making two round trips if necessary). The low-magic option is to have Lord Jarmaath dispatch trusted members of the Lions of Brindol as messengers to find the PCs and bring them to Brindol, one of whom succeeds in locating them just as they conclude the previous part of the adventure. This option has the advantage of letting the PCs see the devastation the horde has wrought firsthand as they make their way across a ravaged landscape.

A different solution would be to use the timeline on page 7 less as a metronome ticking off the days and more as a guideline. We have provided this timeline to help you keep track of off-stage events and to provide a sense of urgency: The PCs only have a limited time to disrupt the Wyrmlords' plans if they are to prevent the villains from conquering Elsir Vale. This pressure is deliberate, to make the adventure more challenging and memorable than it would be if the heroes could set their own pace. However, it's better to depart from the timeline than to have the PCs miss out on major portions of the adventure because they arrive on the scene a day too late. Let the dramatic appropriateness of the timing be your guide here, especially if the PCs are running late through no fault of their own (delays while they stop to heal injuries or help the less fortunate, detours to avoid Red Hand patrols, and the like).

Finally, you can stick to the timeline and let the chips fall where they may. PCs who linger on the road could arrive to find the horde in triumphant possession of the ruins of Brindol. In this case, you can still run most of the following events as part of the defense of Dennovar, the final stand against the Red Hand in Elsir Vale, adapting them as necessary.

2. The Stone Wyvern: The Stone Wyvern gets its name from the petrified wyvern that dominates the inn's common room. This looming statue takes up half of the room and is mounted on a large upthrust rock that protrudes through the building's floor from the ground below. The wyvern was petrified more than a century ago by a group of adventurers who were defending local farmers. An enterprising gnome named Yabaling bought the plot and built a building around the wyvern, figuring the statue would make an excellent conversation piece. He was right—today, the Stone Wyvern is one of Brindol's most successful inns. Yabaling's son, Trabalard Yab, runs the inn now. He has developed a healthy fear that some troublemaker might come along and unpetrify the wyvern, but he also worries that getting rid of the statue will hurt his business. As a result, he spends much of his time worrying.

3. Axenhaft Security: This large building is owned by a dwarf named Eldremma Axenhaft. She keeps a small contingent of fighters and warriors on staff, hiring them out as guards for merchants. She also serves as a point of contact between various adventurers and keeps tabs on who's in town and looking for a job, as well as who's offering jobs. Adventurers seeking work could do far worse than to consult Eldremma.

4. Shank's Shivs: The proprietor of this weapon shop is an ex-bandit who served a ten-year sentence in the dungeons below Brindol Keep, then spent the next twenty years establishing himself as a respectable businessman. Today, Shank's Shivs is widely regarded as the best place to get weapons in all of Brindol. Shank employs a half-dozen artisan smiths and holds a standing contract to provide the Lions of Brindol with the weapons they need.

5. Brindol Market: This large open-air market is where traveling merchants, performance troupes, con artists, street-corner prophets, local farmers, and the like come to sell their services and wares. The market is normally quite busy, making travel through the area a vexing prospect; after the evacuation, the area is used for training recruits.

6. The Thirsty Zombie: The sign above this tavern's entrance depicts a wall-eyed zombie drinking from a cracked tankard. The ale in the tankard pours out of various holes in his neck and torso to pool at his feet, where six drunken rats cavort. The sign is a fair warning that this watering hole isn't for the cultured and quiet—which a glance at the tavern's patrons will confirm. The Thirsty Zombie's clientele is universally coarse, foul-mouthed, and loud, none more so than Torgin Kuraki, the corpulent half-orc who runs the place. He doesn't keep (or need) bouncers, preferring to handle any customer-thrashing himself—often to the delighted whoops of his other patrons. The taste of Torgin's whip is usually enough to curb a drunkard's unwelcome revelry. When additional persuasive is called for, Torgin keeps a supply of a dozen *+1 merciful bolts* for the masterwork heavy crossbow (named "Last Call") that hangs meaningfully behind the bar.

7. Red Magic and Sundries: This tall, thin, multistory building, one of the few completely stone structures in Brindol, is the shop and home of Immerstal the Red, Brindol's most prominent wizard. Immerstal lives with his longtime companion, a polymorphed gynosphinx named Alandri, in a well-apportioned apartment on the upper floor. The second floor is set aside for his research, while the ground floor is a cluttered but well-stocked magic shop. Alandri runs the shop while Immerstal busies himself in his library/workshop; she is fully capable of defending the place from thieves or scoundrels. Prices here are fair, and Alandri detests haggling—anyone who tries to haggle with her prices is shown the door. Like all gynosphinxes, she enjoys clever wordplay, and those who amuse her with riddlecraft receive preferential treatment.

Alandri the Gynosphinx: 52 hp (MM 233).

8. Shrine of Yondalla: This modest building, a refurbished guildhouse from Rhestan days, is now a religious center catering to the local halfling population. Since the clergy of the shrine spend much of their time aiding Brindol's indigents and poor, the human citizens of town view the place as a welcome addition. The benevolent presence of these kindly halflings, led by a soft-spoken cleric named Natalie Nettlemead, has done much to remove the stereotype of the sneaky halfling scoundrel from the mind of Brindol's populace. PCs who seek healing from this shrine are expected to pay what they can afford, but no non-evil supplicant is turned away.

9. The Craven Raven: The proprietor of this high-class tavern prides himself on providing a clean, sophisticated venue for Brindol's populace to seek entertainment and drink. A slim, elegant male human, Andraki Lenn won the deed to this once-notorious tavern from a scoundrel of a gnome named Fishlip Fergus in a game of three-dragon ante. The townsfolk of Brindol were pleased to see Fergus go, and Andraki kept the tavern's name (and the attendant sign that depicts a scruffy raven clutching a gold coin in its talons) the same but upgraded everything else. Today the tavern is a favorite among the nobility of Brindol, and after performances at Velorian's (see area 10) the taproom is always crowded. Adventurers aren't welcome here unless they are cultured, dress well, and keep their language clean. As a result, most adventurers seek out other places to drink, such as the Thirsty Zombie (area 6) or the Laughing Manticore (area 12).

10. Velorian's: This large building is Brindol's playhouse, although plays aren't the only entertainments offered here. Concerts, dances, magic demonstrations, and scholastic debates are often hosted here as well. The owner is a beautiful female half-elf named Velorian, a retired adventurer who saw an opportunity to make money in the comfort of the city when she learned that Brindol didn't have a proper playhouse. It is unlikely the PCs meet Velorian unless they visit Brindol early in the adventure; at the war's outbreak, she offers her troupe's services to Lord Jarmaath, and the members disperse throughout the vale, spying on the horde in various disguises.

11. Brindol Academy: This two-story building is perhaps the most prestigious place of learning in the entire Elsir Vale. Founded and financed by a huge grant given by a revered wizard named Lessiter Kayne (now deceased), the academy offers courses in history, magical theory, geography, alchemy, engineering, and culture. The academy has on-site accommodations for faculty, while students live in one of three nearby dormitories. Most of the courses are for adults, but half of the ground floor is dedicated to a finishing school known throughout the vale for producing cultured and well-mannered aristocrats. The headmaster of the academy is a no-nonsense matron named Damynda Rianthiar.

12. The Laughing Manticore: This building is a combination tavern and brewery. The taproom caters to rich but wild patrons, making it a place where most adventurers feel right at home. The Laughing Manticore's most well-known product is its manticore mead, a pale red drink of honey and spices served in a hollowed-out manticore tail spike that allows the cup to be

Brindol
0 50 250 feet 500
N
+80 ft.
+60 ft.
+40 ft.
+20 ft.

stabbed into wood with a satisfying *chonk!* once the drink is done. The owner of the Laughing Manticore is a dapper male human named Rillor Paln. The brewery and tavern is in fact a cover business. Everyone in town knows (or at least suspects) that Rillor is guildmaster of Brindol's Black Knives (the local thieves guild). Since his minions generally stay their hand against targets inside the city walls, and since those who openly criticize him tend to experience sudden misfortune, and since he enjoys the support of House Kaal, no one has yet confronted Rillor. Besides, he makes such a tasty drink. The PCs meet Rillor only if they visit Brindol before the evacuation, whereupon he temporarily relocates to Dennovar to explore war profiteering opportunities there, much to Lady Kaal's annoyance.

13. Kaal Manor: This richly furnished mansion commands an impressive view of the vale to the east of Brindol. With its own stables, garden, and archery range, Kaal Manor might well be the greatest and most tasteful display of wealth in the city. And with good cause: Its primary inhabitant is Lady Verrasa Kaal, a shrewd and gifted merchant who owns more businesses and holds more outstanding markers than anyone else in Brindol (or, indeed, the vale). It seems that everyone in the city owes the Kaal family something, and for the most part Verrasa is content to let those debts hang over their heads. Being rich and powerful is easier if more people feel grateful that you haven't yet collected on their loans. It doesn't hurt Lady Kaal's ability to get what she wants that she has been Rillor Paln's not-so-secret lover for the past several years. The two are sometimes dubbed "the Velvet Hand," and wags enjoy debating which is the more manipulative and subtle of the two.

Elegant Kaal Manor becomes a haven for refugees from the eastern vale

Illus. by R. Gallegos

14. Teskerwill Manor: One of the founding families of Brindol dating back to Rhestan days, the Teskerwills live in this sizable mansion. Their primary interest is horse breeding, and a sizable walled field to the southwest of this mansion houses the best of their stock. Currently, the entire stock of Teskerwill horses has been donated—over the protests of the family patriarch, Owen Teskerwill—to the war effort, placed at the use of the Lions of Brindol for the duration. Now old Owen wanders the near-empty family mansion, lamenting his loss while his three grown children (Kharra, Hurndahl, and Danella), who fully support Lord Jarmaath, have been commissioned into the militia as cavalry officers commanding an all-volunteer unit of horse-savvy Teskerwill servants and retainers.

15. Discreet Departures: This two-story wooden building looms over the surrounding structures. Once a shrine dedicated to Wee Jas, the building fell to the care of a cadaverous coffin maker named Worren Lasterman when the church completed construction of a larger temple to the south. Today, Discreet Departures handles the majority of the coffin building for Brindol's dead. This building plays a prominent role during the Battle of Brindol, when a Red Hand sniper takes advantage of its upper floor as a perch from which to carry out an assassination attempt on Lord Jarmaath; see page 93.

16. Cathedral Square: This large open square is used for public ceremonies and festivals. It's also where the governing bodies announce edicts and proclamations and hold the occasional hangings. This location also plays a key role in the final defense of Brindol; see the Final Battle event starting on page 94.

17. Cathedral of Pelor: The most distinctive building in Brindol is the Cathedral of Pelor. A massive structure with towers rising well over 100 feet in height, supported by flying buttresses and intricately carved pillars, the cathedral is an impressive display of the religion's dominance over the city. The angle of the church is such that as the sun rises, its rays shine through a massive stained glass window in the cathedral's eastern face and out through a matching window to the west, to wash Cathedral Square with a riot of early morning color. The cathedral has a host of nearly two dozen clerics, led by Shining Servant Tredora Goldenbrow, Brindol's most powerful cleric.

18. Brindol Keep: The city's second most recognizable landmark is the squat, four-towered keep perched atop the central hill. Although this place has traditionally been the home of the city's ruler, for many years the ruling lord instead dwelt in one of the newer, more luxurious mansions lower down on the hill, letting the old keep serve only as a garrison, town hall, and prison. With the start of Lord Jarmaath's rule, the old tradition has been restored; Jarmaath and his servants now dwell in the keep. The old-timers of Brindol welcomed this return to tradition with open arms, and the younger residents are just happy that someone relatively young is in charge of the city for a change. Lord Jarmaath is one of the best, and best loved, leaders Brindol has ever had. It remains to be seen during the Battle of Brindol if history cares.

19. Haskinar Mansion: The Haskinars are Brindol's least pretentious noble family. While they can't quite trace their lineage all the way back to Brindol's foundation as the Kaals and the Teskerwills can, they come close. The populous Haskinar clan's claim to fame is near-domination of the farming trade; family matriarch Rhola Haskinar either owns, finances, or has alliances with virtually all the farmers that surround the city. A long-standing feud between the Kaals ("Elitist plotters!") and the Haskinars ("Mud-fingered dirt-eaters") shows no sign of diminishing any time soon.

20. Brindol Cemetery: This large compound is surrounded by a low stone wall. As Brindol has grown, the clergy of Wee Jas have had to move many of the bones buried here into an

extensive ossuary below their temple. Several vaults near the cemetery's center are traditionally reserved for the city's nobility. The clerics of Wee Jas are quite accomplished at keeping the periodic infestations of ghouls here under control, and as a result the cemetery is relatively free of undead.

21. Temple of Wee Jas: This modest-sized structure is breathtaking to behold—the clerics of Wee Jas spared no expense in the construction of this new temple, as befits their goddess's vanity. No one in town is quite sure where the temple's high priestess, High Mourner Mhiram, got the building funds, and much speculation has arisen over their source. Despite the gossip, Wee Jas's clergy are seen as performing a valuable public service; in the century since they built their first shrine here, they have never done ill by the people of Brindol, and their efforts to keep the presence of undead from within the city's walls cannot be denied. A friendly rivalry exists between this temple and the faithful of Pelor, and the two churches are constantly trying to win converts from the other rather than seeking new converts from outside their respective religions.

IMPORTANT PEOPLE

Most of Brindol's more than eight thousand citizens have been evacuated from the city by the time the PCs are likely to arrive. Of the fifteen hundred or so who remain, the most important are detailed in brief here.

Lord Kerden Jarmaath: Lord Jarmaath is a lean man with a short, well-trimmed beard, graying hair, and wrinkles that don't quite belie his thirty-five years. Wisely admired as a just and fair ruler, he has been forced to take steps of late that have worn heavily on him (not least among which is his allying with Lady Kaal). He hasn't slept in days, and although he has been starting his day with *potions of lesser restoration* to fight the fatigue, he is nevertheless worn nearly to the breaking point. His voice is hoarse, but despite it all he remains an effective and commanding leader. He views the PCs as heroes and hopes that their presence in the coming battle will raise morale.

Lady Verrasa Kaal: The leader of a wealthy merchant family, Lady Verrasa Kaal is slightly older than Lord Jarmaath (thirty-seven) but remains vibrant and young in appearance. Rumored to be the most cunning person in Brindol, she is fond of wearing her bright red hair in extravagant styles and always dresses in costly and elegant courtier's dresses. It's a commonly held belief that if she wanted to cash in all the favors and loans the rest of Brindol owes her, she could whisk rulership away from Lord Jarmaath in a matter of hours. There's certainly no love lost between the two, and the fact that the current crisis has forced her to spend most of her waking hours with her rival has left her in a perpetual state of irritation. Having not yet had the chance to appraise the corruptibility of the PCs, she's wary of giving them too great a role in planning Brindol's defense.

Captain Lars Ulverth: The leader of Brindol's Lion Guard is an imposing man with a pronounced limp in his left leg, the remnant of a wound received in a tragic battle with an ogre in which his lover was slain. Lars has stubbornly refused offers to have the old wound magically healed. His innate stubbornness has served him well over the years, most often in his adamant refusal to compromise the funding, training, and pay for his soldiers. While this insistence has led to numerous arguments between him and Lord Jarmaath, the loyalty and morale of his soldiers is beyond reproach. He is cautiously optimistic about the PCs and hopes that they'll be able to live up to their reputations.

Tredora Goldenbrow: Tredora Goldenbrow is the local high priestess of Pelor and the most prominent cleric in Brindol. She is also one of the town's most recognizable faces; as an aasimar, her ethereal beauty has left many worshipers in the throes of a hopeless infatuation. Her relationship with Lord Jarmaath is an open secret in Brindol; no one speaks openly of it, but everyone knows the two are lovers. Though she is normally kindhearted and soft-spoken, the stories she has heard of the horde's actions have awakened a dormant rage in her heart, and she can become quite vocal and fierce in matters of Brindol's defense. She expects a lot of the PCs but as a general rule has a poor impression of adventurers as greed-driven mercenaries or thugs. Jarmaath's faith in the characters is the primary reason she's willing to give these purported heroes the benefit of the doubt until she sees them in action.

Immerstal the Red: Immerstal the Red is Brindol's most prominent wizard and a noted alchemist to boot. He supplements the money he makes selling potions and magic items by teaching complex subjects to rich nobles' sons and daughters and fancies himself a scholar and a businessman. "If it can't be bought, it's probably not worth having," is his motto. This, combined with his good looks, vanity, and success can make him somewhat dismissive of adventuring arcane casters ("vagabond mages"). He views the arrival of the PCs with skepticism—he has never understood the need some people have to go adventuring, when it's safer and much more cost-effective to make money in other ways. If one of the characters is an arcane spellcaster, professional jealousy also enters the picture—he might challenge such a character to a not-so-friendly competition before the battle begins, in an attempt to one-up a rival spellcaster.

AUDIENCE WITH THE LORDS

Timeline: When the PCs reach Brindol.

Light: Bright (daylight from windows or numerous ever-burning torches).

When the PCs arrive at Brindol, they are quickly ushered to the Great Hall of Lord Jarmaath's keep to meet with the leader and discuss Brindol's defense—possibly by someone they have met before and have reason to trust, such as Soranna Anitah or a Lion of Brindol such as Teyani Sura. As they enter the Great Hall, read the following.

The low murmur of a dozen muted conversations falls silent as the great double doors at the southern end of this great hall are opened by a pair of guards for your passage. The room beyond is a large chamber, the floors polished smooth and the walls set with many alcoves, each containing a trophy or work of art. The ceiling rises to a cavernous height of nearly forty feet, and deepset narrow windows reach nearly to that height along the northern wall.

A single long table dominates the middle of the room, its surface covered with books, maps, ledgers, parchments, sketches, drinks, and plates of half-eaten food.

Lord Jarmaath has converted his Great Hall into a war room, and he and his allies have spent long hours here, taking their meals as they work out endless scenarios for Brindol's defense.

The purpose of this meeting is twofold. The Defense Council wants to learn all it can about what the PCs have discovered in their battles in the field. At the same time, they want an opportunity to observe the PCs and decide if these are indeed

Illus. by E. Polak

Brindol's Defense Council meets to lay plans for the coming battle

the heroes Brindol has been looking for. Present at this meeting are Lord Kerden Jarmaath, Lady Verrasa Kaal, Captain Lars Ulverth, and Tredora Goldenbrow. Soranna Anitah and Norro Wiston are here as well, having stayed behind from the latest evacuation to serve Jarmaath as advisors. Finally, if the PCs secured an alliance with the Tiri Kitor elves, Sellyria Starsinger is here representing her people. Even if the Shining Axe dwarves (see page 44) have arrived, Captain Helmbreaker is not present at this council, it being his philosophy that a mercenary should follow his employer's orders (in this case, Lord Jarmaath), not decide what those orders should be.

The easiest way to run this audience is to break it down into four phases. During all four phases, the council members offer their commentary as indicated. If the PCs present themselves well and offer sound advice, they have a chance not only to improve the morale of Brindol's movers and shakers (and thus the morale of the city's defenders as a whole) but also to prevent unnecessary deaths that would have resulted from poor tactics.

PHASE ONE: INTRODUCTIONS

The meeting begins as Lord Jarmaath introduces himself and everyone present to the PCs. This done, he approaches each of the characters in turn, welcomes him or her, and introduces the individual to the council. (Wiston has been quite detailed in his descriptions, so the PCs might be a little surprised by how much the Lord of Brindol knows about them.) Chairs are brought out for the PCs, and they are invited to sit at the table.

Lord Jarmaath then invites the characters to give a report of what they have learned about the hobgoblins. This is a chance for the PCs to put into their own words what they consider to be their accomplishments. Not only does this account give them a chance to brag, but it should also help to bring back to the foreground minor but important plot elements that might have been overshadowed. Use the council members' questions to guide the PCs and (if necessary) to remind them of possibly forgotten clues.

In this phase, what matters most isn't how much the PCs have done, but how they come off as heroes and competent adventurers. Each PC should attempt a DC 15 Diplomacy check as this phase of the meeting progresses. Players who do a particularly good job at making themselves seem competent and powerful without sounding too arrogant or self-centered gain a +2 bonus on this check. Add up the number of characters who succeed on this check and apply the result as a bonus on any Diplomacy checks the PCs attempt in phases two, three, and four of the audience.

Lord Jarmaath acts overly welcoming and is obviously glad to have the PCs here.

Lady Verrasa Kaal remains observant but mostly silent during the introductions; any questions she asks will be about the motivations of people the PCs encountered. As Jarmaath's rival, she is predisposed toward skepticism on any subject Jarmaath is passionate about (such as the PCs' capability to save Brindol). On the other hand, the city does badly need help, and she's always on the lookout for new talent.

Captain Lars Ulverth observes the PCs with a keen interest. He asks for more details now and then if the PCs talk about any of their battles, the better to gauge their fighting skills.

Tredora Goldenbrow seems unimpressed with the PCs, with the exception of any obvious worshipers of Pelor. For each such individual of Pelor in the party, all members in the group gain a cumulative +1 bonus on Diplomacy checks made in this phase to impress the NPCs, since Tredora's word goes a long way.

Soranna Anitah and **Speaker Wiston** are glad to see the PCs again but remain silent during the introductions and the phases to follow, speaking only when called upon.

Sellyria Starsinger sits quietly and somewhat awkwardly during the introductions—she's not used to being around so many humans, or so far from her fens. If she allowed any giant owls or elves to accompany the characters on their adventures, she'll ask at some point how those owls and elves fared.

PHASE TWO: BATTLE PLANS

Once the PCs have had their say, Lord Jarmaath tells them that he and the rest of this hastily collected Defense Council have spent the last several days outlining possible plans to defend Brindol when the attack comes. The council members have debated for long hours on how best to meet the initial assault, and they've narrowed things down to one of two options.

Lord Jarmaath wants to meet the horde in the fields outside the city walls. He hopes this tactic will slow down the horde's advance and, if successful, keep much damage from being done to the city itself. Captain Ulverth argues that this tactic would cost many lives; the horde outnumbers Brindol's forces so greatly that to meet them on equal ground would be foolish. He maintains that the armies should use the city walls and buildings as fortifications. Let the horde expend precious resources battering down walls and houses, while the defenders focus on defense rather than fight at a disadvantage in the field. The other three are undecided on what the better tactic is; they don't want Brindol's buildings to take damage, but at the same time they don't want to put the army at unnecessary risk.

The PCs should become involved in this decision—encourage them to pick a side and argue for it. They can choose whichever side they prefer, but for a force as badly outnumbered as the defenders, the tactic of using the city's walls and buildings for cover is more sound than the tactic of meeting the enemy on open ground.

In order for the council to choose a plan, at least three of its members must be in agreement. Each attempt to sway a council member entails a successful Diplomacy check, as detailed below. No council member can be the object of more than one Diplomacy check in each phase of the meeting.

Lord Jarmaath is sure his army can meet the horde, mostly because of his pride in his soldiers and his confidence as a former adventurer. Convincing him otherwise takes a DC 20 Diplomacy check.

Lady Kaal doesn't want her personal guard imperiled in what seems to her an unduly risky gamble. Convincing her to support Lord Jarmaath in a field battle takes a DC 25 Diplomacy check. Convincing her to commit troops to defend the city walls requires a DC 15 Diplomacy check.

Captain Ulverth knows that while his soldiers are dependable and well trained, they're also vastly outnumbered. Convincing him to deploy his troops in the field requires a DC 25 Diplomacy check.

Tredora wants to support her lover's zeal and faith in his troops, but in her heart she feels that the best option is to abandon Brindol entirely and fall back to meet the horde at Dennovar. Convincing her to condone a field battle or agree to defend the walls requires a DC 20 Diplomacy check.

Sellyria Starsinger automatically agrees to aid in Brindol's defense if at least three other members of the council opt for the city wall defense. Convincing her to aid in a field battle takes a DC 25 Diplomacy check.

If the PCs are unable to bring the stalemate to a close, eventually Lord Jarmaath prevails and the Defense Council finally decides to meet the horde in the open ground beyond the city walls. The five stages of the Battle of Brindol (see page 88) play out more or less the same, but with much greater loss of life on the defenders' part.

PHASE THREE: CITY DEFENSE

The members of the Defense Council don't initiate any conversation about what their plan would be if Brindol's walls fall. This reluctance is due to a combination of pride, optimism, and a superstitious belief that even mentioning the possibility that Brindol's walls won't be able to keep out the horde is enough to risk its happening.

If the PCs don't bring up the subject, then Sellyria Starsinger does so. Or, if she's not present, the meeting moves on to the next phase without developing a good plan for how to respond if the city wall gets breached.

If the subject is brought up, the Defense Council grows silent for a moment while each member considers the options. Allow the PCs to take the lead here in developing a plan for the city's defense if the horde gets inside (which will happen, at the end of the first battlefield event).

No correct solution exists here. Without the PCs' intervention, the Defense Council decides to build numerous barricades along major streets, block off alleys, station small groups of soldiers inside buildings to serve as snipers and utilize guerilla tactics, and to use Cathedral Square as a central marshaling point.

What the council won't be able to decide is how to utilize the precious few clerics remaining in town. Lord Jarmaath would rather station them all in the Cathedral of Pelor, transforming the site into a battlefield hospital while defending the town's clerics from harm. Lady Kaal and Captain Ulverth want to station the clerics at key points throughout the city, so their healing skills and magic are more accessible, and to prevent a catastrophic loss of healing support if the horde manages to somehow assault the cathedral. Sellyria Starsinger and Tredora are unsure which is the best choice. Again, the PCs must guide the Defense Council's decision.

Lord Jarmaath has a not-so-hidden reason for wanting the clerics safe in the cathedral: He doesn't want to risk his lover Tredora on the streets, as Lady Kaal is all too eager to point out. Convincing him to spread the clerics' support throughout the city takes a DC 20 Diplomacy check.

Lady Kaal feels that placing all the clerics in the cathedral makes them too difficult to reach in emergencies. Convincing her to agree to this arrangement takes a DC 20 Diplomacy check.

Captain Ulverth has only the best interests of his soldiers at heart. He believes that having the clerics spread throughout town will help save more lives, although he admits it is likely to result in more deaths among the clerics themselves. Convincing him that it's better to station the clerics in the cathedral is a DC 15 Diplomacy check.

Tredora is torn. While she wants to protect her clerics, she is sickened by the thought of leaving soldiers on the fringe of the

battle to their fates. Convincing her to consolidate her clerics in the cathedral takes a DC 15 Diplomacy check.

Sellyria Starsinger doesn't think it's her place to make a decision one way or another, but with a DC 20 Diplomacy check, she can be convinced to support either option.

If the PCs are unable to influence the result in this phase, the Defense Council decides to station the clerics throughout the city. Unfortunately, this decision results in the deaths of nearly all the city's clerics in street skirmishes; as a result, more defenders die in the aftermath of the battle than would otherwise have been the case. Stationing the clerics in the relative safety of the cathedral is the preferred solution to this tactical situation.

PHASE FOUR: PCS ON THE BATTLEFIELD

Eventually, the question of what the PCs will do to aid the battle comes up. On this matter, every member of the Defense Council is in agreement: The PCs are among the strongest allies Brindol has, and as a result these leaders hope the characters will serve as skirmishers in the war, moving from battle to battle and providing support to key locations as the need arises.

To facilitate this strategy, Lord Jarmaath has asked Immerstal the Red to prepare several scrolls of *Rary's telepathic bond*. Immerstal can form a telepathic link between himself and up to three other people. Lord Jarmaath would like these three others to be himself, one of the other council members, and one of the PCs. With this four-way link active, he hopes to be able to keep the PCs updated on where they are needed the most. Allow the PCs to help in deciding who gets the fourth telepathic link—Lord Jarmaath would like it to be Tredora Goldenbrow, but Lady Kaal and Captain Ulverth both become increasingly vocal with their desires that one of them should receive the fourth link. Giving the fourth link to a second PC might be a good choice as well, although Captain Ulverth and Lady Kaal argue that such a choice is a waste since (presumably) the PCs will be close enough to each other to communicate verbally.

If a character can make a DC 20 Diplomacy check, the Defense Council agrees with the PCs' suggestion. Otherwise, the last telepathic link ends up going to Lady Kaal. The best choice would be to have the fourth link go to either Captain Ulverth or Sellyria Starsinger, since having it allows that NPC to more efficiently use the soldiers under his or her control to aid in the battle to come.

When the day grows late (or when the players seem to be getting tired of the meeting), Lord Jarmaath calls for the council to close for the evening. He offers to put the PCs up in rooms in his keep, since all the local inns are closed. Lady Kaal offers a room in her manor to any PC who has favorably impressed her. Depending on the timeline, the PCs might have days or only hours before the attack comes. Allow them to use this time as they see fit, and feel free to let them have encounters or conversations in the meantime with the various members of the Defense Council. Each of the named members has his or her own agenda and interests and can have private reasons for seeking to gain the PCs' friendship. Player characters should also have a chance to meet other local notables (Alandri, Andraki Lenn, Eldremma, the Teskerwills, and others), as well as have reunions with friends and acquaintances they met earlier in the adventure (Soranna, Wiston, Killiar, Trellara, Teyani Sura, possibly even Miha Serani in some suitable disguise).

The Battle of Brindol

The hobgoblins and their ilk have darkvision or low-light vision and the bulk of Brindol's defenders do not, so the Defense Council assumes that the horde plans to attack when the goblinoids can use this advantage—at night. As it turns out, they're right.

Wyrmlord Kharn plans on mounting the initial attack on Brindol 2 hours after sunset. Brindol's defenders have at least the light of the stars and the full moon to see by (shadowy illumination) when the attack begins.

Eventually, the sound of massive dragonbone horns pealing through the air, accompanied by a rising and thunderous roar, announces the event Brindol has come to fear—the Red Hand is on the march!

The Red Hand's plan of attack is organized in five stages, detailed below. The actions of the PCs can disrupt these stages; they are presented here as they would play out if the PCs weren't on hand to aid in Brindol's defense.

Stage 1: Wyrmlord Kharn orders the horde's advance on Brindol. If the Defense Council decided to station soldiers outside the walls, several massive clashes occur in the outlying farms, with heavy losses among the defenders. As this occurs, two groups of hill giants, functioning as living catapults, begin bombarding the city walls with hurled boulders.

Stage 2: The horde wheels toward one of the gaps in the city wall defenses created by the giants and prepares to enter the city. The red dragon Abithriax descends on the city elsewhere and begins wreaking havoc, hoping to distract defending forces away from the breach in the wall.

Stage 3: The horde starts its full-scale invasion of the city. It travels along the Dawn Way, pressing deep into Brindol in an attempt to reach the cathedral and keep.

Stage 4: The horde establishes a foothold in Brindol's marketplace and regroups there prior to staging a new attack on the city's cathedral and keep. Skather, one of the horde's most dangerous skirmishers, critically injures several key defenders in sniping attacks.

Stage 5: Wyrmlord Kharn personally leads an assault on the Cathedral of Pelor, hoping to raze the structure to the ground and not only rob Brindol of one of its most beloved landmarks but remove the defenders' clerical support.

After Stage 5, you should determine if the Red Hand has been victorious or not. If it has, the horde moves up, uncontested, to take Brindol Keep while the remaining defenders escape to the east, retreating in the direction of Dennovar. If the Red Hand has been defeated, the horde breaks up and scatters, temporarily dispersed until High Wyrmlord Azarr Kul can gather it again (a task which takes a matter of weeks, not months or years) and lead a new and even more devastating attack on Brindol, one the PCs have little hope of defeating.

BATTLEFIELD RESOURCES

While Brindol's army clashes with the horde, the PCs take part in a number of events that play to their strengths as skirmishers and adventurers. Between these events, the characters have a few minutes to recover, recuperate, and prepare for what's next.

The Defense Council needs most of Brindol's soldiers and resources to support the main army, but if you think the PCs need help, then some of these resources can be put at their disposal.

Reinforcements: The characters are allowed to call upon four Lions of Brindol during the battle. Each of these individuals

is a 4th-level human fighter, and they'll help the PCs in any way they can. If Teyani Sura still survives, she is one of the four. The PCs must decide how many of these fighters they want to use before an event begins. Any fighters who survived previous events can be carried over to new events.

If the PCs secured an alliance with the Tiri Kitor elves, they can be assigned four giant owls and four Tiri Kitor hunters to use in a similar manner. If Killiar Arrowswift and Trellara Nightshadow are still alive, one of them is among the four, while the other commands the wild elf contingent in the battle.

Captain Soranna Anitah is also available to the PCs, volunteering to serve as a bodyguard for whichever PC is most vulnerable in combat.

Magic Items: Many of Brindol's shopkeepers, merchants, and adventurers have donated potions, scrolls, and wands to the cause. The PCs are allowed to draw upon these resources, to a limited extent. Any potions, scrolls, or wands described in the *Dungeon Master's Guide* are available, in any quantity or combination, as long as the total value of items they take over the course of the five battlefield events does not exceed 5,000 gp. The PCs cannot access these items during an event but can do so in the downtime between events as they wish.

Spells: All of Brindol's available clerics are stationed at the Cathedral of Pelor or assigned to infantry groups—there won't be any available to cast spells for the PCs as a result.

Designers' Notes

By this time, we expect the party to be 8th or 9th level. Yet you'll notice that almost all of the battlefield events detailed here are EL 10 to 12 encounters. This is for two reasons.

First, these encounters represent, in many ways, the high point of the adventure. Sure, there's still one deadly dungeon to go, and the final battle with Azarr Kul does an admirable job of serving as the climax to the story, but we expect the Battle of Brindol to be the most memorable part of Red Hand of Doom.

Second, the PCs have more resources than normal. They shouldn't worry about conserving their spells and consumable magic, since between each event they'll have several minutes to recover and lots of reinforcements and magic to resupply with.

The Lions of Brindol, the Tiri Kitor elves, and Soranna should be made available to a party that might otherwise not be able to handle the challenges of these events; the inevitable loss of some of these allies also provides a sense of attrition as the battle grinds on.

Feel free to omit the NPC assistance if the PCs don't need the help or if their presence would overly complicate the encounters.

— James

SAVE THE WALLS (EL 11)

The Red Hand's initial assault on the town of Brindol begins. If Lord Jarmaath prevailed in the second phase of the Defense Council's strategy meeting (see page 87), then the Lion Guard, the House Kaal Guard, and the Tiri Kitor elves (if present) engage the horde in the farms and orchards to the west and south of town; if Captain Ulverth prevailed, the horde advances to just outside bow range (about 1,000 feet away). Soon great boulders begin to rain down upon the city walls. Before long, it becomes obvious that these attacks aren't intended to kill the guards stationed on the walls but to destroy the walls themselves.

Mission: The PCs are contacted by Lord Jarmaath through the *telepathic link*. He tells them that two groups of hill giants are bombarding different sections of the city wall. He has ordered a sortie to take out one group but can't afford to divert a second group from the main battle. The PCs must engage the second group of giants on their own and destroy them.

Light: Shadowy (moonlight).

Creatures: Four hill giants.

The four giants the PCs are tasked with killing have crept forward quietly under cover of darkness and taken up a position on a low hill, about 500 feet south of the southern city gate. Each giant has an ample supply of throwing rocks and won't run out of ammunition before the encounter ends. The giants stand at least 20 feet apart from one another, making it difficult to catch them all in spells that affect an area (such as *fireball*) or interrupt their ranged attacks by threatening attacks of opportunity. The guards defending the wall are mostly armed with light crossbows; given the poor visibility and –8 range penalty, they have little chance of killing the giants before the walls are destroyed.

Hill Giants (4): hp 102 each (*MM* 123).

Tactics: Each round, unless the PCs interfere, each giant throws one boulder at the city wall. The wall has an Armor Class of –1, so even though the giants take a –6 penalty on their attacks due to range, they only miss the wall on a natural 1. Four contiguous wall sections are under attack, with each giant focusing on one section. Rather than keep track of all four wall

DANGER OUTSIDE THE WALL

This encounter as written assumes the giants are alone, with the main body of the horde busy facing Jarmaath's army on the western side of the city. If you would like to raise the stakes, assume the giants are accompanied by a detachment of hobgoblins, anything from a few dozen regulars to roughly 10% of the foot soldiers given on page 48 (that is, about 80 hobgoblin warriors, 160 hobgoblin regulars, 20 hobgoblin regulars, and 6 hobgoblin bladebearers). If one of the lesser Wyrmlords (Saarvith or Koth) survived his earlier encounter with the PCs, he commands this group; otherwise the leader is one of the Doom Hand warpriests.

These soldiers wait in the darkness outside bow range for the walls to be breached, whereupon they intend to storm this side of the town and create as much havoc as possible to draw defenders from the main attack. Since they are more than 500 feet farther back than the giants, they probably do not notice the PCs before the heroes engage the giants in melee. It takes them several rounds to react, but once they realize a small group of Brindol's defenders is outside the walls and near at hand, they give their battle cry and rush to the attack. The first hobgoblins reach the PCs 1d4+5 rounds after the PCs begin melee with the giants. PCs who deal with the giants quickly and beat a hasty retreat should be fine; those who linger can find themselves in a race back to the safety of the wall with hundreds of screaming hobgoblins not far behind.

sections, you can track damage as one larger section. Each round, any giant that isn't engaged in melee throws one rock, dealing 2d6+7 points of damage with each hit. The stone wall has hardness 8 and an initial combined total of 1,800 hit points. By the time the PCs reach the wall, the giants have been lobbing rocks for over 5 minutes; the wall has only 600 hit points remaining and will stand for about another 25 rounds (average 6 points of damage per giant × four giants = about 24 points of damage per round total) unless the attacks are stopped.

The giants use no light sources, relying on their low-light vision to pinpoint the wall. Start the encounter when the PCs are 480 feet away from the giants—as a result, the giants should have a few rounds at least to continue throwing boulders before the PCs reach them. The ground between the PCs and the giants is open and free of difficult terrain, but the last 50 feet are up a gradual slope—enough to give the giants a +1 bonus on attack rolls against PCs approaching on the ground, but not enough to affect movement.

If a giant is reduced to less than 50 hit points by ranged attacks, it abandons its mission and starts throwing boulders at the source of its pain. A giant reduced to 20 or fewer hit points panics and flees.

Treasure: Each of the giants carries a large leather bag filled with miscellaneous objects of value to that giant, but only a few of these objects are valuable to anyone else. Along with many strange odds and ends, there's a total of 2,540 gp, 190 pp, 24 gems and pieces of jewelry worth a combined total of 2,500 gp, a *+1 arrow catching light wooden shield*, and a *+1 warhammer* strewn among the four bags.

Development: Not long after this encounter is over, the PCs receive word from Lord Jarmaath through their *telepathic link* that the other group failed to stop the giants it was battling, which have managed to breach the wall at the western gate. Jarmaath orders the army to fall back to the breach in an attempt to hold it. Allow the PCs to react to this development as they wish—but before they have a chance to aid in the defense of the breach, the next event (Abithriax's Rampage) begins.

ABITHRIAX'S RAMPAGE (EL 10)

Although the PCs might have defeated their group of giants before they breach the city wall, the other defenders aren't so lucky. The second group of hill giants takes down an alarmingly large section of wall near the western gate. At the same time, a horrific blast of fire explodes near the southern gate—the red dragon Abithriax has joined the battle!

Mission: This event begins with a sudden, brilliant blast of fire from the southern section of Brindol as the red dragon Abithriax blasts one of the buildings there with his breath weapon. Almost at once, the PCs receive a panicked telepathic message from Lord Jarmaath, who confirms what the PCs might have already guessed—the red dragon has joined the battle. At the same time, the horde is pushing into the breach in the west wall. Lord Jarmaath orders the PCs to slay the dragon while his soldiers meet the bulk of the horde army at the breach in the walls to the west.

Light: Shadowy (moonlight and fire from burning buildings).

Creature: One red dragon.

Abithriax's goal is to light as many fires inside the city as possible, not only to damage Brindol but to split the defenders' resources. A few groups of defending soldiers scramble to contain the fires, but none of them have a chance against the red dragon. If the PCs don't kill Abithriax, much of Brindol will be in flames before midnight.

Abithriax flies in lazy circles around a small section of southern Brindol, swooping down low every 4 to 6 rounds to unleash another blast of fire and grab up a few soldiers to crush in his jaws or drop from very high up (thinking that their long, drawn-out screams as they fall to their deaths will be bad for the defenders' morale). No one fights back against the dragon effectively until the PCs arrive.

Abithriax, Male Juvenile Red Dragon: hp 184 (see page 115).

Tactics: As soon as any of the PCs manages to score a solid hit on Abithriax or affect him with any significant offensive magic, the dragon abandons his strafing to concentrate his full attention on the PCs. His goal is to destroy this knot of resistance if possible, and at any rate to make the PCs expend the maximum amount of resources confronting him so they have fewer reserves to face Wyrmlord Kharn's final attack.

Abithriax has already cast *mage armor* and *shield* on himself, increasing his Armor Class by 8 to a total of 32. Even a group of 9th-level characters is going to have trouble hitting the dragon, and Abithriax takes advantage of this fact. He starts combat by breathing fire on the PCs, then swoops down to land near any spellcasters (especially clerics displaying holy symbols of good deities) or other characters who have a good chance at affecting him at range. He uses his full attack sequence against these foes, focusing on them one at a time. At this stage he ignores fighters unless they seem to be able to hit him regularly, in which case he takes to the air and starts doing flyby attacks with his bite.

Once his blood is up, Abithriax refuses to back down. His stubborn nature and refusal to admit defeat is one of the traits that won him an honored position with the horde, and he doesn't retreat, instead dedicating his fate to Tiamat. With his disdain for anything without scales, he cannot truly imagine that mere humanoids have the capability to defeat him. If, on the other hand, he succeeds in defeating the PCs (perhaps forcing them into hiding), he withdraws once he has started enough fires, either joining the main horde if he is still in good shape or retreating back to its camp to lick his wounds if he is seriously injured.

Brindol in Flames: Although the soldiers in the area are doing their best to put out fires, the dragon has started so many conflagrations that they won't be able to contain the flames on their own—they need the PCs' help. Fortunately, this help can come after Abithriax is slain or has withdrawn.

In order to keep the flames from spreading, the PCs must extinguish five separate fires within 5 minutes. In order to put out a fire, a character must make a successful DC 20 Survival check; each such check takes 1 minute. A spell with the cold or water descriptor that affects an area, such as *cone of cold* or *sleet storm*, can extinguish a fire in 1 round, and a summoned creature with the water subtype can extinguish a fire in 1 minute. The most effective way to contain the flames is with a *quench* spell—each of the fires is effectively occupying three 20-foot cubes, so a caster can put out one fire for each three caster levels by using this spell. If Ulwai Stormcaller is still alive, she calls up a powerful windstorm to spread the flames; in this case, the PCs must extinguish twice as many fires within the same time to halt the conflagration.

Abithriax's rampage sets Brindol aflame unless the heroes can stop him

Illus. by L. Parillo

If the PCs can't contain the flames in 5 minutes (or if they choose not to help fight the fires), the fires do an incredible amount of damage to Brindol before they are eventually brought under control. (Lady Kaal orders blocks of buildings destroyed to create a firebreak, which succeeds in stopping the fire from spreading.) The entire city won't burn, but the damage done is nonetheless significant.

Development: With Abithriax slain or driven off, the PCs have delivered their first great strike against the horde during the Battle of Brindol. Wyrmlord Kharn already knows about the characters, of course, but this is the point at which he realizes he underestimated them. He does not abandon his plan of battle, but he shifts his focus toward the PCs increasingly in the remaining events.

Once this event is over, the PCs learn from Lord Jarmaath that his troops have been pushed back; the enemy is now inside the walls. The defenders are relocating and regrouping, performing fighting retreats as the horde pours into Brindol. Already Jarmaath has a new mission for the PCs.

STREETS OF BLOOD

This event is the characters' chance to take on a large number of low-level hobgoblins, in a wave-after-wave assault on one of the main streets of town. The PCs must hold a barricade against all comers before reinforcements can arrive.

Mission: While the PCs are catching their breath after their fight with Abithriax, Lord Jarmaath contacts them again. Fighting has moved into the city streets, and the defenders are trying to slow the horde's advance into Brindol. They've managed to do so with some success on the secondary streets, but they're having a rough time with the Dawn Way. Lord Jarmaath wants the PCs to support a group of soldiers stationed on the Dawn Way just west of the marketplace. These soldiers are preparing to battle waves of invaders moving down the road, and without the PCs' aid it looks like they will soon be overwhelmed.

Light: Shadowy (moonlight and street lanterns).

Creatures: Multiple waves; see below.

Setup: This encounter can be played out on the battle map that depicts a town street with buildings on either side. Before locating any characters or creatures on the map, designate a 2-square-wide strip running across the road in the middle of the map to be a barricade. Have the players place their characters anywhere on one side of the barricade (the invaders will advance toward them from the other side of the barricade) The PCs can order the soldiers to take up posts anywhere on the map. Give the players about 10 minutes of real time to plot out a defense of the street—after this, announce the approach of the first wave of attackers.

The soldiers consist of one Lion of Brindol (see page 125) and ten 1st-level warrior town guards (see page 125). If the PCs have secured an alliance with the Tiri Kitor elves, six wild elf rangers (see page 124) are also here to aid with the defense. Any additional reinforcements under the PCs' command whom they wish to call upon to aid in the defense are also present.

The barricade across the road is made up of rubble and lumber, hastily erected by the soldiers to give them some cover and to slow the advance of the horde. A character who wants to move through a square occupied by this obstacle (PH 148) must take a move action that provokes attacks of opportunity to do so, and it takes 2 squares of movement to cross each square of barricade. The barricade is 4 feet high, so a successful Jump check allows a character to pass over the barricade as part of a move action.

A successful DC 24 Strength check allows a creature to break apart one section of the barricade, turning a square of barricade into a square of difficult terrain. It takes 1d4 rounds to rebuild this square back into a barricade.

In order to hold the line, the PCs and their allies must defeat several waves of increasingly dangerous attackers. If they've done well in previous chapters, they'll have less to face in this encounter.

The goal of each wave of attackers is to reach the marketplace (located off the map, behind the defenders). The PCs fail in this encounter if either of the following conditions is met.

- All of the PCs and all their allies are defeated. For this combat, if at any time there are no PCs and no allies on the map, they have been defeated.
- At least twenty enemy creatures manage to move off the map past the barricade and into the marketplace.

Creatures: The horde sends several waves of attackers at the PCs in this event. These are advance shock troops, moving ahead of the main body of the horde. Allow each wave's resulting combat to play out, then let 1d4+2 rounds pass before the next wave arrives. The PCs have just enough time to reposition themselves, cast some healing magic, and perhaps make some quick repairs to the barricade, but they won't have enough time to call in reinforcements unless they use magic (*dimension door*, *summon monster*, and the like).

FIRST WAVE (EL 9)

The first wave of monsters consists of a group of six hobgoblin warriors led by a pair of hobgoblin sergeants, accompanied by a pair of manticores. The hobgoblins send in the manticores first while they take cover and attack with their longbows. The manticores fly up to the rooftops and use their tail spikes on anyone behind the barricade. If they defeat everyone down there, they swoop down to tear apart the barricade so the hobgoblins can make it through to the marketplace. If either of the manticores is brought below 10 hit points, it flees back the way it came.

Manticores (2): hp 57 each (*MM* 179).
Hobgoblin Sergeants (2): hp 30 each (see page 119).
Hobgoblin Regulars (6): hp 13 each (see page 119).

SECOND WAVE (EL 10)

The second wave consists of a group of eight Blood Ghost berserkers. The PCs are unlikely to have encountered any of these bugbears before, and their appearance can be shocking. These berserkers dye their fur gray-white and utter ghostlike wails as their battle cry. The bugbears thunder onto the scene from the west and immediately charge the barricade, activating their barbarian rage as they close. When they reach the barricade, they clamber over and attack those behind it. These tactics should give the defenders a few rounds to get some initial hits in on the barbarians before they breach the barricade.

Blood Ghost Berserkers (8): hp 55 each (see page 117).

THIRD WAVE (EL 11)

The third wave consists of five goblin worg riders mounted on a terrible new addition to the battlefield—bluespawn thunderlizards, creatures Azarr Kul has drawn into the Material Plane from Tiamat's court. The goblin riders are a little unnerved by their mounts, and would rather fight from worgback, but they do the best they can. The thunderlizards storm up to the barricade and try to tear it apart while their goblin riders use their shortbows and scimitars to attack anyone nearby.

If the PCs have done well in previous parts of the adventure, this is the final wave of enemies they'll have to face in this event to secure victory.

Goblin Worg Riders (5): hp 27 each (see page 119).
Bluespawn Thunderlizards (5): hp 69 each (see page 117)

FOURTH WAVE (EL 12)

If the PCs weren't able to disrupt the greenspawn razorfiend hatchery in Rhest by destroying all the eggs there during Part II of this adventure, they face three of these dangerous spawn in this wave, along with a pair of Kulkor Zhul mindbenders. The hobgoblins let the razorfiends charge up to attack any obvious defenders while they hang back. One of them inspires courage and the other uses his spells and combat gear to throw the defenders into chaos.

Greenspawn Razorfiends (3): hp 85 each (see page 119).
Kulkor Zhul Mindbenders (2): hp 36 each (see page 120).

FIFTH WAVE (EL 12)

In this final wave, the PCs face several of the Ghostlord's undead minions. If they managed to get the Ghostlord to withdraw his support from the horde (either by killing him or returning his phylactery) in Part III of this adventure, this event does not occur.

This wave consists of a group of four ghost brute lions, two ghost dire lions, and five lesser bonedrinkers. The undead are under the control of several nearby Doom Hand warpriests, although these clerics hang back and do not make an appearance in this encounter.

The ghost brute lions use their bloodcurdling roar in an attempt to force the defenders to flee the area in fear, while the ghost dire lions and bonedrinkers converge on anyone brave enough (or foolish enough) to remain behind.

Ghost Brute Lions (4): hp 32 each (see page 121).
Ghost Dire Lions (2): hp 52 each (see page 121).
Lesser Bonedrinkers (5): hp 59 each (see page 122).

STREETS OF BLOOD DEVELOPMENT

If the PCs are able to hold the line, the horde falls back to regroup just inside the fallen section of city wall, giving the defenders a chance to regroup as well. If the PCs fail, the horde takes up positions in the marketplace and now controls between a quarter and a third of Brindol. Either way, allow a lull of several minutes before you begin the next event.

SNIPER ATTACK (EL 11)

One of the Red Hand's most dangerous killers, a blackspawn raider ninja known as Skather, infiltrates the city and establishes himself in an abandoned house, whereupon he begins to snipe at important NPCs using his shortbow to great and terrible effect. The PCs must get into this house and kill the sniper or force him to flee.

Mission: In the wake of the previous event, the battle slows somewhat, either because the horde has been forced to fall back and regroup at the breach in the wall along the Dawn Way, or because it is spreading out, consolidating its gains, and regrouping in the marketplace (area 5). Isolated skirmishes continue in the streets, and the night is still pierced every few seconds by a distant cry of mortal pain or a monstrous roar.

Lord Jarmaath decides to take advantage of the lull in the attack to regroup his own forces in Cathedral Square (area 16). He contacts the PCs telepathically to order them to join him there as soon as possible to discuss central Brindol's defense, when the contact is abruptly severed. All attempts to reestablish contact with Jarmaath fail.

Light: Shadowy (moonlight and street lanterns).

Creatures: One blackspawn raider, two hobgoblins.

As the PCs near Cathedral Square, they hear outcries of alarm, screaming, and the sound of dozens of armored soldiers running. When the PCs reach the square, they find the place in chaos as soldiers scramble toward the Cathedral of Pelor, as if fleeing from some invisible army.

Lord Jarmaath has just fallen to a sniper's arrow, fired from somewhere on the western side of Cathedral Square. Three more of his soldiers and aides fell to the sniper's shots before the rest managed to reach safety on the opposite side of the square, dragging their fallen leader with them (if you like, Norro Wiston or Immerstal the Red can be among these further victims).

Lord Jarmaath is now unconscious inside the Cathedral. The poison on the sniper's arrow has reduced him to Strength 0, and none of the clerics in the cathedral have any *lesser restoration* or similar spells or potions left to restore him to consciousness. The suddenness of the attack has demoralized the local soldiers. Rather than regrouping in preparation for Wyrmlord Kharn's final attack, Jarmaath's soldiers have scattered, seeking cover. Every time someone tries to organize the troops or approach the western side of the square, another person drops; seven dead now lie in the street, bearing silent witness to the assassin's deadly accuracy.

If the sniper is to be removed, it's up to the PCs.

Creatures: The sniper is a blackspawn raider ninja named Skather. The same stealthy killer who stole the Ghostlord's phylactery from under the lich's rotting nose, and the Red Hand's most trusted assassin, he has come to Brindol to decapitate the defense. Now that Lord Jarmaath is out of the picture, he intends to bring the same pain to the PCs.

Skather lurks in the upper-floor storeroom of a coffin-maker's shop (area 15 on the map of Brindol, page 83), but the blackspawn raider isn't the only Red Hand agent within the building. Two invisible Kulkor Zhul war adepts lurk in hiding on the bottom floor of the building with readied actions to cast *lightning bolts* on anyone they see entering the building. Identifying which shop hides the sniper requires a successful Spot check, opposed by Skather's Hide check (+25 modifier, counting a +10 bonus from his improved cover). Distance penalties on Spot checks

(–1 per 10 feet) effectively mean that the PCs will probably come under attack before they can pinpoint Skather's location.

Skather, Blackspawn Raider Ninja: hp 87 (see page 116).

Kulkor Zhul War Adepts (2): hp 28 each (see page 120).

Tactics: Skather has an excellent view of the square from partially shuttered windows, while he himself has improved cover (+8 AC) against any attacks launched from below. Additionally, the three windows that face the square make it difficult to determine which one he's hiding behind at any one time, since the ninja moves between windows with each sniper shot. One side window to the north and another to the south allow him to take shots at anyone who tries to enter the building from these directions.

If he sees anyone get into the building, Skather drops his shortbow, draws his short sword, and poisons the blade with purple worm poison. He then hides near the room's entrance and prepares to use a sudden strike attack on the first enemy to enter the room.

Downstairs, the two Kulkor Zhul war adepts each wait in different rooms, one in the workshop and the other in the rear office, each with the doors leading to the display room and also the one connecting their two rooms ajar. Both have imbibed one of their *potions of invisibility* and have readied a *lightning bolt* to cast at anyone they see entering the display room. Once the bolts go off, one hobgoblin follows up with *mirror image* and then *magic missile* or *lesser orb of electricity*. The other hobgoblin uses his *summon monster IV* scroll to summon 1d3 hell hounds, and then joins his fellow hobgoblin in using ranged spells against the PCs. Should the PCs instead enter through the side door into the workshop, the hobgoblin within lets loose his *lightning bolt* while the other moves to blast the intruders through the connecting door.

All this activity should give Skather plenty of time to prepare. If the PCs don't immediately head upstairs, he prepares further by drinking a *potion of invisibility* and his *potion of protection from good*. Skather has already placed his caltrops on the stairs, so anyone who rushes up them is in for a surprise; see the caltrop description (PH 126) for details.

Skather is a deadly foe, but one who would prefer to live to fight another day. If he's brought below 30 hit points, he tries to flee. If he escapes, he returns all the way to the Fane of Tiamat—he considers only Azarr Kul his superior and does not report to any of the lesser Wyrmlords. In this case, the PCs certainly encounter the ninja again in Part V of the adventure.

FINAL BATTLE (EL 12+)

As the battle draws to a close, General Kharn leads a group of dangerous monsters and hobgoblins on a surgical strike against the Cathedral of Pelor. The PCs must prevent Kharn from destroying the cathedral and its priests.

Mission: As soon as Captain Ulverth finds the PCs, he gives them the news—Wyrmlord Kharn is nearby. He has gathered several of his most powerful remaining minions and is marching on the Cathedral of Pelor, intent on destroying it and removing critical clerical support from Brindol's defenders. Captain Ulverth and his unit have just returned from a harrowing battle to the north against Wyrmlord Kharn and some of these creatures near the marketplace (area 5). They were able to kill a few giants and the last of the manticores, but there are still quite a few creatures in Kharn's personal entourage. Captain Ulverth estimates that the Wyrmlord will attack the cathedral in less than 10 minutes; with his own soldiers badly wounded, he needs the PCs' aid.

Light: Bright (numerous everburning torches).

Creatures: Wyrmlord Kharn, two hill giants, four ogres, and possibly other Wyrmlords or the Ghostlord.

You should strive to present this final battle as a desperate clash between the beleaguered defenders of Brindol and the savage Red Hand. As the PCs prepare for this battle, dozens of bleeding but brave soldiers, including any remaining dwarf mercenaries and the last of the Lions of Brindol, form ranks in the square before the cathedral, facing the road leading north and the approaching horde. Captain Ulverth stands with the PCs, along with any of their remaining allies, ready to face Wyrmlord Kharn and his forces.

The advancing horde is heard minutes before it is seen. Horrifying howls, guttural roars, and dragonbone horns announce their arrival. When the hobgoblin army arrives, it does so from several angles at once out of the darkened shadows of rubble-strewn streets. The soldiers in the square brace for the impact, and in only a few seconds the open area before the cathedral is a battlefield.

Before the PCs have a chance to enter the fray, Wyrmlord Kharn himself strides out of the chaos, his pathway cleared by hill giants and ogres that casually fling aside defenders with great sweeps of their weaponry. Kharn is an imposing figure, a towering hobgoblin nearly 7 feet tall. Dressed in full plate armor made from the scales of a red dragon and wielding a blood-slick greatsword, he calls out a challenge to the PCs in a voice hoarse with rage.

Creatures: Wyrmlord Kharn is accompanied by two hill giants and four ogres. In addition, any of the Wyrmlords the PCs have already met but allowed to escape (Ulwai, Saarvith, and Koth) are at his side, ready for a rematch. Finally, if the PCs weren't able to dissuade the Ghostlord from joining the battle, the lich is here as well, ready to lend his formidable powers to Wyrmlord Kharn's whim. This adventure assumes that these four additional combatants are not present, but if they are, this fight could become as much as an EL 15 encounter. In this case, you should consider having some or all of the enemy start the battle already wounded or with some of their spells or other consumable magic already used. Alternatively, you can have other allies come to the PCs' defense. This is meant to be a final

SNIPER ATTACK DEVELOPMENTS

By the time the PCs return to the cathedral after defeating Skather, Lady Kaal has already arrived, assumed command of the city, and begun organizing its final defense while Tredora tends the stricken Jarmaath. Lady Kaal sends for the PCs at once, but they no sooner arrive than a bleeding and battered group of front-line soldiers led by Captain Lars Ulverth (on horseback) retreats into Cathedral Square from the north. He has some bad news to share: General Kharn himself, leading a host of monsters, is not far behind.

Wyrmlord Kharn's final attack on Cathedral Square brings the Battle of Brindol to a bloody climax

Illus. by L. Parillo

epic battle to bring this part of the adventure to a close, not a complete, overwhelming assault on the PCs by the horde.

Wyrmlord Kharn's primary goal in this encounter is to personally slay the PCs. He has ordered his giants to defend him and to make attacks as necessary, but they are not to rob Kharn of any kills if it can be avoided (this bit of hubris might give the PCs the chance they need to survive). Wyrmlord Kharn does not retreat from this battle—this is, in his eyes, a decisive moment in the war, and to abandon it to defeat invites death at the hands of Azarr Kul.

Wyrmlord Hravek Kharn: hp 68 (see page 113).
Hill Giants (2): hp 102 each (*MM* 123).
Ogres (4): hp 29 each (*MM* 199).

VICTORY POINTS

Although the PCs have slain Wyrmlord Kharn and thus routed the hobgoblin horde in the battle for Cathedral Square, this achievement does not by any means indicate victory. Thousands of hobgoblins yet live, and Brindol's army is nearly broken. The horde is a motivated, highly organized army; while the loss of Wyrmlord Kharn is a devastating blow, it is not a lethal one. Only a few hours later, the horde has regrouped again outside the city walls, gathering under a new leader. This leader could be one of the other surviving Wyrmlords, or merely a Doom Hand warpriest, or even Miha Serani (if she escaped death in Part II). It's entirely possible that, an hour before dawn breaks, the horde could surge back into Brindol for one final attack. If this renewed assault occurs, the armies of Brindol are doomed.

As the PCs are recovering from their battle and reveling in their victory over Kharn, take a moment to go over their successes throughout the adventure. Each of their victories earn them a number of victory points (VP), as detailed below.

Destroying Skull Gorge Bridge: If the PCs destroyed Skull Gorge Bridge at the end of Part I, award them 2 VP.

Twistusk Aid: If the PCs spoke with Old Warklegnaw and convinced the giant to lead his people on a preliminary attack against the horde, award them 1 VP.

FINAL BATTLE DEVELOPMENTS

This adventure assumes that the PCs emerge from this event victorious, since the only other outcomes are ignominious retreat or their bloody deaths at Kharn's murderous hands. As soon as Kharn is slain, a noticeable ripple of shock and fear washes over the hobgoblins. The battle with any remaining ogres or hill giants should continue for 1d4 rounds before the giants lose morale, turn, and flee. This triggers a general rout, and the streets fill with human cheers of victory as the hobgoblin horde breaks and scatters.

Evacuating Drellin's Ferry: If the PCs managed to convince the leaders of Drellin's Ferry to evacuate town before the horde reached them, award them 3 VP.

Busting a Road Blockade: There are two road blockades to be taken care of in Part II. For each one the PCs successfully eliminated, award them 1 VP.

Delivering the Gold: If the PCs sent the mercenaries' gold off to the Hammerfist Holds, the presence of the dwarf company is crucial; award them 4 VP.

Tiri Kitor Alliance: Gaining the aid of the Tiri Kitor elves is a major victory for the PCs, since it not only bolsters the defenders' strength but it also gives Brindol an effective aerial force. The alliance is worth 5 VP.

Disrupting the Hatchery: If the PCs destroyed all the eggs in the hatchery at Rhest in Part II, they eliminate a powerful group of monsters that could have brought the horde a significant advantage. This is worth 2 VP.

Disrupting Ghostlord Alliance: By removing the Ghostlord's support from the horde, the PCs score a major victory against the Red Hand, who had hoped to rely on the Ghostlord's fearsome undead to break Brindol's morale. This is worth 5 VP.

Exposing Miha: Although she's only one person, Miha Serani can do a lot of damage if she is allowed to escape. If the PCs caught or killed her, award them 2 VP.

Audience with the Defense Council: If all the PCs made the DC 20 Diplomacy check during phase one of their audience to impress the members of the Defense Council, award the group 1 VP.

If the PCs convinced the Defense Council to place troops behind the city wall and avoid a conflict in the open farmland surrounding Brindol, award them 3 VP.

If the PCs brought up the subject of how to defend Brindol in the event that the city walls are breached, award them 1 VP.

If the PCs convinced the Defense Council to station the clerics in the Cathedral of Pelor, award them 2 VP.

If the PCs convinced the Defense Council that the third telepathic bond should go to Captain Ulverth or Sellyria Starsinger, award them 1 VP.

Disrupting Hill Giant Battery: If the PCs prevented the hill giants from breaching the city wall near the south gate, they force the horde to mount its invasion from only one point. This is worth 2 VP.

Putting out the Fires: If the PCs contained the fires started by Abithriax, they earn 2 VP.

Holding the Dawn Way: If the PCs managed to hold the Dawn Way against wave after wave of attackers, they prevent the horde from overrunning the whole city. This feat is worth 4 VP.

Catching the Sniper: Killing or capturing the assassin who struck down Lord Jarmaath improves troop morale. This is worth 2 VP. Merely driving Skather off does not gain any VP award.

Killing Commanders: There are eight commanders (four Wyrmlords and four dragons or dragonkind) that the PCs can take down during Parts I–IV. Each one of these commanders slain or captured grants a corresponding VP award.

Wyrmlord Kharn: 8 VP.
Wyrmlord Stormcaller: 6 VP.
Wyrmlord Saarvith: 4 VP.
Wyrmlord Koth: 2 VP.
Abithriax: 4 VP.
Varanthian: 3 VP.
Regiarix: 2 VP.
Ozyrraudion: 1 VP.

VICTORY!

If the PCs accumulated 40 or more Victory Points, the hobgoblin horde doesn't recover. After they flee Brindol, the monsters break up into warbands and scatter into the surrounding countryside. Skirmishes break ont here and there over the next several days, but these are nothing that the Lion Guard can't handle.

Lord Jarmaath, recovering from his wounds, invites the PCs and the other key members of the Defense Council to a great victory celebration the day after the Battle of Brindol. This day of celebration begins with a rousing speech by Lord Jarmaath in Cathedral Square, where he publicly thanks the PCs each by name. Take the time to play this scene out, and make sure to call out a couple of key actions of bravery or even luck that each PC displayed during the battle. Without the PCs' help, hundreds of people would now be dead and all of Brindol would be aflame.

After this public speech, a tired Lord Jarmaath asks the PCs to return with him to Brindol Keep. Grim news has reached his ears, and he needs to call upon the PCs one last time. Proceed with Part V.

DEFEAT!

If the PCs have earned less than 40 Victory Points, all might not be lost. Lord Jarmaath remains unconscious, and Lady Kaal, after consulting with the remains of the Defense Council, decides to take advantage of the temporary reprieve granted by Wyrmlord Kharn's death to abandon the city. A small band of brave soldiers (under the command of the NPC of your choice) volunteer to remain behind and do what they can to hold off the horde a little longer, while the rest gather their wounded and flee along the Dawn Way toward Dennovar.

If the PCs have come close to 40 Victory Points, they might be able to save Brindol. The horde takes 1d4+1 hours to regroup and attacks in the last dark hours before dawn. If the PCs can manage to kill enough of the named commanders to put their Victory Point total above 40, the horde breaks and Brindol is saved. On the other hand, if their total is at less than 40 points even after they kill all the commanders present, then there's nothing they can do.

In this case, the horde invades again and puts Brindol to the torch. The Cathedral of Pelor is razed and Brindol Keep is looted. The one thing that saves those who decide to flee to Dennovar is the fact that the horde takes a few days to plunder and torch the city before continuing its westward march.

Lord Jarmaath contacts the PCs and thanks them for their aid, but he is unable to hide the bitterness and despair in his voice. There is no ceremony, and this meeting is rushed and probably conducted from a sickbed as clerics tend to their leader's poisoned wound. Yet before he and his soldiers abandon their home, he asks the PCs to stay a bit. He has learned something new . . . something dire. He has learned that what they have seen so far is little more than an advance scout for the true horde. Proceed with Part V.

THE FANE OF TIAMAT

PART FIVE

Greater evil than any the heroes have yet faced awaits them within the Fane of Tiamat

Illus. by D. Hanley

In Part IV, the PCs finally got the chance to face off against the Red Hand horde. They might have managed to turn back the hobgoblins, or they might have been forced to abandon Brindol in shame and defeat. In the former case, one step remains to ensure that the hobgoblin host does not return. In the latter, one last desperate chance exists to decapitate the horde and save Elsir Vale from complete domination—for the true leader of the Red Hand still lives.

This final part of *Red Hand of Doom* begins as Lord Jarmaath takes the PCs aside to give them some disturbing news. This meeting can take place in the council room of Brindol Keep amid a victory celebration, or it can take place on the road to Dennovar at the head of the last refugees to escape the burning city. In either case, Lord Jarmaath's request is the same—he asks the PCs to travel to the Wyrmsmoke Mountains to confront and defeat High Wyrmlord Azarr Kul himself at the seat of his power in the Fane of Tiamat.

Based on intelligence gathered by his spies and from captured prisoners and recovered documents, and from the details of the horde supplied to him by the PCs, Lord Jarmaath has made a troubling discovery—namely, the strange and terrible dragonspawn that they faced as part of the horde army were just the advance scouts of an even greater infernal host of devils, fiends, and Tiamat's spawn. Azarr Kul, the High Wyrmlord of the horde, was not present at Brindol for one simple yet terrible reason—he has remained in the Fane of Tiamat to complete a complex, month-long ritual to open a portal to Tiamat's court to augment the horde with an infernal army. If he succeeds, the horde will become all but unstoppable.

Lord Jarmaath is unsure how long the PCs have to get to the Fane of Tiamat and stop this ritual, but it's certainly time measured in days rather than weeks. He has secured 2 scrolls of *teleport* for the PCs (each scribed by Immerstal, a 9th-level caster), allowing the reader and up to three other Medium creatures to teleport up to 900 miles away. If none of the PCs can use the scrolls, assume Immerstal is still alive and that Lady Kaal convinces (blackmails) him into helping them. Given a day to rest and recover his spells, the surly wizard uses a combination of the scrolls and his own 5th-level spells to transport the PCs three at a time (himself and three others on the first trip, then back by himself, then three more on the second trip, and so forth), complaining bitterly all the while.

The PCs can decide where they wish to teleport. Drellin's Ferry is a logical choice, although Vraath Keep is a little closer to their goal. Drellin's Ferry counts as very familiar (Immerstal grew up there), but he's never been to Vraath Keep.

Before the PCs go, Lord Jarmaath can donate some magic to their cause. He has gathered together the following supplies (most of it looted from dead hobgoblins): 8 *potions of cure moderate wounds*, 3 *potions of bull's strength*, 5 *potions of invisibility*, 2 scrolls of *haste*, and a scroll of *fly*.

THE WYRMSMOKE MOUNTAINS

The Wyrmsmoke Mountains are one of the most dangerous regions in Elsir Vale. The area has long been held by various goblinoid tribes, but even these humanoids are forced to concede large sections of the mountains to the more monstrous and deadly creatures that lair within.

If the PCs captured and interrogated Wyrmlord Stormcaller in Part III, they should have a good idea of where the Fane of Tiamat is located in these mountains. If they didn't have this chance, Lord Jarmaath was able to learn the location from intelligence his soldiers and spies have gathered. By all accounts, it seems that a narrow trail leads from Vraath Keep into the mountains, and that this trail eventually winds its way up to the Fane.

Characters who use the trail find it aids their travel through the mountains, allowing them to move at three quarters of their normal speed. Off the trail, the mountains are rugged and unforgiving—reduce overland speeds by half.

FANE OF TIAMAT FEATURES

The Fane of Tiamat has been carved from the mountainside by ancient, skilled hands. More recently, it has been augmented by Azarr Kul's considerable artistry. The resulting structure is as solidly built as it is physically impressive to behold.

Interior walls are of reinforced masonry. Where they separate rooms, these walls are 1 foot thick. Most walls bear artistic bas-relief sculptures of dragons or religious iconography important to Tiamat. The motif of a red clawed hand is pervasive.

Doors are made of iron and bear the Red Hand symbol. The doors can be locked, and if the PCs trigger the alarm, the Fane's defenders promptly do so. Most of the doors can be opened with a single key, copies of which are carried by the denizens of the Fane. Secret doors are generally made of stone and can be locked with a different key. A DC 25 Search check uncovers the presence of a secret door.

Hallways are typically 10 feet high, with rooms rising to 15 feet. Ceilings are vaulted, supported by stone ribs and iron buttresses; carven pillars help support the weight overhead in larger rooms.

Reinforced Masonry Walls: 1 ft. thick; hardness 8; hp 180; break DC 45; Climb DC 15.

Iron Door: 2 in. thick; hardness 10; hp 60; break DC 28; Open Lock DC 30.

Stone Secret Door: 4 in. thick; hardness 8; hp 60; break DC 28; Open Lock DC 30.

SECURITY

Although Azarr Kul is confident that few of the humans of Elsir Vale are brave enough to confront him within his lair, the denizens of the Fane are nevertheless quick to mobilize if the general alarm is raised. Azarr Kul only rarely allows members of the horde to enter the Fane—with the exception of his priests, most of the defenders and guardians of the Fane are outsiders he has called from Tiamat's court, or monsters he has bribed or otherwise lured to his service from the surrounding mountains.

The descriptions of the rooms within the Fane below assume that the place is not on alert. If the alarm is raised, inhabitants of the rooms become more alert and take 10 on Spot and Listen checks. Otherwise, little actually changes except for the frequency of the patrols (see below).

The primary guards of the Fane consist of two varieties, stationary and mobile. Most of the stationary guards are unique monsters selected by Azarr Kul for their particular abilities and strengths in the rooms they are to watch over. These guardians do not leave their posts except to pursue fleeing characters, and even then they give up pursuit if the PCs leave the Fane entirely, returning to their posts. If they hear battle in a nearby chamber, they prepare themselves for combat but do not abandon their posts.

The mobile patrols are made up of blackspawn raiders (see page 117). These creatures rest and eat in a large barracks (area 4), but as a rule only six of them can be found there at any given time, with the others out patrolling the halls and chambers of the Fane, on constant alert for trouble. A total of thirty blackspawn raiders dwell in the Fane, arranged into ten groups of three each. As the PCs explore the Fane, they have a 20%

RANDOM ENCOUNTERS IN THE WYRMSMOKE MOUNTAINS

The PCs are certain to run afoul of at least a few of the Wyrmsmoke's more dangerous denizens during their trek to the Fane of Tiamat. The chance of a random encounter here depends on the PCs' activity.

Normal Travel: 20% per hour.

Camping or Cautious Travel: 10 % per hour.

Hiding: 5% per hour.

If an encounter is indicated, refer to the table below. We recommend that you don't add more than two or three random encounters per day to the adventure, regardless of the encounter checks.

d%	Encounter	Average EL
01–05	2d4 blackspawn raiders (see page 117)	9
06–15	2d4 Blood Ghost berserkers (see page 117)	9
16–20	Ogre raiders (*MM* 199)*	9
21–35	Red Hand war patrol**	9
36–40	1 yrthak (*MM* 262)	9
41–45	1d6 achaierais (*MM* 9)	8
46–50	1 behir (*MM* 25)	8
51–60	1d4 ettins (*MM* 106)	8
61–65	1d6 manticores (*MM* 179)	8
66–70	1d6 trolls (*MM* 247)	8
71–75	1d4 wyverns (*MM* 259)	8
76–80	1d4 bearded devils (*MM* 52)	7
81–85	1 bulette (*MM* 30)	7
86–90	1 chimera (*MM* 34)	7
91–95	1d6 griffons (*MM* 139)	7
96–100	2d4 hell hounds (*MM* 151)	7

*A group of ogre raiders consists of four ogres led by a 4th-level ogre barbarian.

**A Red Hand war patrol consists of seven hobgoblin veterans (see page 120) led by a hobgoblin sergeant (see page 119) and a Doom Hand cleric (see page 118).

chance every 10 minutes to encounter one of these patrols. In addition, each time a battle begins there's a 20% chance that a blackspawn raider patrol is nearby and responds to the sounds of combat, arriving 1d4+1 rounds after the fight begins. Since Azarr Kul only has a limited supply of blackspawn, keep track of the number the PCs slay, subtracting them from the total.

Azarr Kul is busy in the Fane's inner sanctum (area 17) during this entire part of the adventure, overseeing the ritual to establish a permanent portal between the Material Plane and Tiamat's court, but he'll do what he can to reinforce guards the PCs slay. He can replace slain blackspawn raiders at the rate of one patrol (three blackspawn) per day. He has no capability to replace the other guardian monsters with others of their kind, but he'll do the next best thing by replacing each with a pair of blue abishai (see page 117), draconic devils that serve Tiamat as rank-and-file soldiers in her infernal wars. Once per day, Azarr Kul can replace one defeated guardian with a pair of blue abishai.

1. THE MARK OF TIAMAT (EL 11)

Light: Varies with time of day.

Creatures: One blue dragon (possibly more dragons).

A winding ledge along the face of a sheer cliff rounds a corner, and suddenly the vista is one of terrifying beauty. The ledge leads over a ten-foot-wide natural bridge and then continues to wind up the face of the cliff on the other side to a large, flat ledge. The cliffside soars several hundred feet up from this ledge. This vista is dominated by the lifelike rendition of a five-headed dragon carved out of the stone of the cliff face.

The dragon is massive—easily a hundred fifty feet tall—and carved to look as if it were perched upon the wide ledge and emerging from the stone itself. The dragon's five serpentine necks arch up and then back down. The heads protrude from the cliffside, each leering down as if to challenge any who dare to approach. Each head is that of a different dragon, and each has a mouth agape in an eternal roar.

At the base of the cliff, under the dragon's belly, a huge pair of closed stone double doors are set into the cliff. Each door is six feet wide and twelve feet tall. The motif of the five-headed dragon is repeated here, although this time only the dragon's necks and heads reach out from around the door's frame. Each of these heads seems crafted from a different type of stone—obsidian, alabaster, soapstone, malachite, and marble—corresponding to the coloration of each head.

The entrance to the Fane of Tiamat should leave the PCs with no doubt that they have come to the end of their journey—what waits within the mountain is surely their final enemy.

The approach to the Fane's entrance is far from unwatched. The gaping maw of the blue dragon head serves as the entrance to a large cavern, the lair of one of the five dragons or dragonkind who serve the Red Hand. The PCs have likely already met and defeated four of these dragons, but the fifth—the oldest and strongest—awaits them here.

Creature: The blue dragon Tyrgarun gladly serves as the first line of defense for the Fane. He knows that Azarr Kul is engaged in an important ritual deep within the Fane that will bring victory much nearer. Tyrgarun views the entire Fane and Azarr Kul's operation with pride; even though his son is not a true dragon, he has nonetheless accomplished much.

Tyrgarun has a formidable Listen modifier (+23). The entrance to his cave is 140 feet above the ledge below, and he is typically located about 40 feet back in his cave (area 2e). If the PCs don't state that they're being stealthy, judge the amount of sound they're making by their actions and consult the table in the Listen skill description (PH 78) to determine the DC of Tyrgarun's check to hear them. Chances are, if the PCs speak (DC 0), Tyrgarun automatically hears them.

If he does, the dragon takes 2 rounds to cast *mage armor* and *shield* on himself, raising his Armor Class to 35. He then calls out to the PCs in a bellowing voice, using his sound imitation ability to make his voice sound like five draconic voices speaking in unison. The shape of the canyon and his skill at sound imitation makes a convincing show—it should seem to anyone listening that the five stony heads above are speaking!

Tyrgarun demands that his "guests" leave an appropriate offering for the Chromatic Dragon and depart. He enjoys this role, and if the PCs are brave enough to answer, he speaks to them for a time, taking on the voice of Tiamat and lacing his words with threats in an attempt to get the PCs to leave. A DC 21 Will save allows the PCs to realize that the voice comes only from the central blue dragon's head high above and is in fact that of only one speaker.

If any of the other dragons or dragonkind (Abithriax, Varanthian, Regiarix, and Ozyrrandion) have managed to escape the PCs, they are here as well. They fear and respect Tyrgarun, and so allow him his little game. If the blue attacks, these dragons fly to his side to aid him in combat. If the PCs haven't been diligent in defeating dragons to this point, they could find themselves outmatched.

Tyrgarun: hp 189 (see page 114).

Tactics: If the PCs don't leave as commanded, or if they attempt to enter the dragon lairs or the Fane itself, Tyrgarun abandons his little game and leaps out of his cavern and into flight. His tactics are relatively simple—he flies down into the canyon to a point where he is level with the ledge but still 30 or so feet from its edge, then uses his breath weapon and his *wand of fireballs* to barrage the PCs with fire and electricity. If confronted by flying enemies, Tyrgarun changes tactics and uses flyby attacks to bite foes to death. If he gets a chance to make a full attack, he passes up one of his claw attacks since he doesn't want to drop his wand. The dragon realizes that he has an advantage over land-based creatures as long as he's in flight, so he does what he can to avoid landing during the entire combat.

Tyrgarun pursues any foes who try to flee for 1d6 rounds, using flyby attacks and his magic against them. If he still has a lot of hit points, he even risks attacks of opportunity to try to bull rush enemies on ledges over the side. A creature who falls has to contend with a 150-foot drop (and 15d6 points of falling damage).

Trap: The main entrance to the Fane bears a dangerous trap, created by Azarr Kul with the aid of several Kulkor Zhul war adepts. The trap is triggered whenever anyone touches the doors or attempts to open them. (Speaking the phrase "Hail Tiamat, Devourer of Worlds and Scourge of Hell" in Infernal deactivates the trap for 1 minute or as long as the doors remain open. (If you want the PCs to get through this door without incident, it might be possible for them to glean this information if they hide nearby and watch while someone approaches the door and speaks the pass-phrase before entering.)

If the trap is triggered, the five stone dragon heads that leer out of the door's frame expel blasts of fire, cold, acid, and electricity. This blast of energy fills a 20-foot-radius hemispherical burst,

Fane of Tiamat

Upper Fane

One square = 5 feet

centered on the outside surface of the door. The energy damage does no harm to the door or the surrounding area, but any creatures caught in the burst that fail Reflex saves immediately take 3d6 points of acid damage, 3d6 points of cold damage, 3d6 points of electricity damage, and 3d6 points of fire damage.

Tiamat Trap: CR 9; magic device; touch trigger; automatic reset; multiple targets (20-ft.-radius burst); 3d6 acid, 3d6 cold, 3d6 electricity, and 3d6 fire damage (Reflex DC 25 half); Search DC 30; Disable Device DC 25.

2. DRAGONS' LAIR

Light: Shadowy during the day, none at night.
Creatures: None.

This is where the five dragons and dragonkind allied with the Red Hand stay when visiting the Fane. Each of the alcoves in this large cavern serves as a temporary lair. The contents of each area are similar—a large dragon nest, piles of bones, and a modest hoard of treasure—although the personalities of the dragons are evident by the way they keep their quarters.

Area 2a is the lair of the green dragon Ozyrrandion. His nest near the entrance is fairly empty. Ozyrrandion kept most of the bones from his meals in neat, almost obsessive stacks against the walls.

Area 2b is the lair of the black dragon Regiarix, and it alone has concessions for human-sized guests: a small table, chair, and even a bed against one wall. Wyrmlord Saarvith would often stay here with his draconic friend and ally, rather than in guest's quarters, during visits to the Fane. Regiarix's nest is otherwise a mess, with bones scattered everywhere.

Area 2c is the lair of the behir Varanthian. Normally a behir would never associate with dragons; only a shared devotion to Tiamat and the High Wyrmlord's vision could persuade her to share a lair with true dragons. Varanthian was fond of using her claws and acidic spittle to carve elaborate swirls and hollows in the floor and walls of her area, which is otherwise stark and bare. A musty, acrid odor lingers.

Area 2d is the lair of the red dragon Abithriax. The cave stinks of sulfur and ash, and the walls are covered with soot. An extensive collection of skulls is embedded on the wall, affixed to melted metal that has been used as a mounting matrix for the collection.

Area 2e is Tyrgarun's lair. The largest of these alcoves, it's also the only cavern that is still definitely lived in when the PCs arrive at the Fane. Tyrgarun is the most religious of the five dragons, and at his insistence Azarr Kul decorated the walls of his cave with *stone shaped* carvings of Tiamat. The blue dragon generally hurls waste and bones from his meals into the chasm to the south, so his lair is fairly clean and free of foul smells.

Treasure: These five creatures have most of their treasure in the form of magical gear, but each nevertheless kept a considerable stash of coins, gems, and art objects here as a home-away-from-home "comfort hoard."

Although the dragons differed in age and power, they all had fairly similar monetary hoards, as befits the draconic fellowship they all joined when they embraced Azarr Kul's cause. These hoards consist of piles of coins of every denomination, bags of gems, and miscellaneous art objects and pieces of jewelry. Each hoard is worth 1d6×500 gp.

Tyrgarun has made the Fane his home for some years now and has amassed an impressive hoard that includes a +2 *adamantine shocking burst greatsword*, a *belt of giant strength +4*, a *cloak of resistance +2*, a pair of *boots of striding and springing*, and a *staff of fire* (22 charges remaining); 9,700 sp, 8,200 gp, 180 pp; a fine gold statuette of an elf maiden, worth 1,600 gp; 3 matched emeralds in a wooden case, each worth 700 gp; and 8 smaller gemstones, each worth 40 gp.

Blue abishai love the nice crunching sound dying adventurers make. That, and the screams . . .

3. FOYER (EL 9)

Light: Bright (numerous *continual flame* effects).
Creatures: Two blue abishais, two wyvern zombies.

This rectangular room is awash in a riot of color. Five exquisitely sculpted stone dragon heads protrude from the center of the ceiling, and in each of their open maws burns a different colored jet of fire—blue, red, green, black, and white. The polished stone floor reflects the light and amplifies it. Iron doors to the east and west each bear the image of a red clawed hand. To the north, a double door carries the same icon. The ceiling is twenty feet high, and two balconies in the north wall overlook the room at a height of ten feet.

Although the strange dragon sculpture in the ceiling looks dangerous, it is in fact little more than a glorified light source meant to give visitors to the Fane a proper sense of Tiamat's constantly watchful eyes.

Creatures: Abishai devils have long served Tiamat as rank-and-file soldiers. These draconic fiends come in five varieties, each similar in shape and coloration to the chromatic dragon's favored minions: red, blue, green, black, and white. Azarr Kul feels a particular affinity for blue abishai, and two of these devils guard this chamber. The abishai squat like gargoyles on

Illus. by W. England

the two alcoves to the north, silently watching and observing those who enter. They shriek and howl if anyone they don't recognize enters the chamber.

Abishai have the ability to animate dead, and these two have passed the time by each animating a dead wyvern. The two hulking zombies lurk in the southern half of the room to either side of the southern double doors through which the PCs enter.

Abishai of all five colors are detailed in *Monstrous Compendium: Monsters of Faerûn* (pages 12–14).

Blue Abishai: hp 52 each (see page 117).

Wyvern Zombies: hp 94 each (*MM* 267).

Tactics: The blue abishai command their zombies to attack anyone in the room. They prefer to remain perched in their alcoves. As their first actions when combat begins, the abishai both attempt to summon an additional blue abishai, after which they use *charm person*, *command*, and *suggestion* to turn PCs against each other or to disrupt tactics. Once an abishai takes damage, its wounded pride sends it flapping down to engage its tormentor in melee.

4. GUARD BARRACKS (EL 9)

Light: None.
Creatures: Six blackspawn raiders.

This large chamber has vaulted ceilings that arch up to a height of twenty-five feet. Well over two dozen crude bunks line the walls of the chamber and its large alcoves, while several long tables surrounded by wooden chairs fill the central sections. The tables are filthy with partially eaten haunches of meat, goblets of mead, bones, and other less easily identifiable fare. A large footlocker sits under one of the tables. The putrefying body of a fifty-foot-long bronze-scaled dragon hangs from numerous iron chains affixed to the ceiling. The dragon's body has been opened from the base of its neck to the base of its tail, and rancid organs and worse hang from within. The cloying reek of its body fills the chamber.

This chamber is the main barracks for the blackspawn raiders the Fane utilizes as guards. The body of the adult bronze dragon that hangs over their dinner tables is a recent kill the blackspawn have made. Normally, the despicable creatures eat every portion of any good dragons they slay, but they made an exception for this once-proud creature, opting instead to put it on display.

Creatures: Of the thirty blackspawn raiders that patrol the Fane, only six are here when the PCs enter, catching up on a few hours of sleep, eating, or sharing stories of their recent battles.

Blackspawn Raiders (6): hp 60 each (see page 117).

Tactics: The blackspawn raiders start combat by drinking *potions of protection from good*. Then they rush up to engage the PCs in melee. If the player characters prove to be able combatants, the blackspawn fall back in groups of two to apply *oil of magic weapon* to their falchions or drink *potions of cure moderate wounds*.

Treasure: The blackspawn raiders typically carry their treasures with them, but recently they have managed to capture three particularly notable treasures from dragons they've been fighting (including the deceased bronze). These items consist of a bejeweled scepter of gold and ruby crafted in the motifs of three entwined snakes (worth 1,600 gp), a +1 *flaming hand crossbow*, and a set of *lesser bracers of archery*. All three items are kept in the large footlocker under the table. The raiders plan on eventually selling these items and splitting the profit among themselves.

5. STORAGE

Light: None.
Creatures: None.

This room contains many barrels, crates, and shelves heaped with all manner of mundane equipment and supplies.

There are four of these storage rooms in the Fane. Their exact contents vary, but nothing in these rooms is of any particular use to exploring characters. Typical contents include preserved food, drinking water, firewood, lumber, tools, clothing, bed linens, and the like.

6. TORTURE CHAMBER (EL 9)

Light: Bright (six everburning torches).
Creatures: One bone devil.

This large room is lit by six guttering torches set in sconces affixed to an iron railing that surrounds a five-foot-high walkway around the circumference of the room. Short flights of stairs near the room's entrance lead up to the walkway, and the walls of the room consist of five-foot-wide cells, each sealed with an iron barred door and fitted with a nasty heap of straw that seems to be pulling double-duty as bedding and toilet.

The central region of the room is a well-stocked torture chamber. Chains and ropes hang from a tangle of pulleys and hooks set in the ceiling, some ending in manacles and others in clamps or cruel hooks of their own. A rack, an iron maiden, and a metal tank of some sort round out the chamber's morbid furnishings.

This chamber is where the most important prisoners of the Red Hand are brought. If any PC is captured during the course of the adventure and cannot escape (see page 47), he or she eventually ends up naked and imprisoned in one of these cells. Likewise, any important NPC who might have been captured by the Red Hand during the adventure could be here. If no PCs or significant NPCs have been captured during the adventure, the cells are empty.

The function of the iron maiden and the rack should be familiar, but the tank is a special invention of the torturer. This tank is about the size and shape of a coffin. Apertures set into the tank's lid over the face, torso, and groin of anyone trapped inside can be opened or closed individually. Glass tanks with metal lids sit nearby, and these tanks can be filled with any sort of liquid (typically lye, diseased blood, or near-freezing water) or small vermin (such as spiders, fire ants, leeches, or ticks). The tanks can then be affixed to any of the openings—depending on the setting, the tanks can either slowly drip their contents or quickly empty them onto or into the person trapped inside.

One of the northern cells contains a secret door that opens into a passageway that allows access to the Great Temple of Tiamat. The torturer only places prisoners in this cell when the time has come for them to be sacrificed; the clerics of Tiamat often amuse themselves by allowing a tormented prisoner to think he or she has escaped, letting the victim walk or crawl to area 11, whereupon he or she is seized and sacrificed to Tiamat.

Creature: The Fane's torturer is a bone devil named Terilanyx. If a PC has been captured, Terilanyx is happily tormenting the poor victim when the other PCs arrive. Otherwise, because it has been some time since the torturer has been able to practice his art, he looks forward to capturing these audacious intruders and getting back to work.

PCs who fail in their mission wind up on the torturer's table, prelude to an excruciating death

Illus. by F. Vohwinkel

Terilanyx, Bone Devil: hp 95 (*MM* 52–53).

Tactics: Terilanyx's first actions in combat are to activate his fear aura as he attempts to summon 2d10 lemures. If successful, he places the lemures throughout the room, using them to separate PCs, flank them, and create a barrier between himself and the party. He orders one lemure to use the aid another action to aid his Armor Class, and another to aid his melee attacks. All other lemures are ordered to attack the PCs, while he uses his reach to attack PCs over the front rank of summoned devils. If a player character manages to get through the lemures, Terilanyx uses his *fly* spell-like ability to get above the PCs, keeping them in reach of his attacks but out of reach of theirs. If brought to less than 20 hit points, he uses *greater teleport* to escape to area 8, where the clerics there heal his wounds. He then teleports back to this room to stalk the PCs. If no clerics are in area 8, he hides in one of the guest quarters (area 7) until this whole invasion of the Fane thing blows over and he can resume his stimulating vocation.

7. GUEST QUARTERS

Light: None.

Creatures: None.

This comfortable-looking room is furnished with a soft bed, a desk and chair, and a free-standing armoire, and is fully carpeted as well.

Several of these chambers are located in the southeastern part of the Fane; all are currently empty (but see below). These rooms were the residences of the Wyrmlords during their visits to the Fane, as well as the quarters of leaders of allied humanoid tribes or other important visitors. If any of the Wyrmlords have managed to escape death so far, they could be staying here while awaiting a new assignment (such as leading the abishai into battle against Dennovar).

8. PRIEST CELLS (EL 11)

Light: None.

Creatures: Seven hobgoblins.

This large hall is lined with open monastic cells, each fitted with a simple bunk and a personal wooden shrine that looks almost like a bird bath surrounded by coils of long, serpentine bodies and draconic heads.

The favored priests of Tiamat are allowed to live here in the Fane itself. Of the dozens of clerics and warpriests that serve Azarr Kul, typically no more than ten Doom Hand clerics and four warpriests dwell here.

Creatures: Azarr Kul requires the constant assistance of two warpriests and five Doom Hand clerics to fashion the portal to Tiamat's court. The twelve clerics who dwell here work in alternating 12-hour shifts. When the PCs reach this area, two warpriests and five Doom Hand clerics are here, resting and preparing for their next shift in the Outer Sanctum (area 13).

Doom Hand Warpriests (2): hp 67 each (see page 118).

Doom Hand Clerics (5): hp 25 each (see page 118).

Tactics: Because the clerics here haven't been getting much sleep, they have been using *lesser restoration* spells to fight fatigue. As a result, each of the clerics has swapped out a *cure moderate*

wounds spell for a *lesser restoration* spell (and has already cast the latter spell).

The clerics react to an intrusion into these cells with a mixture of horrified shock and frothing rage at the impiety of unbelievers within the Fane. If the alarm has been raised, they will have locked the doors to this room; if they hear PCs on the other side trying to get in, they cast several spells in preparation for combat.

The clerics cast *resistance* and *invisibility* on themselves; one of them casts *bless*.

The warpriests cast *invisibility, air walk, shield of faith, divine favor, resistance,* and *virtue*. Once they are air walking, they move up to locations near the ceiling. Each of these warpriests has a scroll of *prayer*, and one of them uses his at this time.

When combat begins, the clerics move to attack in melee, using their smite attacks while they have the advantage of *invisibility*. The warpriests immediately use their scrolls of *summon monster* IV to summon 1d3 hell hounds each, which they place to flank PCs. They follow with their scrolls of *flame strike*, then use *dominate person* and *suggestion* to make the PCs either fight their allies or cast healing or other beneficial spells on the hobgoblins.

9. LARYSSA'S KITCHEN (EL 10)

Light: Bright to shadowy (fire pit flames equivalent to torchlight).

Creatures: One night hag, two bearded devils.

This L-shaped chamber contains several counters and tables for food preparation. Cabinets line the walls, and the entire place is filled with pleasant smells of boiling soup, roasting meat, and fresh bread. The chamber is lit by the crackling flames of a large fire pit to the north, over which a large cauldron hangs from a thick chain. Steam rises from its bubbling contents.

The blackspawn raiders forage for their own, hunting in the surrounding mountains. Everyone else who dwells here relies on the talents of a night hag named Laryssa for their meals. As wretched as she looks, Laryssa is in fact a quite accomplished cook who has a Craft (cooking) skill modifier of +11 (this skill replaces the Spellcraft +11 of a standard night hag). However, as tasty as her recipes smell, they all incorporate something foul—even her bread contains powdered halfling. Characters who partake of any of the food here can make a DC 15 Spot check to notice an object such as a humanoid tooth or fingerbone in their meal.

The two storerooms (area 5) off the kitchen hold food and supplies. The southern storeroom contains several human, elf, dwarf, and halfling bodies preserved in various ways (salted, pickled, smoked) or in some cases just hung to ripen, all for use in stews and entrees.

The fire pit is a minor magic item created by the ancient human cultists who built this complex centuries ago. The fire within burns constantly, without needing a source of fuel and without giving off any smoke. A creature that falls into the fire pit takes 1d6 points of fire damage per round. The flames function at caster level 17th; if the effect is successfully dispelled, they are only suppressed for 1d4 rounds before they return.

Creatures: Laryssa is an exiled night hag, cast out of the lower planes by a pit fiend who found one of her dishes mildly unpleasant. Afterward, she spent much of her time wandering the wilds of the Material Plane and eventually came upon the Fane of Tiamat. Azarr Kul was impressed enough to offer her a job in his army. She has little interest in fighting and volunteered instead to be his cook. Azarr Kul was reluctant at first but changed his mind after he tried her elf-kidney pies.

Laryssa has the assistance of two bearded devils, called from Tiamat's court to serve her in any way she requires as thanks from Azarr Kul. She uses the devils mostly to take care of menial tasks, such as cleaning or fetching supplies, and she has developed a taste for a tealike beverage made from clippings taken from their beards.

Laryssa, Night Hag: hp 68 (*MM* 193).

Bearded Devils (2): hp 45 each (*MM* 52).

Tactics: Normally, Laryssa greets anyone but Azarr Kul who enters her kitchen with terse impatience. If she doesn't recognize the PCs and the alarm hasn't been raised, she asks them brusquely what they want. PCs who can bluff her (she has a Sense Motive modifier of +13) can escape the room with food and without a fight. If they fail to deceive her, she doesn't immediately let on that she has realized they don't belong here. Instead, she impatiently tells the PCs that, if they're here to pick up those potions for the boss, they'll find them in the northern storage room, behind the barrels. If the PCs fall for her trick, she slams shut the door and locks it, hoping to catch as many of the PCs in her larder as she can.

If, on the other hand, the alarm has been raised, she orders the bearded devils to hide in the northern pantry and polymorphs into a comely young elf maiden. When the PCs arrive, they find her toiling over the cauldron. She initially feigns surprise, shock, and fear, and tearfully begs for them to leave her alone. Once they have reassured her, she claims to be an elf princess captured by Azarr Kul and forced to toil here for his amusement, begging the PCs to rescue her. Laryssa keeps the act up as long as she can, taking great pleasure in being able to deceive mortals again. If she can keep the deception up long enough to be with the PCs when they retreat to their camp to rest and regain spells, she waits for her rescuers to fall asleep, then uses her dream haunting power on a suitable PC, preferably the one who has treated her with the most kindness.

In combat, Laryssa prefers to send her bearded devils in to melee the PCs while she uses *magic missile* on them. During the fight, she shrieks and curses at the devils, warning them to avoid attacking the PCs in any way that ruins a cut of meat, bruises the flesh, or comes close to damaging the "delectables" (such as eyes and tongues).

Treasure: Several glass jugs of thick, brownish fluid sit on a shelf on the southern wall. Each of these is labeled "Tea" in Common, but the liquid in fact is made by steeping the beard clippings of Larissa's servants. A nonfiendish character who drinks even a sip of this brew must make a DC 16 Fortitude save or immediately contract devil chills (*DMG* 292).

The bodies of adventurers often end up in Laryssa's larder, and sometimes these adventurers still have some of their gear. Laryssa has been scavenging these items and hiding them in a barrel filled with dried dung beetles next to the fire pit for several years—loot to fund whatever should come next for her, once she outlives these silly hobgoblins.

A DC 25 Search check finds a leather bag at the bottom of the barrel. It contains 300 gp, 50 pp, an emerald worth 1,000 gp, a *potion of jump*, a *potion of neutralize poison*, a *wand of silence* (21 charges), and a *silver raven figurine of wondrous power*.

Fane of Tiamat

Lower Fane

10. COUNCIL CHAMBER

Light: None.
Creatures: None.

The walls of this chamber are decorated with intricate bas-relief sculptures of dozens of dragons savaging an idyllic countryside. Towns burn, people die, and dragons feed with abandon. A large wooden table fills the center of the room, surrounded by a half-dozen padded chairs.

Azarr Kul uses this room to meet with his Wyrmlords or warpriests to discuss matters relating to the war. There is currently nothing of interest in here.

A character who makes a DC 10 Knowledge (local) check recognizes the terrain depicted in the bas-reliefs on the walls as Elsir Vale.

11. GREAT TEMPLE OF TIAMAT (EL 11)

Light: Shadowy (candlelight).
Creatures: Five wyverns.

This cavernous chamber is lit by the flickering illumination of hundreds of red, blue, green, black, and white candles fitted into niches all along the walls or into candle-holders affixed to the sides of the long pews that line the southern half of the room. The ceiling vaults to a height of what looks to be nearly sixty feet, but it's hard to tell for sure due to the hundreds of dangling leather strands festooned with scales and claws. These grim decorations clatter and twist softly on faint breezes, hanging in places down to just ten feet off the ground.

The northern half of the room is raised five feet above the floor of the southern half; a short flight of stairs to the east leads up to this area. The raised area is dominated by a large stone altar. Stony dragon heads rise up like the curling fingers of an upturned palm around the altar, which itself is stained, scorched, and pitted. To either side of the altar stands a twelve-foot-tall stone statue of a five-headed dragon, her leering heads snaking down to look at the altar as if in curiosity. Each statue has a long tail that ends in a hooked stinger.

Five large alcoves twenty feet off the ground overlook the northern half of the room; there seems to be no easy way of reaching these lofty perches.

This impressive chamber is the grand temple of Tiamat, the place where a lucky few among the Kulkor Zhul were allowed to visit once a week for services. During these services, the five dragons and dragonkind allied with the Red Hand (Tyrgarun, Varanthian, Abithriax, Regiarix, and Ozyrrandion) would enter and perch on the alcoves to observe while Azarr Kul delivered terrific sermons on the weak nature of humanity. These sermons invariably ended in the sacrifice of several living creatures on the altar—typically goblins and hobgoblins from rival tribes, but on special occasions humans, elves, and the like, snatched from their homes in Elsir Vale.

The candles in this room each bear a separate *continual flame* spell, placed upon them over the course of several weeks by Azarr Kul's clergy. Hobgoblins have darkvision, of course, but Azarr Kul preferred to have illumination here, since it allows worshipers to view the five sacred colors of the Chromatic Dragon's minions.

The altar stone has received an *unhallow* spell from Azarr Kul. The effect of the spell fills this entire chamber and is linked to a constant *invisibility purge* effect.

Creatures: Five wyverns guard this chamber, creatures befriended by Azarr Kul and given leave to consume the bodies left over from the sacrifices. The wyverns dwell in the alcoves, keeping to the back during sermons. The creatures aren't particularly bright, but they are loyal to Azarr Kul and recognize intruders when they see them.

Wyverns (5): hp 59 each (*MM* 259).

12. CAVERN OF THE GUARDIAN SPAWN (EL 12)

Light: None.
Creatures: Three greenspawn razorfiends.

The air in this large cavern is cold and smells musty. Thick carpets of pallid fungus grow around the stalagmites that cover the floor of this cave, and razor-sharp stalactites hang from the ceiling above. The cave's floor has three tiers, each rising five feet above the one before it. The ceiling slopes upward to the north as well, never reaching a height of more than twenty feet. To the far north, a fifteen-foot-wide passageway continues north. To the south, a massive, irregular pit yawns into darkness.

This large cavern was once the lair of a powerful white wyrm that served the ancient Tiamat cult that predated the Kulkor Zhul. The thick stalactites and fungus that clutter the floor of this cavern count as difficult terrain (PH 148). The tiers each rise 5 feet and require a DC 15 Climb check to climb up (any Small or larger creature can drop down from one tier to a lower one with ease). The pit to the south is a vertical shaft that plunges 200 feet into a cold, lightless cave. Any creature that falls into the pit takes 20d6 points of damage from the fall. The wall of the pit can be climbed with a DC 20 Climb check.

Creatures: This cavern is guarded by three greenspawn razorfiends that Azarr Kul has managed to pull into the Material Plane using the summoning room (area 15). Despite their bestial appearance, the razorfiends are quite intelligent and use the terrain here to their advantage. Azarr Kul has promised them a chance to join the horde soon, but razorfiends aren't known for their patience, and these three are growing restless. The entry of the PCs should be just the thing to relieve their pent-up bloodlust.

Greenspawn Razorfiends (3): hp 95 each (see page 119).

Tactics: The razorfiends lurk in the fields of stalagmites on the second tier, their spiny scales and hooked killing arms helping them blend in so long as they remain motionless. They wait for a PC to come within reach before attacking, or for a PC to try to clamber up to the third tier. The razorfiends focus their attentions on one target at a time if they can, using their breath weapons on creatures in groups if they get a chance. They understand the value adventurers place on their gear and also understand that an adventurer without her weapon is an easier kill. As a result, they use their wingblade attacks each round to attempt to sunder weapons and shields. These particular greenspawn have the Improved Sunder and Power Attack feats rather than Dodge and Mobility, so they do not provoke attacks of opportunity when attempting to sunder an opponent's weapon.

The razorfiends pursue fleeing characters who try to escape to the north, but not those who retreat to the south back toward area 11.

13. OUTER SANCTUM (EL 12)

Light: Bright (equivalent of sunrod emitting from the five dragon heads).

Creatures: Seven hobgoblins, four wraiths.

This circular chamber is dominated by a three-tiered circular platform. Five sinuous stone dragon necks arc up from around the second tier, their heads turned upward to aim open maws at a pulsating hemisphere set in the ceiling above. Within each of the dragon's jaws glows a brilliant sphere of rapidly pulsating light, shifting from white to red to green to blue to black. The ceiling in this area rises to a thirty-foot-high dome. An alcove to the north houses a ten-foot-wide shaft leading up through the ceiling.

This is the outer sanctum of the Fane, a place where clerics of Tiamat can come to focus their divine magic and amplify it up into the altar in the inner sanctum above. This altar (and the corresponding one in area 17) are minor artifacts created hundreds of years ago by the original cult of Tiamat that dwelt here. With these altars, the clerics could combine their spellcasting powers and achieve works far greater than any of them could alone. Unfortunately for the PCs, the altar works only for worshipers of Tiamat. Any other cleric who attempts to use either altar to augment her spellcasting powers must make a DC 25 Will save or be slain by blasts of fire, ice, lightning, and acid. Success on the save indicates the cleric is stunned for 3d4 rounds.

The shaft to the north rises 100 feet into the Fane's inner sanctum (area 17). Azarr Kul typically uses *air walk* to access the inner sanctum; the walls of the shaft are polished smooth and impossible to climb without magic or a rope secured from above.

Azarr Kul has cast an *unhallow* spell on the altar; its effect fills the entire chamber. It also provides the effect of an *aid* spell to any worshipers of Tiamat in the room. The extra hit points granted by this spell are incorporated into the creature hit point totals given below.

Creatures: Seven of Azarr Kul's clerics are here, focusing their divine power iuto the altar to help focus and augment Azarr Kul's work in area 17 above. The two warpriests stand back to back on the center pedestal, while the five Doom Hand clerics each stand at the base of the five dragon heads on the pedestal's second tier.

Also present in the room are four wraiths, the unquiet spirits of four cultists who once dwelt in this Fane. Azarr Kul has come to an accord with these spirits—they remain and guard the outer sanctum, and he does not command them to walk into the sunlight, which would cause them intense pain.

Doom Hand Warpriests (2): hp 82 each (see page 118).

Doom Hand Clerics (5): hp 39 each (see page 118).

Wraiths (4): hp 47 each (*MM* 258).

Tactics: The seven clerics are enraptured with the altar, and take a –20 penalty on Spot and Listen checks as a result. Chances are good they won't notice the PCs until they enter the room, at which point the wraiths certainly attack. The priests can cease their concentration on the altar for several minutes at a time without impacting Azarr Kul's work in the inner sanctum, so once they notice the PCs, they join the attack as well. The priests use combat tactics similar to their fellows in area 8, except that they don't bother with *invisibility* spells.

14. HIGH WYRMLORD'S CHAMBERS (EL 10)

Light: None.

Creatures: Two erinyes.

This exquisitely appointed chamber is obviously the personal retreat of someone important. The floor is thickly carpeted, while the walls are adorned with colorful tapestries depicting a five-headed dragon rising triumphantly from the ashes of a burning city in one scene, and looming over the bloodied and broken body of a platinum-scaled dragon in another. A canopied four-poster bed sits to the southeast, and to the southwest is a large mound of cushions and furs, next to which stands a bejeweled water pipe crafted to look like a five-headed dragon—it appears that up to five people can partake of the pipe using the long, flexible dragon-shaped pipes extending from the body.

This chamber is Azarr Kul's personal quarters, a retreat he has had far too few opportunities to enjoy during the last several weeks.

Creatures: Tiamat has been pleased with Azarr Kul's progress so far and has gifted him with two beautiful and deadly servants—a pair of erinyes named Luchia and Franchesca. Azarr Kul prefers to keep them for his personal companionship rather than send them out as assassins, and the erinyes have grown bored and lonely since his last visit. The arrival of the PCs is just what they're looking for to pass the time.

Erinyes (2): hp 85 each (*MM* 54).

Tactics: The beautiful devils react quickly when they notice the PCs, each attempting to use *charm monster* on the PCs. They

High Wyrmlord Azarr Kul and his erinyes seek to bring all of Elsir Vale under the rule of the Red Hand

Illus. by H. Lyon

order a charmed PC to wait outside, hoping to charm all the characters so that they can take their time with each one of them in turn—a time that ends, after several minutes of bliss, in that character's gory death.

If an erinyes finds a PC difficult to charm, she tries to entangle him in her rope or attempts to summon 1d4 bearded devils to aid in the fight. Neither devil particularly likes the idea of being slain, so if reduced to 20 hit points or fewer, she teleports to Azarr Kul's side in area 17, where the priest heals her wounds and prepares for the PCs.

Treasure: The two tapestries each weigh 100 pounds; each is worth 800 gp. The bejeweled water pipe is worth 1,400 gp and weighs 50 pounds.

A DC 25 Search check made while examining the bed uncovers a set of five bone keys, each painted a different color (blue, red, green, black, and white), hidden in the bed's lower mattress. These keys can be used to open the dragonchests in area 16, but note that simply using a key to open one of the chests does not bypass the trap on that chest.

15. SUMMONING ROOM

Light: None.
Creatures: None.

This room, shaped like an elongated octagon, is empty. The ceiling arches to a dome twenty-five feet above. The only thing of note in the chamber is a complex circular diagram ten feet in diameter inscribed in the floor in the center of the room. The circle seems to be made of an inlay of alchemical silver and cold iron.

The alchemical silver and cold iron circle in the floor of this chamber is another minor artifact remaining from the Temple's prior custodians. Azarr Kul has found the summoning circle to be especially effective in populating the Fane and his horde with extraplanar aid.

The summoning circle allows a person to cast a *greater planar ally* spell once per day. The user must pay the 500 XP cost whenever he uses the circle, and only agents of Tiamat can be called with it. If the user is a worshiper of Tiamat, creatures called are automatically friendly toward the caster and might stay for months or even years if they are paid regularly for their services.

The summoning circle functions at caster level 17th. It has hardness 8 and can be destroyed if at least 20 points of damage are dealt to it.

16. TREASURY (EL 13)

Light: None.
Creatures: One barbed devil.

The hallway widens to fifteen feet to accommodate a broad set of shallow steps leading up to a diamond-shaped chamber to the west. Each stair is carved with dozens of slithery and barbed runes. The room to the west is empty, except for five chests against the walls. Each chest seems to have been made from the scales and bones of a different color of dragon—white, black, green, blue, and red—with a dragon's skull serving as the lid.

This is the treasury of the Kulkor Zhul hobgoblins. As such, it is heavily guarded and trapped, even though the coffers are running perilously low (raising and maintaining a horde is an expensive undertaking). Azarr Kul hopes that the loot gained from razing the cities and towns of Elsir Vale will more than compensate for what he has expended.

There are six traps in this chamber: one in the 15-foot-wide landing at the top of the stairs and one on each of the dragonchests. In addition, a barbed devil is bound here to serve as a guardian.

Creature: The barbed devil knows about the trap at the head of the stairs and avoids entering that area even though his resistances and immunities would protect him from most of the damage the trap deals. Instead, he waits calmly in the center of the room.

Barbed Devil: hp 126 (*MM* 51).

Tactics: When it sees the secret door to the east open, the barbed devil immediately tries to summon 1d6 bearded devils. It hopes some of the PCs will try to rush up the stairs and into the room to engage it in melee, thereby triggering the trap. The devil uses *scorching rays*, *order's wrath*, and *unholy blight* against the PCs if they stay at range, trying to goad them into the room. Anyone that makes it into the room is promptly attacked by the devil, who fights to the death.

Traps: The area between the room and the stairs marked on the map contains a destructive trap that can be bypassed by speaking the phrase "By the grace of Tiamat do I live and breathe," which deactivates the trap for 1 minute. Otherwise, anyone who moves into this area is blasted by a howling vortex of acid, cold, electricity, and fire. The vortex deals 12d6 points of damage in all (equal parts of all four energy types) and continues to blast and burn and freeze and electrocute as long as a living creature is in the area of the trap, which automatically resets. The wall is opaque when active and functions as a *wind wall* for the purpose of firing projectiles through it (*PH* 302).

Each of the traps on the chests can be deactivated for 1 minute by touching an unholy symbol of Tiamat to the chest's lid. Failure to take this step results in a burst of energy in a 5-foot-radius around the chest when it is touched. This burst of energy deals 8d6 points of damage of an energy type corresponding to the color of the chest. The black and green chests deal acid damage, the white cold, the blue electricity, and the red chest fire.

Wall of Tiamat's Wrath: CR 9; magic device; location trigger; automatic reset; multiple targets (all creatures in a 5-ft.-by-15-ft. wall); 3d6 acid, 3d6 cold, 3d6 electricity, and 3d6 fire damage (Reflex DC 25 half); Search DC 30; Disable Device DC 25.

Dragonchest Trap: CR 7; magic device; touch trigger; automatic reset; multiple targets (5-ft.-radius burst); 8d6 energy damage (Reflex DC 25 half); Search DC 30; Disable Device DC 25.

Treasure: In addition to being trapped, the dragonchests are all locked. Azarr Kul keeps the keys hidden in his bedroom, but using one to unlock a chest does not bypass the trap on that chest. Without the keys, it takes a DC 30 Open Lock check to open a chest. Alternatively, they can be bashed open, although doing so could damage potions and other fragile contents (in addition, such attacks trigger the trap on each round).

Dragonchest: Magically reinforced bone and scale; hardness 10; hp 45; break DC 28; Open Lock DC 30.

The contents of each chest are given below.

White Chest: 12,000 sp, 4,500 gp, and 360 pp.

Black Chest: Several bags of gemstones. Six of the bags contain fairly low-quality gems, with each bag's contents worth 100 gp. The seventh bag contains somewhat higher-quality gems, worth 500 gp in all.

Green Chest: A large amount of personal jewelry and small works of art stolen from various victims and rival tribes over the past several years. There are twenty art objects in this chest, each of which is worth 200 gp.

Red Chest: A small bag of black pearls (seven in all, each worth 500 gp), a tiny mithral box (itself worth 500 gp) containing three 1,000 gp emeralds and a 5,000 gp diamond, and several potions: *6 potions of bull's strength, 14 potions of cure moderate wounds, 5 potions of lesser restoration,* and *4 potions of shield of faith +3.*

Blue Chest: Several magic items Azarr Kul or his minions have collected as trophies from various minions that either haven't yet been identified or haven't been assigned to members of the horde. These items are a *+1 adamantine dwarven waraxe,* a *+2 defending flaming whip,* a *python rod,* a *ring of chameleon power,* a *rust bag of tricks,* a *minor circlet of blasting,* a *cloak of Charisma +4,* and a *scabbard of keen edges.*

17. INNER SANCTUM (EL 14)

Light: Bright illumination from shining gushers of energy pouring from the five stone dragon mouths surrounding the central altar.

Creatures: Four blue abishai, one half-dragon hobgoblin.

Setup: This encounter can be played out on the battle grid that depicts the inner sanctum of the Fane of Tiamat. (The initial positions of the occupants are indicated on the accompanying map on the next page: B represents a blue abishai, and AK is Azarr Kul.) Have the players place figures or tokens representing the PCs anywhere on the map (perhaps limited by how far their current movement can take them).

Five brilliant geysers of crackling energy light this large room. Each of these sprays of liquescent light plume from the upturned maws of five draconic heads, themselves emerging on long necks from the edge of a low platform in the center of the room. The light gathers in the domed ceiling above, pooling in an upside-down lake of glowing energy that ripples like water and periodically drips long, stringy strands of thick light down on the ground below to flash and sizzle away instantly in a blast of acrid smoke. Strange, ghostly shapes seem to writhe and dance in the light pool above—twisted, nightmarish fiends and grinning dragons with great glowing eyes.

The room itself is roughly oval. The walls, inscribed from top to bottom with a scalelike pattern, arch upward gently, almost giving the chamber the appearance of being inside a gigantic dragon egg. The pool of light shimmers fifty feet above, and only twenty feet below that a five-foot-wide balcony encircles most of the room's perimeter. Five oval alcoves are arranged in the room's walls at this level, and looming in each one is a magnificent stone statue of one of the five chromatic dragon kinds.

This is the inner sanctum of the Fane of Tiamat—where the PCs' adventure against the Red Hand comes to an end. The energy pooling overhead is a physical manifestation of divine power and faith being siphoned into the workings of a portal. Given enough time, this energy will transform into a permanent portal to Avernus, the first layer of the Nine Hells—known to some as the Infernal Court of Tiamat.

The central platform bears another *unhallow* spell cast by Azarr Kul. This one fills the entire chamber with its effect, which includes a *silence* spell keyed to affect all nonworshipers of Tiamat. Characters without the Silent Spell feat who don't worship Tiamat find communication and spellcasting severely hampered for them in this chamber. The *silence* effect doesn't extend into the shaft in the northern alcove, though, so a character who hangs from the shaft's edge or uses levitation or flight to hover just outside the room can cast spells with ease. The *unhallow* spell functions at caster level 11th—taking it down should be the primary goal for PC spellcasters if they hope to be able to add anything to the climactic combat in the inner sanctum.

The crackling and infernal wailing of the energy and spirits that are coalescing into the portal in this room impart a –20 penalty on all Listen checks made in the inner sanctum.

The entrance to the inner sanctum is a 15-foot-diameter shaft that drops 100 feet down to area 13 below.

Creatures: Azarr Kul stands in all his glory in the center of the room atop the central pedestal. The half-dragon hobgoblin is nearly seven feet tall, his body covered with brilliant blue scales and a magnificent horn jutting from his brow. He sports a beardlike growth of scales on his chin, and his eyes and teeth shimmer and dance with electricity when he grows angry.

Azarr Kul has stationed four blue abishai in the upper balconies of this chamber.

High Wyrmlord Azarr Kul: hp 86 (see page 112).

Blue Abishai (4): hp 52 each (see page 117).

Tactics: The PCs will have a rough time with this battle if they don't prepare beforehand. Fortunately, the shrill sound of the growing portal penalizes Azarr Kul's and the abishais' Listen checks to a point where they probably won't notice the PCs until they enter the chamber.

Once they do notice the PCs, the abishai immediately swoop down to attack in melee. Their primary goal is to prevent the PCs from advancing into the room. Once they are in position,

one abishai per round attempts to summon another abishai while the other three continue to fight.

Azarr Kul doesn't have to concentrate on forming the portal at all times—he can stop to defend himself and fight the PCs with ease. Fueling the portal's divine energy has exhausted all but two of his daily uses of his rebuke undead ability, but he can draw upon all his prepared spells.

His first act is to cast an *antilife shell*. This should give him plenty of time to cast the following spells: *invisibility, sanctuary, spell resistance, death ward, air walk, freedom of movement, bull's strength, bear's endurance,* and *prayer*. If the PCs still can't approach him, he uses *flame strike, mass inflict light wounds, confusion, searing light,* and *hold person*, in that order, before he casts *divine favor* and *righteous might* on himself. He then approaches the nearest PC to attack in melee, causing his *antilife shell* to collapse.

If brought below 25 hit points, Azarr Kul uses *mislead* to escape down to area 13. From there, he gathers what allies he can from the Fane and returns to the inner sanctum (using his *word of recall* scroll if he's pressed for time) to reclaim it from the PCs.

Designers' Notes

Many of the encounters in the Fane of Tiamat are quite dangerous. We don't expect the PCs to be able to reach Azarr Kul in the inner sanctum on the first try. Fortunately for the PCs, the inhabitants of the Fane don't pursue the PCs if they leave the Fane to rest. Beyond slowly reinforcing their numbers from the summoning chamber and healing living creatures of their wounds, the denizens of the Fane hope simply to hold out long enough for Azarr Kul to complete the portal to Hell in the inner sanctum. Depending on how long the PCs took to get to this point, they have several days (how many is up to you) to finish off the leaders of the Red Hand horde.

We've avoided populating the Fane with too many run-of-the-mill minions for another reason. The PCs have been fighting hobgoblins for most of this adventure—now's their chance to face off against some of the stronger, more iconic monsters such as wyverns, devils, and night hags, as well as to encounter some new monsters. This part of the adventure should feel as if the PCs have successfully battled their way through the riffraff and have only Azarr Kul's favored guardians left to deal with.

—James

TIAMAT'S WRATH (EL 13)

Timeline: This last event begins as soon as the PCs strike a mortal blow against Azarr Kul. As his body crumples to the floor, he cries out in rage at his failure . . . and his cries are heard.

Light: See area 17.

Creature: One aspect of Tiamat.

As Azarr Kul dies, the swirling vortex of energy above thunders and rumbles with power. Suddenly, the energy is swept away . . . along with the roof itself, like an egg hatching outward. A searing hell-wind blasts through the inner sanctum, thick with the gut-churning reek of brimstone and burning flesh as a blasted landscape of twisted mountains and red lightning-plagued skies is revealed to the PCs. And towering before them is a colossal shape, a shape they should recognize. Tiamat has placed much on Azarr Kul's plans, and his failure has incited her wrath.

The chromatic dragon's massive blue head darts down with lightning speed on Azarr Kul's body, swallowing him with one effortless gulp. As this head pulls back into the writhing infernal sky, her other four leer down at the party, their jaws gape, and an unholy blast of divine retribution tears into the gap between the planes. With a deafening blast of wind, the portal closes and the room is momentarily plunged into darkness.

All PCs in the inner sanctum at this point must make a DC 20 Fortitude save or be deafened for 1d6 rounds. All devils, clerics, and other minions of Tiamat in the room are immediately slain and crumble into piles of wet corruption.

An instant later, the jaws of the five dragon statues pulse with energy, flooding the room with light again as they breathe acid, ice, lightning, and fire into the room, converging on the upraised platform in the center of the inner sanctum. Any creature standing at this location immediately takes 10d6 points of acid damage, 10d6 points of cold damage, 10d6 points of electricity damage, and 10d6 points of fire damage (Reflex DC 20 half) and is pushed off the pedestal as a terrible aspect of Tiamat manifests in the room.

Creature: The concept of divine aspects first appeared in *Miniatures Handbook*. Aspects are physical manifestations of deities made flesh in the Material Plane. Now that Azarr Kul has failed her, Tiamat has decided to send an aspect embodying her wrath to take his place. This creature is dangerous indeed.

Aspect of Tiamat: hp 174 (see page 116).

As the aspect manifests, have all the PCs make initiative checks—they effectively have what amounts to a surprise round during which each PC can take one standard action. When these actions are resolved, roll for the aspect's initiative and begin combat.

The aspect's tactics are simple and straightforward. On the first round of combat, one of its five heads uses its breath weapon while the other four bite and her tail makes its sting attack. Each new round a different head breathes, while those that have already used their breath weapons bite while it recharges.

The aspect is here to stay—it has been called to the Material Plane and has no intention of leaving until it razes Elsir Vale. Fortunately, the aspect of Tiamat has no capacity for or interest in leading a horde, so it amounts to a single, powerful, rage-filled creature hell-bent on vengeance. The PCs don't need to defeat it now—in fact, escaping the Fane is a wise move. Over the next several days, the aspect makes its way down to the vale, whereupon tales of the great ravaging beast spread quickly. The PCs should eventually track down and confront the aspect if they don't manage to slay it here in the inner sanctum.

CONCLUSION

With Azarr Kul slain, the PCs have decapitated the Red Hand horde. If any of the Wyrmlords survived, he or she withdraws and establishes his or her own fiefdom in the north, too busy consolidating power to bother the Valefolk further. If no Wyrmlord survives, the remaining hobgoblins scatter back into the wilds, to be hunted down and slain by vengeful humans or elves over the next several months. The PCs still have to deal with a rogue aspect of Tiamat, but they can at least take the time to rest and recover if they don't defeat her when she first appears in the inner sanctum of her Fane.

Tiamat decides to personally wreak her vengeance upon the heroes who have wrecked her schemes

Illus. by F. Tsai

Upon their return to Brindol, the PCs find the city already returning to normal. Many of the refugees have returned to town, while those who had homes in the western Vale begin the trip back home to rebuild. Many have died, but many more have lived due to the PCs' intervention. The player characters are hailed as heroes, and rightfully so.

Lord Jarmaath makes good on his promise to reward the PCs, and not long after they return they receive an invitation to visit him at Brindol Keep. There, he presents each PC with a magic item of considerable power. Jarmaath knows them well by this time and will customize his gifts appropriately. You should select these magic items carefully, basing each award on the nature, interests, and abilities of the PC who is to receive the item. Each reward should be worth around 18,000 gp—roughly the equivalent of three treasure awards for EL 10 encounters. For example, a fighter who wielded a bastard sword throughout the majority of the adventure might be given a *+2 keen bastard sword* engraved with his name on the blade. A cleric who proved especially useful in turning and destroying undead might be gifted with a suit of *+1 ghost touch mithral breastplate* armor emblazoned with the holy symbol of her deity. A wizard whose spells played a pivotal role in blasting large numbers of hobgoblins during the Battle of Brindol might receive a fully charged *wand of fireballs* (caster level 9th), engraved with images of her familiar along the length. A rogue who single-handedly managed to infiltrate Vraath Keep and assassinate Wyrmlord Koth could find himself the owner of a pair of *gloves of Dexterity +4* with a matching *cloak of elvenkind*, along with a personal invitation from Lady Kaal to join her ranks. Try to pick awards that complement a character but don't replace current favorite or well-used magic items. The idea is to give the PCs awards the players will remember for many adventures to come.

Speaking of adventures to come, there still could be tasks ahead for the PCs in Elsir Vale. If they're still rankling at the thought of having left the Ghostlord unfought, they could return to the lich's lair to finish him off. If they have formed strong bonds with the Tiri Kitor elves, they might find themselves being made honorary members of the tribe and used as ambassadors by the elves to other peoples. And rumors (perhaps through old Warklegnaw) of more giants and dragons massing armies in the Giantshields to the northeast might prove too tempting for high-level PCs to ignore for long. One interesting possibility is for Lord Jarmaath to honor the PCs with titles and land grants in or near one of the razed cities along the Dawn Way. Such a grant entitles the PC to a section of land and the right to gather and maintain a personal army, but also comes with the responsibility of helping the nearby town recover and rebuild.

Finally, there's the Fane of Tiamat. Its cult has been defeated once before, only to have a new cult develop and flourish within its walls. In time, a new group of evildoers could arise and seek to make the Fane its own—maybe cultists sent by the Chromatic Dragon herself to track down and extract vengeance from the PCs. The wrath of an infernal goddess is a terrible mark to bear. . . .

Appendix I

Here's a quick look at some of the features of the statistics block format used for this adventure that might not be immediately obvious.

IDENTIFICATION AND ENCOUNTER

The top section identifies the creature and gives information you need at the start of an encounter, such as its name, Challenge Rating, alignment, size, type, and initiative modifier.

Senses: This entry indicates whether the creature has darkvision, low-light vision, scent, blindsense, blindsight, or some other sensory special quality. This information is followed by the creature's modifiers on Listen and Spot checks (even if the creature has no ranks in those skills).

Aura: Occasionally, a creature has a special ability that takes effect any time another creature comes within a certain distance of it or looks at it. These abilities, such as a dragon's frightful presence or a devil's fear aura, are mentioned here.

DEFENSIVE INFORMATION

This section provides information you need when characters are attacking the creature.

AC: If the creature has feats or other abilities that modify its Armor Class under specific circumstances (such as the Mobility feat), they are noted here.

hp: A creature that has fast healing, regeneration, or damage reduction has that information noted here.

Fort, Ref, Will: The creature's saving throw modifiers. Circumstantial saving throw bonuses appear on this line after the Will save modifier.

Weakness: This entry details any weaknesses the creature has, such as vulnerability to a type of energy.

OFFENSIVE INFORMATION

Refer to this section when it's the creature's turn to act in combat. All its combat options—from melee attacks to spells to potions it might drink—are detailed in this section, even if they are not strictly offensive in nature.

Melee/Ranged: Typically, these entries give all the physical attacks the creature can make when taking a full attack action. If the creature can only make a single attack (when taking an attack action), use the first indicated attack bonus in any of its attack routines.

Space: How large a square the creature takes up on the battle grid. This information is omitted for creatures that occupy a 5-foot square.

Reach: How far the creature's natural reach extends, as well as information about reach weapons the creature might use. This information is omitted for creatures with a reach of 5 feet.

Atk Options: Special abilities the creature can choose to employ to modify its normal attacks. These might include feats such as Power Attack or Combat Expertise or special abilities such as smite evil or trip.

Combat Gear: Possessions the creature can choose to employ on its turn as an action. Such items might include scrolls, potions, wands, staffs, or wondrous items.

OTHER INFORMATION

Most of the information presented in this section will not be relevant during a combat encounter with this creature. The main exception is explanatory text for special abilities that appear elsewhere in the statistics block.

SQ: Any special qualities not mentioned earlier in the statistics block. These are often class features or other abilities that are not generally relevant in combat. Frequently this entry does not appear at all.

Skills: This entry shows skill check modifiers for all skills the creature has ranks in, as well as for skills in which it has no ranks but to which racial modifiers, bonuses from synergy with other skills, or other significant modifiers apply. Armor check penalties are included when appropriate.

I. LEADERS OF THE HORDE

THE WYRMLORDS

HIGH WYRMLORD AZARR KUL — CR 13

Male half-blue dragon hobgoblin cleric 11
LE Medium dragon
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +5
Languages Common, Draconic, Goblin, Infernal

AC 30, touch 12, flat-footed 30
hp 86 (11 HD)
Immune electricity, paralysis, sleep
Resist acid 5, fire 5
Fort +13, **Ref** +6, **Will** +15

Speed 20 ft. (4 squares)
Melee +2 *keen blue dragonfang heavy pick* +16/+11 (1d6+7 plus 1 electricity/19–20/×4) and
bite +8 (1d6+2)
Base Atk +8; **Grp** +13
Atk Options smite 1/day (+4 attack, +11 damage)
Special Actions breath weapon, command undead 6/day (+3, 2d6+14, 11th), spontaneous casting (*inflict* spells)
Combat Gear *potion of barkskin +4, potion of fly, potion of haste,* scroll of *heal,* scroll of *restoration,* scroll of *word of recall*
Cleric Spells Prepared (CL 11th):
6th—*antilife shell, mislead*[D] (DC 21)
5th—*flame strike* (DC 20), *mass inflict light wounds*[D] (DC 20), *righteous might, spell resistance*
4th—*air walk, confusion*[D], *death ward, freedom of movement, sending*
3rd—*contagion*[D], *cure serious wounds, dispel magic, prayer, searing light* (+8 ranged touch), *summon monster III*
2nd—*bear's endurance, bull's strength, cure moderate wounds, hold person* (DC 17), *invisibility*[D], *silence* (DC 17)
1st—*bane* (DC 16), *command* (DC 16), *cure light wounds* (2), *disguise self*[D] (DC 16), *divine favor, protection from good, sanctuary* (DC 16)
0—*cure minor wounds* (2), *detect magic, guidance, purify food and drink, resistance*
D: Domain spell. Domains: Destruction, Trickery

Abilities Str 20, Dex 10, Con 16, Int 12, Wis 20, Cha 16
Feats Ability Focus (breath weapon), Craft Wondrous Item, Divine Vigor*, Weapon Focus (heavy pick)
*Expend 1 command undead use to gain +10 speed and 22 hp for 3 minutes (*Complete Warrior* 108)
Skills Bluff +10, Concentration +10, Craft (sculpting) +15, Diplomacy +5, Intimidate +5, Knowledge (arcana) +8, Knowledge (religion) +8
Possessions combat gear plus *+2 black dragoncraft full plate,* +2 heavy red dragoncraft shield,* +2 keen blue dragonfang*

heavy pick, periapt of Wisdom +4, cloak of resistance +3, ring of protection +2, Heward's handy haversack,* bejeweled Tiamat headdress worth 2,000 gp
*See page 126 for dragoncraft and dragonfang items

Breath Weapon (Su) 60-ft. line, 1/day, 6d8 electricity, Reflex DC 15 half

Wyrmlord Hravek Kharn — CR 10

Male hobgoblin favored soul 6*/talon of Tiamat 4**
*See *Complete Divine* page 7
**See *Draconomicon* page 134
LE Medium humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft., low-light vision; Listen +1, Spot +1
Languages Common, Draconic, Goblin, Infernal

AC 24, touch 10, flat-footed 24
hp 68 (10 HD)
Resist electricity 10, fire 5
Fort +13, **Ref** +7, **Will** +8

Speed 20 ft. (4 squares)
Melee *+1 wounding heavy pick* +12/+7 (1d6+4 plus 1 Con/×4) or
Melee *+1 greatsword* +11/+6 (2d6+4/19–20)
Ranged mwk light crossbow +7 (1d8/19–20)
Base Atk +7; **Grp** +10
Special Actions breath weapons
Combat Gear 2 *potions of cure serious wounds, potion of fly, potion of haste*
Favored Soul Spells Known (CL 8th)
4th (3/day)—*air walk, divine power, freedom of movement*
3rd (6/day)—*cure serious wounds, dispel magic, searing light* (+6 ranged touch), *wind wall*
2nd (7/day)—*aid, bear's endurance, bull's strength, cure moderate wounds, death knell* (DC 12)
1st (7/day)—*cure light wounds, divine favor, entropic shield, magic weapon, obscuring mist, shield of faith*
0 (6/day)—*cure minor wounds, detect magic, guidance, inflict minor wounds* (DC 10), *mending, purify food and drink, read magic, resistance*

Abilities Str 16, Dex 8, Con 14, Int 12, Wis 10, Cha 16
Feats Diehard, Dragonthrall*, Endurance, Improved Initiative, Weapon Focus (heavy pick)[B]
*New feat described on page 126
Skills Bluff +13, Diplomacy +5, Intimidate +19, Knowledge (arcana) +8
Possessions combat gear plus *+2 red dragoncraft full plate*, +2 heavy steel shield, +1 wounding heavy pick,* masterwork light crossbow with 10 bolts, *gauntlets of ogre power, cloak of resistance +2, ring of protection +1*
*See page 126 for dragoncraft items

Breath Weapons (Su) Wyrmlord Hravek Kharn can use two different breath weapons, each 1/day; at least 1d4 rounds must pass between these uses. His first breath weapon is a 30-foot cone that deals 3d6 points of cold damage. His second is a 60-foot line that deals 8d4 points of acid damage. A DC 16 Reflex save halves the damage from either breath weapon; this save DC is Constitution-based.

Wyrmlord Ulwai Stormcaller — CR 9

Female hobgoblin bard 5/stormsinger 4*
*See *Frostburn* page 70
NE Medium humanoid (goblinoid)
Init +5; **Senses** darkvision 60 ft.; Listen –1, Spot –1
Languages Auran, Common, Draconic, Goblin, Infernal

AC 22, touch 15, flat-footed 17
hp 52 (9 HD)
Resist electricity 5
Fort +4, **Ref** +13, **Will** +7

Speed 30 ft. (6 squares)
Melee mwk whip +11 (1d3 nonlethal)
Ranged mwk shortbow +11 with *+1 shock arrow* (1d6+1 plus 1d6 electricity/×3)
Reach 15 ft. (whip)
Base Atk +5; **Grp** +5
Special Actions bardic music 9/day (countersong, *fascinate, gust of wind,* inspire competence, inspire courage +1, thunderstrike)
Combat Gear *staff of stormclouds** (26 charges)
*New magic item; see page 125
Bard Spells Known (CL 9th, CL 10th in storms)
3rd (3/day)—*glibness, haste, phantom steed*
2nd (4/day)—*cure moderate wounds, invisibility, sound burst* (DC 15), *whispering wind*
1st (4/day)—*feather fall, summon monster I, unseen servant, ventriloquism*
0 (3/day)—*dancing lights, flare* (DC 13), *mage hand, message, prestidigitation, read magic*

Abilities Str 10, Dex 20, Con 14, Int 13, Wis 8, Cha 17
SQ bardic knowledge +6
Feats Extend Spell, Magical Aptitude, Storm Magic*, Weapon Finesse (whip)
**Storm Magic:* Gain +1 to CL in storms (*Frostburn* 50)
Skills Concentration +10, Diplomacy +11, Knowledge (arcana) +9, Knowledge (geography) +7, Knowledge (nature) +9, Move Silently +8, Perform (sing) +15, Spellcraft +13, Survival +7 (+9 in aboveground natural environments), Use Magic Device +13
Possessions combat gear plus *gloves of Dexterity +4, +2 mithral breastplate,* masterwork whip, masterwork shortbow with 20 *+1 shock arrows,* mithral jewelry (necklace, earrings, bracelets, rings, and anklets) worth a total of 1,000 gp.

Gust of Wind (Sp) Ulwai can create a gust of wind (caster level 10th, or 12th if she is in a storm) by expending one use of bardic music.
Thunderstrike (Su) Ulwai can use bardic music to unleash a deadly thunderbolt on any one creature within 60 feet. She must make a +10 ranged touch attack to hit her target. If she hits, she makes a Perform (sing) check, and the result indicates how much electricity damage the thunderbolt deals (d20+15, or d20+17 if she is in a storm). A DC 17 Reflex save halves this damage. If the creature fails the save, it must make a DC 17 Fortitude save or be deafened for a number of rounds equal to the damage dealt.

Hook Adapts quickly to changing circumstances; clever, confident, and seductive.

Wyrmlord Saarvith — CR 7

Male goblin ranger 7
LE Small humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11
Languages Common, Draconic, Goblin, Infernal

AC 21, touch 15, flat-footed 17
hp 49 (7 HD)
Fort +8, **Ref** +10, **Will** +4

Speed 30 ft. (6 squares)
Melee mwk greatsword +8/+3 (1d10–1/19–20) or
Ranged *+1 longbow* +11/+11/+6 (1d6+1/19–20) with Rapid Shot or
Ranged *+1 longbow* +13/+8 (1d6+1/19–20)

Base Atk +7; **Grp** +2
Atk Options favored enemy elves +4, favored enemy humans +2, Manyshot, Point Blank Shot, Rapid Shot
Combat Gear *potion of cure moderate wounds, potion of mirror image*
Ranger Spells Prepared (CL 3rd):
1st (2/day)—*longstrider, resist energy*

Abilities Str 8, Dex 18, Con 14, Int 8, Wis 13, Cha 10
SQ animal companion, wild empathy +7, woodland stride
Feats Endurance[B], Manyshot[B], Mounted Archer, Mounted Combat, Point Blank Shot, Rapid Shot[B], Track[B]
Skills Craft (taxidermy) +9, Hide +8, Listen +11, Ride +18, Spot +11, Survival +11
Possessions combat gear plus *+2 mithral chain shirt*, masterwork greatsword, *+1 longbow* with 20 arrows, 10 *+1 elf bane arrows, cloak of resistance +1*, leather pouch containing 37 gp, 11 pp, and the key to his chest

Eagle Animal Companion — CR —

N Small animal
Init +3; **Senses** low-light vision; Listen +7, Spot +15

AC 17, touch 15, flat-footed 13
hp 20 (3 HD)
Fort +4, **Ref** +6, **Will** +3; evasion

Speed 10 ft. (2 squares), fly 80 ft. (average)
Melee 2 talons +7 (1d6) and
bite +2 (1d4)
Base Atk +2; **Grp** –2

Abilities Str 11, Dex 16, Con 12, Int 2, Wis 14, Cha 6
Feats Improved Natural Attack (talons), Weapon Finesse
Skills Listen +7, Spot +15

Wyrmlord Koth — CR 7

Male bugbear sorcerer 6
LE Medium humanoid (goblinoid)
Init +6; **Senses** darkvision 60 ft., scent; Listen +3, Spot +3
Languages Common, Draconic, Goblin, Infernal

AC 15, touch 12, flat-footed 13
hp 59 (9 HD)
Fort +6, **Ref** +9, **Will** +8

Speed 30 ft. (6 squares)
Melee mwk morningstar +9 (1d8+3)
Base Atk +5; **Grp** +8
Combat Gear *wand of magic missile* (5th, 15 charges), *potion of fly*, 2 potions of *cure moderate wounds*
Sorcerer Spells Known (CL 6th)
3rd (3/day)—*lightning bolt* (DC 15)
2nd (6/day)—*blindness/deafness* (DC 14), *detect thoughts* (DC 14)
1st (7/day)—*charm person* (DC 13), *mage armor, ray of enfeeblement* (+7 ranged touch), *shield*
0 (6/day)—*acid splash* (+7 ranged touch), *flare* (DC 12), *ghost sound* (DC 12), *mage hand, message, open/close, read magic*

Abilities Str 16, Dex 15, Con 16, Int 8, Wis 10, Cha 15
SQ familiar (none at present)
Feats Improved Initiative, Iron Will, Lightning Reflexes, Persuasive
Skills Bluff +9, Diplomacy +4, Intimidate +6, Knowledge (arcana) +0, Listen +3, Move Silently +6, Spellcraft +0, Spot +3
Possessions combat gear plus masterwork morningstar, *bag of holding* (type I) containing a scroll of *mount*, 2 *elixirs of truth*, 743 gp, and 2,980 sp.

THE DRAGONS

Tyrgarun — CR 11

Male young adult blue dragon
LE Large dragon (earth)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +23, Spot +23
Aura frightful presence (DC 21, 150-ft. radius)
Languages Common, Draconic, Infernal

AC 27, touch 10, flat-footed 27
hp 189 (18 HD); **DR** 5/magic
Immune electricity, paralysis, *sleep*; **SR** 19
Fort +15, **Ref** +11, **Will** +13

Speed 40 ft. (8 squares), fly 150 ft. (poor), burrow 20 ft.
Melee bite +25 (3d6+8/19–20) and
2 claws each +23 (1d8+5) and
2 wings each +23 (1d6+5) and
tail slap +23 (1d8+11)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Base Atk +18; **Grp** +28
Combat Gear *wand of fireballs* (7th, 18 charges)
Special Actions breath weapon
Sorcerer Spells Known (CL 3rd):
1st (6/day)—*mage armor, ray of enfeeblement* (+17 ranged touch), *shield*
0 (6/day)—*acid splash* (+17 ranged touch), *detect magic, mage hand, message, read magic*
Spell-Like Abilities (CL 5th):
3/day—*create/destroy water* (DC 21)

Abilities Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14
SQ sound imitation (DC 21)
Feats Ability Focus (breath weapon), Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Multiattack
Skills Concentration +25, Diplomacy +23, Intimidate +23, Knowledge (arcana) +23, Knowledge (religion) +23, Listen +23, Spellcraft +25, Spot +23
Possessions combat gear plus *amulet of mighty fists +2, ring of protection +1*

Breath Weapon (Su) 80-ft. line, once every 1d4 rounds, 10d8 electricity, Reflex DC 25 half

Hook Proud father of the High Wyrmlord, cunning champion of Tiamat.

Varanthian — CR 10

Female half-fiend behir
LE Huge outsider (native)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +16, Spot +16
Languages Common, Draconic, Infernal

AC 23, touch 11, flat-footed 20
hp 103 (9 HD); **DR** 5/magic
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 19
Fort +12, **Ref** +9, **Will** +5

Speed 40 ft. (8 squares), climb 15 ft., fly 40 ft. (average)
Melee bite +17 (2d6+10) and
2 claws each +12 (1d8+5)
Space 15 ft.; **Reach** 10 ft.
Base Atk +9; **Grp** +27
Atk Options constrict, improved grab, rake (6 claws +15 melee, 1d8+5 damage), smite good (1/day, +9 damage against good foe)
Special Actions breath weapon, swallow whole

Spell-Like Abilities (CL 9th)
3/day—*darkness, poison* (+17 melee touch, DC 16)
1/day—*contagion* (DC 15), *desecrate, unholy blight* (DC 16)

Abilities Str 30, Dex 17, Con 23, Int 11, Wis 14, Cha 14
Feats Alertness, Cleave, Power Attack, Track
Skills Balance +5, Climb +30, Hide +7, Jump +16, Listen +16, Perform (sing) +8, Search +6, Spot +16, Survival +14 (+16 following tracks), Tumble +9

Breath Weapon (Su) 20-ft. line, once every 10 rounds, 7d6 electricity, Reflex DC 20 half.
Constrict (Ex) Varanthian deals 2d8+10 points of damage with a successful grapple check. She can make six rake attacks against a grappled foe as well.
Improved Grab (Ex) To use this ability, Varanthian must hit a creature with her bite attack. If she wins the grapple check, she can attempt to constrict the opponent or swallow the opponent on the following round.
Swallow Whole (Ex) Varanthian can try to swallow a grabbed Medium or smaller creature by making a successful grapple check. If she swallows an opponent, she can use Cleave to bite and grab another opponent. A swallowed creature takes 2d8+10 damage plus 8 acid damage each round and can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Varanthian's gizzard can hold 2 Medium or 8 Small opponents.

ABITHRIAX — CR 10

Male juvenile red dragon
CE Large dragon (fire)
Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +21, Spot +21
Languages Common, Draconic, Infernal

AC 32, touch 9, flat-footed 32
hp 184 (16 HD)
Immune fire, paralysis, *sleep*
Resist cold 10
Fort +11, **Ref** +8, **Will** +8
Weakness vulnerable to cold

Speed 40 ft. (8 squares), fly 150 ft. (poor)
Melee bite +24 (2d6+9) and
2 claws each +22 (1d8+4) and
2 wings each +22 (1d6+4) and
tail slap +22 (1d8+13)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Base Atk +16; **Grp** +29
Atk Options Awesome Blow, Improved Bull Rush, Power Attack
Special Actions breath weapon
Sorcerer Spells Known (CL 3rd)
1st (6/day)—*grease* (DC 13), *mage armor*†, *shield*†
0 (6/day)—*detect magic, mage hand, message, read magic, resistance*
† Already cast
Spell-Like Abilities (CL 4th)
4/day—*locate object*

Abilities Str 29, Dex 10, Con 21, Int 14, Wis 15, Cha 14
Feats Awesome Blow, Flyby Attack, Improved Bull Rush, Multiattack, Power Attack, Wingover
Skills Appraise +21, Bluff +21, Diplomacy +4, Intimidate +23, Knowledge (geography) +21, Knowledge (religion) +21, Listen +21, Search +21, Spot +21
Possessions *amulet of health +2, minor ring of cold resistance*

Breath Weapon (Su) 40-ft. cone, once every 1d4 rounds, 8d10 fire, Reflex DC 23 half

Hook Arrogant with power; loves to destroy and watch 'em scatter.

REGIARIX — CR 7

Male juvenile black dragon
CE Medium dragon (water)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +16, Spot +16
Languages Common, Draconic, Infernal

AC 23, touch 11, flat-footed 23
hp 110 (13 HD)
Immune acid, paralysis, *sleep*
Fort +10, **Ref** +8, **Will** +8

Speed 60 ft. (12 squares), fly 150 ft. (poor), swim 60 ft.
Melee bite +17 (2d6+4/19–20) and
2 claws each +15 (1d6+2) and
2 wings each +15 (1d4+2)
Base Atk +13; **Grp** +16
Special Actions breath weapon
Spell-Like Abilities (CL 4th):
3/day—*darkness* (40-ft. radius)

Abilities Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10
SQ water breathing
Feats Hover, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Multiattack
Skills Hide +16, Listen +16, Move Silently +16, Search +12, Spot +16, Swim +27
Possessions *amulet of mighty fists +1, ring of protection +1*

Breath Weapon (Su) 60-ft. line, once every 1d4 rounds, 8d4 acid, Reflex DC 18 half

OZYRRANDION — CR 5

Male young green dragon
LE Medium dragon (air)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +17, Spot +17
Languages Common, Draconic, Infernal

AC 23, touch 10, flat-footed 23
hp 104 (11 HD)
Immune acid, paralysis, *sleep*
Fort +10, **Ref** +7, **Will** +8

Speed 40 ft. (8 squares), fly 150 ft. (poor), swim 40 ft.
Melee bite +14 (1d8+3) and
2 claws each +9 (1d6+1) and
2 wings each +9 (1d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** +14
Special Actions breath weapon
Combat Gear *potion of bull's strength, potion of cure serious wounds, potion of invisibility*

Abilities Str 17, Dex 10, Con 17, Int 12, Wis 13, Cha 12
SQ water breathing
Feats Alertness, Flyby Attack, Hover, Improved Initiative
Skills Bluff +15, Diplomacy +3, Intimidate +17, Knowledge (geography) +15, Knowledge (religion) +15, Listen +17, Move Silently +14, Spot +17
Possessions combat gear plus *amulet of health +2, bracers of armor +3*, 6 pearls (embedded in scales) worth 100 gp each

Breath Weapon (Su) 30-ft. cone, once every 1d4 rounds, 6d6 acid, Reflex DC 18 half.

Aspect of Tiamat — CR 13

LE Huge dragon (extraplanar)
Init +3; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +18, Spot +18
Languages Common, Draconic, Infernal

AC 25, touch 7, flat-footed 25
hp 174 (12 HD); **DR** 5/epic
Immune paralysis, *sleep*
Resist acid 15, cold 15, electricity 15, fire 15
Fort +16, **Ref** +7, **Will** +11

Speed 30 ft. (6 squares), fly 50 ft. (clumsy)
Melee 5 bites each +21 (2d8+11/19–20) and sting +16 (1d6+5 plus poison) and crush +16 (2d8+16, Reflex DC 24 or pinned)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Base Atk +12; **Grp** +31
Atk Options Power Attack
Special Actions breath weapon

Abilities Str 32, Dex 9, Con 26, Int 19, Wis 16, Cha 18
Feats Cleave, Great Cleave, Improved Critical (bite), Improved Initiative, Power Attack
Skills Intimidate +19, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (the planes) +19, Knowledge (religion) +19, Listen +18, Search +19, Sense Motive +18, Spot +18, Survival +18

Breath Weapon (Su) 40-ft. cone or line, each head once every 1d4 rounds, 12d8 acid, cold, electricity, or fire, Reflex DC 24 half. Each of the aspect's five heads can produce a breath weapon, but only one head can do so in any single round.
Poison (Ex) Injury, Fortitude DC 24, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Hook Embodiment of Tiamat's wrath, destruction incarnate ("Die, you insignificant worms!").

SPECIAL MINIONS

Miha Serani — CR 8

Female aranea sorcerer 4
NE Medium magical beast (shapechanger)
Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +10
Languages Common, Dwarven, Elven, Gnome, Halfling, Sylvan

AC 15, touch 14, flat-footed 12
hp 40 (7 HD)
Fort +6, **Ref** +7, **Will** +7

Speed 30 ft. (6 squares) in human or hybrid form or 50 ft. (10 squares), climb 25 ft. in spider form
Melee dagger +4 (1d4–1/19–20) in human form or dagger +4 (1d4–1/19–20) and bite –1 (1d6–1 plus poison) in hybrid form or bite +4 (1d6–1 plus poison) in spider form
Ranged dagger +8 (1d4–1/19–20) in human or hybrid form or web +8 in spider or hybrid form
Base Atk +5; **Grp** +4
Special Actions poison, web (6/day, range 50 ft., entangles target, DC 13 Escape Artist or DC 17 Strength check to escape)
Combat Gear *potion of blur*, 3 *potions of cure light wounds*
Sorcerer Spells Known (CL 7th):
3rd (5/day)—*secret page, suggestion* (DC 19)
2nd (7/day)—*invisibility, Tasha's hideous laughter* (DC 18), *whispering wind*
1st (8/day)—*charm person* (DC 17), *disguise self* (DC 16), *mage armor, mount, sleep* (DC 17)
0 (6/day)—*acid splash* (+8 ranged touch), *arcane mark, detect poison, ghost sound* (DC 15), *mage hand, message, read magic*

Abilities Str 8, Dex 17, Con 14, Int 18, Wis 14, Cha 20
SQ change shape, summon familiar (Tiny fiendish viper named Iopiat; see *DMG* 201)
Feats Improved Familiar, Persuasive, Spell Focus (enchantment)
Skills Bluff +18, Climb +13, Concentration +12, Diplomacy +7, Disguise +5 (+7 acting), Escape Artist +9, Intimidate +9, Jump +7 (+15 in spider form), Knowledge (arcana) +9, Listen +10, Spellcraft +11, Spot +10
Possessions combat gear plus dagger, *Heward's handy haversack, ring of protection +1*, scroll of *sending, potion of glibness*, 35 gp

Poison (Ex) Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Hook Can act any part; loves danger and manipulation.

Skather — CR 10

Male blackspawn raider ninja 6*
*See *Complete Adventurer* page 5
CE Medium monstrous humanoid (dragonblood)
Init +10; **Senses** darkvision 60 ft., low-light vision; Listen +15, Spot +15
Languages Common, Draconic

AC 23, touch 16, flat-footed 17; *ki* dodge
hp 87 (14 HD); **DR** 5/magic or good
Immune acid, paralysis
Fort +6, **Ref** +17, **Will** +11 (+13 *ki*)

Speed 40 ft. (8 squares)
Melee +1 *short sword* +19/+14/+9 (1d6+4/19–20 plus poison) or
Ranged +1 *composite shortbow* +17/+17/+12/+7 (1d6+4 plus poison) with Rapid Shot or
Ranged +1 *composite shortbow* +19/+14/+9 (1d6+4/×3 plus poison)
Base Atk +12; **Grp** +15
Atk Options Point Blank Shot, poison (sassone leaf residue, DC 16, 2d12 hp/1d6 Con), sudden strike +3d6
Special Actions breath weapon, ghost step, great leap
Combat Gear 2 bags of caltrops, *oil of magic weapon, potion of cure moderate wounds*, 2 *potions of invisibility, potion of protection from good*

Abilities Str 16, Dex 22, Con 14, Int 10, Wis 16, Cha 11
SQ AC bonus, trapfinding
Feats Improved Initiative, Point Blank Shot, Rapid Shot, Track, Weapon Finesse
Skills Balance +8, Climb +9, Hide +15, Jump +13, Listen +15, Move Silently +15, Spot +15, Survival +13, Tumble +14
Possessions combat gear plus +1 *short sword*, +1 *composite shortbow* (+3 Str bonus) with 10 adamantine arrows, 10 cold iron arrows, 10 silvered arrows, and 20 arrows, *quiver of Ehlonna*, 3 doses of sassone leaf residue, 2 doses of purple worm poison (DC 24 1d6 Str/2d6 Str), *gloves of Dexterity +2, Heward's handy haversack*, silk rope (50 ft.), grappling hook, 5 pp, 45 gp

Ki Power (Su) Skather can use his *ki* powers (ghost step or *ki* dodge) a total of 6 times per day. As long as he has at least 1 daily use remaining, he gains a +2 bonus on his Will saves.
Sudden Strike (Ex) Skather deals extra damage when his opponent is denied a Dexterity bonus to Armor Class. This extra damage also applies to ranged attacks if the target is within 30 feet.

Breath Weapon (Su) 40-ft. line, once every 1d4 rounds, damage 7d4 acid, Reflex DC 19 half
Ghost Step (Su) Skather can spend one daily use of his *ki* powers to become invisible for 1 round. Using this ability is a swift action that does not provoke attacks of opportunity.
Great Leap (Su) Skather always makes Jump checks as if he were running and had the Run feat, enabling him to make long jumps without a running start.
Ki Dodge (Su) Skather can spend 1 daily use of his *ki* powers to grant himself concealment (20% miss chance) against all attacks for 1 round. Using this ability is a swift action that does not provoke attacks of opportunity.

Hook Cool, calm, collected, and deadly sniper. ("Die now, and beat the rush.")

II. RANK & FILE HORDE MEMBERS

Blackspawn Raider — CR 4

CE Medium monstrous humanoid (dragonblood)
Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6
Languages Common, Draconic

AC 15, touch 12, flat-footed 13
hp 60 (8 HD); **DR** 5/magic or good
Immune acid, paralysis, *sleep*
Fort +5, **Ref** +8, **Will** +6

Speed 40 ft. (8 squares)
Melee mwk falchion +11/+6 (2d4+3/18–20)
Ranged javelin +10/+5 (1d6+2)
Base Atk +8; **Grp** +10
Atk Options Power Attack
Special Actions breath weapon
Combat Gear *oil of magic weapon, potion of cure moderate wounds, 2 potions of invisibility, potion of protection from good*

Abilities Str 14, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Feats Improved Initiative, Power Attack, Track
Skills Listen +6, Spot +6, Survival +10
Possessions combat gear plus masterwork falchion, 2 javelins, *potion of jump, potion of pass without trace,* silk rope (50 ft.), 5 tiger eye turquoise worth 10 gp each, 50 gp

Breath Weapon (Su) 40-ft. line, once every 1d4 rounds, damage 4d4 acid, Reflex DC 17 half

Hook Wily agent of destruction; delights in slaughter.

Blood Ghost Berserker — CR 4

Bugbear barbarian 2
NE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft., scent; Listen +4, Spot +4
Languages Common, Goblin

AC 16, touch 10, flat-footed 14; uncanny dodge
hp 56 (5 HD)
Fort +9, **Ref** +5, **Will** +4

Speed 40 ft. (8 squares)
Melee mwk greataxe +13 (1d12+10/×3) or
Ranged throwing axe +6 (1d6+7)
Base Atk +4; **Grp** +11
Atk Options Power Attack (mwk greataxe +9, 1d12+18/×3), rage 1/day (8 rounds)
Combat Gear *potion of cure moderate wounds*

Abilities Str 24, Dex 14, Con 20, Int 8, Wis 13, Cha 8
Feats Power Attack, Weapon Focus (greataxe)
Skills Climb +10, Listen +4, Spot +4, Survival +4
Possessions combat gear plus masterwork greataxe, throwing axe, masterwork studded leather armor

Hook Dyes his hide a mottled gray-white color to signify that he walks in the world of the dead.

When not raging, a Blood Ghost berserker has the following changed statistics.
AC 18, touch 12, flat-footed 16
hp 46 (5 HD)
Fort +7, **Will** +2
Melee mwk greataxe +11 (1d12+7/×3) or
Ranged throwing axe +6 ranged (1d6+5)
Grp +9
Abilities Str 20, Con 16
Skills Climb +8, Move Silently +6

Blue Abishai — CR 7

LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +7; **Senses** darkvision 60 ft., see in darkness; Listen +11, Spot +11
Languages Common, Infernal; telepathy 100 ft.

AC 20, touch 13, flat-footed 17
hp 52 (7 HD); regeneration 7; **DR** 10/magic
Immune fire, poison
Resist acid 10, cold 10; **SR** 14
Fort +8, **Ref** +8, **Will** +6
Weakness vulnerable to holy water (2d4 damage/flask)

Speed 30 ft. (6 squares), fly 50 ft. (poor)
Melee tail +10 (1d6+3 plus 2d6 electricity) and 2 claws each +8 (1d4+1) and bite +8 (1d6+1)
Base Atk +7; **Grp** +10
Spell-Like Abilities (CL 7th):
At will—*animate dead, charm person* (DC 13), *command* (DC 13), *desecrate, disguise self* (DC 13), *major image* (DC 15), *scare* (DC 14), *suggestion* (DC 15)

Abilities Str 16, Dex 16, Con 16, Int 11, Wis 13, Cha 15
SQ *summon baatezu*
Feats Combat Reflexes, Improved Initiative, Multiattack
Skills Bluff +12, Concentration +13, Diplomacy +4, Disguise +12 (+14 acting), Escape Artist +13, Intimidate +14, Listen +11, Search +10, Spot +11

Regeneration (Ex) Holy water and good-aligned weapons deal lethal damage to an abishai.
See in Darkness (Su) Abishais can see perfectly in darkness of any kind, even that created by magic.
Summon Baatezu (Sp) summon 2d6 lemures (1/day, 50% chance) or another blue abishai (1/day, 20% chance). This ability is the equivalent of a 3rd-level spell.

Bluespawn Thunderlizard — CR 6

LE Large magical beast (dragonblood)
Init –1; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +8
Languages none

AC 23, touch 8, flat-footed 23
hp 69 (6 HD); **DR** 5/magic
Immune electricity
Fort +11, **Ref** +4, **Will** +4

Speed 40 ft. (8 squares)
Melee gore +13 (2d6+12)

Space 10 ft.; **Reach** 5 ft.
Base Attack +6; **Grp** +18
Atk Options deadly charge, Improved Bull Rush, Improved Overrun, Power Attack
Special Actions electricity arc, electricity link

Abilities Str 27, Dex 9, Con 22, Int 2, Wis 14, Cha 8
Feats Improved Bull Rush, Improved Overrun, Power Attack
Skills Listen +5, Spot +8

Deadly Charge (Ex) A bluespawn thunderlizard typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, a bluespawn thunderlizard gains an extra 2d6 points of damage on its charge attack.
Electricity Arc (Su) As a standard action, a bluespawn thunderlizard can create a 100-foot-long line of electricity. Creatures in the line take 6d6 points of electricity damage (Reflex DC 19 half). The save DC is Constitution-based.
Electricity Link (Su) When bluespawn thunderlizards gather, electrical energy surges between them. The powerful energies that roil within their bodies reach out and connect to each other. As a swift action, a bluespawn thunderlizard can cause a line of electricity to fire from itself to another bluespawn thunderlizard within 100 feet. Creatures in the line take 3d6 points of electricity damage (Reflex DC 19 half). The save DC is Constitution-based.

Doom Fist Monk — CR 4

Hobgoblin monk 4
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Common, Goblin

AC 15, touch 14, flat-footed 13; Dodge
hp 29 (4 HD)
Fort +6, **Ref** +6, **Will** +6 (+8 against enchantments); evasion

Speed 40 ft. (8 squares)
Melee unarmed strike +6 (1d8+3) or
unarmed strike +4/+4 (1d8+3) with flurry of blows or
masterwork dragonchain* +7 (1d6+4/19–20)
*New weapon described on page 126
Ranged mwk light crossbow +6 (1d8)
Base Atk +3; **Grp** +10
Atk Options grapple and constrict with dragonchain (1d8+4), *ki* strike (magic), Stunning Fist 4/day (Fort DC 14)
Combat Gear *potion of bull's strength, potion of cure moderate wounds, potion of shield of faith +3*

Abilities Str 16, Dex 14, Con 15, Int 10, Wis 14, Cha 8
SQ slow fall (20 ft.)
Feats Dodge, Exotic Weapon Proficiency (dragonchain), Improved Grapple[B], Improved Unarmed Strike[B], Stunning Fist[B]
Skills Balance +8, Hide +6, Jump +14, Listen +5, Move Silently +10, Spot +5, Tumble +9
Possessions combat gear plus *bracers of armor +1*, masterwork light crossbow, masterwork dragonchain

Hook Religious zealots who despise weakness and regard wounds received in combat as marks of holy devotion. "In pain I learn strength!"

Doom Hand Cleric — CR 3

Hobgoblin cleric 3
LE Medium humanoid (goblinoid)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +4
Languages Common, Goblin

AC 18, touch 10, flat-footed 18
hp 29 (3 HD)
Fort +6, **Ref** +1, **Will** +5

Speed 20 ft. (4 squares)
Melee mwk heavy mace +5 (1d8+1)
Base Atk +2; **Grp** +3
Atk Options smite 1/day (+4 attack, +3 damage)
Special Actions command undead 4/day (+1, 2d6+4, 3rd), spontaneous casting (*inflict* spells)
Combat Gear 2 *potions of cure light wounds*, scroll of *spiritual weapon*, scroll of *summon monster III* (DC 6 CL check)
Cleric Spells Prepared (CL 3rd)
2nd—*cure moderate wounds, hold person* (DC 14), *invisibility*[D]
1st—*bless, command* (DC 13), *cure light wounds, inflict light wounds*[D] (DC 13)
0—*cure minor wounds* (2), *detect magic, resistance*
D: Domain spell. Domains: Destruction, Trickery

Abilities Str 13, Dex 10, Con 16, Int 10, Wis 15, Cha 12
Feats Toughness, Weapon Focus (heavy mace)
Skills Concentration +8, Move Silently –2, Spellcraft +3, Spot +4
Possessions *+1 banded mail*, light steel shield, combat gear

Hook Harangues the PCs with threats of doom, pain, despair, and death.

Doom Hand Warpriest — CR 8

Hobgoblin cleric 7/warpriest* 1
*See *Complete Divine* page 74
LE Medium humanoid (goblinoid)
Init +0; **Senses** darkvision 60 ft.; Listen +3x, Spot +3x
Languages Common, Goblin

AC 21, touch 10, flat-footed 21
hp 67 (8 HD)
Fort +10, **Ref** +2, **Will** +10

Speed 20 ft. (4 squares)
Melee *+1 heavy mace* +10/+5 (1d8+3)
Base Atk +6; **Grp** +8
Atk Options smite 1/day (+4 attack, +7 damage)
Special Actions command undead 4/day (+1, 2d6+9, 8th), spontaneous casting (*inflict* spells)
Combat Gear scroll of *flame strike* (DC 10 CL check), scroll of *recitation*, scroll of *summon monster IV*, *wand of cure light wounds*
Cleric Spells Prepared (CL 7th)
4th—*air walk, dominate person*[D] (DC 18)
3rd—*bestow curse* (DC 16), *cure serious wounds, dispel magic, suggestion*[D] (DC 17)
2nd—*cure moderate wounds* (2), *hold person* (DC 16), *invisibility*[D], *spiritual weapon*
1st—*bless, command*[D] (DC 15), *cure light wounds, divine favor, obscuring mist, shield of faith*
0—*cure minor wounds* (2), *detect magic* (2), *resistance, virtue*
D: Domain spell. Domains: Destruction, Domination,* Trickery
*Domain described in *Complete Divine* page 138

Abilities Str 14, Dex 10, Con 16, Int 10, Wis 16, Cha 12
SQ rally
Feats Combat Casting, Spell Focus (enchantment)[B], Toughness, Weapon Focus (heavy mace)
Skills Concentration +8 (+12 casting defensively), Diplomacy +10, Move Silently –1, Sense Motive +7, Spellcraft +2
Possessions *+1 full plate armor, +1 light steel shield, +1 heavy mace*, combat gear

Rally (Ex) A warpriest who is currently not under a fear effect can use this ability as a standard action. Allies within 60 feet who are under any fear effect and who can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus.

Hook Gloatingly promises the PCs a swift and merciless death.

Goblin Worg Rider — CR 3

Goblin fighter 3
LE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +3
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16
hp 27 (3 HD)
Fort +5, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares), or 50 ft. (10 squares) mounted on worg
Melee masterwork scimitar +5 (1d4/18–20)
Ranged mwk composite shortbow +9 (1d4/×3)
Base Atk +3; **Grp** –1
Atk Options Point-Blank Shot

Abilities Str 11, Dex 17, Con 14, Int 12, Wis 10, Cha 6
Feats Mounted Archery[B], Mounted Combat, Point-Blank Shot[B], Weapon Focus (shortbow)
Skills Handle Animal +4, Hide +5, Move Silently +5, Ride +13, Spot +3
Possessions combat gear plus *+1 studded leather armor*, buckler, masterwork scimitar, masterwork composite shortbow

Greenspawn Razorfiend — CR 7

LE Large magical beast (dragonblood)
Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +15, Spot +15
Languages Common, Draconic, Infernal

AC 19, touch 12, flat-footed 16; Dodge, Mobility
hp 85 (10 HD); **DR** 5/magic
Immune acid, paralysis
Fort +10, **Ref** +10, **Will** +5

Speed 50 ft. (10 squares), swim 50 ft.
Melee 2 wingblades each +15 (2d6+6/18–20/×3) and bite +10 (1d8+3)
Base Atk +10; **Grp** +20
Atk Options Spring Attack
Special Actions breath weapon

Abilities Str 22, Dex 17, Con 16, Int 12, Wis 15, Cha 12
SQ water breathing
Feats Dodge, Improved Initiative, Mobility, Spring Attack
Skills Jump +27, Listen +15, Spot +15, Swim +14

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, damage 5d6 acid, Reflex DC 18 half
Water Breathing (Ex) A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon and other abilities while underwater.

Hobgoblin Bladebearer — CR 4

Hobgoblin fighter 4
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Goblin

AC 17, touch 13, flat-footed 14
hp 37 (4 HD)
Fort +6, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares)
Melee *+1 short sword* +9 (1d6+6/19–20) or
Melee *+1 short sword* +7 (1d6+6/19–20) and *+1 short sword* +7 (1d6+4/19–20) with Two-Weapon Fighting
Base Atk +4; **Grp** +7

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8
Feats Toughness, Two-Weapon Defense[B], Two-Weapon Fighting[B], Weapon Focus (short sword), Weapon Specialization (short sword)[B]
Skills Climb +10, Jump +8, Listen +1, Move Silently +7, Spot +1, Tumble +6
Possessions 2 *+1 short swords*, masterwork studded leather armor

Hook Elite champion who clashes blades together and calls out individual opponents. "You! You dare fight me?"

Hobgoblin Regular — CR 1

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17
hp 13 (2 HD)
Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)
Melee mwk longsword +4 (1d8+1/19–20)
Ranged composite longbow +3 (1d8+1/×3)
Base Atk +2; **Grp** +3
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness
Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3
Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

Hook Conditioned to follow orders; accustomed to cruelty and harsh discipline.

Hobgoblin Sergeant — CR 3

Hobgoblin fighter 3
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Common, Draconic, Goblin

AC 20, touch 12, flat-footed 18
hp 30 (3 HD)
Fort +6, **Ref** +3, **Will** +3

Speed 20 ft. (4 squares)
Melee mwk bastard sword +7 (1d10+2/19–20)
Ranged mwk composite longbow +6 (1d8+1/×3)
Base Atk +3; **Grp** +5
Combat Gear *potion of cure moderate wounds*

Abilities Str 15, Dex 15, Con 16, Int 12, Wis 10, Cha 8
Feats Alertness, Exotic Weapon Proficiency (bastard sword)[B], Iron Will, Weapon Focus (bastard sword)[B]
Skills Handle Animal +4, Intimidate +4, Listen +4, Move Silently +1, Spot +4
Possessions combat gear plus *+1 breastplate*, heavy steel shield, masterwork bastard sword, masterwork composite longbow (+1 Str bonus) with 20 arrows

Hook Tough as nails with a mean streak a mile wide; "At them, you dogs! Slay until your hands drip with blood!"

Hobgoblin Veteran — CR 3

Hobgoblin warrior 4
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +4
Languages Common, Goblin

AC 19, touch 11, flat-footed 18 or
hp 26 (4 HD)
Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)
Melee mwk longsword +8 (1d8+2/19–20)
Ranged mwk composite longbow +6 (1d8+2/×3)
Base Atk +4; **Grp** +6
Combat Gear 3 *potions of cure moderate wounds*

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness, Weapon Focus (longsword)
Skills Intimidate +3, Listen +3, Move Silently –3, Spot +4
Possessions combat gear plus banded mail, heavy steel shield, masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows

Hook Conditioned to follow orders; cruel esprit de corps. "We are the Red Hand! We do not know defeat!"

Kulkor Zhul Mindbender — CR 8

Hobgoblin bard 6/mindbender 2*
*See *Complete Arcane* page 54
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +10, Spot +1
Languages Common, Draconic, Goblin, Infernal; telepathy 100 ft.

AC 16, touch 12, flat-footed 14
hp 36 (8 HD)
Fort +6, **Ref** +7, **Will** +9

Speed 30 ft. (6 squares)
Melee mwk dagger +5 (1d4–1/19–20)
Base Atk +5; **Grp** +4
Special Actions bardic music 6/day (countersong, *fascinate* 2 targets, inspire competence, inspire courage +1, *suggestion*), *push the weak mind* 1/day
Combat Gear *potion of blur, potion of invisibility*, scroll of *dominate person, wand of cause fear* (25 charges), *wand of disguise self* (25 charges)
Bard Spells Known (CL 7th):
3rd (1/day)—*charm monster* (DC 18), *glibness*
2nd (3/day)—*detect thoughts* (DC 15), *enthrall* (DC 17), *hold person* (DC 17), *suggestion* (DC 17)
1st (4/day)—*charm person* (DC 16), *cure light wounds, hypnotism* (DC 16), *silent image* (DC 14)
0 (3/day)—*daze* (DC 15), *detect magic, ghost sound* (DC 13), *mage hand, message, prestidigitation*

Abilities Str 8, Dex 14, Con 12, Int 14, Wis 13, Cha 17
SQ bardic knowledge +8
Feats Greater Spell Focus (enchantment), Persuasive, Spell Focus (enchantment)
Skills Bluff +15, Concentration +10, Diplomacy +17, Disguise +3 (+5 acting), Gather Information +9, Intimidate +14, Listen +10, Move Silently +10, Perform (oratory) +12, Sense Motive +10
Possessions combat gear plus *+1 studded leather armor*, masterwork dagger, *Heward's handy haversack, 2 elixirs of truth, 2 elixirs of love*, torture implements, 3 doses of striped toadstool poison, 40 gp

Push the Weak Mind (Sp) This mindbender can use *suggestion* on any living creature of Large or smaller size once per day. The range is 100 feet and the duration is 7 hours. The mindbender can communicate the suggested course of action telepathically if he chooses. A successful DC 16 Will save negates the effect.

Hook Crafty, manipulative schemer; "Your thoughts are mine to plunder, your will mine to bend or break."

Kulkor Zhul War Adept — CR 6

Hobgoblin sorcerer 6
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot –1
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16
hp 28 (6 HD)
Fort +5, **Ref** +6, **Will** +5 (+8 against sleep, paralysis, and electricity effects)

Speed 30 ft. (6 squares)
Melee mwk spear +4 (1d8/×3)
Base Atk +3; **Grp** +3
Combat Gear 2 *potions of cure moderate wounds*, scroll of *fly*, scroll of *haste*, 2 scrolls of *invisibility*, scroll of *summon monster IV*
Sorcerer Spells Known (CL 7th):
3rd (4/day)—*lightning bolt* (DC 17)
2nd (6/day)—*mirror image, summon swarm*
1st (7/day)—*lesser orb of electricity* (+6 ranged touch, 4d8 electricity; DC 15 half),* *mage armor*†, *magic missile, ray of enfeeblement* (+6 ranged touch)
0 (6/day)—*daze* (DC 13), *detect magic, disrupt undead* (+6 ranged touch), *ghost sound* (DC 13), *mage hand, ray of frost* (+6 ranged touch), *read magic*
*See *Complete Arcane* page 116
†Already cast

Abilities Str 10, Dex 16, Con 15, Int 12, Wis 8, Cha 16
SQ familiar (none at present)
Feats Draconic Heritage (blue)*, Draconic Power*, Draconic Skin*
*See *Complete Arcane* pages 77–78
Skills Bluff +7, Concentration +11, Knowledge (arcana) +6, Listen +4, Move Silently +7, Spellcraft +7
Possessions combat gear plus *ring of protection +1, cloak of resistance +1*, masterwork spear

Hook Sneering elitist; "What can softbellies like you do against the might of the People of the Dragon?"

III. THE GHOSTLORD'S MINIONS

The Ghostlord — CR 13

Male human lich druid 6/blighter 5*
*See *Complete Divine* page 23
NE Medium undead (augmented humanoid)
Init +1; **Senses** darkvision 60 ft.; Listen +27, Spot +27
Aura fear (DC 18, 60-ft. radius)
Languages Common, Druidic, Halfling, Sylvan

AC 21, touch 12, flat-footed 20; Dodge, Mobility
hp 77 (11 HD); **DR** 15/bludgeoning and magic
Immune cold, electricity, polymorph, undead immunities (*MM* 317)
Resist turn resistance +4
Fort +9, **Ref** +4, **Will** +14

Speed 20 ft. (4 squares)
Melee touch +6 (1d8+5 negative energy plus paralysis, DC 18 Will save halves damage, DC 18 Fortitude save resists permanent paralysis)

Base Atk +7; **Grp** +6
Special Actions blightfire, contagious touch, undead wild shape (Large) 2/day (5 hours)
Combat Gear *wand of produce flame* (25 charges)
Blighter Spells Prepared (CL 11th)
5th (1/day)—*create undead**
4th (2/day)—*flame strike* (DC 19), *rusting grasp* (+6 melee touch)
3rd (3/day)—*dispel magic, poison* (+6 melee touch, DC 18), *stinking cloud* (DC 18)
2nd (4/day)—*flaming sphere* (DC 17), *heat metal, resist energy, warp wood*
1st (5/day)—*bane* (DC 16), *burning hands* (DC 16), *doom* (DC 16), *ray of enfeeblement* (2) (+8 ranged touch)
0 (6/day)—*detect magic, ghost sound* (DC 15), *read magic, touch of fatigue* (3) (+6 melee touch, DC 15)
*Already cast

Abilities Str 9, Dex 12, Con —, Int 15, Wis 20, Cha 17
SQ deforestation, *speak with dead animal*, undead traits
Feats Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Mobility, Natural Spell
Skills Concentration +17, Handle Animal +17, Hide +7, Knowledge (nature) +18, Listen +27, Move Silently +7, Search +10, Sense Motive +13, Spellcraft +16, Spot +27, Survival +19 (+21 in natural surroundings)
Possessions combat gear plus +1 *wild hide armor, ring of protection +1, ring of animal friendship*

Blightfire (Su) As a standard action, the Ghostlord can unleash a scorching blast of fire, dealing 5d6 points of fire damage to all creatures within 10 feet of the Ghostlord (Reflex DC 20 half).
Contagious Touch (Su) Once per day, the Ghostlord can activate this ability, which lasts for 11 rounds. When he activates this ability, he must select one of the following diseases: blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom. Any living creature he hits with a melee touch attack during this period must make a DC 15 Fortitude save or contract the disease selected. The Ghostlord can infect no more than one creature per round with his contagious touch.
Deforestation (Sp) Once per day, the Ghostlord can kill all nonsentient plant life in a 100-foot radius as a full-round action. If a plant is under the control of another (such as a druid's liveoak or a dryad's home tree), the controller can make a DC 20 Fortitude save to keep it alive. Affected plants wilt and die within 24 hours. Nothing can again grow in this area until it has a *hallow* spell cast upon it.
Speak with Dead Animal (Sp) The Ghostlord can use *speak with dead* (caster level 11th) once per day, but only on the corpse of a dead animal.
Undead Wild Shape (Su) This ability works as the druid's wild shape ability, except that the form assumed is skeletal. The animal form's natural armor bonus is +1 (Small) or +2 (Medium or Large). It gains a +2 bonus to Dexterity and has no Constitution score, has immunity to cold, and gains damage reduction 5/bludgeoning. The Ghostlord can use this ability twice a day and can assume a Small, Medium, or Large form. He sometimes takes the form of a skeletal dire lion. Since he's a much more effective combatant in his true form, he typically uses this ability to increase his mobility, often by assuming the form of an undead eagle.

Ghost Brute Lion — CR 5

N Large undead (incorporeal, augmented animal)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +13, Spot +13

AC 15, touch 12, flat-footed 12 (ethereal) or 14, touch 14, flat-footed 11 (manifested)
hp 32 (5 HD)
Miss Chance 50% incorporeal
Immune undead immunities (*MM* 317)
Resist turn resistance +2
Fort +4, **Ref** +7, **Will** +2

Speed fly 30 ft. (perfect) (6 squares); Run
Melee corrupting touch +5 melee touch (1d4)
Base Atk +3; **Grp** —
Space 10 ft.; **Reach** 5 ft.
Special Actions bloodcurdling roar

Abilities Str —, Dex 17, Con —, Int 2, Wis 12, Cha 14
SQ incorporeal traits, manifestation, rejuvenation, undead traits
Feats Alertness, Run
Skills Balance +7, Hide +11 (+19 in tall grass or heavy undergrowth), Listen +13, Search +4, Spot +13

Bloodcurdling Roar (Su) The mournful howling of a ghost brute chills the living to the core. The creature can howl as a standard action. All living creatures within a 30-foot radius must make a successful Will save or become frightened for 2d4 rounds; those more than 30 feet away but within 300 feet must make a Will save or become shaken for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the bloodcurdling howl cannot be affected by the same ghost brute's howl for 24 hours.
Corrupting Touch (Su) A ghost brute that hits a living target with its corrupting touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.
Rejuvenation (Su) A destroyed ghost brute lion returns to its old haunt with a successful level check (1d20+5) against DC 16. The only definitive way to destroy a ghost brute lion is by destroying the Heart of the Lion in area 15 of the Ghostlord's lair.

Ghost Dire Lion — CR 7

N Large undead (incorporeal, augmented animal)
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Listen +15, Spot +16

AC 16, touch 12, flat-footed 13 (ethereal) or 16, touch 16, flat-footed 13 (manifested)
hp 52 (8 HD)
Miss Chance 50% incorporeal
Immune undead immunities (*MM* 317)
Resist turn resistance +4
Fort +6, **Ref** +9, **Will** +4

Speed fly 30 ft. (perfect) (6 squares)
Melee +8 incorporeal touch (1d4 Strength drain)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** —
Special Actions corrupting gaze, draining touch

Abilities Str —, Dex 17, Con —, Int 2, Wis 10, Cha 19
SQ incorporeal traits, manifestation, rejuvenation
Feats Alertness, Improved Initiative, Iron Will
Skills Hide +11 (+19 in tall grass or heavy undergrowth), Listen +15, Search +4, Spot +16

Corrupting Gaze (Su) A ghost dire lion can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must make a DC 18 Fortitude

save or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su) A ghost dire lion's touch attack drains 1d4 points of Strength from its target. On each such successful attack, the ghost heals 5 points of damage to itself.

Rejuvenation (Su) A destroyed ghost dire lion returns to its old haunt with a successful level check (1d20+8) against DC 16. The only definitive way to destroy a ghost dire lion is by destroying the Heart of the Lion in area 15 of the Ghostlord's lair.

Gray Ooze — CR 7

N Large ooze
Init –5; **Senses** blindsight 60 ft.; Listen –5, Spot –5
Languages none

AC 4, touch 4, flat-footed 4
hp 121 (9 HD)
Immune cold, fire, ooze immunities (*MM* 313)
Fort +11, **Ref** –2, **Will** –2

Speed 10 ft. (2 squares)
Melee slam +10 (1d8+7 plus 1d6 acid)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +15
Atk Options constrict, improved grab
Special Actions acid

Abilities Str 20, Dex 1, Con 27, Int —, Wis 1, Cha 1
SQ ooze traits, transparent

Constrict (Ex) This gray ooze deals 1d8+7 points of damage plus 1d6 points of acid damage with a successful grapple check.

Improved Grab (Ex) To use this ability, a gray ooze must hit a creature with its slam attack. If it wins the grapple check, it can attempt to constrict the opponent on the following round.

Acid (Ex) A Large gray ooze's acid dissolves armor or clothing unless the item succeeds on a DC 22 Reflex save. A metal or wooden weapon that strikes a Large gray ooze also dissolves unless it succeeds on a DC 22 Reflex save. The ooze's acidic touch deals 22 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage. A grappled opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

Transparent (Ex) A DC 15 Spot check is required to notice a gray ooze. A character that fails to notice it and steps on it is automatically hit with a melee attack for slam and acid damage.

Lesser Bonedrinker — CR 4

CE Small undead
Init +2; **Senses** darkvision 60 ft., scent; Listen +7, Spot +7
Languages Common, Goblin

AC 14, touch 13, flat-footed 12
hp 58 (7 HD)
Immune undead immunities (*MM* 317)
Resist cold 5, fire 5, sonic 5
Fort +2, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares)
Melee 2 tentacles each +6 (1d8+3) and 2 claws each +1 (1d6+1)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)
Base Atk +3; **Grp** +6
Atk Options improved grab, Power Attack
Special Actions bonedrink, pounce

Abilities Str 16, Dex 14, Con —, Int 10, Wis 8, Cha 12
SQ unholy toughness
Feats Combat Reflexes, Improved Natural Attack (claws), Power Attack
Skills Hide +10, Listen +7, Move Silently +14, Spot +7

Improved Grab (Ex) To use this ability, a bonedrinker must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and deals automatic claw or tentacle damage to the grappled victim. It can deal automatic claw or tentacle damage in each subsequent round that it maintains the grapple, and a bonedrinker that has successfully pinned an opponent can begin to drink its bones (see Bonedrink, below). Bonedrinkers have a +4 racial bonus on grapple checks.

Bonedrink (Su) Once a lesser bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, it must pin its foe, at which point it fastens onto the creature with its fangs and secretes a painful toxin that deals 1d4 points of Constitution damage. Each round the pin is maintained, the bonedrinker deals an additional 1d4 points of Constitution damage. Creatures reduced to 0 Constitution die; their bones become too brittle to support their bodies and they collapse into a sack of loose flesh. Creatures without bones or Constitution scores are immune to this ability.

Pounce (Ex) If a bonedrinker charges, it can make a full attack in the same round.

Unholy Toughness (Ex) A lesser bonedrinker gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

IV. ALLIES AND POSSIBLY HELPFUL NPCS

DRELLIN'S FERRY

Captain Soranna Anitah — CR 5

Female human fighter 5
CG Medium humanoid
Init +3; **Senses** Listen –1, Spot –1
Languages Common

AC 21, touch 13, flat-footed 18; Dodge
hp 32 (5 HD)
Fort +5, **Ref** +4, **Will** +0

Speed 20 ft. (4 squares)
Melee mwk longsword +7 (1d8+1/19–20)
Ranged *+1 composite longbow* +10 (1d8+4/×3)
Base Atk +5; **Grp** +6
Combat Gear 2 *potions of cure moderate wounds*, *potion of fly*

Abilities Str 13, Dex 16, Con 12, Int 10, Wis 8, Cha 14
Feats Dodge, Persuasive, Point Blank Shot[B], Precise Shot[B], Weapon Focus (longbow), Weapon Specialization (longbow)[B]
Skills Bluff +4, Intimidate +12, Knowledge (local) +4, Ride +11
Possessions combat gear plus masterwork longsword, *+1 composite longbow* (+1 Str bonus) with 20 arrows, *+1 breastplate*, masterwork heavy steel shield, 45 gp

Jorr Natherson — CR 5

Male human ranger 3/rogue 2
CG Medium humanoid
Init +7; **Senses** Listen +9, Spot +9
Languages Common, Goblin

AC 17, touch 13, flat-footed 14
hp 34 (5 HD)
Fort +5, **Ref** +9, **Will** +2; evasion

Speed 30 ft. (6 squares)
Melee mwk dagger +5 (1d4/19–20)
Ranged +1 *longbow* +8 (1d8+1/×3)
Base Atk +4; **Grp** +4
Atk Options favored enemy goblinoids +2, Rapid Shot, sneak attack +1d6
Combat Gear *potion of cure moderate wounds, potion of neutralize poison*

Abilities Str 10, Dex 16, Con 14, Int 13, Wis 12, Cha 8
SQ trapfinding, wild empathy +4 (+0 magical beasts)
Feats Endurance[B], Improved Initiative, Rapid Shot[B], Self-Sufficient, Stealthy, Track[B]
Skills Handle Animal +5, Heal +3, Hide +13, Knowledge (geography) +7, Knowledge (local) +7, Knowledge (nature) +7, Listen +9, Move Silently +13, Profession (trapper) +7, Spot +9, Survival +9 (+11 in natural surroundings and to avoid natural hazards)
Possessions combat gear plus masterwork dagger, +1 *longbow* with 20 arrows, masterwork studded leather armor, *amulet of natural armor +1*

Hook "What do you call a goblin with 20 arrows in his back? Not dead enough!"

Old Warklegnaw — CR 7

Venerable male forest giant*
*See *Monster Manual II* page 110
CN Huge giant
Init +2; **Senses** darkvision 60 ft.; Listen +15, Spot +15
Languages Common, Giant

AC 17, touch 6, flat-footed 17
hp 97 (13 HD)
Fort +11, **Ref** +2, **Will** +3

Speed 40 ft. (8 squares)
Melee greatclub +15 melee (2d8+7, wielded two-handed)
Ranged rock +7 ranged (2d8+5) or
rock +5/+5 ranged (2d8+5) with Rapid Shot
Base Atk +9; **Grp** +22
Atk Options Rapid Shot

Abilities Str 27 (currently 21), Dex 6, Con 16, Int 17, Wis 9, Cha 15
Feats Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot
Skills Diplomacy +20, Hide +10, Listen +15, Sense Motive +15, Spot +15
Possessions club, 5 throwing boulders, ratty owlbear pelt loincloth

Hook "Warklegnaw hopes you taste like owlbear!"

TIRI KITOR

Sellyria Starsinger — CR 7

Female wild elf druid 7
NG Medium humanoid
Init –3; **Senses** low-light vision; Listen +6, Spot +6
Languages Common, Druidic, Elven, Sylvan

AC 9, touch 8, flat-footed 9
hp 21 (7 HD)
Immune sleep
Resist +4 against fey spell-like abilities
Fort +3, **Ref** –1, **Will** +9 (+11 against enchantments)

Speed 30 ft. (6 squares); woodland stride
Melee mwk scimitar +3 (1d6–3/18–20)
Ranged mwk longbow +3 (1d8–3/×3)
Base Atk +5; **Grp** +2
Special Actions wild shape 3/day (7 hours)
Combat Gear *potion of cure moderate wounds, potion of lesser restoration*, scroll of *quench*, scroll of *remove disease*
Druid Spells Prepared (CL 7th):
4th (2/day)—*control water, cure serious wounds*
3rd (3/day)—*call lightning* (DC 17), *cure moderate wounds, remove disease*
2nd (4/day)—*bear's endurance, cat's grace, flaming sphere* (DC 16), *lesser restoration*
1st (5/day)—*cure light wounds, entangle* (DC 15), *goodberry, produce flame* (+2 melee touch, +2 ranged touch), *speak with animals*
0 (6/day)—*cure minor wounds, detect magic, guidance, light, mending, virtue*

Abilities Str 4, Dex 4, Con 7, Int 13, Wis 19, Cha 17
SQ able to notice secret or concealed doors, animal companion (giant crocodile), link with companion, share spells, trackless step, wild empathy +10 (+6 magical beasts)
Feats Brew Potion, Combat Casting, Natural Spell
Skills Concentration +8 (+12 casting defensively), Diplomacy +13, Knowledge (nature) +15, Ride +7, Search +3, Survival +16 (+18 in natural surroundings)
Possessions combat gear plus masterwork scimitar, masterwork longbow with 20 arrows, *ring of protection +1, amulet of natural armor +1*, leather pouch containing 94 gp and 5 pp

Killiar Arrowswift — CR 4

Male wild elf ranger 4
CG Medium humanoid
Init +4; **Senses** low-light vision; Listen +10, Spot +10
Languages Common, Elven

AC 18, touch 14, flat-footed 14
hp 29 (4 HD)
Immune sleep
Fort +6, **Ref** +8, **Will** +2 (+4 against enchantments)

Speed 30 ft. (6 squares)
Melee mwk handaxe +5 (1d6/×3)
Ranged +1 *longbow* +9 (1d8/×3)
Base Atk +4; **Grp** +4
Atk Options favored enemy dragons +2, Rapid Shot
Combat Gear *potion of cure moderate wounds, potion of invisibility*
Ranger Spells Prepared (CL 2nd):
1st—*animal messenger*

Abilities Str 10, Dex 18, Con 14, Int 8, Wis 13, Cha 10
SQ able to notice secret or concealed doors, animal companion (none at present), wild empathy +5 (+1 magical beasts)
Feats Endurance[B], Mounted Archery, Mounted Combat, Rapid Shot[B], Track[B]
Skills Handle Animal +6, Listen +10, Ride +13, Search +9, Spot +10, Survival +8 (+10 following tracks)
Possessions combat gear plus masterwork studded leather, +1 *longbow* with 20 arrows, masterwork handaxe, light wooden shield, leather pouch containing 21 gp and 13 sp

Trellara Nightshadow — CR 4

Female wild elf bard 4
NG Medium humanoid
Init +2; **Senses** low-light vision; Listen +10, Spot +10

Languages Common, Elven, Sylvan

AC 17, touch 12, flat-footed 15; Dodge
hp 16 (4 HD)
Immune sleep
Fort +1, **Ref** +6, **Will** +5 (+7 against enchantments)

Speed 30 ft. (6 squares)
Melee mwk longsword +3 (1d8–1/19–20)
Ranged mwk longbow +6 (1d8/×3)
Base Atk +3; **Grp** +2
Special Actions bardic music 4/day (countersong, *fascinate*, inspire competence, inspire courage +1)
Combat Gear 2 *potions of cure moderate wounds*, *wand of lesser confusion* (47 charges)
Bard Spells Known (CL 4th)
2nd (1/day)—*blur*, *sound burst* (DC 15)
1st (3/day)—*cure light wounds*, *identify*, *sleep* (DC 14)
0 (3/day)—*dancing lights*, *detect magic*, *lullaby* (DC 13), *mage hand*, *prestidigitation*, *read magic*

Abilities Str 8, Dex 15, Con 10, Int 12, Wis 12, Cha 16
SQ able to notice secret or concealed doors, bardic knowledge +7
Feats Combat Casting, Dodge
Skills Concentration +7 (+11 casting defensively), Knowledge (geography) +8, Knowledge (history) +8, Knowledge (nature) +8, Listen +10, Perform (sing) +10, Spot +10
Possessions combat gear plus +1 *chain shirt*, masterwork longsword, masterwork longbow with 20 arrows, leather pouch containing 17 gp and three 100 gp pearls

Hook Normally vivacious and daring; temporarily distraught over her brother's death.

Tiri Kitor Hunter — CR 1

Wild elf ranger 2
CG Medium humanoid
Init +3; **Senses** low-light vision; Listen +5, Spot +7
Languages Common, Elven

AC 15, touch 13, flat-footed 12
hp 16 (2 HD)
Immune sleep
Fort +5, **Ref** +6, **Will** +1 (+3 against enchantments)

Speed 30 ft. (6 squares)
Melee handaxe +3 (1d6+1/×3)
Ranged mwk composite longbow +6 (1d8+1/×3) or mwk composite longbow +4/+4 (1d8+1/×3) with Rapid Shot
Base Atk +2; **Grp** +3
Atk Options favored enemy reptilians +2
Combat Gear 2 *potions of cure light wounds*

Abilities Str 12, Dex 17, Con 14, Int 8, Wis 13, Cha 8
SQ able to notice secret or concealed doors, wild empathy +0 (–4 magical beasts)
Feats Point Blank Shot, Rapid Shot[B], Track[B]
Skills Handle Animal +5, Listen +5, Ride +7, Search +5, Spot +7, Survival +6
Possessions combat gear plus leather armor, masterwork composite longbow (+2 Str bonus) with 20 arrows, handaxe, leather pouch containing 5 gp

BRINDOL

Lars Ulverth, Lion Guard Captain — CR 7

Male human fighter 7
LG Medium human

Init +3; **Senses** Listen +0, Spot +0
Languages Common, Dwarf

AC 21, touch 9, flat-footed 21
hp 57 (7 HD)
Fort +7 **Ref** +1, **Will** +2

Speed 20 ft. (4 squares)
Melee +1 *bastard sword* +11/+6 (1d10+5/19–20)
Ranged mwk composite longbow +7/+2 (1d8+2/×3)
Base Atk +7; **Grp** +9
Atk Options Power Attack
Combat Gear 3 *potions of cure light wounds*, *potion of cure serious wounds*, *potion of fly*

Abilities Str 15, Dex 8, Con 14, Int 12, Wis 10, Cha 14
Feats Exotic Weapon Proficiency (bastard sword)[B], Improved Initiative, Leadership, Negotiator, Persuasive, Power Attack[B], Weapon Focus (bastard sword)[B], Weapon Specialization (bastard sword)[B]
Skills Bluff +4, Diplomacy +4, Handle Animal +12, Intimidate +14, Ride +11, Sense Motive +2
Possessions combat gear plus +1 *full plate*, +1 *heavy steel shield*, +1 *bastard sword*, masterwork composite longbow (+2 Str bonus) with 20 arrows, 65 gp

Tredora Goldenbrow — CR 8

Female aasimar cleric 8 (Pelor)
LG Medium humanoid
Init +0; **Senses** darkvision 60 ft.; Listen +6, Spot +6
Languages Celestial, Common, Elven

AC 19, touch 10, flat-footed 19
hp 47 (8 HD)
Resist acid 5, cold 5, electricity 5
Fort +7, **Ref** +2, **Will** +10

Speed 20 ft. (4 squares)
Melee mwk heavy mace +6/+1 (1d8–1)
Base Atk +6; **Grp** +5
Special Actions spontaneous casting (*cure* spells), turn undead 6/day (+5, 2d6+11, 8th)
Combat Gear 2 *potions of lesser restoration*, *wand of cure moderate wounds* (42 charges)
Cleric Spells Prepared (CL 8th):
4th—*cure critical wounds*[D], *dismissal*, *sending* (2)
3rd—*cure serious wounds*[D], *dispel magic*, *prayer*, *remove disease*, *searing light* (+6 ranged touch)
2nd—*heat metal*[D] (DC 16), *make whole*, *resist energy*, *status*, *zone of truth*
1st—*bless*, *command* (DC 15), *cure light wounds*[D], *divine favor*, *entropic shield*, *sanctuary* (DC 15)
0—*create water*, *detect magic*, *guidance* (2), *light*, *mending*
D: Domain spell; Domains: Healing, Sun
Spell-Like Abilities (CL 8th)
1/day—*daylight*

Abilities Str 8, Dex 10, Con 13, Int 12, Wis 19, Cha 16
Feats Brew Potion, Craft Wand, Negotiator
Skills Diplomacy +16, Heal +15, Knowledge (religion) +12, Sense Motive +6
Possessions combat gear plus +1 *breastplate*, +1 *heavy steel shield*, masterwork heavy mace, *periapt of Wisdom* +2, silver holy symbol

Immerstal the Red — CR 9

Male human wizard 9
CG Medium humanoid
Init +2; **Senses** Listen +3, Spot +6
Languages Common, Draconic, Elven, Sphinx

AC 12, touch 12, flat-footed 10
hp 33 (9 HD)
Fort +6, **Ref** +7, **Will** +9

Speed 30 ft. (6 squares)
Melee +5 mwk dagger (1d4/19–20)
Ranged +7 mwk light crossbow (1d8/19–20)
Base Atk +4; **Grp** +4
Combat Gear *wand of magic missiles* (9th, 34 charges), *wand of false life* (16 charges), *potion of cat's grace, potion of displacement, potion of fly, potion of invisibility,* scroll of *teleport*
Wizard Spells Prepared (CL 9th; 1d20+11 to overcome SR):
5th—*Rary's telepathic bond*
4th—*dimension door, fear* (DC 17)
3rd—*dispel magic, fireball* (2) (DC 16), *haste*
2nd—*flaming sphere* (DC 15), *invisibility, mirror image, resist energy, web* (DC 15)
1st—*charm person* (DC 14), *expeditious retreat, mage armor, mount, shield*
0—*detect magic, light, message* (2)

Abilities Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8
SQ familiar (none at present; his gynosphinx is the jealous type)
Feats Brew Potion[B], Combat Casting, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Scribe Scroll[B], Spell Penetration
Skills Concentration +13 (+17 casting defensively), Craft (alchemy) +15, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (the planes) +8, Listen +3, Search +3 (+8 searching for secret doors, traps, or concealed objects), Spellcraft +17, Spot +6
Possessions combat gear plus masterwork dagger, masterwork light crossbow with 10 bolts, *cloak of resistance +2, pearl of power* (1st level), *goggles of minute seeing,* 3 scrolls of *Rary's telepathic bond,* leather pouch containing 73 gp and 3 pearls worth 100 gp each
Spellbook spells prepared plus 5th—*overland flight, teleport;* 4th—*charm monster, ice storm;* 3rd—*heroism, slow;* 2nd—*protection from arrows, rope trick;* 1st—*burning hands, chill touch;* 0—all

Hook Cranky but competent; resents being dragged from his workshop.

Lion of Brindol — CR 4

Human fighter 4
LN Medium human
Init +1; **Senses** Listen –1, Spot –1
Languages Common

AC 18, touch 11, flat-footed 17
hp 34 (4 HD)
Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)
Melee +1 *longsword* +9 (1d8+6/19–20)
Ranged mwk composite longbow +6 (1d8+3/×3)
Base Atk +4; **Grp** +7
Combat Gear *potion of cure serious wounds, potion of bull's strength*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12
Feats Mounted Combat[B], Ride-By Attack[B], Skill Focus (Ride), Spirited Charge[B], Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Handle Animal +8, Intimidate +8, Ride +13
Possessions combat gear plus masterwork breastplate, masterwork heavy steel shield, +1 *longsword,* masterwork composite longbow (+3 Str bonus) with 20 arrows, leather pouch containing 35 gp
This statistics block can also be used for House Kaal's Elite Guards.

Human Town Guard — CR 1/2

Human warrior 1
N Medium humanoid
Init +0; **Senses** Listen +3, Spot +3
Languages Common

AC 16, touch 10, flat-footed 16
hp 8 (1 HD)
Fort +3, **Ref** +0, **Will** –1

Speed 20 ft. (4 squares)
Melee longsword +2 (1d8+1/19–20)
Ranged light crossbow +1 (1d8/19–20)
Base Atk +1; **Grp** +2

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Feats Alertness, Toughness
Skills Intimidate +3, Listen +3, Ride +3, Spot +3
Possessions scale mail, heavy wooden shield, longsword, light crossbow with 20 bolts

Human Militia — CR 1/3

Human commoner 1
N Medium humanoid
Init +0; **Senses** Listen –1, Spot –1
Languages Common

AC 12, touch 10, flat-footed 12
hp 7 (1 HD)
Fort +1, **Ref** +0, **Will** –1

Speed 30 ft. (6 squares)
Melee spear +1 (1d8+1/×3)
Base Atk +0; Grp +1

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Feats Skill Focus (Profession), Toughness
Skills Craft (varies) +4, Knowledge (local) +4, Profession (varies) +6
Possessions leather armor, spear

Crimson Tiger Thug — CR 4

Human rogue 4
NE Medium humanoid
Init +6; **Senses** Listen –1, Spot –1
Languages Common

AC 18, touch 12, flat-footed 16; uncanny dodge, +1 against traps
hp 21 (4 HD)
Fort +4, **Ref** +6 (+7 against traps), **Will** +0; evasion

Speed 30 ft. (6 squares)
Melee mwk short sword +7 (1d6+3/19–20)
Ranged mwk light crossbow +6 (1d8/19–20)
Base Atk +3; **Grp** +6
Atk Options sneak attack +2d6
Combat Gear 2 *potions of cure moderate wounds*

Abilities Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 12
SQ trapfinding
Feats Combat Reflexes, Great Fortitude, Improved Initiative
Skills Bluff +8, Climb +10, Diplomacy +3, Escape Artist +9, Hide +9, Intimidate +10, Move Silently +9, Open Lock +9, Search +7, Sleight of Hand +11
Possessions combat gear plus +1 *studded leather,* +1 *buckler,* masterwork short sword, masterwork light crossbow with 20 bolts, 50 gp

Hook Bullies on the outside but cowards at heart.

Appendix II

NEW FEATS

DIVINE VIGOR [DIVINE]

You can channel energy to increase your speed and durability.

Prerequisite: Ability to turn or rebuke undead.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last for a number of minutes equal to your Charisma modifier.

DRAGONTHRALL

You have pledged your life to the service of evil dragonkind.

Prerequisite: Speak Language (Draconic).

Benefit: You gain a +4 bonus on any Bluff check made against a dragon, and a +2 bonus on Ride checks made when you are mounted on a dragon.

You gain a +4 bonus on saves against the frightful presence of evil dragons.

You take a –2 penalty on saves against enchantment spells and effects cast by dragons.

NEW ITEMS

DRAGONCHAIN

The monks of the Doom Fist order wield an exotic weapon known as a dragonchain. This is a 6-foot length of weighted chain, with a heavy striking head at one end cast in the shape of a dragon's skull and a chain loop at the other. A proficient wielder can use the dragonchain to disarm or trip an opponent; if the wielder is tripped during his own trip attempt, he can drop the dragonchain to avoid being tripped.

Constrict: If the wielder successfully initiates a grapple while wielding the dragonchain (succeeds on the touch attack and beats his opponent's grapple check), he can loop the weapon around the opponent. He constricts the opponent for 1d8 damage (plus 1-1/2 times his Strength modifier). On subsequent rounds he can use the dragonchain to deal constriction damage with a successful grapple check. In addition, the chain provides a +2 circumstance bonus to grapple checks made to deal this constriction damage.

Dragonchain: Exotic two-handed melee weapon; cost 50 gp; damage 1d4 (S), 1d6 (M); critical 19–20/×2; weight 10 lb.; type bludgeoning.

DRAGONCRAFT ARMOR OR SHIELD

Dragoncraft armor and shields are masterwork versions of armor and shields crafted from a dragon's hide that also grant energy resistance.

A suit of dragoncraft armor or a dragoncraft shield grants the wearer resistance 5 against a specific type of energy, as appropriate to the dragon (acid for black, copper, or green; cold for silver or white; electricity for blue or bronze; fire for brass, gold, or red). This resistance is treated as an extraordinary (and thus nonmagical) feature of the armor. It doesn't stack with any other energy resistance of the same type possessed by the character.

In addition, dragoncraft armor is treated as one category lighter for movement and other determinations. Heavy dragoncraft armors are treated as medium, and medium and light armors are treated as light. Armor check penalties are reduced by 2 (including the 1-point reduction for masterwork armor or shield). Dragoncraft armor has the normal maximum Dexterity bonus.

Dragoncraft armor can be hide armor, scale mail, half-plate, or full plate armor. Dragoncraft shields can be light or heavy. Dragoncraft armor and dragoncraft shields weigh the same as ordinary armor and shields of the same type.

The dragoncraft quality adds 1,000 gp to the cost of light armor, 6,000 gp to the cost of medium armor, and 11,000 gp to the cost of heavy armor. Creating a piece of dragoncraft armor or a dragoncraft shield requires a DC 25 Craft (armorsmithing) check.

DRAGONFANG WEAPON

Dragonfang weapons are masterwork weapons crafted from the claws and teeth of a dragon. In addition to the +1 nonmagical enhancement bonus on attack rolls granted by its masterwork quality, a dragonfang weapon deals 1 point of energy damage on each successful hit. The type of energy is the same as that of the dragon's breath weapon. If a dragon doesn't have a breath weapon that deals acid, cold, electricity, fire, or sonic damage, dragonfang weapons made from it do not deal any extra damage. This damage is treated as an extraordinary (and thus nonmagical) feature of the weapon. It doesn't stack with any other energy damage of the same type dealt by the weapon.

A single tooth or claw from a dragon can be crafted into a light weapon of the same size category as the dragon, a one-handed weapon of one size category smaller, or a two-handed weapon of two size categories smaller. A single dragon's body can provide enough material for up to twelve weapons.

Only piercing and slashing weapons can be crafted as dragonfang weapons. A dragonfang weapon weighs 2 pounds.

The dragonfang quality adds 300 gp to the cost of a weapon. Creating a dragonfang weapon requires a DC 25 Craft (weaponsmithing) check.

STAFF OF STORMCLOUDS

This staff allows its user (usually a druid) to command the very clouds, either on a local scale or on a grand scale to influence the weather for miles around. It allows use of the following spells.

- *Fog cloud* (1 charge)
- *Call lightning* (2 charges)
- *Control weather* (4 charges)

Strong transmutation; CL 13th; Craft Staff; *call lightning, control weather, fog cloud;* Price 18,890 gp.

Who can stand against the Son of the Dragon?

The Wyrmsmoke Mountains shook with the thunder of ten thousand screaming hobgoblin soldiers. From the phalanx emerged a single champion. One by one the tribes fell silent as the warlord rose up, blue scales gleaming along his shoulders, horns swept back from his head. A hundred bright yellow banners stood beneath him, each marked with a great red hand. He stood upon a precipice and raised his arms. "I am Azarr Kul, Son of the Dragon!" the warlord bellowed. "Hear me! Tomorrow we march to war!"

Red Hand of Doom is a DUNGEONS & DRAGONS® adventure designed to take characters from the 6th level to the 12th level. Confronted with the relentless advance of Azurr Kul's horde, the characters must undertake vital missions to influence the outcome of the war. Can they shatter the armies of the enemy, or will Azarr Kul's dreams rain destruction upon the human lands?

For use with these
DUNGEONS & DRAGONS® core books
Player's Handbook™ *Dungeon Master's Guide™*
Monster Manual™

Visit our website at
www.wizards.com/dnd

d20 system®

Wizards of the Coast™

ISBN 10: 0-7869-3938-9 ISBN 13: 978-0-7869-3938-1
9 780786 939381
52495
EAN
Sug. Retail: U.S. 24.95 CAN 34.95
Printed in the U.S.A.
953857400

MARAUDER ATTACK (EL 8, PAGE 14)

Hobgoblin Regulars, First Wave (6) — CR 1

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17
hp 13 (2 HD)
Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)
Melee mwk longsword +4 (1d8+1/19–20)
Ranged composite longbow +3 (1d8+1/×3)
Base Atk +2; **Grp** +3
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness
Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3
Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

Hook Conditioned to follow orders; accustomed to cruelty and harsh discipline.

Zarr, Doom Hand Cleric — CR 3

Hobgoblin cleric 3
LE Medium humanoid (goblinoid)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +4
Languages Common, Goblin

AC 18, touch 10, flat-footed 18
hp 29 (3 HD)
Fort +6, **Ref** +1, **Will** +5

Speed 20 ft. (4 squares)
Melee mwk heavy mace +5 (1d8+1)
Base Atk +2; **Grp** +3
Atk Options smite 1/day (+4 attack, +3 damage)
Special Actions command undead 4/day (+1, 2d6+4, 3rd), spontaneous casting (*inflict* spells)
Combat Gear 2 *potions of cure light wounds*, scroll of *spiritual weapon*, scroll of *summon monster III* (DC 6 CL check)
Cleric Spells Prepared (CL 3rd)
2nd—*cure moderate wounds, hold person* (DC 14), *invisibility*[D]
1st—*bless, command* (DC 13), *cure light wounds, inflict light wounds*[D] (DC 13)
0—*cure minor wounds* (2), *detect magic, resistance*
D: Domain spell. Domains: Destruction, Trickery

Abilities Str 13, Dex 10, Con 16, Int 10, Wis 15, Cha 12
Feats Toughness, Weapon Focus (heavy mace)
Skills Concentration +8, Move Silently –2, Spellcraft +3, Spot +4
Possessions +1 *banded mail*, light steel shield, combat gear

Hook Harangues the PCs with threats of doom, pain, despair, and death.

Uth-lar, Hobgoblin Bladebearer — CR 4

Hobgoblin fighter 4
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Goblin

AC 17, touch 13, flat-footed 14
hp 37 (4 HD)
Fort +6, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares)
Melee +1 *short sword* +9 (1d6+6/19–20) or
Melee +1 *short sword* +7 (1d6+6/19–20) and +1 *short sword* +7 (1d6+4/19–20) with Two-Weapon Fighting
Base Atk +4; **Grp** +7

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8
Feats Toughness, Two-Weapon Defense[B], Two-Weapon Fighting[B], Weapon Focus (short sword), Weapon Specialization (short sword)[B]
Skills Climb +10, Jump +8, Listen +1, Move Silently +7, Spot +1, Tumble +6
Possessions 2 +1 *short swords*, masterwork studded leather armor

Hook Elite champion who clashes blades together and calls out individual opponents. "You! You dare fight me?"

Hobgoblin Regulars, Second Wave (6) — CR 1

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17
hp 13 (2 HD)
Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)
Melee mwk longsword +4 (1d8+1/19–20)
Ranged composite longbow +3 (1d8+1/×3)
Base Atk +2; **Grp** +3
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness
Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3
Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

Hook Conditioned to follow orders; accustomed to cruelty and harsh discipline.

JORR'S CABIN (EL 6, PAGE 21)

Jorr Natherson — CR 5

Male human ranger 3/rogue 2
CG Medium humanoid
Init +7; **Senses** Listen +9, Spot +9
Languages Common, Goblin

AC 17, touch 13, flat-footed 14
hp 34 (5 HD)
Fort +5, **Ref** +9, **Will** +2; evasion

Speed 30 ft. (6 squares)
Melee mwk dagger +5 (1d4/19–20)
Ranged *+1 longbow* +8 (1d8+1/×3)
Base Atk +4; **Grp** +4
Atk Options favored enemy goblinoids +2, Rapid Shot, sneak attack +1d6
Combat Gear *potion of cure moderate wounds, potion of neutralize poison*

Abilities Str 10, Dex 16, Con 14, Int 13, Wis 12, Cha 8
SQ trapfinding, wild empathy +4 (+0 magical beasts)
Feats Endurance[B], Improved Initiative, Rapid Shot[B], Self-Sufficient, Stealthy, Track[B]
Skills Handle Animal +5, Heal +3, Hide +13, Knowledge (geography) +7, Knowledge (local) +7, Knowledge (nature) +7, Listen +9, Move Silently +13, Profession (trapper) +7, Spot +9, Survival +9 (+11 in natural surroundings and to avoid natural hazards)
Possessions combat gear plus masterwork dagger, *+1 longbow* with 20 arrows, masterwork studded leather armor, *amulet of natural armor +1*

Hook "What do you call a goblin with 20 arrows in his back? Not dead enough!"

WORG STABLES (EL 6, PAGE 27)

Goblin Worg Riders (2) — CR 3

Goblin fighter 3
LE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +3
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16
hp 27 (3 HD)
Fort +5, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares), or 50 ft. (10 squares) mounted on worg
Melee masterwork scimitar +5 (1d4/18–20)
Ranged mwk composite shortbow +9 (1d4/×3)
Base Atk +3; **Grp** –1
Atk Options Point-Blank Shot

Abilities Str 11, Dex 17, Con 14, Int 12, Wis 10, Cha 6
Feats Mounted Archery[B], Mounted Combat, Point-Blank Shot[B], Weapon Focus (shortbow)
Skills Handle Animal +4, Hide +5, Move Silently +5, Ride +13, Spot +3
Possessions combat gear plus *+1 studded leather armor*, buckler, masterwork scimitar, masterwork composite shortbow

BARRACKS (EL 5, PAGE 28)

Hobgoblin Veterans (4) — CR 3

Hobgoblin warrior 4
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +4
Languages Common, Goblin

AC 19, touch 11, flat-footed 18 or
hp 26 (4 HD)
Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)
Melee mwk longsword +8 (1d8+2/19–20)
Ranged mwk composite longbow +6 (1d8+2/×3)
Base Atk +4; **Grp** +6
Combat Gear 3 *potions of cure moderate wounds*

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness, Weapon Focus (longsword)
Skills Intimidate +3, Listen +3, Move Silently –3, Spot +4
Possessions combat gear plus banded mail, heavy steel shield, masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows

Hook Conditioned to follow orders; cruel esprit de corps. "We are the Red Hand! We do not know defeat!"

WYRMLORD KOTH'S QUARTERS (EL 7, PAGE 29)

Wyrmlord Koth — CR 7

Male bugbear sorcerer 6
LE Medium humanoid (goblinoid)
Init +6; **Senses** darkvision 60 ft., scent; Listen +3, Spot +3
Languages Common, Draconic, Goblin, Infernal

AC 15, touch 12, flat-footed 13
hp 59 (9 HD)
Fort +6, **Ref** +9, **Will** +8

Speed 30 ft. (6 squares)
Melee mwk morningstar +9 (1d8+3)
Base Atk +5; **Grp** +8
Combat Gear *wand of magic missile* (5th, 15 charges), *potion of fly*, 2 potions of *cure moderate wounds*
Sorcerer Spells Known (CL 6th)
3rd (3/day)—*lightning bolt* (DC 15)
2nd (6/day)—*blindness/deafness* (DC 14), *detect thoughts* (DC 14)
1st (7/day)—*charm person* (DC 13), *mage armor, ray of enfeeblement* (+7 ranged touch), *shield*
0 (6/day)—*acid splash* (+7 ranged touch), *flare* (DC 12), *ghost sound* (DC 12), *mage hand, message, open/close, read magic*

Abilities Str 16, Dex 15, Con 16, Int 8, Wis 10, Cha 15
SQ familiar (none at present)
Feats Improved Initiative, Iron Will, Lightning Reflexes, Persuasive
Skills Bluff +9, Diplomacy +4, Intimidate +6, Knowledge (arcana) +0, Listen +3, Move Silently +6, Spellcraft +0, Spot +3
Possessions combat gear plus masterwork morningstar, *bag of holding* (type I) containing a scroll of *mount*, 2 *elixirs of truth*, 743 gp, and 2,980 sp.

Old Warklegnaw (EL 7, page 31)

Old Warklegnaw — CR 7

Venerable male forest giant*
*See *Monster Manual II* page 110
CN Huge giant
Init +2; **Senses** darkvision 60 ft.; Listen +15, Spot +15
Languages Common, Giant

AC 17, touch 6, flat-footed 17
hp 97 (13 HD) Ron Lemen, William O'Connor
Fort +11, **Ref** +2, **Will** +3

Speed 40 ft. (8 squares)
Melee greatclub +15 melee (2d8+7, wielded two-handed)
Ranged rock +7 ranged (2d8+5) or
rock +5/+5 ranged (2d8+5) with Rapid Shot
Base Atk +9; **Grp** +22
Atk Options Rapid Shot

Abilities Str 27 (currently 21), Dex 6, Con 16, Int 17, Wis 9, Cha 15
Feats Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot
Skills Diplomacy +20, Hide +10, Listen +15, Sense Motive +15, Spot +15
Possessions club, 5 throwing boulders, ratty owlbear pelt loincloth

Hook "Warklegnaw hopes you taste like owlbear!"

Skull Gorge Bridge (EL 10, page 32)

Ozyrrandion — CR 5

Male young green dragon
LE Medium dragon (air)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +17, Spot +17
Languages Common, Draconic, Infernal

AC 23, touch 10, flat-footed 23
hp 104 (11 HD)
Immune acid, paralysis, *sleep*
Fort +10, **Ref** +7, **Will** +8

Speed 40 ft. (8 squares), fly 150 ft. (poor), swim 40 ft.
Melee bite +14 (1d8+3) and
2 claws each +9 (1d6+1) and
2 wings each +9 (1d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** +14
Special Actions breath weapon
Combat Gear *potion of bull's strength, potion of cure serious wounds, potion of invisibility*

Abilities Str 17, Dex 10, Con 17, Int 12, Wis 13, Cha 12
SQ water breathing
Feats Alertness, Flyby Attack, Hover, Improved Initiative
Skills Bluff +15, Diplomacy +3, Intimidate +17, Knowledge (geography) +15, Knowledge (religion) +15, Listen +17, Move Silently +14, Spot +17
Possessions combat gear plus *amulet of health +2, bracers of armor +3,* 6 pearls (embedded in scales) worth 100 gp each

Breath Weapon (Su) 30-ft. cone, once every 1d4 rounds, 6d6 acid, Reflex DC 18 half.

Hobgoblin Sergeant — CR 3

Hobgoblin fighter 3
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Common, Draconic, Goblin

AC 20, touch 12, flat-footed 18
hp 30 (3 HD)
Fort +6, **Ref** +3, **Will** +3

Speed 20 ft. (4 squares)
Melee mwk bastard sword +7 (1d10+2/19–20)
Ranged mwk composite longbow +6 (1d8+1/×3)
Base Atk +3; **Grp** +5
Combat Gear *potion of cure moderate wounds*

Abilities Str 15, Dex 15, Con 16, Int 12, Wis 10, Cha 8
Feats Alertness, Exotic Weapon Proficiency (bastard sword)[B], Iron Will, Weapon Focus (bastard sword)[B]
Skills Handle Animal +4, Intimidate +4, Listen +4, Move Silently +1, Spot +4
Possessions combat gear plus *+1 breastplate*, heavy steel shield, masterwork bastard sword, masterwork composite longbow (+1 Str bonus) with 20 arrows

Hook Tough as nails with a mean streak a mile wide; "At them, you dogs! Slay until your hands drip with blood!"

Hobgoblin Veterans (8) — CR 3

Hobgoblin warrior 4
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +4
Languages Common, Goblin

AC 19, touch 11, flat-footed 18 or
hp 26 (4 HD)
Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)
Melee mwk longsword +8 (1d8+2/19–20)
Ranged mwk composite longbow +6 (1d8+2/×3)
Base Atk +4; **Grp** +6
Combat Gear 3 *potions of cure moderate wounds*

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness, Weapon Focus (longsword)
Skills Intimidate +3, Listen +3, Move Silently –3, Spot +4
Possessions combat gear plus banded mail, heavy steel shield, masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows

Hook Conditioned to follow orders; cruel esprit de corps. "We are the Red Hand! We do not know defeat!"

GOBLIN RAID, FIRST WAVE (EL 7, PAGE 37)

Goblin Worg Riders (3) — CR 3

Goblin fighter 3
LE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +3
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16
hp 27 (3 HD)
Fort +5, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares), or 50 ft. (10 squares) mounted on worg
Melee masterwork scimitar +5 (1d4/18–20)
Ranged mwk composite shortbow +9 (1d4/×3)
Base Atk +3; **Grp** –1
Atk Options Point-Blank Shot

Abilities Str 11, Dex 17, Con 14, Int 12, Wis 10, Cha 6
Feats Mounted Archery[B], Mounted Combat, Point-Blank Shot[B], Weapon Focus (shortbow)
Skills Handle Animal +4, Hide +5, Move Silently +5, Ride +13, Spot +3
Possessions combat gear plus *+1 studded leather armor*, buckler, masterwork scimitar, masterwork composite shortbow

GOBLIN RAID, SECOND WAVE (EL 7, PAGE 37)

Kulkor Zhul War Adept — CR 6

Hobgoblin sorcerer 6
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot –1
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16
hp 28 (6 HD)
Fort +5, **Ref** +6, **Will** +5 (+8 against sleep, paralysis, and electricity effects)

Speed 30 ft. (6 squares)
Melee mwk spear +4 (1d8/×3)
Base Atk +3; **Grp** +3
Combat Gear 2 *potions of cure moderate wounds*, scroll of *fly*, scroll of *haste*, 2 scrolls of *invisibility*, scroll of *summon monster IV*
Sorcerer Spells Known (CL 7th):
3rd (4/day)—*lightning bolt* (DC 17)
2nd (6/day)—*mirror image, summon swarm*
1st (7/day)—*lesser orb of electricity* (+6 ranged touch, 4d8 electricity; DC 15 half),* *mage armor*†, *magic missile, ray of enfeeblement* (+6 ranged touch)
0 (6/day)—*daze* (DC 13), *detect magic, disrupt undead* (+6 ranged touch), *ghost sound* (DC 13), *mage hand, ray of frost* (+6 ranged touch), *read magic*
*See *Complete Arcane* page 116
†Already cast

Abilities Str 10, Dex 16, Con 15, Int 12, Wis 8, Cha 16
SQ familiar (none at present)
Feats Draconic Heritage (blue)*, Draconic Power*, Draconic Skin*
*See *Complete Arcane* pages 77–78
Skills Bluff +7, Concentration +11, Knowledge (arcana) +6, Listen +4, Move Silently +7, Spellcraft +7
Possessions combat gear plus *ring of protection +1, cloak of resistance +1*, masterwork spear

Hobgoblin Regulars (5) — CR 1

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17
hp 13 (2 HD)
Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)
Melee mwk longsword +4 (1d8+1/19–20)
Ranged composite longbow +3 (1d8+1/×3)
Base Atk +2; **Grp** +3
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness
Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3
Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

RUMORS OF WAR (PAGE 38)

Teyani Sura, Lion of Brindol — CR 4

Female human fighter 4
LN Medium humanoid
Init +1; **Senses** Listen –1, Spot –1
Languages Common

AC 18, touch 11, flat-footed 17
hp 34 (4 HD)
Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)
Melee *+1 longsword* +9 (1d8+6/19–20)
Ranged mwk composite longbow +6 (1d8+3/×3)
Base Atk +4; Grp +7
Combat Gear *potion of cure serious wounds, potion of bull's strength*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12
Feats Mounted Combat[B], Ride-By Attack[B], Skill Focus (Ride), Spirited Charge[B], Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Handle Animal +8, Intimidate +8, Ride +13
Possessions combat gear plus masterwork breastplate, masterwork heavy steel shield, *+1 longsword*, masterwork composite longbow (+3 Str bonus) with 20 arrows, leather pouch containing 35 gp

Ally at Drellin's Ferry (Pages 38–41)

Captain Soranna Anitah — CR 5

Female human fighter 5
CG Medium humanoid
Init +3; **Senses** Listen –1, Spot –1
Languages Common

AC 21, touch 13, flat-footed 18; Dodge
hp 32 (5 HD)
Fort +5, **Ref** +4, **Will** +0

Speed 20 ft. (4 squares)
Melee mwk longsword +7 (1d8+1/19–20)
Ranged *+1 composite longbow* +10 (1d8+4/×3)
Base Atk +5; **Grp** +6
Combat Gear 2 *potions of cure moderate wounds*, *potion of fly*

Abilities Str 13, Dex 16, Con 12, Int 10, Wis 8, Cha 14
Feats Dodge, Persuasive, Point Blank Shot[B], Precise Shot[B], Weapon Focus (longbow), Weapon Specialization (longbow)[B]
Skills Bluff +4, Intimidate +12, Knowledge (local) +4, Ride +11
Possessions combat gear plus masterwork longsword, *+1 composite longbow* (+1 Str bonus) with 20 arrows, *+1 breastplate*, masterwork heavy steel shield, 45 gp

Massacre at Drellin's Ferry, First Wave (EL 9, Page 39)

Hobgoblin Bladebearers (3) — CR 4

Hobgoblin fighter 4
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Goblin

AC 17, touch 13, flat-footed 14
hp 37 (4 HD)
Fort +6, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares)
Melee *+1 short sword* +9 (1d6+6/19–20) or
Melee *+1 short sword* +7 (1d6+6/19–20) and *+1 short sword* +7 (1d6+4/19–20) with Two-Weapon Fighting
Base Atk +4; **Grp** +7

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8
Feats Toughness, Two-Weapon Defense[B], Two-Weapon Fighting[B], Weapon Focus (short sword), Weapon Specialization (short sword)[B]
Skills Climb +10, Jump +8, Listen +1, Move Silently +7, Spot +1, Tumble +6
Possessions 2 *+1 short swords*, masterwork studded leather armor

Massacre at Drellin's Ferry, Second Wave (EL 11, Page 39)

Kulkor Zhul War Adepts (2) — CR 6

Hobgoblin sorcerer 6
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot –1
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16
hp 28 (6 HD)
Fort +5, **Ref** +6, **Will** +5 (+8 against sleep, paralysis, and electricity effects)

Speed 30 ft. (6 squares)
Melee mwk spear +4 (1d8/×3)
Base Atk +3; **Grp** +3
Combat Gear 2 *potions of cure moderate wounds*, scroll of *fly*, scroll of *haste*, 2 scrolls of *invisibility*, scroll of *summon monster IV*
Sorcerer Spells Known (CL 7th):
3rd (4/day)—*lightning bolt* (DC 17)
2nd (6/day)—*mirror image, summon swarm*
1st (7/day)—*lesser orb of electricity* (+6 ranged touch, 4d8 electricity; DC 15 half), *mage armor*†, *magic missile, ray of enfeeblement* (+6 ranged touch)
0 (6/day)—*daze* (DC 13), *detect magic, disrupt undead* (+6 ranged touch), *ghost sound* (DC 13), *mage hand, ray of frost* (+6 ranged touch), *read magic*
†Already cast

Abilities Str 10, Dex 16, Con 15, Int 12, Wis 8, Cha 16
SQ familiar (none at present)
Feats Draconic Heritage (blue), Draconic Power, Draconic Skin
Skills Bluff +7, Concentration +11, Knowledge (arcana) +6, Listen +4, Move Silently +7, Spellcraft +7
Possessions combat gear plus *ring of protection +1, cloak of resistance +1*, masterwork spear

MASSACRE AT DRELLIN'S FERRY, THIRD WAVE (EL 13, PAGE 39)

Abithriax — CR 10

Male juvenile red dragon
CE Large dragon (fire)
Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +21, Spot +21
Languages Common, Draconic, Infernal

AC 32, touch 9, flat-footed 32
hp 184 (16 HD)
Immune fire, paralysis, *sleep*
Resist cold 10
Fort +11, **Ref** +8, **Will** +8
Weakness vulnerable to cold

Speed 40 ft. (8 squares), fly 150 ft. (poor)
Melee bite +24 (2d6+9) and
2 claws each +22 (1d8+4) and
2 wings each +22 (1d6+4) and
tail slap +22 (1d8+13)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Base Atk +16; **Grp** +29
Atk Options Awesome Blow, Improved Bull Rush, Power Attack
Special Actions breath weapon
Sorcerer Spells Known (CL 3rd)
1st (6/day)—*grease* (DC 13), *mage armor*†, *shield*†
0 (6/day)—*detect magic*, *mage hand*, *message*, *read magic*, *resistance*
† Already cast
Spell-Like Abilities (CL 4th)
4/day—*locate object*

Abilities Str 29, Dex 10, Con 21, Int 14, Wis 15, Cha 14
Feats Awesome Blow, Flyby Attack, Improved Bull Rush, Multiattack, Power Attack, Wingover
Skills Appraise +21, Bluff +21, Diplomacy +4, Intimidate +23, Knowledge (geography) +21, Knowledge (religion) +21, Listen +21, Search +21, Spot +21
Possessions *amulet of health +2, minor ring of cold resistance*

Breath Weapon (Su) 40-ft. cone, once every 1d4 rounds, 8d10 fire, Reflex DC 23 half

Hook Arrogant with power; loves to destroy and watch 'em scatter.

Doom Fist Monks (3) — CR 4

Hobgoblin monk 4
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Common, Goblin

AC 15, touch 14, flat-footed 13; Dodge
hp 29 (4 HD)
Fort +6, **Ref** +6, **Will** +6 (+8 against enchantments); evasion

Speed 40 ft. (8 squares)
Melee unarmed strike +6 (1d8+3) or
unarmed strike +4/+4 (1d8+3) with flurry of blows or
masterwork dragonchain* +7 (1d6+4/19–20)
*New weapon described on page 126
Ranged mwk light crossbow +6 (1d8)
Base Atk +3; **Grp** +10
Atk Options grapple and constrict with dragonchain (1d8+4), *ki* strike (magic), Stunning Fist 4/day (Fort DC 14)
Combat Gear *potion of bull's strength, potion of cure moderate wounds, potion of shield of faith +3*

Abilities Str 16, Dex 14, Con 15, Int 10, Wis 14, Cha 8
SQ slow fall (20 ft.)
Feats Dodge, Exotic Weapon Proficiency (dragonchain), Improved Grapple[B], Improved Unarmed Strike[B], Stunning Fist[B]
Skills Balance +8, Hide +6, Jump +14, Listen +5, Move Silently +10, Spot +5, Tumble +9
Possessions combat gear plus *bracers of armor +1*, masterwork light crossbow, masterwork dragonchain

Hook Religious zealots who despise weakness and regard wounds received in combat as marks of holy devotion. "In pain I learn strength!"

Kulkor Zhul War Adepts (2) — CR 6

Hobgoblin sorcerer 6
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot –1
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16
hp 28 (6 HD)
Fort +5, **Ref** +6, **Will** +5 (+8 against sleep, paralysis, and electricity effects)

Speed 30 ft. (6 squares)
Melee mwk spear +4 (1d8/×3)
Base Atk +3; **Grp** +3
Combat Gear 2 *potions of cure moderate wounds*, scroll of *fly*, scroll of *haste*, 2 scrolls of *invisibility*, scroll of *summon monster IV*
Sorcerer Spells Known (CL 7th):
3rd (4/day)—*lightning bolt* (DC 17)
2nd (6/day)—*mirror image, summon swarm*
1st (7/day)—*lesser orb of electricity* (+6 ranged touch, 4d8 electricity; DC 15 half),* *mage armor*†, *magic missile, ray of enfeeblement* (+6 ranged touch)
0 (6/day)—*daze* (DC 13), *detect magic, disrupt undead* (+6 ranged touch), *ghost sound* (DC 13), *mage hand, ray of frost* (+6 ranged touch), *read magic*
*See *Complete Arcane* page 116
†Already cast

Abilities Str 10, Dex 16, Con 15, Int 12, Wis 8, Cha 16
SQ familiar (none at present)
Feats Draconic Heritage (blue)*, Draconic Power*, Draconic Skin*
*See *Complete Arcane* pages 77–78
Skills Bluff +7, Concentration +11, Knowledge (arcana) +6, Listen +4, Move Silently +7, Spellcraft +7
Possessions combat gear plus *ring of protection +1, cloak of resistance +1*, masterwork spear

Hook Sneering elitist; "What can softbellies like you do against the might of the People of the Dragon?"

MASSACRE AT DRELLIN'S FERRY, ASSAULT BARGE (EL 12, PAGE 39)

Blood Ghost Berserkers (3) — CR 4

Bugbear barbarian 2
NE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft., scent; Listen +4, Spot +4
Languages Common, Goblin

AC 16, touch 10, flat-footed 14; uncanny dodge
hp 56 (5 HD)
Fort +9, **Ref** +5, **Will** +4

Speed 40 ft. (8 squares)
Melee mwk greataxe +13 (1d12+10/×3) or
Ranged throwing axe +6 (1d6+7)
Base Atk +4; **Grp** +11
Atk Options Power Attack (mwk greataxe +9, 1d12+18/×3), rage 1/day (8 rounds)
Combat Gear *potion of cure moderate wounds*

Abilities Str 24, Dex 14, Con 20, Int 8, Wis 13, Cha 8
Feats Power Attack, Weapon Focus (greataxe)
Skills Climb +10, Listen +4, Spot +4, Survival +4
Possessions combat gear plus masterwork greataxe, throwing axe, masterwork studded leather armor

Hook Dyes his hide a mottled gray-white color to signify that he walks in the world of the dead.

When not raging, a Blood Ghost berserker has the following changed statistics.
AC 18, touch 12, flat-footed 16
hp 46 (5 HD)
Fort +7, **Will** +2
Melee mwk greataxe +11 (1d12+7/×3) or
Ranged throwing axe +6 ranged (1d6+5)
Grp +9
Abilities Str 20, Con 16
Skills Climb +8, Move Silently +6

Kulkor Zhul War Adept — CR 6

Hobgoblin sorcerer 6
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot –1
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16
hp 28 (6 HD)
Fort +5, **Ref** +6, **Will** +5 (+8 against sleep, paralysis, and electricity effects)

Speed 30 ft. (6 squares)
Melee mwk spear +4 (1d8/×3)
Base Atk +3; **Grp** +3
Combat Gear 2 *potions of cure moderate wounds*, scroll of *fly*, scroll of *haste*, 2 scrolls of *invisibility*, scroll of *summon monster IV*
Sorcerer Spells Known (CL 7th):
3rd (4/day)—*lightning bolt* (DC 17)
2nd (6/day)—*mirror image, summon swarm*
1st (7/day)—*lesser orb of electricity* (+6 ranged touch, 4d8 electricity; DC 15 half), *mage armor*†, *magic missile, ray of enfeeblement* (+6 ranged touch)
0 (6/day)—*daze* (DC 13), *detect magic, disrupt undead* (+6 ranged touch), *ghost sound* (DC 13), *mage hand, ray of frost* (+6 ranged touch), *read magic*
†Already cast

Abilities Str 10, Dex 16, Con 15, Int 12, Wis 8, Cha 16
SQ familiar (none at present)
Feats Draconic Heritage (blue), Draconic Power, Draconic Skin
Skills Bluff +7, Concentration +11, Knowledge (arcana) +6, Listen +4, Move Silently +7, Spellcraft +7
Possessions combat gear plus *ring of protection +1, cloak of resistance +1,* masterwork spear

Doom Hand Clerics (2) — CR 3

Hobgoblin cleric 3
LE Medium humanoid (goblinoid)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +4
Languages Common, Goblin

AC 18, touch 10, flat-footed 18
hp 29 (3 HD)
Fort +6, **Ref** +1, **Will** +5

Speed 20 ft. (4 squares)
Melee mwk heavy mace +5 (1d8+1)
Base Atk +2; **Grp** +3
Atk Options smite 1/day (+4 attack, +3 damage)
Special Actions command undead 4/day (+1, 2d6+4, 3rd), spontaneous casting (*inflict* spells)
Combat Gear 2 *potions of cure light wounds,* scroll of *spiritual weapon*, scroll of *summon monster III* (DC 6 CL check)
Cleric Spells Prepared (CL 3rd)
2nd—*cure moderate wounds, hold person* (DC 14), *invisibility*[D]
1st—*bless, command* (DC 13), *cure light wounds, inflict light wounds*[D] (DC 13)
0—*cure minor wounds* (2), *detect magic, resistance*
D: Domain spell. Domains: Destruction, Trickery

Abilities Str 13, Dex 10, Con 16, Int 10, Wis 15, Cha 12
Feats Toughness, Weapon Focus (heavy mace)
Skills Concentration +8, Move Silently –2, Spellcraft +3, Spot +4
Possessions *+1 banded mail,* light steel shield, combat gear

Hobgoblin Bladebearers (3) — CR 4

Hobgoblin fighter 4
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Goblin

AC 17, touch 13, flat-footed 14
hp 37 (4 HD)
Fort +6, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares)
Melee *+1 short sword* +9 (1d6+6/19–20) or
Melee *+1 short sword* +7 (1d6+6/19–20) and *+1 short sword* +7 (1d6+4/19–20) with Two-Weapon Fighting
Base Atk +4; **Grp** +7

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8
Feats Toughness, Two-Weapon Defense[B], Two-Weapon Fighting[B], Weapon Focus (short sword), Weapon Specialization (short sword)[B]
Skills Climb +10, Jump +8, Listen +1, Move Silently +7, Spot +1, Tumble +6
Possessions 2 *+1 short swords*, masterwork studded leather armor
(encounter continues on page 8)

MASSACRE AT DRELLIN'S FERRY, ASSAULT BARGE (EL 12, PAGE 39)

Hobgoblin Veterans (8) — CR 3

Hobgoblin warrior 4
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +4
Languages Common, Goblin

AC 19, touch 11, flat-footed 18 or
hp 26 (4 HD)
Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)
Melee mwk longsword +8 (1d8+2/19–20)
Ranged mwk composite longbow +6 (1d8+2/×3)
Base Atk +4; **Grp** +6
Combat Gear 3 *potions of cure moderate wounds*

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness, Weapon Focus (longsword)
Skills Intimidate +3, Listen +3, Move Silently –3, Spot +4
Possessions combat gear plus banded mail, heavy steel shield, masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows

Hook Conditioned to follow orders; cruel esprit de corps. "We are the Red Hand! We do not know defeat!"

Hobgoblin Regulars (12) — CR 1

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17
hp 13 (2 HD)
Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)
Melee mwk longsword +4 (1d8+1/19–20)
Ranged composite longbow +3 (1d8+1/×3)
Base Atk +2; **Grp** +3
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness
Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3
Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

Hook Conditioned to follow orders; accustomed to cruelty and harsh discipline.

EASY SKIRMISH (EL 6, PAGE 43)

Hobgoblin Bladebearer — CR 4

Hobgoblin fighter 4
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Goblin

AC 17, touch 13, flat-footed 14
hp 37 (4 HD)
Fort +6, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares)
Melee +*1 short sword* +9 (1d6+6/19–20) or
Melee +*1 short sword* +7 (1d6+6/19–20) and +*1 short sword* +7 (1d6+4/19–20) with Two-Weapon Fighting
Base Atk +4; **Grp** +7

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8
Feats Toughness, Two-Weapon Defense[B], Two-Weapon Fighting[B], Weapon Focus (short sword), Weapon Specialization (short sword)[B]
Skills Climb +10, Jump +8, Listen +1, Move Silently +7, Spot +1, Tumble +6
Possessions 2 +*1 short swords*, masterwork studded leather armor

Hook Elite champion who clashes blades together and calls out individual opponents. "You! You dare fight me?"

DIRTY ROTTEN LOOTERS (EL 7, PAGE 43)

Crimson Tiger Thugs (4) — CR 4

Human rogue 4
NE Medium humanoid
Init +6; **Senses** Listen –1, Spot –1
Languages Common

AC 18, touch 12, flat-footed 16; uncanny dodge, +1 against traps
hp 21 (4 HD)
Fort +4, **Ref** +6 (+7 against traps), **Will** +0; evasion

Speed 30 ft. (6 squares)
Melee mwk short sword +7 (1d6+3/19–20)
Ranged mwk light crossbow +6 (1d8/19–20)
Base Atk +3; Grp +6
Atk Options sneak attack +2d6
Combat Gear 2 *potions of cure moderate wounds*

Abilities Str 16, Dex 14, Con 13, Int 10, Wis 8, Cha 12
SQ trapfinding
Feats Combat Reflexes, Great Fortitude, Improved Initiative
Skills Bluff +8, Climb +10, Diplomacy +3, Escape Artist +9, Hide +9, Intimidate +10, Move Silently +9, Open Lock +9, Search +7, Sleight of Hand +11
Possessions combat gear plus +*1 studded leather, +1 buckler,* masterwork short sword, masterwork light crossbow with 20 bolts, 50 gp

Hook Bullies on the outside but cowards at heart.

THE NOT-SO-SICK SPY (EL 8, PAGE 44)

Miha Serani — CR 8

Female aranea sorcerer 4
NE Medium magical beast (shapechanger)
Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +10
Languages Common, Dwarven, Elven, Gnome, Halfling, Sylvan

AC 15, touch 14, flat-footed 12
hp 40 (7 HD)
Fort +6, **Ref** +7, **Will** +7

Speed 30 ft. (6 squares) in human or hybrid form or 50 ft. (10 squares), climb 25 ft. in spider form
Melee dagger +4 (1d4–1/19–20) in human form or dagger +4 (1d4–1/19–20) and bite –1 (1d6–1 plus poison) in hybrid form or bite +4 (1d6–1 plus poison) in spider form
Ranged dagger +8 (1d4–1/19–20) in human or hybrid form or web +8 in spider or hybrid form
Base Atk +5; **Grp** +4
Special Actions poison, web (6/day, range 50 ft., entangles target, DC 13 Escape Artist or DC 17 Strength check to escape)
Combat Gear *potion of blur*, 3 *potions of cure light wounds*
Sorcerer Spells Known (CL 7th):
3rd (5/day)—*secret page*, *suggestion* (DC 19)
2nd (7/day)—*invisibility*, *Tasha's hideous laughter* (DC 18), *whispering wind*
1st (8/day)—*charm person* (DC 17), *disguise self* (DC 16), *mage armor*, *mount*, *sleep* (DC 17)
0 (6/day)—*acid splash* (+8 ranged touch), *arcane mark*, *detect poison*, *ghost sound* (DC 15), *mage hand*, *message*, *read magic*

Abilities Str 8, Dex 17, Con 14, Int 18, Wis 14, Cha 20
SQ change shape, summon familiar (Tiny fiendish viper named Iopiat; see *DMG* 201)
Feats Improved Familiar, Persuasive, Spell Focus (enchantment)
Skills Bluff +18, Climb +13, Concentration +12, Diplomacy +7, Disguise +5 (+7 acting), Escape Artist +9, Intimidate +9, Jump +7 (+15 in spider form), Knowledge (arcana) +9, Listen +10, Spellcraft +11, Spot +10
Possessions combat gear plus dagger, *Heward's handy haversack*, *ring of protection +1*, scroll of *sending*, *potion of glibness*, 35 gp

Poison (Ex) Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Hook Can act any part; loves danger and manipulation.

BARGHEST REAVERS (EL 8, PAGE 46)

Hobgoblin Regulars (6) — CR 1

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17
hp 13 (2 HD)
Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)
Melee mwk longsword +4 (1d8+1/19–20)
Ranged composite longbow +3 (1d8+1/×3)
Base Atk +2; **Grp** +3
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness
Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3
Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

Hook Conditioned to follow orders; accustomed to cruelty and harsh discipline.

MARKED FOR DEATH (EL 10, PAGE 46)

Blackspawn Raiders (4) — CR 4

CE Medium monstrous humanoid (dragonblood)
Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6
Languages Common, Draconic

AC 15, touch 12, flat-footed 13
hp 60 (8 HD); **DR** 5/magic or good
Immune acid, paralysis, *sleep*
Fort +5, **Ref** +8, **Will** +6

Speed 40 ft. (8 squares)
Melee mwk falchion +11/+6 (2d4+3/18–20)
Ranged javelin +10/+5 (1d6+2)
Base Atk +8; **Grp** +10
Atk Options Power Attack
Special Actions breath weapon
Combat Gear *oil of magic weapon, potion of cure moderate wounds, 2 potions of invisibility, potion of protection from good*

Abilities Str 14, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Feats Improved Initiative, Power Attack, Track
Skills Listen +6, Spot +6, Survival +10
Possessions combat gear plus masterwork falchion, 2 javelins, *potion of jump, potion of pass without trace,* silk rope (50 ft.), 5 tiger eye turquoise worth 10 gp each, 50 gp

Breath Weapon (Su) 40-ft. line, once every 1d4 rounds, damage 4d4 acid, Reflex DC 17 half

Hook Wily agent of destruction; delights in slaughter.

Hobgoblin Regulars (5) — CR 1

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17
hp 13 (2 HD)
Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)
Melee mwk longsword +4 (1d8+1/19–20)
Ranged composite longbow +3 (1d8+1/×3)
Base Atk +2; **Grp** +3
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness
Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3
Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

Hook Conditioned to follow orders; accustomed to cruelty and harsh discipline.

CAPTURED! (EL 7, PAGE 47)

Lupe, Goblin Worg Rider — CR 3

Goblin fighter 3
LE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +3
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16
hp 27 (3 HD)
Fort +5, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares), or 50 ft. (10 squares) mounted on worg
Melee masterwork scimitar +5 (1d4/18–20)
Ranged mwk composite shortbow +9 (1d4/×3)
Base Atk +3; **Grp** –1
Atk Options Point-Blank Shot

Abilities Str 11, Dex 17, Con 14, Int 12, Wis 10, Cha 6
Feats Mounted Archery[B], Mounted Combat, Point-Blank Shot[B], Weapon Focus (shortbow)
Skills Handle Animal +4, Hide +5, Move Silently +5, Ride +13, Spot +3
Possessions combat gear plus *+1 studded leather armor*, buckler, masterwork scimitar, masterwork composite shortbow

Hobgoblin Sergeants (2) — CR 3

Hobgoblin fighter 3
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Common, Draconic, Goblin

AC 20, touch 12, flat-footed 18
hp 30 (3 HD)
Fort +6, **Ref** +3, **Will** +3

Speed 20 ft. (4 squares)
Melee mwk bastard sword +7 (1d10+2/19–20)
Ranged mwk composite longbow +6 (1d8+1/×3)
Base Atk +3; **Grp** +5
Combat Gear *potion of cure moderate wounds*

Abilities Str 15, Dex 15, Con 16, Int 12, Wis 10, Cha 8
Feats Alertness, Exotic Weapon Proficiency (bastard sword)[B], Iron Will, Weapon Focus (bastard sword)[B]
Skills Handle Animal +4, Intimidate +4, Listen +4, Move Silently +1, Spot +4
Possessions combat gear plus *+1 breastplate*, heavy steel shield, masterwork bastard sword, masterwork composite longbow (+1 Str bonus) with 20 arrows

Hobgoblin Regulars (4) — CR 1

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17
hp 13 (2 HD)
Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)
Melee mwk longsword +4 (1d8+1/19–20)
Ranged composite longbow +3 (1d8+1/×3)
Base Atk +2; **Grp** +3
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness
Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3
Possessions combat gear, chainmail, heavy steel shield, mwk longsword, composite longbow (+1 Str bonus), 20 arrows

INTO THE HORDE (EL 15, PAGE 48)

Wyrmlord Hravek Kharn — CR 10

Male hobgoblin favored soul 6/talon of Tiamat 4
LE Medium humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft., low-light vision; Listen +1, Spot +1
Languages Common, Draconic, Goblin

AC 24, touch 10, flat-footed 24
hp 68 (10 HD)
Resist electricity 10, fire 5
Fort +13, **Ref** +7, **Will** +8

Speed 20 ft. (4 squares)
Melee *+1 wounding heavy pick* +12/+7 (1d6+4 plus 1 Con/×4) or
Melee *+1 greatsword* +11/+6 (2d6+4/19–20)
Ranged mwk light crossbow +7 (1d8/19–20)
Base Atk +7; **Grp** +10
Special Actions breath weapons
Combat Gear 2 *potions of cure serious wounds, potion of fly, potion of haste*
Favored Soul Spells Known (CL 8th)
4th (3/day)—*air walk, divine power, freedom of movement*
3rd (6/day)—*cure serious wounds, dispel magic, searing light* (+6 ranged touch), *wind wall*
2nd (7/day)—*aid, bear's endurance, bull's strength, cure moderate wounds, death knell* (DC 12)
1st (7/day)—*cure light wounds, divine favor, entropic shield, magic weapon, obscuring mist, shield of faith*
0 (6/day)—*cure minor wounds, detect magic, guidance, inflict minor wounds* (DC 10), *mending, purify food and drink, read magic, resistance*

Abilities Str 16, Dex 8, Con 14, Int 12, Wis 10, Cha 16
Feats Diehard, Dragonthrall, Endurance, Improved Initiative, Weapon Focus (heavy pick)[B]
Skills Bluff +13, Diplomacy +5, Intimidate +19, Knowledge (arcana) +8
Possessions combat gear plus *+2 red dragoncraft full plate*, +2 heavy steel shield, +1 wounding heavy pick,* masterwork light crossbow with 10 bolts, *gauntlets of ogre power, cloak of resistance +2, ring of protection +1*
*See page 126 for dragoncraft items

Breath Weapons (Su) Wyrmlord Hravek Kharn can use two different breath weapons, each 1/day; at least 1d4 rounds must pass between these uses. His first breath weapon is a 30-foot cone that deals 3d6 points of cold damage. His second is a 60-foot line that deals 8d4 points of acid damage. A DC 16 Reflex save halves the damage from either breath weapon; this save DC is Constitution-based.

Kash-Tari, Doom Hand Warpriest — CR 8

Hobgoblin cleric 7/warpriest* 1
*See *Complete Divine* page 74
LE Medium humanoid (goblinoid)
Init +0; **Senses** darkvision 60 ft.; Listen +3x, Spot +3x
Languages Common, Goblin

AC 21, touch 10, flat-footed 21
hp 67 (8 HD)
Fort +10, **Ref** +2, **Will** +10

Speed 20 ft. (4 squares)
Melee *+1 heavy mace* +10/+5 (1d8+3)
Base Atk +6; **Grp** +8
Atk Options smite 1/day (+4 attack, +7 damage)
Special Actions command undead 4/day (+1, 2d6+9, 8th), spontaneous casting (*inflict* spells)
Combat Gear scroll of *flame strike* (DC 10 CL check), scroll of *recitation*, scroll of *summon monster IV*, *wand of cure light wounds*
Cleric Spells Prepared (CL 7th)
4th—*air walk, dominate person*[D] (DC 18)
3rd—*bestow curse* (DC 16), *cure serious wounds, dispel magic, suggestion*[D] (DC 17)
2nd—*cure moderate wounds* (2), *hold person* (DC 16), *invisibility*[D], *spiritual weapon*
1st—*bless, command*[D] (DC 15), *cure light wounds, divine favor, obscuring mist, shield of faith*
0—*cure minor wounds* (2), *detect magic* (2), *resistance, virtue*
D: Domain spell. Domains: Destruction, Domination, Trickery

Abilities Str 14, Dex 10, Con 16, Int 10, Wis 16, Cha 12
SQ rally
Feats Combat Casting, Spell Focus (enchantment)[B], Toughness, Weapon Focus (heavy mace)
Skills Concentration +8 (+12 casting defensively), Diplomacy +10, Move Silently –1, Sense Motive +7, Spellcraft +2
Possessions *+1 full plate armor, +1 light steel shield, +1 heavy mace*, combat gear

Rally (Ex) A warpriest who is currently not under a fear effect can use this ability as a standard action. Allies within 60 feet who are under any fear effect and who can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus.

Ruven, Kulkor Zhul War Adept — CR 6

Hobgoblin sorcerer 6
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot –1
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16
hp 28 (6 HD)
Fort +5, **Ref** +6, **Will** +5 (+8 against sleep, paralysis, and electricity effects)

Speed 30 ft. (6 squares)
Melee mwk spear +4 (1d8/×3)
Base Atk +3; **Grp** +3
Combat Gear 2 *potions of cure moderate wounds*, scroll of *fly*, scroll of *haste*, 2 scrolls of *invisibility*, scroll of *summon monster IV*
Sorcerer Spells Known (CL 7th):
3rd (4/day)—*lightning bolt* (DC 17)
2nd (6/day)—*mirror image, summon swarm*
1st (7/day)—*lesser orb of electricity* (+6 ranged touch, 4d8 electricity; DC 15 half), *mage armor*†, *magic missile, ray of enfeeblement* (+6 ranged touch)
0 (6/day)—*daze* (DC 13), *detect magic, disrupt undead* (+6 ranged touch), *ghost sound* (DC 13), *mage hand, ray of frost* (+6 ranged touch), *read magic*
†Already cast

Abilities Str 10, Dex 16, Con 15, Int 12, Wis 8, Cha 16
SQ familiar (none at present)
Feats Draconic Heritage (blue), Draconic Power, Draconic Skin
Skills Bluff +7, Concentration +11, Knowledge (arcana) +6, Listen +4, Move Silently +7, Spellcraft +7
Possessions combat gear plus *ring of protection +1, cloak of resistance +1,* masterwork spear
(encounter continues on page 12)

INTO THE HORDE (EL 15, PAGE 48)

Abithriax — CR 10

Male juvenile red dragon
CE Large dragon (fire)
Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +21, Spot +21
Languages Common, Draconic, Infernal

AC 32, touch 9, flat-footed 32
hp 184 (16 HD)
Immune fire, paralysis, *sleep*
Resist cold 10
Fort +11, **Ref** +8, **Will** +8
Weakness vulnerable to cold

Speed 40 ft. (8 squares), fly 150 ft. (poor)
Melee bite +24 (2d6+9) and
2 claws each +22 (1d8+4) and
2 wings each +22 (1d6+4) and
tail slap +22 (1d8+13)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Base Atk +16; **Grp** +29
Atk Options Awesome Blow, Improved Bull Rush, Power Attack
Special Actions breath weapon
Sorcerer Spells Known (CL 3rd)
1st (6/day)—*grease* (DC 13), *mage armor*†, *shield*†
0 (6/day)—*detect magic*, *mage hand*, *message*, *read magic*, *resistance*
† Already cast
Spell-Like Abilities (CL 4th)
4/day—*locate object*

Abilities Str 29, Dex 10, Con 21, Int 14, Wis 15, Cha 14
Feats Awesome Blow, Flyby Attack, Improved Bull Rush, Multiattack, Power Attack, Wingover
Skills Appraise +21, Bluff +21, Diplomacy +4, Intimidate +23, Knowledge (geography) +21, Knowledge (religion) +21, Listen +21, Search +21, Spot +21
Possessions *amulet of health +2*, *minor ring of cold resistance*

Breath Weapon (Su) 40-ft. cone, once every 1d4 rounds, 8d10 fire, Reflex DC 23 half

Hook Arrogant with power; loves to destroy and watch 'em scatter.

Blood Ghost Berserkers (24) — CR 4

Bugbear barbarian 2
NE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft., scent; Listen +4, Spot +4
Languages Common, Goblin

AC 16, touch 10, flat-footed 14; uncanny dodge
hp 56 (5 HD)
Fort +9, **Ref** +5, **Will** +4

Speed 40 ft. (8 squares)
Melee mwk greataxe +13 (1d12+10/×3) or
Ranged throwing axe +6 (1d6+7)
Base Atk +4; **Grp** +11
Atk Options Power Attack (mwk greataxe +9, 1d12+18/×3), rage 1/day (8 rounds)
Combat Gear *potion of cure moderate wounds*

Abilities Str 24, Dex 14, Con 20, Int 8, Wis 13, Cha 8
Feats Power Attack, Weapon Focus (greataxe)
Skills Climb +10, Listen +4, Spot +4, Survival +4
Possessions combat gear plus masterwork greataxe, throwing axe, masterwork studded leather armor

Hook Dyes his hide a mottled gray-white color to signify that he walks in the world of the dead.

When not raging, a Blood Ghost berserker has the following changed statistics.
AC 18, touch 12, flat-footed 16
hp 46 (5 HD)
Fort +7, **Will** +2
Melee mwk greataxe +11 (1d12+7/×3) or
Ranged throwing axe +6 ranged (1d6+5)
Grp +9
Abilities Str 20, Con 16
Skills Climb +8, Move Silently +6

ROAD BLOCKADE (EL 7, PAGE 50)

Hobgoblin Sergeants (2) — CR 3

Hobgoblin fighter 3
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Common, Draconic, Goblin

AC 20, touch 12, flat-footed 18
hp 30 (3 HD)
Fort +6, **Ref** +3, **Will** +3

Speed 20 ft. (4 squares)
Melee mwk bastard sword +7 (1d10+2/19–20)
Ranged mwk composite longbow +6 (1d8+1/×3)
Base Atk +3; **Grp** +5
Combat Gear *potion of cure moderate wounds*

Abilities Str 15, Dex 15, Con 16, Int 12, Wis 10, Cha 8
Feats Alertness, Exotic Weapon Proficiency (bastard sword)[B], Iron Will, Weapon Focus (bastard sword)[B]
Skills Handle Animal +4, Intimidate +4, Listen +4, Move Silently +1, Spot +4
Possessions combat gear plus *+1 breastplate*, heavy steel shield, masterwork bastard sword, masterwork composite longbow (+1 Str bonus) with 20 arrows

Hook Tough as nails with a mean streak a mile wide; "At them, you dogs! Slay until your hands drip with blood!"

Hobgoblin Regulars (6) — CR 1

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17
hp 13 (2 HD)
Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)
Melee mwk longsword +4 (1d8+1/19–20)
Ranged composite longbow +3 (1d8+1/×3)
Base Atk +2; **Grp** +3
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness
Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3
Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

Hook Conditioned to follow orders; accustomed to cruelty and harsh discipline.

SPAWN OF TIAMAT (EL 7, PAGE 51)

Greenspawn Razorfiend — CR 7

LE Large magical beast (dragonblood)
Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +15, Spot +15
Languages Common, Draconic, Infernal

AC 19, touch 12, flat-footed 16; Dodge, Mobility
hp 85 (10 HD); **DR** 5/magic
Immune acid, paralysis
Fort +10, **Ref** +10, **Will** +5

Speed 50 ft. (10 squares), swim 50 ft.
Melee 2 wingblades each +15 (2d6+6/18–20/×3) and bite +10 (1d8+3)
Base Atk +10; **Grp** +20
Atk Options Spring Attack
Special Actions breath weapon

Abilities Str 22, Dex 17, Con 16, Int 12, Wis 15, Cha 12
SQ water breathing
Feats Dodge, Improved Initiative, Mobility, Spring Attack
Skills Jump +27, Listen +15, Spot +15, Swim +14

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, damage 5d6 acid, Reflex DC 18 half
Water Breathing (Ex) A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon and other abilities while underwater.

KILLIAR'S HUNTERS (EL 9, PAGE 52)

Killiar Arrowswift — CR 4

Male wild elf ranger 4
CG Medium humanoid
Init +4; **Senses** low-light vision; Listen +10, Spot +10
Languages Common, Elven

AC 18, touch 14, flat-footed 14
hp 29 (4 HD)
Immune sleep
Fort +6, **Ref** +8, **Will** +2 (+4 against enchantments)

Speed 30 ft. (6 squares)
Melee mwk handaxe +5 (1d6/×3)
Ranged *+1 longbow* +9 (1d8/×3)
Base Atk +4; **Grp** +4
Atk Options favored enemy dragons +2, Rapid Shot
Combat Gear *potion of cure moderate wounds, potion of invisibility*
Ranger Spells Prepared (CL 2nd):
1st—*animal messenger*

Abilities Str 10, Dex 18, Con 14, Int 8, Wis 13, Cha 10
SQ able to notice secret or concealed doors, animal companion (none at present), wild empathy +5 (+1 magical beasts)
Feats Endurance[B], Mounted Archery, Mounted Combat, Rapid Shot[B], Track[B]
Skills Handle Animal +6, Listen +10, Ride +13, Search +9, Spot +10, Survival +8 (+10 following tracks)
Possessions combat gear plus masterwork studded leather, *+1 longbow* with 20 arrows, masterwork handaxe, light wooden shield, leather pouch containing 21 gp and 13 sp

Tiri Kitor Hunters (4) — CR 1

Wild elf ranger 2
CG Medium humanoid
Init +3; **Senses** low-light vision; Listen +5, Spot +7
Languages Common, Elven

AC 15, touch 13, flat-footed 12
hp 16 (2 HD)
Immune sleep
Fort +5, **Ref** +6, **Will** +1 (+3 against enchantments)

Speed 30 ft. (6 squares)
Melee handaxe +3 (1d6+1/×3)
Ranged mwk composite longbow +6 (1d8+1/×3) or mwk composite longbow +4/+4 (1d8+1/×3) with Rapid Shot
Base Atk +2; **Grp** +3
Atk Options favored enemy reptilians +2
Combat Gear 2 *potions of cure light wounds*

Abilities Str 12, Dex 17, Con 14, Int 8, Wis 13, Cha 8
SQ able to notice secret or concealed doors, wild empathy +0 (–4 magical beasts)
Feats Point Blank Shot, Rapid Shot[B], Track[B]
Skills Handle Animal +5, Listen +5, Ride +7, Search +5, Spot +7, Survival +6
Possessions combat gear plus leather armor, masterwork composite longbow (+2 Str bonus) with 20 arrows, handaxe, leather pouch containing 5 gp

TIRI KITOR ALLIES (PAGES 54–56)

Sellyria Starsinger — CR 7

Female wild elf druid 7
NG Medium humanoid
Init –3; **Senses** low-light vision; Listen +6, Spot +6
Languages Common, Druidic, Elven, Sylvan

AC 9, touch 8, flat-footed 9
hp 21 (7 HD)
Immune sleep
Resist +4 against fey spell-like abilities
Fort +3, **Ref** –1, **Will** +9 (+11 against enchantments)

Speed 30 ft. (6 squares); woodland stride
Melee mwk scimitar +3 (1d6–3/18–20)
Ranged mwk longbow +3 (1d8–3/×3)
Base Atk +5; **Grp** +2
Special Actions wild shape 3/day (7 hours)
Combat Gear *potion of cure moderate wounds, potion of lesser restoration,* scroll of *quench*, scroll of *remove disease*
Druid Spells Prepared (CL 7th):
4th (2/day)—*control water, cure serious wounds*
3rd (3/day)—*call lightning* (DC 17), *cure moderate wounds, remove disease*
2nd (4/day)—*bear's endurance, cat's grace, flaming sphere* (DC 16), *lesser restoration*
1st (5/day)—*cure light wounds, entangle* (DC 15), *goodberry, produce flame* (+2 melee touch, +2 ranged touch), *speak with animals*
0 (6/day)—*cure minor wounds, detect magic, guidance, light, mending, virtue*

Abilities Str 4, Dex 4, Con 7, Int 13, Wis 19, Cha 17
SQ able to notice secret or concealed doors, animal companion (giant crocodile), link with companion, share spells, trackless step, wild empathy +10 (+6 magical beasts)
Feats Brew Potion, Combat Casting, Natural Spell
Skills Concentration +8 (+12 casting defensively), Diplomacy +13, Knowledge (nature) +15, Ride +7, Search +3, Survival +16 (+18 in natural surroundings)
Possessions combat gear plus masterwork scimitar, masterwork longbow with 20 arrows, *ring of protection +1, amulet of natural armor +1,* leather pouch containing 94 gp and 5 pp

TIRI KITOR ALLIES (PAGES 54–56)

Trellara Nightshadow — CR 4

Female wild elf bard 4
NG Medium humanoid
Init +2; **Senses** low-light vision; Listen +10, Spot +10
Languages Common, Elven, Sylvan

AC 17, touch 12, flat-footed 15; Dodge
hp 16 (4 HD)
Immune sleep
Fort +1, **Ref** +6, **Will** +5 (+7 against enchantments)

Speed 30 ft. (6 squares)
Melee mwk longsword +3 (1d8–1/19–20)
Ranged mwk longbow +6 (1d8/×3)
Base Atk +3; **Grp** +2
Special Actions bardic music 4/day (countersong, *fascinate*, inspire competence, inspire courage +1)
Combat Gear 2 *potions of cure moderate wounds, wand of lesser confusion* (47 charges)
Bard Spells Known (CL 4th)
2nd (1/day)—*blur, sound burst* (DC 15)
1st (3/day)—*cure light wounds, identify, sleep* (DC 14)
0 (3/day)—*dancing lights, detect magic, lullaby* (DC 13), *mage hand, prestidigitation, read magic*

Abilities Str 8, Dex 15, Con 10, Int 12, Wis 12, Cha 16
SQ able to notice secret or concealed doors, bardic knowledge +7
Feats Combat Casting, Dodge
Skills Concentration +7 (+11 casting defensively), Knowledge (geography) +8, Knowledge (history) +8, Knowledge (nature) +8, Listen +10, Perform (sing) +10, Spot +10
Possessions combat gear plus *+1 chain shirt*, masterwork longsword, masterwork longbow with 20 arrows, leather pouch containing 17 gp and three 100 gp pearls

Hook Normally vivacious and daring; temporarily distraught over her brother's death.

BELL TOWER (EL 7, PAGE 59) FIRST WAVE

Hobgoblin Veterans (3) — CR 3

Hobgoblin warrior 4
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +4
Languages Common, Goblin

AC 19, touch 11, flat-footed 18 or
hp 26 (4 HD)
Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)
Melee mwk longsword +8 (1d8+2/19–20)
Ranged mwk composite longbow +6 (1d8+2/×3)
Base Atk +4; **Grp** +6
Combat Gear 3 *potions of cure moderate wounds*

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness, Weapon Focus (longsword)
Skills Intimidate +3, Listen +3, Move Silently –3, Spot +4
Possessions combat gear plus banded mail, heavy steel shield, masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows

Hook Conditioned to follow orders; cruel esprit de corps. "We are the Red Hand! We do not know defeat!"

BELL TOWER (EL 7, PAGE 59) SECOND WAVE

Hobgoblin Veterans (3) — CR 3

Hobgoblin warrior 4
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +4
Languages Common, Goblin

AC 19, touch 11, flat-footed 18 or
hp 26 (4 HD)
Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)
Melee mwk longsword +8 (1d8+2/19–20)
Ranged mwk composite longbow +6 (1d8+2/×3)
Base Atk +4; **Grp** +6
Combat Gear 3 *potions of cure moderate wounds*

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness, Weapon Focus (longsword)
Skills Intimidate +3, Listen +3, Move Silently –3, Spot +4
Possessions combat gear plus banded mail, heavy steel shield, masterwork longsword, masterwork composite longbow (+2 Str bonus) with 20 arrows

Hook Conditioned to follow orders; cruel esprit de corps. "We are the Red Hand! We do not know defeat!"

BELL TOWER (EL 7, PAGE 59) THIRD WAVE

Korkulan, Hobgoblin Bladebearer — CR 4

Hobgoblin fighter 4
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Goblin

AC 17, touch 13, flat-footed 14
hp 37 (4 HD)
Fort +6, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares)
Melee +1 *short sword* +9 (1d6+6/19–20) or
Melee +1 *short sword* +7 (1d6+6/19–20) and +1 *short sword* +7 (1d6+4/19–20) with Two-Weapon Fighting
Base Atk +4; **Grp** +7

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8
Feats Toughness, Two-Weapon Defense[B], Two-Weapon Fighting[B], Weapon Focus (short sword), Weapon Specialization (short sword)[B]
Skills Climb +10, Jump +8, Listen +1, Move Silently +7, Spot +1, Tumble +6
Possessions 2 +1 *short swords*, masterwork studded leather armor

Hook Elite champion who clashes blades together and calls out individual opponents. "You! You dare fight me?"

RAZORFIEND HATCHERY (EL 7, PAGE 61)

Greenspawn Razorfiend — CR 7

LE Large magical beast (dragonblood)
Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +15, Spot +15
Languages Common, Draconic, Infernal

AC 19, touch 12, flat-footed 16; Dodge, Mobility
hp 85 (10 HD); **DR** 5/magic
Immune acid, paralysis
Fort +10, **Ref** +10, **Will** +5

Speed 50 ft. (10 squares), swim 50 ft.
Melee 2 wingblades each +15 (2d6+6/18–20/×3) and bite +10 (1d8+3)
Base Atk +10; **Grp** +20
Atk Options Spring Attack
Special Actions breath weapon

Abilities Str 22, Dex 17, Con 16, Int 12, Wis 15, Cha 12
SQ water breathing
Feats Dodge, Improved Initiative, Mobility, Spring Attack
Skills Jump +27, Listen +15, Spot +15, Swim +14

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, damage 5d6 acid, Reflex DC 18 half
Water Breathing (Ex) A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon and other abilities while underwater.

INTERROGATION ROOM (EL 8, PAGE 62)

Nurklenak, Kulkor Zhul Mindbender — CR 8

Hobgoblin bard 6/mindbender 2*
*See *Complete Arcane* page 54
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +10, Spot +1
Languages Common, Draconic, Goblin, Infernal; telepathy 100 ft.

AC 16, touch 12, flat-footed 14
hp 36 (8 HD)
Fort +6, **Ref** +7, **Will** +9

Speed 30 ft. (6 squares)
Melee mwk dagger +5 (1d4–1/19–20)
Base Atk +5; **Grp** +4
Special Actions bardic music 6/day (countersong, *fascinate* 2 targets, inspire competence, inspire courage +1, *suggestion*), *push the weak mind* 1/day
Combat Gear *potion of blur, potion of invisibility,* scroll of *dominate person, wand of cause fear* (25 charges), *wand of disguise self* (25 charges)
Bard Spells Known (CL 7th):
3rd (1/day)—*charm monster* (DC 18), *glibness*
2nd (3/day)—*detect thoughts* (DC 15), *enthrall* (DC 17), *hold person* (DC 17), *suggestion* (DC 17)
1st (4/day)—*charm person* (DC 16), *cure light wounds, hypnotism* (DC 16), *silent image* (DC 14)
0 (3/day)—*daze* (DC 15), *detect magic, ghost sound* (DC 13), *mage hand, message, prestidigitation*

Abilities Str 8, Dex 14, Con 12, Int 14, Wis 13, Cha 17
SQ bardic knowledge +8
Feats Greater Spell Focus (enchantment), Persuasive, Spell Focus (enchantment)
Skills Bluff +15, Concentration +10, Diplomacy +17, Disguise +3 (+5 acting), Gather Information +9, Intimidate +14, Listen +10, Move Silently +10, Perform (oratory) +12, Sense Motive +10
Possessions combat gear plus +1 *studded leather armor,* masterwork dagger, *Heward's handy haversack,* 2 *elixirs of truth,* 2 *elixirs of love,* torture implements, 3 doses of striped toadstool poison, 40 gp

Push the Weak Mind (Sp) This mindbender can use *suggestion* on any living creature of Large or smaller size once per day. The range is 100 feet and the duration is 7 hours. The mindbender can communicate the suggested course of action telepathically if he chooses. A successful DC 16 Will save negates the effect.

Hook Crafty, manipulative schemer; "Your thoughts are mine to plunder, your will mine to bend or break."

SAARVITH'S HQ (EL 7, PAGE 62)

WYRMLORD SAARVITH **CR 7**

Male goblin ranger 7
LE Small humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11
Languages Common, Draconic, Goblin, Infernal

AC 21, touch 15, flat-footed 17
hp 49 (7 HD)
Fort +8, **Ref** +10, **Will** +4

Speed 30 ft. (6 squares)
Melee mwk greatsword +8/+3 (1d10–1/19–20) or
Ranged *+1 longbow* +11/+11/+6 (1d6+1/19–20) with Rapid Shot or
Ranged *+1 longbow* +13/+8 (1d6+1/19–20)
Base Atk +7; **Grp** +2
Atk Options favored enemy elves +4, favored enemy humans +2, Manyshot, Point Blank Shot, Rapid Shot
Combat Gear *potion of cure moderate wounds*, *potion of mirror image*
Ranger Spells Prepared (CL 3rd):
1st (2/day)—*longstrider, resist energy*

Abilities Str 8, Dex 18, Con 14, Int 8, Wis 13, Cha 10
SQ animal companion, wild empathy +7, woodland stride
Feats Endurance[B], Manyshot[B], Mounted Archer, Mounted Combat, Point Blank Shot, Rapid Shot[B], Track[B]
Skills Craft (taxidermy) +9, Hide +8, Listen +11, Ride +18, Spot +11, Survival +11
Possessions combat gear plus *+2 mithral chain shirt*, masterwork greatsword, *+1 longbow* with 20 arrows, 10 *+1 elf bane arrows*, *cloak of resistance +1*, leather pouch containing 37 gp, 11 pp, and the key to his chest

EAGLE ANIMAL COMPANION **CR —**

N Small animal
Init +3; **Senses** low-light vision; Listen +7, Spot +15

AC 17, touch 15, flat-footed 13
hp 20 (3 HD)
Fort +4, **Ref** +6, **Will** +3; evasion

Speed 10 ft. (2 squares), fly 80 ft. (average)
Melee 2 talons +7 (1d6) and
bite +2 (1d4)
Base Atk +2; **Grp** –2

Abilities Str 11, Dex 16, Con 12, Int 2, Wis 14, Cha 6
Feats Improved Natural Attack (talons), Weapon Finesse
Skills Listen +7, Spot +15

REGIARIX'S LAIR (EL 7, PAGE 64)

REGIARIX **CR 7**

Male juvenile black dragon
CE Medium dragon (water)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +16, Spot +16
Languages Common, Draconic, Infernal

AC 23, touch 11, flat-footed 23
hp 110 (13 HD)
Immune acid, paralysis, *sleep*
Fort +10, **Ref** +8, **Will** +8

Speed 60 ft. (12 squares), fly 150 ft. (poor), swim 60 ft.
Melee bite +17 (2d6+4/19–20) and
2 claws each +15 (1d6+2) and
2 wings each +15 (1d4+2)
Base Atk +13; **Grp** +16
Special Actions breath weapon
Spell-Like Abilities (CL 4th):
3/day—*darkness* (40-ft. radius)

Abilities Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10
SQ water breathing
Feats Hover, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Multiattack
Skills Hide +16, Listen +16, Move Silently +16, Search +12, Spot +16, Swim +27
Possessions *amulet of mighty fists +1*, *ring of protection +1*

Breath Weapon (Su) 60-ft. line, once every 1d4 rounds, 8d4 acid, Reflex DC 18 half

VARANTHIAN'S LAIR (EL 8, PAGE 70)

VARANTHIAN — CR 10

Female half-fiend behir
LE Huge outsider (native)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +16, Spot +16
Languages Common, Draconic, Infernal

AC 23, touch 11, flat-footed 20
hp 103 (9 HD); **DR** 5/magic
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 19
Fort +12, **Ref** +9, **Will** +5

Speed 40 ft. (8 squares), climb 15 ft., fly 40 ft. (average)
Melee bite +17 (2d6+10) and 2 claws each +12 (1d8+5)
Space 15 ft.; **Reach** 10 ft.
Base Atk +9; **Grp** +27
Atk Options constrict, improved grab, rake (6 claws +15 melee, 1d8+5 damage), smite good (1/day, +9 damage against good foe)
Special Actions breath weapon, swallow whole
Spell-Like Abilities (CL 9th)
3/day—*darkness, poison* (+17 melee touch, DC 16)
1/day—*contagion* (DC 15), *desecrate, unholy blight* (DC 16)

Abilities Str 30, Dex 17, Con 23, Int 11, Wis 14, Cha 14
Feats Alertness, Cleave, Power Attack, Track
Skills Balance +5, Climb +30, Hide +7, Jump +16, Listen +16, Perform (sing) +8, Search +6, Spot +16, Survival +14 (+16 following tracks), Tumble +9

Breath Weapon (Su) 20-ft. line, once every 10 rounds, 7d6 electricity, Reflex DC 20 half.
Constrict (Ex) Varanthian deals 2d8+10 points of damage with a successful grapple check. She can make six rake attacks against a grappled foe as well.
Improved Grab (Ex) To use this ability, Varanthian must hit a creature with her bite attack. If she wins the grapple check, she can attempt to constrict the opponent or swallow the opponent on the following round.
Swallow Whole (Ex) Varanthian can try to swallow a grabbed Medium or smaller creature by making a successful grapple check. If she swallows an opponent, she can use Cleave to bite and grab another opponent. A swallowed creature takes 2d8+10 damage plus 8 acid damage each round and can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Varanthian's gizzard can hold 2 Medium or 8 Small opponents.

THE LION'S PATH (EL 8, PAGE 71)

GHOST DIRE LION — CR 7

N Large undead (incorporeal, augmented animal)
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Listen +15, Spot +16

AC 16, touch 12, flat-footed 13 (ethereal) or 16, touch 16, flat-footed 13 (manifested)
hp 52 (8 HD)
Miss Chance 50% incorporeal
Immune undead immunities (*MM* 317)
Resist turn resistance +4
Fort +6, **Ref** +9, **Will** +4

Speed fly 30 ft. (perfect) (6 squares)
Melee +8 incorporeal touch (1d4 Strength drain)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** —
Special Actions corrupting gaze, draining touch

Abilities Str —, Dex 17, Con —, Int 2, Wis 10, Cha 19
SQ incorporeal traits, manifestation, rejuvenation
Feats Alertness, Improved Initiative, Iron Will
Skills Hide +11 (+19 in tall grass or heavy undergrowth), Listen +15, Search +4, Spot +16

Corrupting Gaze (Su) A ghost dire lion can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must make a DC 18 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.
Draining Touch (Su) A ghost dire lion's touch attack drains 1d4 points of Strength from its target. On each such successful attack, the ghost heals 5 points of damage to itself.
Rejuvenation (Su) A destroyed ghost dire lion returns to its old haunt with a successful level check (1d20+8) against DC 16. The only definitive way to destroy a ghost dire lion is by destroying the Heart of the Lion in area 15 of the Ghostlord's lair.

THE LION'S PATH (EL 8, PAGE 71)

Ghost Brute Lions (2) — CR 5

N Large undead (incorporeal, augmented animal)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +13, Spot +13

AC 15, touch 12, flat-footed 12 (ethereal) or 14, touch 14, flat-footed 11 (manifested)
hp 32 (5 HD)
Miss Chance 50% incorporeal
Immune undead immunities (*MM* 317)
Resist turn resistance +2
Fort +4, **Ref** +7, **Will** +2

Speed fly 30 ft. (perfect) (6 squares); Run
Melee corrupting touch +5 melee touch (1d4)
Base Atk +3; **Grp** —
Space 10 ft.; **Reach** 5 ft.
Special Actions bloodcurdling roar

Abilities Str —, Dex 17, Con —, Int 2, Wis 12, Cha 14
SQ incorporeal traits, manifestation, rejuvenation, undead traits
Feats Alertness, Run
Skills Balance +7, Hide +11 (+19 in tall grass or heavy undergrowth), Listen +13, Search +4, Spot +13

Bloodcurdling Roar (Su) The mournful howling of a ghost brute chills the living to the core. The creature can howl as a standard action. All living creatures within a 30-foot radius must make a successful Will save or become frightened for 2d4 rounds; those more than 30 feet away but within 300 feet must make a Will save or become shaken for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the bloodcurdling howl cannot be affected by the same ghost brute's howl for 24 hours.

Corrupting Touch (Su) A ghost brute that hits a living target with its corrupting touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Rejuvenation (Su) A destroyed ghost brute lion returns to its old haunt with a successful level check (1d20+5) against DC 16. The only definitive way to destroy a ghost brute lion is by destroying the Heart of the Lion in area 15 of the Ghostlord's lair.

GUARDROOM (EL 7, PAGE 72)

Doom Fist Monks (3) — CR 4

Hobgoblin monk 4
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Common, Goblin

AC 15, touch 14, flat-footed 13; Dodge
hp 29 (4 HD)
Fort +6, **Ref** +6, **Will** +6 (+8 against enchantments); evasion

Speed 40 ft. (8 squares)
Melee unarmed strike +6 (1d8+3) or unarmed strike +4/+4 (1d8+3) with flurry of blows or masterwork dragonchain* +7 (1d6+4/19–20)
*New weapon described on page 126
Ranged mwk light crossbow +6 (1d8)
Base Atk +3; **Grp** +10
Atk Options grapple and constrict with dragonchain (1d8+4), *ki* strike (magic), Stunning Fist 4/day (Fort DC 14)
Combat Gear *potion of bull's strength, potion of cure moderate wounds, potion of shield of faith +3*

Abilities Str 16, Dex 14, Con 15, Int 10, Wis 14, Cha 8
SQ slow fall (20 ft.)
Feats Dodge, Exotic Weapon Proficiency (dragonchain), Improved Grapple[B], Improved Unarmed Strike[B], Stunning Fist[B]
Skills Balance +8, Hide +6, Jump +14, Listen +5, Move Silently +10, Spot +5, Tumble +9
Possessions combat gear plus *bracers of armor +1*, masterwork light crossbow, masterwork dragonchain

Hook Religious zealots who despise weakness and regard wounds received in combat as marks of holy devotion. "In pain I learn strength!"

OOZE PIT (EL 7, PAGE 73)

Gray Ooze — CR 7

N Large ooze
Init –5; **Senses** blindsight 60 ft.; Listen –5, Spot –5
Languages none

AC 4, touch 4, flat-footed 4
hp 121 (9 HD)
Immune cold, fire, ooze immunities (*MM* 313)
Fort +11, **Ref** –2, **Will** –2

Speed 10 ft. (2 squares)
Melee slam +10 (1d8+7 plus 1d6 acid)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +15
Atk Options constrict, improved grab
Special Actions acid

Abilities Str 20, Dex 1, Con 27, Int —, Wis 1, Cha 1
SQ ooze traits, transparent

Constrict (Ex) This gray ooze deals 1d8+7 points of damage plus 1d6 points of acid damage with a successful grapple check.

Improved Grab (Ex) To use this ability, a gray ooze must hit a creature with its slam attack. If it wins the grapple check, it can attempt to constrict the opponent on the following round.

Acid (Ex) See page 122
Transparent (Ex) See page 122

GUEST QUARTERS (EL 11, PAGE 73)

Wyrmlord Ulwai Stormcaller — CR 9

Female hobgoblin bard 5/stormsinger 4
NE Medium humanoid (goblinoid)
Init +5; **Senses** darkvision 60 ft.; Listen –1, Spot –1
Languages Auran, Common, Draconic, Goblin, Infernal

AC 22, touch 15, flat-footed 17
hp 52 (9 HD)
Resist electricity 5
Fort +4, **Ref** +13, **Will** +7

Speed 30 ft. (6 squares)
Melee mwk whip +11 (1d3 nonlethal)
Ranged mwk shortbow +11 with *+1 shock arrow* (1d6+1 plus 1d6 electricity/×3)
Reach 15 ft. (whip)
Base Atk +5; **Grp** +5
Special Actions bardic music 9/day (countersong, *fascinate, gust of wind,* inspire competence, inspire courage +1, thunderstrike)
Combat Gear *staff of stormclouds** (26 charges)
*New magic item; see page 125
Bard Spells Known (CL 9th, CL 10th in storms)
3rd (3/day)—*glibness, haste, phantom steed*
2nd (4/day)—*cure moderate wounds, invisibility, sound burst* (DC 15), *whispering wind*
1st (4/day)—*feather fall, summon monster I, unseen servant, ventriloquism*
0 (3/day)—*dancing lights, flare* (DC 13), *mage hand, message, prestidigitation, read magic*

Abilities Str 10, Dex 20, Con 14, Int 13, Wis 8, Cha 17
SQ bardic knowledge +6
Feats Extend Spell, Magical Aptitude, Storm Magic*, Weapon Finesse (whip)
**Storm Magic:* Gain +1 to CL in storms (*Frostburn* 50)
Skills Concentration +10, Diplomacy +11, Knowledge (arcana) +9, Knowledge (geography) +7, Knowledge (nature) +9, Move Silently +8, Perform (sing) +15, Spellcraft +13, Survival +7 (+9 in aboveground natural environments), Use Magic Device +13
Possessions combat gear plus *gloves of Dexterity +4, +2 mithral breastplate,* masterwork whip, masterwork shortbow with 20 *+1 shock arrows*, mithral jewelry (necklace, earrings, bracelets, rings, and anklets) worth a total of 1,000 gp.

Gust of Wind (Sp) Ulwai can create a gust of wind (caster level 10th, or 12th if she is in a storm) by expending one use of bardic music.
Thunderstrike (Su) Ulwai can use bardic music to unleash a deadly thunderbolt on any one creature within 60 feet. She must make a +10 ranged touch attack to hit her target. If she hits, she makes a Perform (sing) check, and the result indicates how much electricity damage the thunderbolt deals (d20+15, or d20+17 if she is in a storm). A DC 17 Reflex save halves this damage. If the creature fails the save, it must make a DC 17 Fortitude save or be deafened for a number of rounds equal to the damage dealt.

Hook Adapts quickly to changing circumstances; clever, confident, and seductive.

Doom Fist Monks (3) — CR 4

Hobgoblin monk 4
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Common, Goblin

AC 15, touch 14, flat-footed 13; Dodge
hp 29 (4 HD)
Fort +6, **Ref** +6, **Will** +6 (+8 against enchantments); evasion

Speed 40 ft. (8 squares)
Melee unarmed strike +6 (1d8+3) or
unarmed strike +4/+4 (1d8+3) with flurry of blows or masterwork dragonchain* +7 (1d6+4/19–20)
*New weapon described on page 126
Ranged mwk light crossbow +6 (1d8)
Base Atk +3; **Grp** +10
Atk Options grapple and constrict with dragonchain (1d8+4), *ki* strike (magic), Stunning Fist 4/day (Fort DC 14)
Combat Gear *potion of bull's strength, potion of cure moderate wounds, potion of shield of faith +3*

Abilities Str 16, Dex 14, Con 15, Int 10, Wis 14, Cha 8
SQ slow fall (20 ft.)
Feats Dodge, Exotic Weapon Proficiency (dragonchain), Improved Grapple[B], Improved Unarmed Strike[B], Stunning Fist[B]
Skills Balance +8, Hide +6, Jump +14, Listen +5, Move Silently +10, Spot +5, Tumble +9
Possessions combat gear plus *bracers of armor +1,* masterwork light crossbow, masterwork dragonchain

Hook Religious zealots who despise weakness and regard wounds received in combat as marks of holy devotion. "In pain I learn strength!"

Doom Hand Clerics (2) — CR 3

Hobgoblin cleric 3
LE Medium humanoid (goblinoid)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +4
Languages Common, Goblin

AC 18, touch 10, flat-footed 18
hp 29 (3 HD)
Fort +6, **Ref** +1, **Will** +5

Speed 20 ft. (4 squares)
Melee mwk heavy mace +5 (1d8+1)
Base Atk +2; **Grp** +3
Atk Options smite 1/day (+4 attack, +3 damage)
Special Actions command undead 4/day (+1, 2d6+4, 3rd), spontaneous casting (*inflict* spells)
Combat Gear 2 *potions of cure light wounds,* scroll of *spiritual weapon*, scroll of *summon monster III* (DC 6 CL check)
Cleric Spells Prepared (CL 3rd)
2nd—*cure moderate wounds, hold person* (DC 14), *invisibility*[D]
1st—*bless, command* (DC 13), *cure light wounds, inflict light wounds*[D] (DC 13)
0—*cure minor wounds* (2), *detect magic, resistance*
D: Domain spell. Domains: Destruction, Trickery

Abilities Str 13, Dex 10, Con 16, Int 10, Wis 15, Cha 12
Feats Toughness, Weapon Focus (heavy mace)
Skills Concentration +8, Move Silently –2, Spellcraft +3, Spot +4
Possessions *+1 banded mail,* light steel shield, combat gear

Hook Harangues the PCs with threats of doom, pain, despair, and death.

THE POOL OF REBIRTH (EL 9, PAGE 76)

Lesser Bonedrinkers (6) — CR 4

CE Small undead
Init +2; **Senses** darkvision 60 ft., scent; Listen +7, Spot +7
Languages Common, Goblin

AC 14, touch 13, flat-footed 12
hp 58 (7 HD)
Immune undead immunities (*MM* 317)
Resist cold 5, fire 5, sonic 5
Fort +2, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares)
Melee 2 tentacles each +6 (1d8+3) and 2 claws each +1 (1d6+1)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)
Base Atk +3; **Grp** +6
Atk Options improved grab, Power Attack
Special Actions bonedrink, pounce

Abilities Str 16, Dex 14, Con —, Int 10, Wis 8, Cha 12
SQ unholy toughness
Feats Combat Reflexes, Improved Natural Attack (claws), Power Attack
Skills Hide +10, Listen +7, Move Silently +14, Spot +7

Improved Grab (Ex) To use this ability, a bonedrinker must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and deals automatic claw or tentacle damage to the grappled victim. It can deal automatic claw or tentacle damage in each subsequent round that it maintains the grapple, and a bonedrinker that has successfully pinned an opponent can begin to drink its bones (see Bonedrink, below). Bonedrinkers have a +4 racial bonus on grapple checks.

Bonedrink (Su) Once a lesser bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, it must pin its foe, at which point it fastens onto the creature with its fangs and secretes a painful toxin that deals 1d4 points of Constitution damage. Each round the pin is maintained, the bonedrinker deals an additional 1d4 points of Constitution damage. Creatures reduced to 0 Constitution die; their bones become too brittle to support their bodies and they collapse into a sack of loose flesh. Creatures without bones or Constitution scores are immune to this ability.

Pounce (Ex) If a bonedrinker charges, it can make a full attack in the same round.

Unholy Toughness (Ex) A lesser bonedrinker gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

CHAMBER OF THE BETRAYED (EL 13, PAGE 77)

The Ghostlord — CR 13

Male human lich druid 6/blighter 5
NE Medium undead (augmented humanoid)
Init +1; **Senses** darkvision 60 ft.; Listen +27, Spot +27
Aura fear (DC 18, 60-ft. radius)
Languages Common, Druidic, Halfling, Sylvan

AC 21, touch 12, flat-footed 20; Dodge, Mobility
hp 77 (11 HD); **DR** 15/bludgeoning and magic
Immune cold, electricity, polymorph, undead immunities (*MM* 317)
Resist turn resistance +4
Fort +9, **Ref** +4, **Will** +14

Speed 20 ft. (4 squares)
Melee touch +6 (1d8+5 negative energy plus paralysis, DC 18 Will save halves damage, DC 18 Fortitude save resists permanent paralysis)
Base Atk +7; **Grp** +6
Special Actions blightfire, contagious touch, undead wild shape (Large) 2/day (5 hours)
Combat Gear *wand of produce flame* (25 charges)
Blighter Spells Prepared (CL 11th)
5th (1/day)—*create undead**
4th (2/day)—*flame strike* (DC 19), *rusting grasp* (+6 melee touch)
3rd (3/day)—*dispel magic, poison* (+6 melee touch, DC 18), *stinking cloud* (DC 18)
2nd (4/day)—*flaming sphere* (DC 17), *heat metal, resist energy, warp wood*
1st (5/day)—*bane* (DC 16), *burning hands* (DC 16), *doom* (DC 16), *ray of enfeeblement* (2) (+8 ranged touch)
0 (6/day)—*detect magic, ghost sound* (DC 15), *read magic, touch of fatigue* (3) (+6 melee touch, DC 15)
*Already cast

Abilities Str 9, Dex 12, Con —, Int 15, Wis 20, Cha 17
SQ deforestation, *speak with dead animal,* undead traits
Feats Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Mobility, Natural Spell
Skills Concentration +17, Handle Animal +17, Hide +7, Knowledge (nature) +18, Listen +27, Move Silently +7, Search +10, Sense Motive +13, Spellcraft +16, Spot +27, Survival +19 (+21 in natural surroundings)
Possessions combat gear plus *+1 wild hide armor, ring of protection +1, ring of animal friendship*

Blightfire (Su) As a standard action, the Ghostlord can unleash a scorching blast of fire, dealing 5d6 points of fire damage to all creatures within 10 feet of the Ghostlord (Reflex DC 20 half).

Contagious Touch (Su) See page 121

Deforestation (Sp) See page 121

Speak with Dead Animal (Sp) See page 121

Undead Wild Shape (Su) This ability works as the druid's wild shape ability, except that the form assumed is skeletal. The animal form's natural armor bonus is +1 (Small) or +2 (Medium or Large). It gains a +2 bonus to Dexterity and has no Constitution score, has immunity to cold, and gains damage reduction 5/bludgeoning. The Ghostlord can use this ability twice a day and can assume a Small, Medium, or Large form. He sometimes takes the form of a skeletal dire lion. Since he's a much more effective combatant in his true form, he typically uses this ability to increase his mobility, often by assuming the form of an undead eagle.

SHRINE OF BLIGHT (EL 7, PAGE 78)

Ghost Dire Lion — CR 7

N Large undead (incorporeal, augmented animal)
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Listen +15, Spot +16

AC 16, touch 12, flat-footed 13 (ethereal) or 16, touch 16, flat-footed 13 (manifested)
hp 52 (8 HD)
Miss Chance 50% incorporeal
Immune undead immunities (*MM* 317)
Resist turn resistance +4
Fort +6, **Ref** +9, **Will** +4

Speed fly 30 ft. (perfect) (6 squares)
Melee +8 incorporeal touch (1d4 Strength drain)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** —
Special Actions corrupting gaze, draining touch

Abilities Str —, Dex 17, Con —, Int 2, Wis 10, Cha 19
SQ incorporeal traits, manifestation, rejuvenation
Feats Alertness, Improved Initiative, Iron Will
Skills Hide +11 (+19 in tall grass or heavy undergrowth), Listen +15, Search +4, Spot +16

Corrupting Gaze (Su) A ghost dire lion can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must make a DC 18 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su) A ghost dire lion's touch attack drains 1d4 points of Strength from its target. On each such successful attack, the ghost heals 5 points of damage to itself.

Rejuvenation (Su) A destroyed ghost dire lion returns to its old haunt with a successful level check (1d20+8) against DC 16. The only definitive way to destroy a ghost dire lion is by destroying the Heart of the Lion in area 15 of the Ghostlord's lair.

ABITHRIAX'S RAMPAGE (EL 10, PAGE 90)

Abithriax — CR 10

Male juvenile red dragon
CE Large dragon (fire)
Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +21, Spot +21
Languages Common, Draconic, Infernal

AC 32, touch 9, flat-footed 32
hp 184 (16 HD)
Immune fire, paralysis, *sleep*
Resist cold 10
Fort +11, **Ref** +8, **Will** +8
Weakness vulnerable to cold

Speed 40 ft. (8 squares), fly 150 ft. (poor)
Melee bite +24 (2d6+9) and
2 claws each +22 (1d8+4) and
2 wings each +22 (1d6+4) and
tail slap +22 (1d8+13)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Base Atk +16; **Grp** +29
Atk Options Awesome Blow, Improved Bull Rush, Power Attack
Special Actions breath weapon
Sorcerer Spells Known (CL 3rd)
1st (6/day)—*grease* (DC 13), *mage armor*†, *shield*†
0 (6/day)—*detect magic*, *mage hand*, *message*, *read magic*, *resistance*
† Already cast
Spell-Like Abilities (CL 4th)
4/day—*locate object*

Abilities Str 29, Dex 10, Con 21, Int 14, Wis 15, Cha 14
Feats Awesome Blow, Flyby Attack, Improved Bull Rush, Multiattack, Power Attack, Wingover
Skills Appraise +21, Bluff +21, Diplomacy +4, Intimidate +23, Knowledge (geography) +21, Knowledge (religion) +21, Listen +21, Search +21, Spot +21
Possessions *amulet of health +2*, *minor ring of cold resistance*

Breath Weapon (Su) 40-ft. cone, once every 1d4 rounds, 8d10 fire, Reflex DC 23 half

Hook Arrogant with power; loves to destroy and watch 'em scatter.

ALLIES IN BRINDOL (PAGES 91–92)

Lars Ulverth, Lion Guard Captain — CR 7

Male human fighter 7
LG Medium human
Init +3; **Senses** Listen +0, Spot +0
Languages Common, Dwarf

AC 21, touch 9, flat-footed 21
hp 57 (7 HD)
Fort +7 **Ref** +1, **Will** +2

Speed 20 ft. (4 squares)
Melee *+1 bastard sword* +11/+6 (1d10+5/19–20)
Ranged mwk composite longbow +7/+2 (1d8+2/×3)
Base Atk +7; **Grp** +9
Atk Options Power Attack
Combat Gear 3 *potions of cure light wounds*, *potion of cure serious wounds*, *potion of fly*

Abilities Str 15, Dex 8, Con 14, Int 12, Wis 10, Cha 14
Feats Exotic Weapon Proficiency (bastard sword)[B], Improved Initiative, Leadership, Negotiator, Persuasive, Power Attack[B], Weapon Focus (bastard sword)[B], Weapon Specialization (bastard sword)[B]
Skills Bluff +4, Diplomacy +4, Handle Animal +12, Intimidate +14, Ride +11, Sense Motive +2
Possessions combat gear plus *+1 full plate*, *+1 heavy steel shield*, *+1 bastard sword*, masterwork composite longbow (+2 Str bonus) with 20 arrows, 65 gp

Tredora Goldenbrow — CR 8

Female aasimar cleric 8 (Pelor)
LG Medium humanoid
Init +0; **Senses** darkvision 60 ft.; Listen +6, Spot +6
Languages Celestial, Common, Elven

AC 19, touch 10, flat-footed 19
hp 47 (8 HD)
Resist acid 5, cold 5, electricity 5
Fort +7, **Ref** +2, **Will** +10

Speed 20 ft. (4 squares)
Melee mwk heavy mace +6/+1 (1d8–1)
Base Atk +6; **Grp** +5
Special Actions spontaneous casting (*cure* spells), turn undead 6/day (+5, 2d6+11, 8th)
Combat Gear 2 *potions of lesser restoration*, *wand of cure moderate wounds* (42 charges)
Cleric Spells Prepared (CL 8th):
4th—*cure critical wounds*[D], *dismissal*, *sending* (2)
3rd—*cure serious wounds*[D], *dispel magic*, *prayer*, *remove disease*, *searing light* (+6 ranged touch)
2nd—*heat metal*[D] (DC 16), *make whole*, *resist energy*, *status*, *zone of truth*
1st—*bless*, *command* (DC 15), *cure light wounds*[D], *divine favor*, *entropic shield*, *sanctuary* (DC 15)
0—*create water*, *detect magic*, *guidance* (2), *light*, *mending*
D: Domain spell; Domains: Healing, Sun
Spell-Like Abilities (CL 8th)
1/day—*daylight*

Abilities Str 8, Dex 10, Con 13, Int 12, Wis 19, Cha 16
Feats Brew Potion, Craft Wand, Negotiator
Skills Diplomacy +16, Heal +15, Knowledge (religion) +12, Sense Motive +6
Possessions combat gear plus *+1 breastplate*, *+1 heavy steel shield*, masterwork heavy mace, *periapt of Wisdom +2*, silver holy symbol

Immerstal the Red — CR 9

Male human wizard 9
CG Medium humanoid
Init +2; **Senses** Listen +3, Spot +6
Languages Common, Draconic, Elven, Sphinx

AC 12, touch 12, flat-footed 10
hp 33 (9 HD)
Fort +6, **Ref** +7, **Will** +9

Speed 30 ft. (6 squares)
Melee +5 mwk dagger (1d4/19–20)
Ranged +7 mwk light crossbow (1d8/19–20)
Base Atk +4; **Grp** +4
Combat Gear *wand of magic missiles* (9th, 34 charges), *wand of false life* (16 charges), *potion of cat's grace*, *potion of displacement*, *potion of fly*, *potion of invisibility*, scroll of *teleport*
Wizard Spells Prepared (CL 9th; 1d20+11 to overcome SR):
5th—*Rary's telepathic bond*
4th—*dimension door*, *fear* (DC 17)
3rd—*dispel magic*, *fireball* (2) (DC 16), *haste*
2nd—*flaming sphere* (DC 15), *invisibility*, *mirror image*, *resist energy*, *web* (DC 15)
1st—*charm person* (DC 14), *expeditious retreat*, *mage armor*, *mount*, *shield*
0—*detect magic*, *light*, *message* (2)

Abilities Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8
SQ familiar (none at present; his gynosphinx is the jealous type)
Feats Brew Potion[B], Combat Casting, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Scribe Scroll[B], Spell Penetration
Skills Concentration +13 (+17 casting defensively), Craft (alchemy) +15, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (the planes) +8, Listen +3, Search +3 (+8 searching for secret doors, traps, or concealed objects), Spellcraft +17, Spot +6
Possessions combat gear plus masterwork dagger, masterwork light crossbow with 10 bolts, *cloak of resistance +2*, *pearl of power* (1st level), *goggles of minute seeing*, 3 scrolls of *Rary's telepathic bond*, leather pouch containing 73 gp and 3 pearls worth 100 gp each
Spellbook See page 125

Lion of Brindol — CR 4

Human fighter 4
LN Medium human
Init +1; **Senses** Listen –1, Spot –1
Languages Common

AC 18, touch 11, flat-footed 17
hp 34 (4 HD)
Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. (4 squares)
Melee *+1 longsword* +9 (1d8+6/19–20)
Ranged mwk composite longbow +6 (1d8+3/×3)
Base Atk +4; Grp +7
Combat Gear *potion of cure serious wounds*, *potion of bull's strength*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 12
Feats Mounted Combat[B], Ride-By Attack[B], Skill Focus (Ride), Spirited Charge[B], Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Handle Animal +8, Intimidate +8, Ride +13
Possessions combat gear plus masterwork breastplate, masterwork heavy steel shield, *+1 longsword*, masterwork composite longbow (+3 Str bonus) with 20 arrows, leather pouch containing 35 gp

ALLIES IN BRINDOL (PAGES 91–92)

Human Town Guard (10) — CR 1/2

Human warrior 1
N Medium humanoid
Init +0; **Senses** Listen +3, Spot +3
Languages Common

AC 16, touch 10, flat-footed 16
hp 8 (1 HD)
Fort +3, **Ref** +0, **Will** –1

Speed 20 ft. (4 squares)
Melee longsword +2 (1d8+1/19–20)
Ranged light crossbow +1 (1d8/19–20)
Base Atk +1; **Grp** +2

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Feats Alertness, Toughness
Skills Intimidate +3, Listen +3, Ride +3, Spot +3
Possessions scale mail, heavy wooden shield, longsword, light crossbow with 20 bolts

Human Militia — CR 1/3

Human commoner 1
N Medium humanoid
Init +0; **Senses** Listen –1, Spot –1
Languages Common

AC 12, touch 10, flat-footed 12
hp 7 (1 HD)
Fort +1, **Ref** +0, **Will** –1

Speed 30 ft. (6 squares)
Melee spear +1 (1d8+1/×3)
Base Atk +0; Grp +1

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Feats Skill Focus (Profession), Toughness
Skills Craft (varies) +4, Knowledge (local) +4, Profession (varies) +6
Possessions leather armor, spear

Tiri Kitor Hunters (6) — CR 1

Wild elf ranger 2
CG Medium humanoid
Init +3; **Senses** low-light vision; Listen +5, Spot +7
Languages Common, Elven

AC 15, touch 13, flat-footed 12
hp 16 (2 HD)
Immune sleep
Fort +5, **Ref** +6, **Will** +1 (+3 against enchantments)

Speed 30 ft. (6 squares)
Melee handaxe +3 (1d6+1/×3)
Ranged mwk composite longbow +6 (1d8+1/×3) or mwk composite longbow +4/+4 (1d8+1/×3) with Rapid Shot
Base Atk +2; **Grp** +3
Atk Options favored enemy reptilians +2
Combat Gear 2 *potions of cure light wounds*

Abilities Str 12, Dex 17, Con 14, Int 8, Wis 13, Cha 8
SQ able to notice secret or concealed doors, wild empathy +0 (–4 magical beasts)
Feats Point Blank Shot, Rapid Shot[B], Track[B]
Skills Handle Animal +5, Listen +5, Ride +7, Search +5, Spot +7, Survival +6
Possessions combat gear plus leather armor, masterwork composite longbow (+2 Str bonus) with 20 arrows, handaxe, leather pouch containing 5 gp

STREETS OF BLOOD FIRST WAVE (EL 9, PAGE 92)

Hobgoblin Sergeants (2) — CR 3

Hobgoblin fighter 3
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Common, Draconic, Goblin

AC 20, touch 12, flat-footed 18
hp 30 (3 HD)
Fort +6, **Ref** +3, **Will** +3

Speed 20 ft. (4 squares)
Melee mwk bastard sword +7 (1d10+2/19–20)
Ranged mwk composite longbow +6 (1d8+1/×3)
Base Atk +3; **Grp** +5
Combat Gear *potion of cure moderate wounds*

Abilities Str 15, Dex 15, Con 16, Int 12, Wis 10, Cha 8
Feats Alertness, Exotic Weapon Proficiency (bastard sword)[B], Iron Will, Weapon Focus (bastard sword)[B]
Skills Handle Animal +4, Intimidate +4, Listen +4, Move Silently +1, Spot +4
Possessions combat gear plus +1 *breastplate*, heavy steel shield, masterwork bastard sword, masterwork composite longbow (+1 Str bonus) with 20 arrows

Hook Tough as nails with a mean streak a mile wide; "At them, you dogs! Slay until your hands drip with blood!"

Hobgoblin Regulars (6) — CR 1

Hobgoblin warrior 2
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Goblin

AC 18, touch 11, flat-footed 17
hp 13 (2 HD)
Fort +5, **Ref** +1, **Will** –1

Speed 20 ft. (4 squares)
Melee mwk longsword +4 (1d8+1/19–20)
Ranged composite longbow +3 (1d8+1/×3)
Base Atk +2; **Grp** +3
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Feats Alertness
Skills Handle Animal +2, Intimidate +2, Listen +3, Move Silently –2, Spot +3
Possessions combat gear plus chainmail, heavy steel shield, masterwork longsword, composite longbow (+1 Str bonus) with 20 arrows

Hook Conditioned to follow orders; accustomed to cruelty and harsh discipline.

STREETS OF BLOOD SECOND WAVE (EL 10, PAGE 92)

Blood Ghost Berserkers (8) — CR 4

Bugbear barbarian 2
NE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft., scent; Listen +4, Spot +4
Languages Common, Goblin

AC 16, touch 10, flat-footed 14; uncanny dodge
hp 56 (5 HD)
Fort +9, **Ref** +5, **Will** +4

Speed 40 ft. (8 squares)
Melee mwk greataxe +13 (1d12+10/×3) or
Ranged throwing axe +6 (1d6+7)
Base Atk +4; **Grp** +11
Atk Options Power Attack (mwk greataxe +9, 1d12+18/×3), rage 1/day (8 rounds)
Combat Gear *potion of cure moderate wounds*

Abilities Str 24, Dex 14, Con 20, Int 8, Wis 13, Cha 8
Feats Power Attack, Weapon Focus (greataxe)
Skills Climb +10, Listen +4, Spot +4, Survival +4
Possessions combat gear plus masterwork greataxe, throwing axe, masterwork studded leather armor

Hook Dyes his hide a mottled gray-white color to signify that he walks in the world of the dead.

When not raging, a Blood Ghost berserker has the following changed statistics.
AC 18, touch 12, flat-footed 16
hp 46 (5 HD)
Fort +7, **Will** +2
Melee mwk greataxe +11 (1d12+7/×3) or
Ranged throwing axe +6 ranged (1d6+5)
Grp +9
Abilities Str 20, Con 16
Skills Climb +8, Move Silently +6

STREETS OF BLOOD THIRD WAVE (EL 11, PAGE 92)

Goblin Worg Riders (5) — CR 3

Goblin fighter 3
LE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +3
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16
hp 27 (3 HD)
Fort +5, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares), or 50 ft. (10 squares) mounted on worg
Melee masterwork scimitar +5 (1d4/18–20)
Ranged mwk composite shortbow +9 (1d4/×3)
Base Atk +3; **Grp** –1
Atk Options Point-Blank Shot

Abilities Str 11, Dex 17, Con 14, Int 12, Wis 10, Cha 6
Feats Mounted Archery[B], Mounted Combat, Point-Blank Shot[B], Weapon Focus (shortbow)
Skills Handle Animal +4, Hide +5, Move Silently +5, Ride +13, Spot +3
Possessions combat gear plus *+1 studded leather armor*, buckler, masterwork scimitar, masterwork composite shortbow

Bluespawn Thunderlizards (5) — CR 6

LE Large magical beast (dragonblood)
Init –1; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +8
Languages none

AC 23, touch 8, flat-footed 23
hp 69 (6 HD); **DR** 5/magic
Immune electricity
Fort +11, **Ref** +4, **Will** +4

Speed 40 ft. (8 squares)
Melee gore +13 (2d6+12)
Space 10 ft.; **Reach** 5 ft.
Base Attack +6; **Grp** +18
Atk Options deadly charge, Improved Bull Rush, Improved Overrun, Power Attack
Special Actions electricity arc, electricity link

Abilities Str 27, Dex 9, Con 22, Int 2, Wis 14, Cha 8
Feats Improved Bull Rush, Improved Overrun, Power Attack
Skills Listen +5, Spot +8

Deadly Charge (Ex) A bluespawn thunderlizard typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, a bluespawn thunderlizard gains an extra 2d6 points of damage on its charge attack.

Electricity Arc (Su) As a standard action, a bluespawn thunderlizard can create a 100-foot-long line of electricity. Creatures in the line take 6d6 points of electricity damage (Reflex DC 19 half). The save DC is Constitution-based.

Electricity Link (Su) When bluespawn thunderlizards gather, electrical energy surges between them. The powerful energies that roil within their bodies reach out and connect to each other. As a swift action, a bluespawn thunderlizard can cause a line of electricity to fire from itself to another bluespawn thunderlizard within 100 feet. Creatures in the line take 3d6 points of electricity damage (Reflex DC 19 half). The save DC is Constitution-based.

STREETS OF BLOOD FOURTH WAVE (EL 12, PAGE 92)

Greenspawn Razorfiends (3) — CR 7

LE Large magical beast (dragonblood)
Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +15, Spot +15
Languages Common, Draconic, Infernal

AC 19, touch 12, flat-footed 16; Dodge, Mobility
hp 85 (10 HD); **DR** 5/magic
Immune acid, paralysis
Fort +10, **Ref** +10, **Will** +5

Speed 50 ft. (10 squares), swim 50 ft.
Melee 2 wingblades each +15 (2d6+6/18–20/×3) and bite +10 (1d8+3)
Base Atk +10; **Grp** +20
Atk Options Spring Attack
Special Actions breath weapon

Abilities Str 22, Dex 17, Con 16, Int 12, Wis 15, Cha 12
SQ water breathing
Feats Dodge, Improved Initiative, Mobility, Spring Attack
Skills Jump +27, Listen +15, Spot +15, Swim +14

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, damage 5d6 acid, Reflex DC 18 half
Water Breathing (Ex) See page 119

Kulkor Zhul Mindbenders (2) — CR 8

Hobgoblin bard 6/mindbender 2
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +10, Spot +1
Languages Common, Draconic, Goblin, Infernal; telepathy 100 ft.

AC 16, touch 12, flat-footed 14
hp 36 (8 HD)
Fort +6, **Ref** +7, **Will** +9

Speed 30 ft. (6 squares)
Melee mwk dagger +5 (1d4–1/19–20)
Base Atk +5; **Grp** +4
Special Actions bardic music 6/day (countersong, *fascinate* 2 targets, inspire competence, inspire courage +1, *suggestion*), *push the weak mind* 1/day
Combat Gear *potion of blur, potion of invisibility,* scroll of *dominate person, wand of cause fear* (25 charges), *wand of disguise self* (25 charges)
Bard Spells Known (CL 7th):
3rd (1/day)—*charm monster* (DC 18), *glibness*
2nd (3/day)—*detect thoughts* (DC 15), *enthrall* (DC 17), *hold person* (DC 17), *suggestion* (DC 17)
1st (4/day)—*charm person* (DC 16), *cure light wounds, hypnotism* (DC 16), *silent image* (DC 14)
0 (3/day)—*daze* (DC 15), *detect magic, ghost sound* (DC 13), *mage hand, message, prestidigitation*

Abilities Str 8, Dex 14, Con 12, Int 14, Wis 13, Cha 17
Feats Greater Spell Focus (enchantment), Persuasive, Spell Focus (enchantment)
Skills Bluff +15, Concentration +10, Diplomacy +17, Disguise +3 (+5 acting), Gather Information +9, Intimidate +14, Listen +10, Move Silently +10, Perform (oratory) +12, Sense Motive +10
Possessions combat gear plus +1 *studded leather armor,* masterwork dagger, *Heward's handy haversack,* 2 *elixirs of truth,* 2 *elixirs of love,* torture implements, 3 doses of striped toadstool poison, 40 gp

Push the Weak Mind (Sp) See page 120

STREETS OF BLOOD FIFTH WAVE (EL 12, PAGE 92)

Ghost Brute Lions (4) — CR 5

N Large undead (incorporeal, augmented animal)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +13, Spot +13

AC 15, touch 12, flat-footed 12 (ethereal) or 14, touch 14, flat-footed 11 (manifested)
hp 32 (5 HD)
Miss Chance 50% incorporeal
Immune undead immunities (*MM* 317)
Resist turn resistance +2
Fort +4, **Ref** +7, **Will** +2

Speed fly 30 ft. (perfect) (6 squares); Run
Melee corrupting touch +5 melee touch (1d4)
Base Atk +3; **Grp** —
Space 10 ft.; **Reach** 5 ft.
Special Actions bloodcurdling roar

Abilities Str —, Dex 17, Con —, Int 2, Wis 12, Cha 14
SQ incorporeal traits, manifestation, rejuvenation, undead traits
Feats Alertness, Run
Skills Balance +7, Hide +11 (+19 in tall grass or heavy undergrowth), Listen +13, Search +4, Spot +13

Bloodcurdling Roar (Su) The mournful howling of a ghost brute chills the living to the core. The creature can howl as a standard action. All living creatures within a 30-foot radius must make a successful DC 14 Will save or become frightened for 2d4 rounds; those more than 30 feet away but within 300 feet must make a Will save or become shaken for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the bloodcurdling howl cannot be affected by the same ghost brute's howl for 24 hours.
Corrupting Touch (Su) A ghost brute that hits a living target with its corrupting touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.
Rejuvenation (Su) A destroyed ghost brute lion returns to its old haunt with a successful level check (1d20+5) against DC 16. The only definitive way to destroy a ghost brute lion is by destroying the Heart of the Lion in area 15 of the Ghostlord's lair.

Ghost Dire Lions (2) — CR 7

N Large undead (incorporeal, augmented animal)
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Listen +15, Spot +16

AC 16, touch 12, flat-footed 13 (ethereal) or 16, touch 16, flat-footed 13 (manifested)
hp 52 (8 HD)
Miss Chance 50% incorporeal
Immune undead immunities (*MM* 317)
Resist turn resistance +4
Fort +6, **Ref** +9, **Will** +4

Speed fly 30 ft. (perfect) (6 squares)
Melee +8 incorporeal touch (1d4 Strength drain)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** —
Special Actions corrupting gaze, draining touch

Abilities Str —, Dex 17, Con —, Int 2, Wis 10, Cha 19

SQ incorporeal traits, manifestation, rejuvenation
Feats Alertness, Improved Initiative, Iron Will
Skills Hide +11 (+19 in tall grass or heavy undergrowth), Listen +15, Search +4, Spot +16

Corrupting Gaze (Su) A ghost dire lion can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must make a DC 18 Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.
Draining Touch (Su) A ghost dire lion's touch attack drains 1d4 points of Strength from its target. On each such successful attack, the ghost heals 5 points of damage to itself.
Rejuvenation (Su) A destroyed ghost dire lion returns to its old haunt with a successful level check (1d20+8) against DC 16. The only definitive way to destroy a ghost dire lion is by destroying the Heart of the Lion in area 15 of the Ghostlord's lair.

Lesser Bonedrinkers (5) — CR 4

CE Small undead
Init +2; **Senses** darkvision 60 ft., scent; Listen +7, Spot +7
Languages Common, Goblin

AC 14, touch 13, flat-footed 12
hp 58 (7 HD)
Immune undead immunities (*MM* 317)
Resist cold 5, fire 5, sonic 5
Fort +2, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares)
Melee 2 tentacles each +6 (1d8+3) and 2 claws each +1 (1d6+1)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)
Base Atk +3; **Grp** +6
Atk Options improved grab, Power Attack
Special Actions bonedrink, pounce

Abilities Str 16, Dex 14, Con —, Int 10, Wis 8, Cha 12
SQ unholy toughness
Feats Combat Reflexes, Improved Natural Attack (claws), Power Attack
Skills Hide +10, Listen +7, Move Silently +14, Spot +7

Improved Grab (Ex) See page 122
Bonedrink (Su) Once a lesser bonedrinker has successfully grappled an opponent, it can begin to drink its bones. To do this, it must pin its foe, at which point it fastens onto the creature with its fangs and secretes a painful toxin that deals 1d4 points of Constitution damage. Each round the pin is maintained, the bonedrinker deals an additional 1d4 points of Constitution damage. Creatures reduced to 0 Constitution die; their bones become too brittle to support their bodies and they collapse into a sack of loose flesh. Creatures without bones or Constitution scores are immune to this ability.
Pounce (Ex) If a bonedrinker charges, it can make a full attack in the same round.
Unholy Toughness (Ex) A lesser bonedrinker gains a bonus to its hit points equal to its Charisma modifier × its Hit Dice.

Sniper Attack (EL 11, page 93)

Skather — CR 10

Male blackspawn raider ninja 6*
*See *Complete Adventurer* page 5
CE Medium monstrous humanoid (dragonblood)
Init +10; **Senses** darkvision 60 ft., low-light vision; Listen +15, Spot +15
Languages Common, Draconic

AC 23, touch 16, flat-footed 17; *ki* dodge
hp 87 (14 HD); **DR** 5/magic or good
Immune acid, paralysis
Fort +6, **Ref** +17, **Will** +11 (+13 *ki*)

Speed 40 ft. (8 squares)
Melee *+1 short sword* +19/+14/+9 (1d6+4/19–20 plus poison) or
Ranged *+1 composite shortbow* +17/+17/+12/+7 (1d6+4 plus poison) with Rapid Shot or
Ranged *+1 composite shortbow* +19/+14/+9 (1d6+4/×3 plus poison)
Base Atk +12; **Grp** +15
Atk Options Point Blank Shot, poison (sassone leaf residue, DC 16, 2d12 hp/1d6 Con), sudden strike +3d6
Special Actions breath weapon, ghost step, great leap
Combat Gear 2 bags of caltrops, *oil of magic weapon, potion of cure moderate wounds, 2 potions of invisibility, potion of protection from good*

Abilities Str 16, Dex 22, Con 14, Int 10, Wis 16, Cha 11
SQ AC bonus, trapfinding
Feats Improved Initiative, Point Blank Shot, Rapid Shot, Track, Weapon Finesse
Skills Balance +8, Climb +9, Hide +15, Jump +13, Listen +15, Move Silently +15, Spot +15, Survival +13, Tumble +14
Possessions combat gear plus *+1 short sword, +1 composite shortbow* (+3 Str bonus) with 10 adamantine arrows, 10 cold iron arrows, 10 silvered arrows, and 20 arrows, *quiver of Ehlonna*, 3 doses of sassone leaf residue, 2 doses of purple worm poison (DC 24 1d6 Str/2d6 Str), *gloves of Dexterity +2, Heward's handy haversack*, silk rope (50 ft.), grappling hook, 5 pp, 45 gp

Ki Power (Su) Skather can use his *ki* powers (ghost step or *ki* dodge) a total of 6 times per day. As long as he has at least 1 daily use remaining, he gains a +2 bonus on his Will saves.
Sudden Strike (Ex) Skather deals extra damage when his opponent is denied a Dexterity bonus to Armor Class. This extra damage also applies to ranged attacks if the target is within 30 feet.
Breath Weapon (Su) 40-ft. line, once every 1d4 rounds, damage 7d4 acid, Reflex DC 19 half
Ghost Step (Su) Skather can spend one daily use of his *ki* powers to become invisible for 1 round. Using this ability is a swift action that does not provoke attacks of opportunity.
Great Leap (Su) Skather always makes Jump checks as if he were running and had the Run feat, enabling him to make long jumps without a running start.
Ki Dodge (Su) Skather can spend 1 daily use of his *ki* powers to grant himself concealment (20% miss chance) against all attacks for 1 round. Using this ability is a swift action that does not provoke attacks of opportunity.

Hook Cool, calm, collected, and deadly sniper. ("Die now, and beat the rush.")
(encounter continues on page 28)

SNIPER ATTACK (EL 11, PAGE 93)

Kulkor Zhul War Adepts (2) — CR 6

Hobgoblin sorcerer 6
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +4, Spot –1
Languages Common, Draconic, Goblin

AC 19, touch 14, flat-footed 16
hp 28 (6 HD)
Fort +5, **Ref** +6, **Will** +5 (+8 against sleep, paralysis, and electricity effects)

Speed 30 ft. (6 squares)
Melee mwk spear +4 (1d8/×3)
Base Atk +3; **Grp** +3
Combat Gear 2 *potions of cure moderate wounds*, scroll of *fly*, scroll of *haste*, 2 scrolls of *invisibility*, scroll of *summon monster IV*
Sorcerer Spells Known (CL 7th):
3rd (4/day)—*lightning bolt* (DC 17)
2nd (6/day)—*mirror image, summon swarm*
1st (7/day)—*lesser orb of electricity* (+6 ranged touch, 4d8 electricity; DC 15 half),* *mage armor*†, *magic missile, ray of enfeeblement* (+6 ranged touch)
0 (6/day)—*daze* (DC 13), *detect magic, disrupt undead* (+6 ranged touch), *ghost sound* (DC 13), *mage hand, ray of frost* (+6 ranged touch), *read magic*
*See *Complete Arcane* page 116
†Already cast

Abilities Str 10, Dex 16, Con 15, Int 12, Wis 8, Cha 16
SQ familiar (none at present)
Feats Draconic Heritage (blue)*, Draconic Power*, Draconic Skin*
*See *Complete Arcane* pages 77–78
Skills Bluff +7, Concentration +11, Knowledge (arcana) +6, Listen +4, Move Silently +7, Spellcraft +7
Possessions combat gear plus *ring of protection +1, cloak of resistance +1,* masterwork spear

Hook Sneering elitist; "What can softbellies like you do against the might of the People of the Dragon?"

FINAL BATTLE (EL 12+, PAGE 94)

Wyrmlord Hravek Kharn — CR 10

Male hobgoblin favored soul 6/talon of Tiamat 4
LE Medium humanoid (goblinoid)
Init +4; **Senses** darkvision 60 ft., low-light vision; Listen +1, Spot +1
Languages Common, Draconic, Goblin, Infernal

AC 24, touch 10, flat-footed 24
hp 68 (10 HD)
Resist electricity 10, fire 5
Fort +13, **Ref** +7, **Will** +8

Speed 20 ft. (4 squares)
Melee *+1 wounding heavy pick* +12/+7 (1d6+4 plus 1 Con/×4) or
Melee *+1 greatsword* +11/+6 (2d6+4/19–20)
Ranged mwk light crossbow +7 (1d8/19–20)
Base Atk +7; **Grp** +10
Special Actions breath weapons
Combat Gear 2 *potions of cure serious wounds, potion of fly, potion of haste*
Favored Soul Spells Known (CL 8th)
4th (3/day)—*air walk, divine power, freedom of movement*
3rd (6/day)—*cure serious wounds, dispel magic, searing light* (+6 ranged touch), *wind wall*
2nd (7/day)—*aid, bear's endurance, bull's strength, cure moderate wounds, death knell* (DC 12)
1st (7/day)—*cure light wounds, divine favor, entropic shield, magic weapon, obscuring mist, shield of faith*
0 (6/day)—*cure minor wounds, detect magic, guidance, inflict minor wounds* (DC 10), *mending, purify food and drink, read magic, resistance*

Abilities Str 16, Dex 8, Con 14, Int 12, Wis 10, Cha 16
Feats Diehard, Dragonthrall*, Endurance, Improved Initiative, Weapon Focus (heavy pick)[B]
*New feat described on page 126
Skills Bluff +13, Diplomacy +5, Intimidate +19, Knowledge (arcana) +8
Possessions combat gear plus *+2 red dragoncraft full plate*, +2 heavy steel shield, +1 wounding heavy pick,* masterwork light crossbow with 10 bolts, *gauntlets of ogre power, cloak of resistance +2, ring of protection +1*
*See page 126 for dragoncraft items

Breath Weapons (Su) Wyrmlord Hravek Kharn can use two different breath weapons, each 1/day; at least 1d4 rounds must pass between these uses. His first breath weapon is a 30-foot cone that deals 3d6 points of cold damage. His second is a 60-foot line that deals 8d4 points of acid damage. A DC 16 Reflex save halves the damage from either breath weapon; this save DC is Constitution-based.

THE MARK OF TIAMAT (EL 11, PAGE 99)

Tyrgarun — CR 11

Male young adult blue dragon
LE Large dragon (earth)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +23, Spot +23
Aura frightful presence (DC 21, 150-ft. radius)
Languages Common, Draconic, Infernal

AC 27, touch 10, flat-footed 27
hp 189 (18 HD); **DR** 5/magic
Immune electricity, paralysis, *sleep;* **SR** 19
Fort +15, **Ref** +11, **Will** +13

Speed 40 ft. (8 squares), fly 150 ft. (poor), burrow 20 ft.
Melee bite +25 (3d6+8/19–20) and
2 claws each +23 (1d8+5) and
2 wings each +23 (1d6+5) and
tail slap +23 (1d8+11)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Base Atk +18; **Grp** +28
Combat Gear *wand of fireballs* (7th, 18 charges)
Special Actions breath weapon
Sorcerer Spells Known (CL 3rd):
1st (6/day)—*mage armor, ray of enfeeblement* (+17 ranged touch), *shield*
0 (6/day)—*acid splash* (+17 ranged touch), *detect magic, mage hand, message, read magic*
Spell-Like Abilities (CL 5th):
3/day—*create/destroy water* (DC 21)

Abilities Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14
SQ sound imitation (DC 21)
Feats Ability Focus (breath weapon), Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Multiattack
Skills Concentration +25, Diplomacy +23, Intimidate +23, Knowledge (arcana) +23, Knowledge (religion) +23, Listen +23, Spellcraft +25, Spot +23
Possessions combat gear plus *amulet of mighty fists +2, ring of protection +1*

Breath Weapon (Su) 80-ft. line, once every 1d4 rounds, 10d8 electricity, Reflex DC 25 half

---

Hook Proud father of the High Wyrmlord, cunning champion of Tiamat.

FOYER (EL 9, PAGE 101)

Blue Abishai (2) — CR 7

LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +7; **Senses** darkvision 60 ft., see in darkness; Listen +11, Spot +11
Languages Common, Infernal; telepathy 100 ft.

AC 20, touch 13, flat-footed 17
hp 52 (7 HD); regeneration 7; **DR** 10/magic
Immune fire, poison
Resist acid 10, cold 10; **SR** 14
Fort +8, **Ref** +8, **Will** +6
Weakness vulnerable to holy water (2d4 damage/flask)

Speed 30 ft. (6 squares), fly 50 ft. (poor)
Melee tail +10 (1d6+3 plus 2d6 electricity) and
2 claws each +8 (1d4+1) and
bite +8 (1d6+1)
Base Atk +7; **Grp** +10
Spell-Like Abilities (CL 7th):
At will—*animate dead*, *charm person* (DC 13), *command* (DC 13), *desecrate*, *disguise self* (DC 13), *major image* (DC 15), *scare* (DC 14), *suggestion* (DC 15)

Abilities Str 16, Dex 16, Con 16, Int 11, Wis 13, Cha 15
SQ *summon baatezu*
Feats Combat Reflexes, Improved Initiative, Multiattack
Skills Bluff +12, Concentration +13, Diplomacy +4, Disguise +12 (+14 acting), Escape Artist +13, Intimidate +14, Listen +11, Search +10, Spot +11

Regeneration (Ex) Holy water and good-aligned weapons deal lethal damage to an abishai.
See in Darkness (Su) Abishais can see perfectly in darkness of any kind, even that created by magic.
Summon Baatezu (Sp) summon 2d6 lemures (1/day, 50% chance) or another blue abishai (1/day, 20% chance). This ability is the equivalent of a 3rd-level spell.

GUARD BARRACKS (EL 9, PAGE 102)

Blackspawn Raiders (6) — CR 4

CE Medium monstrous humanoid (dragonblood)
Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6
Languages Common, Draconic

AC 15, touch 12, flat-footed 13
hp 60 (8 HD); **DR** 5/magic or good
Immune acid, paralysis, *sleep*
Fort +5, **Ref** +8, **Will** +6

Speed 40 ft. (8 squares)
Melee mwk falchion +11/+6 (2d4+3/18–20)
Ranged javelin +10/+5 (1d6+2)
Base Atk +8; **Grp** +10
Atk Options Power Attack
Special Actions breath weapon
Combat Gear *oil of magic weapon, potion of cure moderate wounds, 2 potions of invisibility, potion of protection from good*

Abilities Str 14, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Feats Improved Initiative, Power Attack, Track
Skills Listen +6, Spot +6, Survival +10
Possessions combat gear plus masterwork falchion, 2 javelins, *potion of jump, potion of pass without trace,* silk rope (50 ft.), 5 tiger eye turquoise worth 10 gp each, 50 gp

Breath Weapon (Su) 40-ft. line, once every 1d4 rounds, damage 4d4 acid, Reflex DC 17 half

Hook Wily agent of destruction; delights in slaughter.

PRIEST CELLS (EL 11, PAGE 103)

Doom Hand Warpriests (2) — CR 8

Hobgoblin cleric 7/warpriest 1
LE Medium humanoid (goblinoid)
Init +0; **Senses** darkvision 60 ft.; Listen +3x, Spot +3x
Languages Common, Goblin

AC 21, touch 10, flat-footed 21
hp 67 (8 HD)
Fort +10, **Ref** +2, **Will** +10

Speed 20 ft. (4 squares)
Melee *+1 heavy mace* +10/+5 (1d8+3)
Base Atk +6; **Grp** +8
Atk Options smite 1/day (+4 attack, +7 damage)
Special Actions command undead 4/day (+1, 2d6+9, 8th), spontaneous casting (*inflict* spells)
Combat Gear scroll of *flame strike* (DC 10 CL check), scroll of *recitation*, scroll of *summon monster IV*, *wand of cure light wounds*
Cleric Spells Prepared (CL 7th)
4th—*air walk, dominate person*[D] (DC 18)
3rd—*bestow curse* (DC 16), *cure serious wounds, dispel magic, suggestion*[D] (DC 17)
2nd—*cure moderate wounds* (2), *hold person* (DC 16), *invisibility*[D], *spiritual weapon*
1st—*bless, command*[D] (DC 15), *cure light wounds, divine favor, obscuring mist, shield of faith*
0—*cure minor wounds* (2), *detect magic* (2), *resistance, virtue*
D: Domain spell. Domains: Destruction, Domination, Trickery

Abilities Str 14, Dex 10, Con 16, Int 10, Wis 16, Cha 12
SQ rally
Feats Combat Casting, Spell Focus (enchantment)[B], Toughness, Weapon Focus (heavy mace)
Skills Concentration +8 (+12 casting defensively), Diplomacy +10, Move Silently –1, Sense Motive +7, Spellcraft +2
Possessions *+1 full plate armor, +1 light steel shield, +1 heavy mace*, combat gear

Rally (Ex) A warpriest who is currently not under a fear effect can use this ability as a standard action. Allies within 60 feet who are under any fear effect and who can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus.

PRIEST CELLS (EL 11, PAGE 103)

Doom Hand Clerics (5) — CR 3

Hobgoblin cleric 3
LE Medium humanoid (goblinoid)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +4
Languages Common, Goblin

AC 18, touch 10, flat-footed 18
hp 29 (3 HD)
Fort +6, **Ref** +1, **Will** +5

Speed 20 ft. (4 squares)
Melee mwk heavy mace +5 (1d8+1)
Base Atk +2; **Grp** +3
Atk Options smite 1/day (+4 attack, +3 damage)
Special Actions command undead 4/day (+1, 2d6+4, 3rd), spontaneous casting (*inflict* spells)
Combat Gear 2 *potions of cure light wounds,* scroll of *spiritual weapon*, scroll of *summon monster III* (DC 6 CL check)
Cleric Spells Prepared (CL 3rd)
2nd—*cure moderate wounds, hold person* (DC 14), *invisibility*[D]
1st—*bless, command* (DC 13), *cure light wounds, inflict light wounds*[D] (DC 13)
0—*cure minor wounds* (2), *detect magic, resistance*
D: Domain spell. Domains: Destruction, Trickery

Abilities Str 13, Dex 10, Con 16, Int 10, Wis 15, Cha 12
Feats Toughness, Weapon Focus (heavy mace)
Skills Concentration +8, Move Silently –2, Spellcraft +3, Spot +4
Possessions *+1 banded mail,* light steel shield, combat gear

CAVERN OF THE GUARDIAN SPAWN (EL 12, PAGE 106)

Greenspawn Razorfiends (3) — CR 7

LE Large magical beast (dragonblood)
Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +15, Spot +15
Languages Common, Draconic, Infernal

AC 19, touch 12, flat-footed 16; Dodge, Mobility
hp 85 (10 HD); **DR** 5/magic
Immune acid, paralysis
Fort +10, **Ref** +10, **Will** +5

Speed 50 ft. (10 squares), swim 50 ft.
Melee 2 wingblades each +15 (2d6+6/18–20/×3) and bite +10 (1d8+3)
Base Atk +10; **Grp** +20
Atk Options Spring Attack
Special Actions breath weapon

Abilities Str 22, Dex 17, Con 16, Int 12, Wis 15, Cha 12
SQ water breathing
Feats Dodge, Improved Initiative, Mobility, Spring Attack
Skills Jump +27, Listen +15, Spot +15, Swim +14

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, damage 5d6 acid, Reflex DC 18 half
Water Breathing (Ex) A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon and other abilities while underwater.

OUTER SANCTUM (EL 12, PAGE 107)

Doom Hand Warpriests (2) — CR 8

Hobgoblin cleric 7/warpriest 1
LE Medium humanoid (goblinoid)
Init +0; **Senses** darkvision 60 ft.; Listen +3x, Spot +3x
Languages Common, Goblin

AC 21, touch 10, flat-footed 21
hp 67 (8 HD)
Fort +10, **Ref** +2, **Will** +10

Speed 20 ft. (4 squares)
Melee *+1 heavy mace* +10/+5 (1d8+3)
Base Atk +6; **Grp** +8
Atk Options smite 1/day (+4 attack, +7 damage)
Special Actions command undead 4/day (+1, 2d6+9, 8th), spontaneous casting (*inflict* spells)
Combat Gear scroll of *flame strike* (DC 10 CL check), scroll of *recitation*, scroll of *summon monster IV*, *wand of cure light wounds*
Cleric Spells Prepared (CL 7th)
4th—*air walk, dominate person*[D] (DC 18)
3rd—*bestow curse* (DC 16), *cure serious wounds, dispel magic, suggestion*[D] (DC 17)
2nd—*cure moderate wounds* (2), *hold person* (DC 16), *invisibility*[D], *spiritual weapon*
1st—*bless, command*[D] (DC 15), *cure light wounds, divine favor, obscuring mist, shield of faith*
0—*cure minor wounds* (2), *detect magic* (2), *resistance, virtue*
D: Domain spell. Domains: Destruction, Domination, Trickery

Abilities Str 14, Dex 10, Con 16, Int 10, Wis 16, Cha 12
SQ rally
Feats Combat Casting, Spell Focus (enchantment)[B], Toughness, Weapon Focus (heavy mace)
Skills Concentration +8 (+12 casting defensively), Diplomacy +10, Move Silently –1, Sense Motive +7, Spellcraft +2
Possessions *+1 full plate armor, +1 light steel shield, +1 heavy mace*, combat gear

Rally (Ex) A warpriest who is currently not under a fear effect can use this ability as a standard action. Allies within 60 feet who are under any fear effect and who can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus.

Hook Gloatingly promises the PCs a swift and merciless death.

Doom Hand Clerics (5) — CR 3

Hobgoblin cleric 3
LE Medium humanoid (goblinoid)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +4
Languages Common, Goblin

AC 18, touch 10, flat-footed 18
hp 29 (3 HD)
Fort +6, **Ref** +1, **Will** +5

Speed 20 ft. (4 squares)
Melee mwk heavy mace +5 (1d8+1)
Base Atk +2; **Grp** +3
Atk Options smite 1/day (+4 attack, +3 damage)
Special Actions command undead 4/day (+1, 2d6+4, 3rd), spontaneous casting (*inflict* spells)
Combat Gear 2 *potions of cure light wounds*, scroll of *spiritual weapon*, scroll of *summon monster III* (DC 6 CL check)
Cleric Spells Prepared (CL 3rd)
2nd—*cure moderate wounds, hold person* (DC 14), *invisibility*[D]
1st—*bless, command* (DC 13), *cure light wounds, inflict light wounds*[D] (DC 13)
0—*cure minor wounds* (2), *detect magic, resistance*
D: Domain spell. Domains: Destruction, Trickery

Abilities Str 13, Dex 10, Con 16, Int 10, Wis 15, Cha 12
Feats Toughness, Weapon Focus (heavy mace)
Skills Concentration +8, Move Silently –2, Spellcraft +3, Spot +4
Possessions *+1 banded mail*, light steel shield, combat gear

Hook Harangues the PCs with threats of doom, pain, despair, and death.

INNER SANCTUM (EL 14, PAGE 109)

High Wyrmlord Azarr Kul — CR 13

Male half-blue dragon hobgoblin cleric 11
LE Medium dragon
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +5
Languages Common, Draconic, Goblin, Infernal

AC 30, touch 12, flat-footed 30
hp 86 (11 HD)
Immune electricity, paralysis, sleep
Resist acid 5, fire 5
Fort +13, **Ref** +6, **Will** +15

Speed 20 ft. (4 squares)
Melee *+2 keen blue dragonfang heavy pick* +16/+11 (1d6+7 plus 1 electricity/19–20/×4) and
bite +8 (1d6+2)
Base Atk +8; **Grp** +13
Atk Options smite 1/day (+4 attack, +11 damage)
Special Actions breath weapon, command undead 6/day (+3, 2d6+14, 11th), spontaneous casting (*inflict* spells)
Combat Gear *potion of barkskin +4, potion of fly, potion of haste,* scroll of *heal*, scroll of *restoration*, scroll of *word of recall*
Cleric Spells Prepared (CL 11th):
6th—*antilife shell, mislead*[D] (DC 21)
5th—*flame strike* (DC 20), *mass inflict light wounds*[D] (DC 20), *righteous might, spell resistance*
4th—*air walk, confusion*[D], *death ward, freedom of movement, sending*
3rd—*contagion*[D], *cure serious wounds, dispel magic, prayer, searing light* (+8 ranged touch), *summon monster III*
2nd—*bear's endurance, bull's strength, cure moderate wounds, hold person* (DC 17), *invisibility*[D], *silence* (DC 17)
1st—*bane* (DC 16), *command* (DC 16), *cure light wounds* (2), *disguise self*[D] (DC 16), *divine favor, protection from good, sanctuary* (DC 16)
0—*cure minor wounds* (2), *detect magic, guidance, purify food and drink, resistance*
D: Domain spell. Domains: Destruction, Trickery

Abilities Str 20, Dex 10, Con 16, Int 12, Wis 20, Cha 16
Feats Ability Focus (breath weapon), Craft Wondrous Item, Divine Vigor*, Weapon Focus (heavy pick)
*Expend 1 command undead use to gain +10 speed and 22 hp for 3 minutes (*Complete Warrior* 108)
Skills Bluff +10, Concentration +10, Craft (sculpting) +15, Diplomacy +5, Intimidate +5, Knowledge (arcana) +8, Knowledge (religion) +8
Possessions combat gear plus *+2 black dragoncraft full plate,* +2 heavy red dragoncraft shield,* +2 keen blue dragonfang heavy pick*, periapt of Wisdom +4, cloak of resistance +3, ring of protection +2, Heward's handy haversack,* bejeweled Tiamat headdress worth 2,000 gp
*See page 126 for dragoncraft and dragonfang items

Breath Weapon (Su) 60-ft. line, 1/day, 6d8 electricity, Reflex DC 15 half

Blue Abishai (4) — CR 7

LE Medium outsider (baatezu, evil, extraplanar, lawful)
Init +7; **Senses** darkvision 60 ft., see in darkness; Listen +11, Spot +11
Languages Common, Infernal; telepathy 100 ft.

AC 20, touch 13, flat-footed 17
hp 52 (7 HD); regeneration 7; **DR** 10/magic
Immune fire, poison
Resist acid 10, cold 10; **SR** 14
Fort +8, **Ref** +8, **Will** +6
Weakness vulnerable to holy water (2d4 damage/flask)

Speed 30 ft. (6 squares), fly 50 ft. (poor)
Melee tail +10 (1d6+3 plus 2d6 electricity) and
2 claws each +8 (1d4+1) and
bite +8 (1d6+1)
Base Atk +7; **Grp** +10
Spell-Like Abilities (CL 7th):
At will—*animate dead*, *charm person* (DC 13), *command* (DC 13), *desecrate*, *disguise self* (DC 13), *major image* (DC 15), *scare* (DC 14), *suggestion* (DC 15)

Abilities Str 16, Dex 16, Con 16, Int 11, Wis 13, Cha 15
SQ *summon baatezu*
Feats Combat Reflexes, Improved Initiative, Multiattack
Skills Bluff +12, Concentration +13, Diplomacy +4, Disguise +12 (+14 acting), Escape Artist +13, Intimidate +14, Listen +11, Search +10, Spot +11

Regeneration (Ex) Holy water and good-aligned weapons deal lethal damage to an abishai.
See in Darkness (Su) Abishais can see perfectly in darkness of any kind, even that created by magic.
Summon Baatezu (Sp) summon 2d6 lemures (1/day, 50% chance) or another blue abishai (1/day, 20% chance). This ability is the equivalent of a 3rd-level spell.

TIAMAT'S WRATH (EL 13, PAGE 110)

ASPECT OF TIAMAT **CR 13**

LE Huge dragon (extraplanar)
Init +3; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +18, Spot +18
Languages Common, Draconic, Infernal

AC 25, touch 7, flat-footed 25
hp 174 (12 HD); **DR** 5/epic
Immune paralysis, *sleep*
Resist acid 15, cold 15, electricity 15, fire 15
Fort +16, **Ref** +7, **Will** +11

Speed 30 ft. (6 squares), fly 50 ft. (clumsy)
Melee 5 bites each +21 (2d8+11/19–20) and sting +16 (1d6+5 plus poison) and crush +16 (2d8+16, Reflex DC 24 or pinned)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Base Atk +12; **Grp** +31
Atk Options Power Attack
Special Actions breath weapon

Abilities Str 32, Dex 9, Con 26, Int 19, Wis 16, Cha 18
Feats Cleave, Great Cleave, Improved Critical (bite), Improved Initiative, Power Attack
Skills Intimidate +19, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (the planes) +19, Knowledge (religion) +19, Listen +18, Search +19, Sense Motive +18, Spot +18, Survival +18

Breath Weapon (Su) 40-ft. cone or line, each head once every 1d4 rounds, 12d8 acid, cold, electricity, or fire, Reflex DC 24 half. Each of the aspect's five heads can produce a breath weapon, but only one head can do so in any single round.
Poison (Ex) Injury, Fortitude DC 24, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Hook Embodiment of Tiamat's wrath, destruction incarnate ("Die, you insignificant worms!").

Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the D&D® game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

DUNGEONS & DRAGONS, D&D, DUNGEON MASTER, d20, d20 System, WIZARDS OF THE COAST, *Player's Handbook, Dungeon Master's Guide, Monster Manual, Red Hand of Doom,* all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.
Made in the U.S.A. ©2006 Wizards of the Coast, Inc.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20 <http://www.wizards.com/d20> .

For more DUNGEONS & DRAGONS articles, adventures, and information, visit www.wizards.com/dnd <http://www.wizards.com/dnd> .