

An Uncommon Defense

A One-Round Dungeons & Dragons® Living Greyhawk™ Furyondy Regional Adventure

Version 1.0

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Seeking to end the legitimacy of his ex-son's claim to the throne, our most wise and majestic King Belvor IV has announced his engagement to Baroness Jelleneth Kalinstren. However, such an event will surely be a target from many evil forces, and the advice of consultants is needed to ensure all goes well. This adventure resolves old plot threads and supports APLs 2-16; players at APL 2-8 should expect a different play experience than players at APL 10-16. PCs that possess the taint of evil, are Bondsmen of House Estival in Verbobonc, or are from Keoland or Dyvers should have the support of their allies, influence with the churches or nobility of Furyondy, or a very good alibi before attempting to play this adventure.

Resources for this adventure [and the authors of those works] include many previous Furyondy adventures, in particular *FUR2-06 More Than Gold* [Michelle Sharp], *FUR4-03 Bells in Gold* [Michelle Sharp], *FUR4-10 Set in Stone* [Scott Reid], *FUR5-06 The Falcon* [Chris R Hoffman], *FUR5-08 Be Still My Beating Heart* [Andrew Lloyd], *FUR6-04 When First We Practice* [Scott Reid], and *FUR7-06 Where Angels Fear to Tread* [Andrew Lloyd].

Special thanks to those who preceded the five of us on the Triad for giving us such an excellent set-up to kill so many PCs with, and to the players who kept giving us PCs to kill.

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

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For questions specific to this document, please e-mail your Circle member at iuzcircle@gmail.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and *Spell Compendium*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to *Appendix 1* for full information on NPCs and monsters. For your convenience, *Appendix 1* is organized by APL.

Along with this adventure, you'll find an RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR of Animal	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10

	7	7	9	10	11
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Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Furyondy Regional adventure, beginning in Chendl and set throughout the region. All characters with a home region of Furyondy pay 1 Time Units. Out of region characters pay 2 Time Units.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-

described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Due to the nature of this adventure as a "cleanup" adventure, the adventure background is done by encounter.

Encounter 2: The minions of Iuz share his penchant for cruelty and for twisting things. One good example are the goodly number of creatures that the Bonehearts have twisted & perverted through cruel, painful magical experiments—spellwarped. Two such creatures, spellwarped gnomes named Porskatch & Rovvel, have been wreaking havoc occasionally for a couple of years. Recently, they received orders to strike at the city guard in Chendl. They arrived in the city and managed to murder several city guardsmen.

Two things troubled these Iuzians, however. First, the Twilight Hunters found out about the crime almost immediately and began tracking the pair down. Secondly, and fortuitously for the Twilight Hunters, the King started his security measures for his wedding the very next day after the spellwarped gnomes' fell deed, trapping the twisted gnomes in Chendl. The pair managed to provide the Hunters good chase for a few weeks, but were nearly captured three days before this scenario's events. They then concocted a distraction, hiring ruffians to split their hunters into two parties so that the gnomes could deal with them....

Encounter 3: The group of Kobolds that originally found what has come to be called the Summoners Stone were none too happy to have had it, and the lives of several prominent clan members taken away from them. A few of the more adventurous among them undertook a quest to recover the stone and return it to the clan. It did not take them as long as they thought it might to find out the current location of the stone and pay a visit to the

thief who had it in his possession. They ambushed him and easily defeated him and took the stone back. This came no where near to satisfying their wanderlust though, so they decided to stay on the surface and test the stone to see what it could do. They have been ambushing unsuspecting travelers on the road and using summoned monsters to do their dirty work. They have been successful beyond their wildest little Kobold dreams and are currently planning another ambush directly in the path being travelled by the PC's.

Encounter 4: A green Jerkin ranger has been dispatched to a specific set of woods to investigate some odd occurrences. After being denied access to the wood (due to the plants themselves blocking him off), he decided he needed to get help.

Encounter 5: Sir Tarik, when wooing the Countess Kyaren Rhavelle, gifted her with a beautiful cat who, unbeknownst to Rhavelle, had been awakened and was loyal to Tarik. With the countess, now married to another suitor, travelling to Chendl, Tarik saw an ideal opportunity to strike at the woman who spurned him... and her little husband, too!

Encounter 6: Given the failure of previous attempts to defend Chendl against intrusion (three years of darkness, anyone?), the government of Furyondy has wisely chosen to enlist the aid of adventurers. However, they have also enlisted the aid of Lady Arvendra D'Orbonnes, a minor noble who has been the willing host of a fiend of possession for nearly a year. How interesting...

ADVENTURE SUMMARY

Encounter 1: The PCs are briefed on the nature of the mission – make the roads safe, escort people, come back to test the city's defenses.

Encounter 2: The PCs are briefly shanghaied to deal with a minor problem within the city.

Encounter 3: The PCs find the bandits as they lie in wait to ambush the PCs.

Encounter 4: The PCs fight some monstrosities created by the power behind the Falcon story arc.

Encounter 5: The PCs must fight off raccoon druids (and possibly Sir Tarik) to save Nakky, the awaked pet cat of the Gold Countess.

Encounter 6: The PCs simulate an attack on the king to test the city's defenses. They get stabbed in the back as they are doing this.

PREPARATION FOR PLAY

When preparing for this adventure, there are two very important things to note at APL 10-16:

- The stat blocks for Lady Avendra and Malys are in the "All APLs" appendix, as they do appear at all APLs.
- Malys has a number of abilities that make it extremely difficult to detect or affect her when she is in her natural (ethereal) form. Please be very aware of these as you prepare the encounter and adventure.

Prior to this and any other Furyondy regional adventure, the DM should ask the PCs the following questions:

- Do you or any items you possess detect as evil?
- If items detect as evil, do you plan to bring them on this adventure?
- Are you presently wanted for any crimes in Furyondy?

If the PCs detect as evil or possess any items that do, be sure that they are aware that both are criminal acts in the kingdom and that they are likely to be arrested and prosecuted if captured.

At all APLs, check to see if the PCs are Bondsmen of House Estival (Verbobonc meta-organization), from the region of Keoland, or from the region of Dyvers.

At APL 2-8, Check to see if any PCs are members of the Twilight Hunters.

At APL 10-16, note which PCs are members of the Green Jerkin Rangers, as these PCs will know Sir Quill. Also, the GM should determine whether PCs have played *FUR2-06 More than Gold* or *FUR4-03 Bells in Gold* as such PCs would have previous interactions with NPCs in this adventure. The GM should also determine whether any PCs possess a favor from Count (Lord) Ogart Goldsaex, Countess Kyaren (Rhavelle) Goldsaex or the Ire of Nakky.

Also at APL 10-16, ask and note which PCs are from out of region, especially if they are spellcasters or from Dyvers, Verbobonc, or Keoland... Furthermore, ask which PCs are constantly immune to possession.

INTRODUCTION

The summons was widespread, brief, and urgent. "Adventurers needed to defend Chendl

in preparation for the King's wedding to Baroness Kalinstren. Please come to the Mage Council guildhall as soon as possible." You, and many, many others, responded to this call, and you now stand in a long line waiting to enter the city. Posted near the end of the line is a sign stating, "Due to the preparations for our wise and noble Majesty's upcoming nuptials, we are adding new security screenings to ensure that the wedding goes smoothly. Please be patient with the delay in entering the city, and note that teleporting and flying are strictly prohibited; attempting to do either will result in charges being pressed." Infuriatingly, the length of the line means that it may take over an hour to enter the city proper.

As the PCs wait in line, they may roll Gather Information or Listen checks to hear rumors from the other adventurers and citizens in line. There are no set DCs; distribute rumors as you see fit.

- Misty Isle Kobolds have been emigrating to the kingdom, but they can't seem to find work apart from dirty jobs like rat-hunting.
- There have been more demon sightings to the north than usual. Rumor has it that the Flight of Fiends was undone recently.
- The tension between Belvor and Baron Estival is only a ruse to make our enemies think we are weak. Then, when they attack, we'll take them by surprise.
- Demons are invading Molag. It's unlikely the Furyondy military will be able to hold it.
- Ereland Manneth faked the divinations revealing the sword found a few weeks ago to be Fragarach. He's a traitor just like Karzalin.
- Preak Osshius has the perfect plan to destroy Thrommel and Old Wicked in one swift blow!
- Bizarre dragon-looking people have been seen all over the Flanaess lately, and seem to be breeding like rabbits. Before long, there'll be just as many of them in the world as humans and elves!
- The plants in the Dapple Wood have been behaving strangely, attacking people at random. This must be the work of raccoons.
- An unknown group calling themselves the "Harbingers of Four" have been engaging in a systematic effort to kill all druids, bards, monks, and gnomes they find. Who will be their next target? Our very way of life is threatened!

- Monsters have been attacking people on roads throughout the kingdom. Nobody was killed, but all their possessions were taken.

If the PCs attempt to circumvent the screening process by flying over the city walls (even invisibly) or by using teleportation with a range of 1000 feet or less, they are captured by soulguards (who are watching the skies with *true seeing*) and charged with an Injurious Crime, resulting in the loss of 8 TU, 200 gp per character level, and any material components or foci for spells allowing the PC to fly or teleport (fines are increased due to the heightened threat level). If the PCs attempt to teleport in with spells of a range longer than 1000 feet, there is a 40% chance they are similarly captured.

If the PCs do not attempt to evade the screening, they are asked the following questions (roleplay these as a more attentive version of the border crossing between Detroit and Canada). The guards (each cleric 6/soulguard 1 or paladin 7) have Sense Motive modifiers of +15.

- **What is your nation/region of residence?** All PCs who claim residence of Dyvers or Keoland are asked to step aside for secondary screening. PCs who are from the region of Verbobonc are asked about their meta-organizational affiliation; PCs who are Bondsmen of House Estival are asked to step aside for secondary screening as well.
- **Do you have any evil items to submit for destruction?** After answering this question and turning over any items, all PCs are screened with *detect evil*. Any PCs who detect as evil or who have items that do are pulled aside for secondary screening.
- **Please leave any unusual animals or companions in the stable area during your stay in Chendl; such beasts are not currently permitted in the city. Additionally, please peacebind any nonstandard weapons.** Essentially, any animals that are not commonly used as mounts (most typically warhorses or horses) or beasts of burden (e.g. mules or donkeys) must be stabled, and any creatures that are not of the humanoid or monstrous humanoid type are not permitted in the city at all. Likewise, any exotic weapons that are not a racial weapon must be peacebound at all times within the city. PCs who protest are told that the laws are for security's sake, and that their animals will be

well-tended. PCs who protest after being told this are pulled aside for secondary screening.

PCs pulled aside for secondary screening are automatically captured for all crimes they are wanted for in Furyondy, and are subjected to a *true seeing* and a *zone of truth* (DC 19). This includes crimes they are wanted for from the current adventure (e.g. possibly assault on the knights, etc). While in the *zone*, PCs are asked their purpose for coming into the city; any seeming ill intent leads to the PC being disallowed from entering the city. Even if the PCs have no seeming ill intent, a favor with a Lawful organization within Furyondy or the support of a member of a Furyondy meta-organization is required for the PC to be permitted to enter the city. Furthermore, all the PCs' gear, including that worn, is searched, and any contraband is prosecuted to the fullest extent of the law.

Development: Once the PCs have passed through the gate, they are met by a page boy and escorted to the Mage Council guildhall... almost as if they were expected...

1: BRIEFING

It is only after you are escorted into the guildhall, the doors are closed behind you, and you hear the sound of locks being fastened, that the man behind the desk begins to speak with you. "Greetings. No need to introduce yourselves; I had your identities independently verified by agents of the government when you entered the city. It's one of the few benefits of these blasted useless 'security restrictions'. Like the King's Men would know security if it cast an empowered orb of electricity at them..."

"I'm sorry, I digress. My name is Ereland Manneth, and I am in charge of security for the King's upcoming wedding. I'm glad you came quickly, however... we weren't quite ready for you. It will still be over a week until the defenses are ready, and three until the wedding itself occurs. Thankfully, there are some other tasks that need an adventurer's attention, namely making sure the roads are safe for the commoners and nobles who will be attending the ceremony. I'll leave you now so that I may make more preparations, and I hope to see you again within the next couple weeks." At this, Manneth leaves you with another individual, who appears to have the garb and demeanor of one unacquainted with the urban lifestyle provided in Chendl.

Manneth does not answer questions at this time, instead saying that he will discuss the matter further when the PCs return. The only exception to this is if pay is brought up, in which case he offers non-military PCs 250 gp each. He notes that this is, covertly, a military-run operation, and military PCs have already been paid. And yes, the mercenaries are getting paid more than the military PCs, if anyone brings it up (this is an accounting goof on the part of the military).

BRIEFING 1A: APL 2-8

APL 2-8 parties are told to investigate bandit activity in the Barony of Littleberg – apparently noble caravans have been getting ransacked and looted with increasing frequency, and the survivors describe horrible monsters. Reports of the "monsters" are vague, and no caravans were attacked by the same kind of monster. Ereland does not have any further information; he suggests that the PCs pose as a small caravan to investigate. These tables proceed to Encounters 1 and 2.

BRIEFING 1B: APL 10-16

APL 10-16 parties are told that they have two tasks. The primary task is to escort Count and Countess Ogart and Kyaren Goldsaex from the Gold County to Chendl through nonmagical means (Count Ogart has heard of the failings of the Skyroad in Verbobonc and does not wish to be a victim of a similar mishap). PCs should expect several days travel after picking up the count and countess as they will have an entourage and be unable to teleport directly, even to a location closer to the city. Therefore, the entire journey must be made overland.

Since they're in the area, it would also be appreciated if they could investigate some unusual activity in the Dapple Wood. Ereland Manneth introduces Sir Quill Keth'Barden, head of the Green Jerkin Rangers, who explains that one of the Rangers was recently doing a routine patrol of the Dapple Wood, and did not get very far before the forest itself turned against him. As a druid, he does not have such problems, and immediately referred the incident to me. Quill himself is coordinating the Safe Road Project and unable to investigate himself. Since the woods are less than a day's travel from the Rhavelle holdings, it won't be too far for the PCs to go there first.

These tables proceed to Encounters 3 and 4.

2: EXTRACURRICULAR ACTIVITIES

The judge should pre-roll Disguise checks for the spellwarped gnomes in the encounter below before beginning and record them for later use.

When your meeting with Erleland Manneth is done, you set out from your meeting to head out of the city, taking the fastest means available to you—one of the punts traveling on Chendl's central canals. Your puntsman, Tomas, is quite a chatty fellow—he regales you with history of the various clean, sturdily and attractively built structures that you pass as you glide along Chendl's four central canals and around the Inner City. He also brags about all the dignitaries he's been ferrying about in preparation for the wedding. His exuberance reflects the look of the city's buildings, many of which are being festooned in flowers and bright colors to celebrate the upcoming royal nuptials.

2A: DUTY CALLS

If any PC succeeds at a DC 20 Spot check or a Listen check opposed by Paul's Move Silently check (modifier +12), paraphrase the following:

You notice something odd: water puddling on the floor of the barge next to Gilbert for no apparent reason.

Whether the PCs succeed or fail, paraphrase the following:

Suddenly, a man appears out of nowhere, standing next to Gerard on the barge. (Allow a DC 17 Spellcraft check to confirm that he was invisible a moment ago.)

If there is a Twilight Hunter in the party, read or paraphrase the following:

The man nods to <insert name of Twilight Hunter PC> and says, "Greetings in the name of Guildmaster Gilbair. I have urgent need of your help."

Pull the Twilight Hunter PC aside and observe to them that the person is very clearly referring to Gilbair le Ronde, the leader of the Twilight Hunters. If the PC wants to Sense Motive, he is clearly fully sincere.

For all parties, continue with the following:

"Some associates of mine in King Belvor's service are under attack on several fronts. Despite my talents, I can hardly be at two places at once, so I was wondering if I could trouble you and your companions to accompany me by magical means to one of the two such locations so that I may assist them at the other. I can offer to pay you all (APLx10) platinum pieces for your efforts." He flashes a bag full of platinum!

Creatures:

Paul: male human rogue 4, hp 15,

Paul is a brown-haired middle-aged Oeridian man of average height wearing fairly non-descript clothing. He is a leader of a team of the Twilight Hunter Brute Squad. He is decidedly not the typical Brute Squad member, but with a carefully cultivated talent for Intimidation and some skill in combat, he has been very effective at delivering success in Brute Squad missions.

Paul is telling the frank truth, with no interest in wasting words or time while his brothers' lives are in danger. If pressed with questions, he will answer only a few questions and only really has the following to share:

- The matter at hand involves criminals who have murdered city guardsmen of Chendl and others in Furyondy's military.
- The men in danger are overmatched by the foes they face and will certainly die without speedy assistance.
- He has two groups under attack at one time in two spots. He can only help one at a time.
- He knew of the PCs' presence because of a friend in the city guard who he had chatted with earlier in the day.
- The location where his men are is close by—if the puntsman pulls over quickly, he can direct the PCs there.

Only answer two or three questions before reading or paraphrasing the following:

Your unlikely discussion is interrupted by screaming from the shore some twenty feet away. A man comes running up to the canal, screaming, "Monsters! Monsters with nasty weapons! They're going to kill us all!"

Tomas the puntsman will pull over the punt to the side with no argument, which takes one round's time. The PCs can learn the following from the panicked man:

- Two monstrous-looking humanoids started attacking people in the street, then broke open a door and entered the house

- He didn't actually see the creatures themselves, but he knew that they were horribly ugly and wounded someone.
- He did see the wounded person, and he is quite sure that these monsters will hurt more people if they are left on the loose.
- The guardsmen here are occupied with some other brawl happening a few blocks away. (This is the other fight that Paul is concerned about, the distraction planted by the murderers to divert the Twilight Hunters.)

If PCs refuse to go with him after all this, he warns the PCs that he will leave and manage the situation himself, looking displeased. The PCs can change their mind quickly here; if they persist or argue, he *leaves*; the encounter is effectively over for the PCs and they gain no XP.

If the PCs agree, he will acknowledge and, if the PCs haven't had the punt pulled to the side already, persuade Tomas to pull the punt over to the side. Proceed to Encounter 4B.

2B: WHAT SEEEMS UNSEEMLY...

Paul will lead the PCs 100 feet around a corner to the house. Roll initiative right away, but do not place the PCs on a map leading of the house—simply keep track of PC movement and deduct the appropriate amount from 100 feet. When they reach 100 feet, they reach the front door of the map and may enter. When the PCs reach the front door, Paul leaves to help his other comrades.

Once the PCs reach the front door, keep track of the number of rounds it takes the PCs to get to the basement. This number of rounds in transit will determine the state of the combat when they arrive, per the table below (Rounds in transit refers to the number of rounds it takes the PCs to get from area 1 on the map to area 3):

Rounds in Transit	Hellbred condition	Gnome condition
1-3	As stat block	As stat block
4-5	-30% hp	As stat block
6	-60% hp	-10% hp
7+	-90% hp	-15% hp

When the PCs enter Area 1, allow them a DC 5 Listen check to determine from which direction the sounds of battle are coming. Reduce this DC by 1 for every 10 feet closer they move and increase it by 1 for every 10 feet further away they move (i.e. if they move towards area 2).

When the PCs reach visual range of area 3, read or paraphrase the following:

You finally see the fight you were expecting. Locked in close battle are two very distinctly different sets of humanoids. The first pair are tall, strong-looking humanoids with bizarre, twisted-looking faces that would scare small children. They are fighting short, fairly ordinary-looking gnomes who appear terrified. Upon seeing you, the gnomes plead, "Come help us! Please!"

A DC 11 Knowledge (local) check identifies the two larger humanoids as Hellbred, a race of reborn souls seeking redemption for past evils.

Creatures:

ALL APLs (EL 4)

Grolsch & Beck, male Hellbred fighter 2, hp 21 each, see Appendix One

APL 2 (EL 4)

Porskatch & Rovvel, male spellwarped gnome illusionist 1/fighter 1, hp 20, see Appendix One

APL 4 (EL 6)

Porskatch, Frig, Noggle & Rovvel, male spellwarped gnome illusionist 1/fighter 1, hp 20, see Appendix One

APL 6 (EL 8)

Porskatch & Rovvel, male spellwarped gnome illusionist 2/fighter 3, hp 50, see Appendix One

APL 8 (EL 10)

Porskatch & Rovvel, male spellwarped gnome illusionist 3/fighter 3/spellsword 1, hp 68, see Appendix One

Grolsch & Beck were brothers in their original, human lives who viciously murdered a family. Caught by authorities and hung, they were subjected to the Scourging in the Nine Hells and have returned to Oerth to atone for their sins. They made their way to Furyondy and have been doing work for the Twilight Hunters' Brute Squad ever since.

The spellwarped gnomes, meanwhile, have *disguise self* active, which conceals their true, warped nature. They hope to use the PCs' arrival as a means of escape.

Because of the gnomes' disguise and the Twilight Hunters' unpleasant appearance, it would be hard at first glance to tell who the good or bad guys are. Do not volunteer any skill check options to PCs—let them bring up such options or choose

actions on their own. Some possible actions would include:

- Attacking both sides. See Troubleshooting for details on what happens if Grolsch & Beck are defeated with the gnomes.
- A Spot check to look for anything unusual with either party. There is nothing unusual about the Hellbred (apart from their normal appearance); a Spot check directed at the gnomes is matched against the pre-rolled Disguise check that the judge made at the beginning of the encounter. Success for the PC means seeing through that gnome's disguise, and a DC 11 Knowledge (Dungeoneering) check recognizes the gnomes as being spellwarped.
- Conversation with the combatants. The Hellbred do not say much, simply asking the PCs to aid them in the name of Furyondy. (Roll a d20 during exchanges with the Hellbred anyway, to better conceal the gnomes' deception.) The gnomes, meanwhile, are trying hard to seem innocent—allow PCs Sense Motive checks versus their Bluff checks. Success for the PCs indicates that the gnomes are not as innocent as they seem

Tactics: At all APLs, Grolsch & Beck will try to destroy the gnomes, using Power Attack regularly (which is self-defeating, given the gnomes' high Armor Class). If attacked by the PCs, they will attack the PCs for nonlethal damage, pointing out that the gnomes are murderers and liars in as much time as they can spare using free actions while fighting. They will insist on the righteousness of their cause and the gnomes' guilt, though they cannot tell the PCs what the gnomes really are (because they don't know).

APL 2: The spellwarped gnomes do **not** start with any buffs. If they are hit with spells that buff them from their Spell Absorption ability, they choose to buff Life first, then Strength, then Dexterity. They are currently flanking Beck and will attack him until he falls unless the PCs turn hostile. The gnomes will try to finish off the Hellbred first unless the PCs prove to be a bigger threat quickly, in which case they turn their attention to the PCs. They will do their best to flank PCs to gain their Vexing Flanker to-hit bonus whenever possible. If one or the other falls, the remaining one will cast *color spray* at the PCs and the Hellbred and try to make a run for it.

APL 4: Same as APL 2, just with four gnomes instead of two. They begin combat flanking both Grolsch and Beck, and they flee using *color spray*

when reduced to two or fewer in number. (Note that the gnomes will not hesitate to include their mates in *color spray* because they may actually buff their compatriots; fleeing gnomes will take the Speed enhancement if they absorb the *color spray*.)

APL 6: The gnomes start buffed, having cast *daze* on each other to create the necessary buffs prior to the PCs' arrival. Their combat tactics are as APL 2, except that the gnomes try to select a less-well-armored target for Power Attacking when they flank.

APL 8: At this APL, the gnomes will work harder to convince the PCs to attack the Hellbred, as they gauge the PCs' power. They will try to maneuver so they can easily 5' step to flank a PC when done with the Hellbred, if possible. Then they will turn on the PCs, casting *mirror image* and flanking their target PCs.

Treasure: The PCs can gain the following treasure here:

ALL APLs (Hellbred): Loot 253 gp; Total 253 gp.

APL 2: Loot 255 gp; Total 255 gp.

APL 4: Loot 510 gp; Total 510 gp.

APL 6: Loot 70 gp; Coin 0 gp; Magic 918 gp; 2 *mithral chain shirts +1* (375 each), 2 *rings of protection +1* (333 gp each) Total 988 gp.

APL 8: Loot 19 gp; Coin 0 gp; Magic 1354 gp; 2 *mithral chain shirts +1* (375 each), 2 *battleaxes +1* (436 each), 2 *rings of protection +1* (333 gp each) Total 1373 gp.

Detect Magic Results: All magical armor & weapons detect as Transmutation (faint). *Ring of protection:* Abjuration (faint)

Troubleshooting: If the gnomes stop the PCs or the PCs run away, they will loot gear from any fallen PCs, escape and hide elsewhere.

If the PCs attacked the Hellbred but defeated the gnomes first, the Hellbred will continue to attack the PCs for nonlethal damage until they fall, until the PCs are down or until they are moved from Hostile to Indifferent or better attitude using a rushed Diplomacy check (if the PCs attack after the Hellbred are moved to Indifferent or better, the Hellbred become Hostile once more and can no longer be impacted by Diplomacy). If the PCs fall to the Hellbred, the PCs are taken into Twilight Hunter custody and charged with crimes appropriate to their conduct. (Note that attacking a Hellbred creature is a reduced crime in Furyondy.)

Development: If the PCs defeat the gnomes and do not kill the hellbred, Paul seeks them out and pays them as promised.

Treasure:

APL 2: Coin 33 gp each; Total 33 gp.

APL 4: Coin 66 gp each; Total 66 gp.

APL 6: Coin 100 gp each; Total 100 gp.

APL 8: Coin 133 gp each; Total 133 gp.

If the PCs were arrested after this encounter, the adventure is effectively over for them, unless they use three influence points with lawful Furyondy organizations to secure their release from jail. Otherwise, proceed to Encounter 3.

3: MORGAN'S ENCOUNTER

The roads of the kingdom have not been safe to travel for quite some time. The undead loosed from Bronzeblood still roam the lands attacking any with the spark of life found in them. Those seeking to gain power in the kingdom in the name of the lost son have been openly challenging travelers on the roads and taking by force of arms the goods and funds that Thrommel has not been able to coerce from his few allies. Even the occasional demon has been known to crossover from the land of Old Wicked and harry the good folk of Furyondy. With all of these dangers to those traveling in the kingdom you wonder how a lone kobold could possible be traveling the road of this besieged land. It soon becomes apparent that he is not alone as he stumbles toward you, surprising you by calling out for aid in broken and sibilant common, "You help... you heal... Grappo bit by BIG rat. He need help... pleessse come?" The strangely gray colored Kobold points down the road and you can now see two other kobolds bent over next to what you assume must be the wounded Grappo.

Since recovering the Summoner's Stone from the human who had it these Kobolds have been very effective ambushing travelers along this stretch of road. They only attempt ambushes on overcast days so they do not have to suffer the dazzled condition from their light sensitivity due to daylight. They have found out about their strange brethren from the distant Misty Isle being accepted, well more like tolerated, by the humans and other folk of the land. They decided to exploit the grudging acceptance found by these grey and silver skinned cousins by coating themselves in grey

clay they found underground near their lair. They are hoping this gives them a slight advantage when they spring their surprise attack. If any party member asks for an active Spot check compare it to a Disguise roll for Gleep (+7 modifier). Gork is the kobold that speaks to the party and tries to draw them in, this is relevant because unlike the other three he is not evil. Grappo has put blood from a rat they caught on his tunic so he does look injured. He keeps his arms crossed on his chest so attempting a spot check to see if he is actually injured yields only that he has blood on his clothing. The kobolds have made up a cover story about being hired to catch rats, big ones. Feel free to elaborate about catching huge dire rats infesting this area if you need to dupe the party into the ambush area.

Creatures:

APL 2 (EL 4)

Grappo: male kobold adept3/sorcerer 1; hp 18; Appendix 1.

Gleep: male kobold warrior3/rogue 1; hp 23; Appendix 1.

Gloop: male kobold warrior3/rogue 1; hp 23; Appendix 1.

Gork: male kobold warrior3/ranger 1; hp 24; Appendix 1.

APL 4 (EL 6)

Grappo: male kobold adept3/sorcerer 2; hp 21; Appendix 1.

Gleep: male kobold warrior3/rogue 2; hp 27; Appendix 1.

Gloop: male kobold warrior3/rogue 2; hp 27; Appendix 1.

Gork: male kobold warrior3/ranger 2; hp 29; Appendix 1.

APL 6 (EL 8)

Grappo: male kobold adept3/sorcerer 4; hp 27; Appendix 1.

Gleep: male kobold warrior3/rogue 4; hp 28; Appendix 1.

Gloop: male kobold warrior3/rogue 4; hp 28; Appendix 1.

Gork: male kobold warrior3/ranger 2/barbarian 1/fighter 1; hp 35; Appendix 1.

APL 8 (EL 10)

Grappo: male kobold adept3/sorcerer 6; hp 33; Appendix 1.

Gleep: male kobold warrior3/rogue 6; hp 43; Appendix 1.

Gloop: male kobold warrior3/rogue 6; hp 43; Appendix 1.

Gork: male kobold warrior3/ranger 2/barbarian 2/fighter2; hp 55; Appendix 1.

Tactics: If the PC's do not buy their act attack following the best tactics that present themselves. If the PC's do fall for the set up then position the rogues on either side of the PC helping their "wounded" comrade and open up combat with a surprise round in which the rogues sneak attack using their Flick of the Wrist feat. Grappo will breathe fire in the surprise round rather than start a full round summoning spell. Keep the summoner summoning for as long as reasonable possible but have him breathe his fire where appropriate. The ranger will pile on the PC attempting to help the prone kobold in the hope that they can take out an important person from their opposition quickly, after that he will focus on humans. Use the summoned creature(s) to try and separate the Good Samaritan PC from the rest of the party. The summoner should choose the option of bringing in the largest amount of creatures that his spell allows because they have considerable advantages thanks to the stone and his feats. The kobolds continue with their gang up tactics as long as they can, flanking with the summoned creatures where appropriate. Both rogues will attempt to use their *amulets of teamwork* as soon as possible targeting themselves and Gork in consecutive rounds, the first two of the fight if possible. If the fight goes poorly for his companions and at least two of them are defeated Grappo will attempt to use his potion of invisibility and escape back to his clan with the stone.

Treasure: The summoner's stone radiates moderate conjuration and transmutation magic. The oval shaped stone appears to be made of smooth-polished obsidian and does not scuff. When picked up it feels cold to the touch. There are no markings of any kind on it. A DC 10 Knowledge (local [Iuz's Border States]) reveals that this stone was previously in the possession of Baron Jemain of the Barony of Littleberg, and he would greatly appreciate having it returned to him or his people in Chendl. PCs who played *FUR4-10 Set in Stone* or *FUR6-04 When First We Practice* do not need to roll a Knowledge check to recall this information.

The PCs can gain the following treasure here:

APL 2: Loot 110 gp; Coin 0 gp; Magic 0 gp; Total 110 gp.

APL 4: Loot 129 gp; Coin 0 gp; Magic 129 gp; +1 chain shirt (104 gp), potion of invisibility (25 gp); Total 258 gp.

APL 6: Loot 129 gp; Coin 0 gp; Magic 863 gp; anklet of translocation (117 gp), amulet of teamwork x2 (167 gp), +1 chain shirt (104 gp), gloves of agile striking (183 gp), potion of cat's grace x2 (25 gp), potion of invisibility x3 (25 gp); Total 992 gp.

APL 8: Loot 179 gp; Coin 0 gp; Magic 1381 gp; anklet of translocation (117 gp), amulet of teamwork x2 (167 gp), bracers of quickstrike x2 (117 gp), +1 chain shirt (104 gp), cloak of predatory vigor (117 gp), gloves of agile striking (183 gp), potion of cat's grace x2 (25 gp), potion of invisibility x3 (25 gp) ring of silent spells (167 gp); Total 1560 gp.

Detect Magic Results: anklet of translocation (moderate conjuration), amulet of teamwork (faint enchantment), bracers of quickstrike (faint transmutation), +1 chain shirt (faint abjuration), cloak of predatory vigor (faint conjuration), gloves of agile striking (moderate transmutation), potion of cat's grace x2 (faint transmutation), potion of invisibility x3 (faint illusion) ring of silent spells (faint illusion)

Development: With the bandits dispatched, the PCs can return to Chendl to help with the city's defenses. Skip Encounters 4-5 and proceed to Encounter 6.

4: BRINGING BALANCE

This text assumes that the PCs either walk/fly to the Dapple Wood or *teleport* to just outside. A *dimensional lock* on the forest prevents direct travel in, and the foliage stops all flying in short of *gaseous form* or *wind walk*, even if the person attempting to gain entrance has an ability indicating otherwise. Likewise, all forms of plant travel (such as *tree stride*) are blocked.

Your search into the Dapple Wood is, as described by Sir Quill, impeded by thick trees and vines, atypical of the woods of this area. In fact, it appears that the trees are stronger and healthier than normal, similar to the new quickly-growing forest around Veluna's Whitehale diocese. However, as you make your way through the lighter foliage just outside the forest, you get the sensation that you are being watched...

Have the PCs make Spot checks and Listen checks opposed by the Hide and Move Silently

checks of the monsters. The monsters begin combat a number of feet away from the PCs equal to ten feet times the difference between the highest perceptive check (Spot/Listen) and the lowest corresponding stealth check (Hide/Move Silently) (max 2d8x10 feet), and the PC who made the highest check may act in the surprise round. (For example, if the highest Spot check was a 15, and the lowest Hide check was a 12, the PCs begin with the monsters 30 feet away, and the PC who rolled a 15 may act in the surprise round). Any PC who detects poorly hiding creatures at the maximum starting encounter distance may act in the surprise round; if this is all PCs, there is no surprise.

Creatures:

APL 10 (EL 11)

Verdant Prince: hp 136; *Monster Manual* IV 172.

APL 12 (EL 13)

Verdant Prince (2): hp 136 each; *Monster Manual* IV 172.

APL 14 (EL 15)

Battlebriar: hp 312; *Monster Manual* III 14.

APL 16 (EL 17)

Verdant Prince (4): hp 136 each; *Monster Manual* IV 172.

Battlebriar: hp 312; *Monster Manual* III 14.

Terrain: The forest itself is considered impassable terrain, and cannot be climbed. The ten feet immediately surrounding the forest is considered heavy undergrowth (per *DMG* 87), and the forty feet beyond that is considered light undergrowth (*DMG* 87).

Tactics: The Creatures have gone feral and mad, due to not being born this way. They have been 'constructed' by the dead elf described at the end of this encounter. Due to also being under the Druid's control they will focus all attacks upon anyone who tries to control or dominate them in any manner. They will work together to take down opponents. If not attacking someone who tried to control them they will focus their attacks on armored creatures, as they were being trained to kill those in control of the region.

Treasure: The PCs can find pieces of armor on what is left of Randall Whiteleaf, as well as pieces within the monsters that were destroyed. As it is,

the armor is unusable, but can be repaired for 1,000 gp at any weapons merchant. Once repaired, the armor functions as described below and can be sold as per usual:

APL 10-16: Magic 4,983 gp +1 moderate fortification shadow silent moves wild dragonhide plate (green dragonhide); Total 4983 gp.

Detect Magic Results: strong abjuration, faint conjuration, faint illusion.

Development: Upon defeating the creatures, the PCs can continue to investigate the area. After a short while they will find the body of an elf, a very old elf. There is a journal on his person with the last entry being dated a couple days ago. This journal is detailed in Player Handout 1. A DC 15 Heal check shows that he died from huge piercing wounds; a subsequent DC 15 Knowledge (nature) check will confirm that the wounds are consistent with wounds caused by large thorns.

After the defeat of the monsters, the party can continue to Encounter 5.

5: MICHELLE'S ENCOUNTER

Travel from the Dapple Wood to the Rhavelle estate is uneventful. Upon arrival, PCs are greeted by Kellendi, the steward, who immediately begins last minute preparations to allow for departure the following day. PCs are invited inside to rest for the evening. Once inside, PCs previously known to Count Ogart or Countess Kyaren are greeted by name. Others are expected to introduce themselves. While PCs may have used magical means to arrive here, they must travel overland to the capital due to the size of the entourage as well as the current law in Chendl.

The count and countess, along with her cat Nakky, ride in a carriage. A separate carriage transports the countess' three ladies. The count's manservant, as well as several other servants, travel by horse. As the honor guard escort, PCs are expected to ride horses in formation around the Goldsaex carriage. A wagon in the rear carries supplies, while the count and countess bring along twelve guards for the remainder of the caravan.

Actual travel time is uneventful, with the main source of excitement occurring while camped for the evening. However, PCs should determine a standard travel order as well as set up and establish the pattern for the evening watches, if any, on the first day of travel. To establish as routine, each PC should be asked to make two Spot and Listen checks each time on watch.

Each carriage has its own tent, the size of which is a reflection of the individual's relative importance. In addition, there is a small tent for the manservant, three tents for servants and three tents for the PCs. The locations of all tents are predetermined (see map), with the exception of the PCs, who may determine where their tents are placed. The ladies and manservant's tents are closer to the count and countess entrance to allow access if needed. The count and countess insist upon this layout to assure their privacy.

The first evening, after Ogart and Kyaren are asleep, Nakky sneaks out (e.g. Hide and Move Silently) to relieve himself. He then chases and kills a mole which he lays in front of the Goldsaex tent before going back in to go to bed. Allow two Spot and Listen checks for the PCs if in the area (one to notice the cat leaving and one on his return). While Nakky is out, a DC 20 Listen check identifies his movement as he is stalking the mole. If the PCs say something the next day about Nakky to either the count or the countess, they merely smile and say Nakky likes to go hunting at night.

On the second evening, Nakky again decides to go for a stroll. An old friend, Sir Tarik Einar, sent him a message before the group left requesting a meeting. Nakky waits until Ogart and Kyaren are asleep to move out (about five hours after the two retire; e.g. during second watch). Once again, PCs are allowed both Spot and Listen checks (opposed by Nakky's rolls) to notice the cat leaving. If they fail, they do not notice but may make another check for each round he is talking with Tarik [assume two rounds], taking into account distance. If all such attempts fail, they but hear a yowl from Nakky as combat begins. In that case, skip the read aloud text below, assume one round has passed for buff spells and describe to the PCs the layout on their arrival.

Following behind a black cat in pitch dark is not easy, but somehow you've managed. Tonight Nakky moves quickly, with purpose through the trees until stopping abruptly and beginning to saunter in a casual manner up to a small clearing, then sitting down just inside the opening to groom himself.

If PCs attempt to grab Nakky at this point, he bolts into the forest to return later and do the same thing. After the second such attempt, however, he returns to camp to try again the next evening.

Assuming PCs just watch him a moment, Tarik emerges from the other side of the clearing after a round. However, note that any interruption

by PCs means an abrupt end to the conversation. The information contained in the conversation is important for PCs in understanding past happenings in the kingdom, and the GM is encouraged to include it in its entirety. However, note that any interruption by PCs means an abrupt end to the conversation. Detka (and Dekkin at APL 16) remains in the area in *tree shape* while the animal companions remain in the woods. See map for layout.

Emerging from the treeline at the other end of the clearing is a large (dire) lion, followed by an attractive half-elven male with dark hair wearing full plate armor which looks to be crafted of wood. He carries a spear and a holy symbol hangs about his neck. He moves easily to lean against an elm in the center of the clearing.

Tarik is not actually half-elven, but is using his thousand faces ability to change his appearance.

"It certainly took you long enough to get here," the man grumbles. Nakky merely looks up from his bath, blinks once and resumes grooming. "I need you to take something back to Kyaren and Ogart." The man waits expectantly.

After a moment, Nakky yawns widely and looks up, suddenly intent. "What is it?"

"Don't worry about it. It won't hurt you, and it will easily fit on your collar," the man responds.

"You haven't answered my question, Tarik. Why should I run your errand? You haven't been very pleasant to my human since she chose a different mate." Nakky responds, looking apparently calmly at the man although with the beginning of a slight tail twitch.

"Ogart is a fool. He's going to ruin everything. The land wasn't meant to be treated this way."

Nakky sniffs. "I suppose you mean to convince me your way is better. Huh! Perhaps there was a time I would even believe you. I ask you this: Cannot the gods and the land take care of themselves? Besides, Ogart is not so bad. He's good to my pet and he makes her happy. He takes me hunting and gives me treats."

"He's bribed you, you mean. What kind of loyalty is this? I should have stuck with raccoons."

"A raccoon would not have been appropriate for the lady and you know it. Now are you going to answer my question, or am I leaving?" Nakky replies with dignity, standing up.

"You'll take it back." "No, I won't then." Nakky responds, tail lashing.

For APLs 10 and 12, continue with:

"You can be replaced," Tarik snarls as he beckons behind him, casts a spell and literally steps into a bush, disappearing. Abruptly, the elm tree beside him begins to shrink, revealing a raccoon while a (dire lion at APL10 or dire bear at APL 12) emerge from the treeline, moving toward the tiny feline who lets out a loud yowl, puffing up his fur.

For APLs 14 and 16, instead continue with:

"You can be replaced," Tarik snarls as he beckons behind him, malice in his eye. Abruptly, the dire lion braces to pounce while the (or both at APL 16) elm tree(s) beside him begin(s) to shrink, revealing a raccoon(s). Meanwhile, emerging from the treeline and moving to flank the cat on the other side, is (are) a dire bear (and a dire tiger at APL16) all center on the tiny feline who lets out a loud yowl, puffing up his fur.

A DC 21 Spellcraft check at APLs 10 and 12 reveal Tarik has cast *transport via plants*. A DC 17 Spellcraft check reveals the raccoon used a free action to drop their *tree shape* spell.

Creatures: It is not expected that the count and countess are with the PCs during this combat. Tarik is not interested in fighting at APLs 10 and 12, instead leaving the disposal of Nakky to his new friend, Detka. At higher APLs he opts to stay and assist. The raccoons were awakened by Tarik to assist him and feel loyalty to him. Nakky's loyalty has now changed, as suggested above, to his "pet human," e.g. Kyaren Goldsaex.

Count Ogart Goldsaex: male human fighter 10.

Countess Kyaren (Rhavelle) Goldsaex: female human wizard (I) 4.

Nakky: male awakened cat ranger 1/scout 3; hp 30, Appendix 1.

APL 10 (EL 13)

Detka: female raccoon druid 12; hp 129; Appendix 1.

Symmba: dire lion animal companion (Detka); hp 74; Appendix 1.

APL 12 (EL 15)

Detka: female raccoon druid 14; hp 145; Appendix 1.

Dire Bear: animal companion (Detka); hp 105; Monster Manual 63.

APL 14 (EL 17)

Detka: female raccoon druid 14; hp 145; Appendix 1.

Tarik: male human druid 15; hp 94; Appendix 1.

Dire Bear: animal companion (Detka); hp 105; Monster Manual 63.

Kittie: dire lion animal companion (Tarik); hp 100; Appendix 1.

APL 16 (EL 19)

Detka: female raccoon druid 14; hp 145; Appendix 1.

Dekkin: male raccoon druid 17; hp 166; Appendix 1.

Tarik: male human druid 15; hp 94; Appendix 1.

Dire Tiger: animal companion (Dekkin); hp 120; Monster Manual 65.

Dire Bear: animal companion (Detka); hp 105; Monster Manual 63.

Kittie: animal companion (Tarik); hp 100; Appendix 1.

Tactics: Nakky's goal is to get away, by preference to the safety of camp where he believes the PCs, guards and Ogart can help protect him. However, should he notice PCs in the area (e.g. they are near the path or he Spots them) and they are helping him, he remains some distance back to watch. If any PCs fall, he immediately runs to the camp and tries to rouse Ogart to come to the PCs aid. To minimize the likelihood of premature death, assume Nakky wins initiative and moves out of the clearing toward the PCs. Depending on how far back they chose to remain, he may or may not reach them first round.

Detka's goal (and Tarik's, if he is still present) is to eliminate Nakky, mostly out of spite. However, if the PCs chose to intervene, they have no hesitation in eliminating them as well. Tarik begins by activating his *boots of speed* and his *ring of blinking*. He sends his animal companion

toward Nakky, then prepares to attack. He focuses first on any PCs with the Ire of Nakky, using his most damaging spells. Detka (and Dekkin, if present) begin by shifting to dire bear form during the surprise round (if appropriate) as they can continue support through Natural Spell. During the first full round, Dekkin, when present, begins with *nature's avatar* on his animal companion, then follows Detka's tactics. Detka proceeds with area of effect spells first, hoping to soften the PCs and maybe catch Nakky. All the druids attempt to remain out of melee, instead sending in their animal companions to tie up melee fighters and starting with ranged damage dealing spells aimed at PCs toward the back of the party. Buff spells are cast when it appears they are needed. For example, if PCs cast two fire spells (or electric, etc), then they cast *resist fire*. They heal themselves and animal companions when possible as needed and bring in additional "meat" as a buffer through *summon natures ally* spells, attempting to alternate rounds for more protection so each round a combat spell goes off. If they run out of spells or they become badly injured, they flee.

Treasure: The PCs can gain the following treasure here:

APL 10: Loot 0 gp; Coin 0 gp; Magic 2082 gp
wildling clasp (333 gp), *periapt of wisdom +4* (1333 gp), *collar of healing* (416 gp); Total 2082 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 3748 gp;
2 *wildling clasp* (333 gp each), *periapt of wisdom +4* (1333 gp), *collar of healing* (416 gp), *cloak of resistance +4* (1333 gp); Total 3748 gp.

APL 14: Loot 25 gp; Coin 0 gp; Magic 8841 gp; 3 *wildling clasp* (333 gp each), *periapt of wisdom +4* (1333 gp each), 2 *collar of healing* (416 gp each), *cloak of resistance +4* (1333 gp); *+1 heavy wood shield* (95 gp), *boots of speed* (1000 gp), *ring of protection +2* (666 gp), *ring of blinking* (2250 gp), *periapt of wisdom +2* (333 gp); Total 8866 gp.

APL 16: Loot 25 gp; Coin 0 gp; Magic 15839 gp; 5 *wildling clasp* (333 gp each), *periapt of wisdom +4* (1333 gp each), 3 *collar of healing* (416 gp each), *cloak of resistance +4* (1333 gp); *+1 heavy wood shield* (95 gp), *boots of speed* (1000 gp), *ring of protection +2* (666 gp), *ring of blinking* (2250 gp), *periapt of wisdom +2* (333 gp), *minor cloak of displacement* (2000 gp), *periapt of wisdom +6* (3000 gp), *metamagic rod of enlarge spell* (916 gp); Total 15864 gp.

Detect Magic Results: *wildling clasp* (faint transmutation), *periapt of wisdom* (moderate

transmutation), *collar of healing* (moderate conjuration), *cloak of resistance +4* (faint abjuration), *+1 heavy wood shield* (faint abjuration), *boots of speed* (moderate transmutation), *ring of protection +2* (faint abjuration), *ring of blinking* (moderate transmutation), *minor cloak of displacement* (faint illusion), *metamagic rod of enlarge spell* (strong [no school]).

Troubleshooting: Some PCs may wish to interrogate Nakky. Nakky is not interested in talking to them while a threat exists, but once Tarik and Detka are taken care of, he is willing to speak with them outside the camp. Nakky is a feline, of course, and maintains much of feline personality. As such, he is somewhat secretive and requires adequate cajoling to talk with PCs. Threats of any type by PCs are met with silence, and thereafter he refuses to speak in the presence of ANY PC who he believes intentionally injured him or who threatens him (including use of the Intimidate skill) in any way.

PCs who capture either of the racoons discover they know little beyond that Nakky displeased their good friend Tarik and was a threat to him so they agreed to teach him a lesson. Tarik himself refuses to disclose his goals to the PCs, even under intense threats.

Development: When PCs search the bodies, if they have defeated Tarik they find the item was an *amulet of inescapable location*.

Once PCs gain Nakky's cooperation, there is much they can discover as Nakky knows at least some of Tarik's original plans even though recent contact with him has been limited. Nakky was "given" to Countess Kyaren as a courting gift from Tarik back in early CY 592. The original idea was to influence her towards Tarik to chose him as her ultimate husband, a plan which failed due to involvement of certain PCs (who as a result suffered the Ire of Nakky). What Nakky knows of Tarik's plan is that Tarik believes the Gold County is too developed by humans such that it poses a threat to the natural order of things and the wild flora and fauna. He wanted to help return it to a more "natural" state by using his influence with the countess after their marriage. Previous adventures dealt with this goal. Since he failed and was arrested in CY 594, he escaped and has been on the run, looking to again discover a way into the Countess' heart. Kyaren, however, decided to marry Lord Ogart, his main rival. From CY 592 to the present, Nakky remained with Kyaren and grew more fond of her. Currently, his main

allegiance (if a cat can be said to have an allegiance) is to her and her goals are his. Knowing Tarik's previous goals, he has grown suspicious of Tarik's motives and interactions with Kyaren and attempts to protect her from him. He does not want anyone to know of his intelligence, generally speaking, although if PCs ask politely he will consent to acknowledging this to his pet (Kyaren) and her mate (Ogart).

When the PCs arrive back in Chendl, they should report to Ereland Manneth, who discusses the test of the arcane defenses with them.

6: JOHN'S ENCOUNTER

Once you have returned to Chendl, you find Ereland Manneth waiting for you outside the gates. You walk ahead of the hour-long line, and Manneth shows the gate guard a piece of paper. The guard reads it briefly, then ushers your group in.

Once back in Manneth's office, he begins to brief you on your true task. "We have decided on a path for the king's wedding procession from the castle to the temple of Hieroneous. There are a number of tactical weak points we have been attempting to shore up with magic. The task we have for you is to go to one of the weak points and test our defenses by attacking a stand-in for the king. We will give you items to allow to you attack with full effectiveness, but not strike the stand-in lethally. After the attack, I would like you to report back ways in which you think the defenses could be strengthened. Your weak point is here" – he points to a spot on a city map – "on the second floor of this building. We will be sending with you a noble to impartially observe your progress." At this, a page boy escorts in a plain woman with auburn hair dressed in a chain shirt and loose-fitting dark leather breeches. "Lady Avendra D'Orbonnes, once considered a possible bride for the king, has offered her services as a demon hunter to take notes on your assault on the defenses and compare them to what might happen during an actual attack by Old Wicked's forces. She also has means to prevent any teleporting demons from interfering with the test. I encourage you to make haste; we will be sending the stand-in king by soon." With that, Manneth dismisses you.

Manneth and Lady Avendra do not answer many questions, as most of the details of this operation are highly confidential. He does confirm that the

stand-in will not be passing through the entire route, just the section the PCs are attacking from, and that other sections of road will be blocked off so that there can be decoy stand-ins.

Lady Avendra is generally pleasant during the trip, although she does not make much small talk. In particular, she avoids questions about her demon hunting methods or activities, claiming that they are trade secrets. If the PCs discuss strategy, she listens intently, asking qualifying questions to learn as much about the PCs' abilities as possible without seeming nosy (note for APLs 10-16 – she and Malys both use this information in combat to modify tactics as needed). If the PCs use *detect magic* or similar spells, they reveal several magical auras on her, which she explains away as necessary tools in fighting evil. Note that while she is evil, she cast *undetectable alignment* earlier in the day and is thus immune to standard alignment-discriminating spells like *detect evil*.

For ease of DMing, the combat portion of this encounter is divided into two sections, one for low APLs and one for high APLs.

6A: APL 2-8

The waiting period for the "king" to arrive is quite boring at first. Twenty minutes after the PCs enter the house, Lady Avendra starts and informs the PCs that something has tried to teleport into the house (as she has an active *anticipate teleport* from a potion). She points out their locations to the PCs, but does not know what monsters they are. Effectively, this grants the PCs a surprise round; roll initiative as per normal, but start the surprise round immediately after the first demon's initiative count, as this is the point in the order where the demons first encounter the *anticipate teleport*. If the demons listed below do not possess the ability to teleport, they are brought in by a *teleportation circle* located in Molag.

Creatures:

APL 2 (EL 4)

Quasit (2): hp 16, 8, 8; *Monster Manual* 266.

APL 4 (EL 6)

Rutterkin (3): hp 37 each; *Appendix 1*.

APL 6 (EL 8)

Bar-Igura (3): hp 51 each; *Appendix 1*.

APL 8 (EL 10)

Bar-Igura (3): hp 51 each; *Appendix 1*.

Juvenile Nabassu (3): hp 52 each; *Appendix 1*.

Terrain: Do not forget that there is an *anticipate teleport* emanating from Lady Avendra (25 ft emanation). This impedes the ability of both PCs and NPCs to use teleportation.

Tactics:

The PCs automatically achieve surprise on the demons thanks to Lady Avendra's *anticipate teleport*.

Generally speaking, the demons know they are outnumbered, and attempt to use their abilities to reduce the number of active PCs before attacking.

Lady Avendra: Lady Avendra stays out of the action, observing the PCs and making mental notes to report back. At APL 2-8, she remains a sleeper agent under Malys's influence and does not get directly involved for any reason.

Quasits (APL 2): The quasits are *invisible* when they enter the room, and try to take advantage of this to poison spellcasters. After this, they attempt to use *cause fear* to reduce the number of PCs attacking them at once.

Rutterkin (APL 4): The rutterkin attempt to keep active PC numbers down with *cause fear* before attacking the remaining PCs.

Bar-Iguras (APL 6-8): The bar-iguras, who enter *invisible*, begin by pouncing if possible. If a bar-igura either finds itself flanked or has two heavily armored PCs without holy symbols adjacent to them, it uses its *abduct* ability to teleport both PCs into the *anticipate teleport* if the PCs are Medium, and to bring a Large PC in if one or more adjacent PCs are Large.

Nabassu (APL 8): The nabassu use their death-stealing gaze against the PCs unless an easy flank is apparent, at which point they sneak attack the PCs.

6B: APL 10-16

Lady Avenrda, upon entering the building, marks one PC as her fall person for the shenanigans she is about to enact. This person should be an out-of-region PC (or a PC unaffiliated with meta-organizations if all PCs are from Furyondy) and a spellcaster. Preferably, this is also a PC from Dyvers, Keoland, or Verbobonc. If the target PC mentions having *fortification* armor, or another ability granting them immunity to sneak attack, Lady Avendra picks a new target. Lady Avendra does not move more than five feet away from this PC at any time while they are waiting for the "king"; if the target PC attempts to avoid her, that PC may roll a Sense Motive check opposed by

Lady Avendra's Bluff check (modifier +20 due to the use of Malys's Ally or Enemy ability to increase Avendra's Charisma score by 4). Fifteen minutes after the PCs have entered the house, all PCs get a Sense Motive check opposed by Lady Avendra's Bluff (still at +20) to notice that she is staring quite intently at the target PC. Give the PCs a round to react if they succeed at this check. If they ask her why she is focusing so intently on the PC in question, she says simply that the PC seems familiar to her, and she's not sure why (Bluff check at +20; if the PCs beat this check, they can tell that something doesn't seem quite right). If the PCs do not interfere with her, about thirty seconds later demons teleport into her *anticipate teleport* and she makes her move:

"I remember you now! You're the double agent Lord Vormar's notes were talking about! Your master's minions will not disrupt our King's wedding! Adventurers, aid me in bringing this traitor to justice!" With this exclamation, Lady Avendra moves swiftly to attack <PC's name here>.

Creatures:

APL 10 (EL 12)

Arrow Demon (3): hp 135; *Appendix 1 (MM3 34)*.

Lady Arvendra D'Orbonnes: female human rogue 5/assassin 5; hp 65; *Appendix 1*.

APL 12 (EL 14)

Draudnu (3): hp 119 each; *Appendix 1 (MM5 24)*.

Lady Arvendra D'Orbonnes: female human rogue 5/assassin 5; hp 65; *Appendix 1*.

APL 14 (EL 16)

Bar-Igura: hp 51; *Appendix 1*.

Lady Arvendra D'Orbonnes: female human rogue 5/assassin 5; hp 65; *Appendix 1*. (Does not count toward EL)

Malystandrinx: advanced succubus fiend of possession 6; hp 123; *Appendix 1*.

APL 16 (EL 19)

Bar-Igura: hp 51; *Appendix 1*.

Lady Arvendra D'Orbonnes: female human rogue 5/assassin 5; hp 65; *Appendix 1*. (Does not count toward EL)

Mature Nabassu (2): hp 202 each; *Appendix 1*.

Malystandrinx: advanced succubus fiend of possession 6; hp 123; *Appendix 1*.

Terrain: Do not forget that there is an *anticipate teleport* emanating from Lady Avendra (25 ft emanation). This impedes the ability of both PCs and NPCs to use teleportation.

Tactics:

The demons do not get to act in the surprise round due to being stuck in the *anticipate teleportation*. They arrive in the first round of combat directly before their initiatives.

Lady Avendra: Lady Avendra is affected in the following ways due to Malys's possession of her (even at APLs where Malys is not listed as a combatant):

- If any PC uses charm or domination against Lady Avendra (regardless of whether Lady Avendra successfully saves against it), Malys uses her Control Creature ability to keep Lady Avendra following the party line. Lady Avendra voluntarily fails her save against any attempt by Malys to control her.
- While Lady Avendra is conscious, Malys uses Ally or Enemy to give Lady Avendra a +4 profane bonus to the ability score she needs at the time. This can be done as a free action, when it is not Malys's or Lady Avendra's turn, and multiple times during a single round.
- If at any time, Lady Avendra has taken sufficient lethal damage to reduce her below 11 hp (and there is not an active *delay death* on Lady Avendra), Malys betrays her host immediately following the damaging action, using Ally or Enemy to reduce Lady Avendra's Constitution score by 4, killing her instantly and making it appear as though the damaging PC did so; this will get the PC in bad trouble following the combat.

Lady Avendra achieves surprise against all PCs who failed their Sense Motive check to be aware of her study of the target PC. In the surprise round, Lady Avendra casts *shock and awe*, steps up to the target PC (remember, she was sure never to move further than five feet from that PC), and attacks him or her with an unarmed attack, making a death attack (DC increased to 19 due to Ally or Enemy), a Staggering Strike, and, if the target PC is a spellcaster, a Throat Punch. In subsequent rounds, she uses her Improved Feint feat to continue to sneak attack that PC until the PC is dead or unconscious, using her assassin spells to aid her as necessary (typically *blade of blood*, but *swift invisibility* or *lightfoot* may be needed in some rounds to get to her target, and *insightful feint* in the event of absurdly high Sense

Motive checks against feints). Once her target falls, she begins to attack the demons as well unless other PCs have begun to attack her.

Arrow Demons (APL 10): The arrow demons all attack the same PC, preferably the least heavily armored one. They do NOT attack the PC Lady Avendra chose to target unless it is obvious that the PCs do not believe her claims.

Draudnu (APL 12): The draudnu attempt to immobilize any PCs who are wielding only melee weapons on the first round, then spend the remainder of their actions attempting to slay PCs who have ranged attacks before returning to the immobilized PCs. They do not come within 5 ft of Lady Avendra or her targeted PC unless they *must* do so for tactical reasons.

Bar-Igura (APL 14-16): The bar-Igura, who is hopelessly outmatched, attempts to disrupt the combat by using its abduct ability to *greater teleport* an archer (preferably) or heavily armored fighter into Lady Avendra's *anticipate teleport*, removing them both from the fight for a round. They do not do this to Lady Avendra's target.

Mature Nabassu (APL 16): The nabassu attempt to use their vampiric link ability on fighters with two-handed melee weapons, especially if those weapons are larger than Medium size. They preferentially target PCs who are not of the Humanoid type with this ability, as said creatures are immune to the death-stealing gaze. Once a creature has failed its save against vampiric link, they then use their spell-like abilities to attempt to cripple or kill the PCs who appear to be having the greatest impact in the combat. They will use the vampiric link on Lady Avendra's target, but will not use any other abilities on that PC.

Malystandrinx (APL 14-16): Malys is the main event of this encounter. Until Lady Avendra falls in combat, Malys operates from the sidelines, using her Hide Presence ability to stay away from detection. If the other PCs do not interfere with Lady Avendra's assault on her target, Malys stays out of combat, as she has a comfortable position inside the Furyondy government.

Once Lady Avendra falls (either by a PC's hand or by Ally or Enemy as described above), Malys springs into action to obtain a new host. Once Malys has left Lady Avendra, she is ethereal per her Ethereal Form ability, and does not need to take another action to enter her ethereal state per her Possess Creature ability; as a result, only PCs who can see into the Ethereal Plane are even aware that she exists as a threat. Upon leaving, Malys targets a PC as her new host. This PC is decided upon based on the odds that they will fail their save against her Possess Creature ability,

the likelihood that they are not already protected, and their ability to deal damage to the rest of the party; use her observations from the trip to the building and from the fight thus far to make this choice. Once she has possessed a PC, she uses Ally or Enemy to reduce the possessed PC's Wisdom by 4 and goes for Control Creature; keep in mind that while *protection from evil* and the like will stop Malys from initially possessing a target and stop her from using Control Creature, such effects do not drive Malys out of a possessed creature unless they are listed under Ending Possession in her stats block. If such ineffective spells are used against her, Malys voluntarily goes dormant until the duration of said spell or spells end, then she controls her host and viciously and lethally attacks the party, starting with the person who sought to expel her from the PC host; this may be as long as hours after the combat ends. Malys is exceptionally crafty and knows that possessing a PC in the long term is quite likely her only way of achieving her long-term goals (not addressed in this adventure); if she truly thinks that her possessed target would be outmatched by the remainder of the party, she remains dormant until after the end of the adventure, especially if said PC would prove to be a valuable tool at a later date.

If Malys is unable to possess a PC, she instead possesses a table in the building and uses her Hide Presence ability to remain undetected. She then observes the PCs' test of the arcane defenses and reports them back to her allies at a later date.

If Malys possesses and controls a spellcaster, remember to use her Intelligence, Wisdom, and Charisma scores to set save DCs, even if the possessed PCs' scores are higher.

Treasure: The PCs can gain the following treasure here:

APL 10-16: Loot 92 gp; Coin 0 gp; Magic 1466 gp; *belt of ultimate endurance* (633 gp), *gloves of dexterity +2* (333 gp), *lesser choker of eloquence* (500 gp); Total 1,558 gp.

Detect Magic Results: *belt of ultimate endurance* (moderate transmutation), *lesser gloves of dexterity +2* (moderate transmutation), *choker of eloquence* (moderate transmutation).

Troubleshooting: To make a long story short, in order to bring Lady Avendra to justice, the PCs need to bring her in alive, something that Malys actively tries to prevent. If a PC kills Lady Avendra or Malys makes it appear that a PC did so, that PC is tried for Murder of a Noble. If the PC targeted by

Lady Avendra deals the killing blow, the PC is instead charged for Sedition and/or Treason (DM's discretion). Refer to the *Furyondy Laws and Punishments* document to help you determine appropriate trial and punishment. If Lady Avendra is taken in alive, she is eventually found guilty of Treason herself and executed; a Conclusion handles this.

Development: Once the PCs have dealt with the demons, they are free to attack the stand-in king as he proceeds by (as long as they aren't being tried for Murder or Treason at the time). Essentially, there are no defenses; they were taken down by agents of evil before the PCs got there. "Killing" the "king" is a simple task that can be tactically played out or narrated, but in the end, the PCs should have the impression that either nobody set up any defenses in the first place, or the defenses were taken down.

CONCLUSION

When the PCs return to Manneth's office, he is glad to see them, but very worried that the site was so poorly protected and that they were attacked by demons. He applauds the PCs' efforts while stating that clearly they need "experts" to handle the security situation. He asks the PCs if, on the day of the wedding, they would be willing to cast some spells on the area of their site that would protect the area during the procession. The spells would need to last at least two hours, must be cast on the day of the wedding, cannot be spells that must be placed on a creature, and must be spells that provide some sort of protection or detection of an area. Divinatory effects are fine as long as the PC will be able to monitor them during the procession. PCs who are unable or unwilling to cast spells are asked to loan magical equipment to the defenders of the ceremony. Such spells or items should be recorded on the Critical Event Summary and on the PC's AR.

Read the following text at the end of the adventure, regardless of whether the PCs were successful or failed:

Attendance for the king's wedding was better than expected. En route to the wedding site, the nobility of Furyondy was attacked by demons, just as Manneth suspected; however, due to your assistance in protecting the important sites, no nobles were killed. At the wedding itself, however, the story was slightly different. Immediately after the vows were

spoken, Prince Thrommel, newly resurrected to human, arrived to assassinate the king and new queen. While adventurers were able to stave him off, many adventurer lives were lost, and one adventurer by the name of Bannok, the first adventurer to hold the title of Knight of the Hart, was unable to be resurrected even with the most powerful magic available. Furthermore, Queen Jelleneth Kalinstren herself was slain, disintegrated by an adventurer who was later exonerated by the king after evidence showed he was possessed by a demon at the time. With the former Baroness Kalinstren dead, there was no noble remaining to rule over her lands. After a meeting of the noble council, ownership of these lands was offered to the only Knight of the Hart who defended his king and queen during the wedding and survived, Sir Maximillian Mantrel. Sir Mantrel accepted the position, and now holds the position of Baron of the Kalinstren lands.

King Belvor, however, was not willing to let the assassination of his queen change the original motives of wedding – to produce a valid heir for his kingdom. A week later, another wedding ceremony was held – this time to wed the king to Lady Elena Mori of Veluna. There were no complications at the wedding, and the new king and queen are free to consider how to deal with the kingdom's latest threat – a growing army of demons to the north...

GUIDELINES FOR DISTRIBUTING ADVENTURE RECORD ITEMS

Favor of the Twilight Hunters: PCs who defeat the spellwarped gnomes and do not kill either Hellbred receive this AR item.

Famous: PCs who return the Summoner's Stone to Baron Jemain or his people in Chendl receive this item.

A Nod from Nakky: The PCs gain this favor if they successfully rescue Nakky in Encounter 5.

Friendship of the Church of Pelor: PCs who retrieve the Falcon's journal at the end of Encounter 4 receive this item.

Failed a Save: A PC who ends Encounter 6 possessed by Malys receives this AR item.

Defense of the Kingdom: PCs who offer to cast meaningful spells (DM discretion, but guidelines are provided in the conclusion) or loan magic items with value equal to APL times 1,000 gp to aid in the defense of the city

Belt of ultimate endurance: PCs who take Lady Arvendra D'Orbonnes's equipment gain this item.

EXPERIENCE POINT SUMMARY

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

2: Extracurricular Activities

Defeat gnomes

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

3: Rats on the Road

Defeat kobolds

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

4: Bringing Balance

Defeat plant monsters

APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

5: Michelle's Encounter

Defeat druids (half xp if Nakky dies)

APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

6: John's encounter

Defeat demons

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Story Award

Meaningful feedback given regarding arcane defenses:

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP

APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	180 XP
APL 16	200 XP

Destroy (not just defeat) Malys:

APL 14	180 XP
APL 16	205 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,300 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 XP

TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to

use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

2: Extracurricular Activities

ALL APLs (Hellbred): Loot 253 gp; Total 253 gp.

APL 2: Loot 255 gp; Coin 33 gp; Magic 416: 4 doses of black veil powder (250 each), 2 pearls of power I (166 each) Total 704 gp.

APL 4: Loot 510 gp; Coin 66 gp; Magic 833: 8 doses of black veil powder (500 each), 4 pearls of power I (333 each) Total 1409 gp.

APL 6: Loot 70 gp; Coin 100 gp; Magic 1124 gp; 2 mithral chain shirts +1 (375 each), 2 rings of protection +1 (333 gp each), 4 doses of black veil powder (250 each), 2 pearls of power I (166 each) Total 1294 gp.

APL 8: Loot 19 gp; Coin 133 gp; Magic 2560 gp; 2 mithral chain shirts +1 (375 each), 2 battleaxes +1 (436 each), 2 rings of protection +2 (1333 gp each), 4 doses of black veil powder (250 each), 2 pearls of power I (166 each) Total 2712gp.

3: Rats on the Road

APL 2: Loot 110 gp; Coin 0 gp; Magic 0 gp; ; Total 110 gp.

APL 4: Loot 129 gp; Coin 0 gp; Magic 129 gp; +1 chain shirt (104 gp), potion of invisibility (25 gp); Total 258 gp.

APL 6: Loot 129 gp; Coin 0 gp; Magic 863 gp; anklet of translocation (117 gp), amulet of teamwork x2 (167 gp), +1 chain shirt (104 gp), gloves of agile striking (183 gp), potion of cat's grace x2 (25 gp), potion of invisibility x3 (25 gp); Total 992 gp.

APL 8: Loot 179 gp; Coin 0 gp; Magic 1381 gp; anklet of translocation (117 gp), amulet of teamwork x2 (167 gp), bracers of quickstrike x2 (117 gp), +1 chain shirt (104 gp), cloak of predatory vigor (117gp), gloves of agile striking (183 gp), potion of cat's grace x2 (25 gp), potion of invisibility x3 (25 gp) ring of silent spells (167 gp); Total 1560 gp.

4: Bringing Balance

APL 10-16: Magic 4,983 gp +1 moderate fortification shadow silent moves wild dragonhide plate (green dragonhide); Total 4983 gp.

5: Michelle's Encounter

APL 10: Loot 0 gp; Coin 0 gp; Magic 2082 gp wilding clasp (333 gp), periapt of wisdom +4 (1333 gp), collar of healing (416 gp); Total 2082 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 3748 gp; 2 wilding clasp (333 gp each), periapt of wisdom +4 (1333 gp), collar of healing (416 gp), cloak of resistance +4 (1333 gp); Total 3748 gp.

APL 14: Loot 25 gp; Coin 0 gp; Magic 8841 gp; 3 wilding clasp (333 gp each), periapt of wisdom +4 (1333 gp each), 2 collar of healing (416 gp each), cloak of resistance +4 (1333 gp); +1 heavy wood shield (95 gp), boots of speed (1000 gp), ring of protection +2 (666 gp), ring of blinking (2250 gp), periapt of wisdom +2 (333 gp); Total 8866 gp.

APL 16: Loot 25 gp; Coin 0 gp; Magic 15839 gp; 5 wilding clasp (333 gp each), periapt of wisdom +4 (1333 gp each), 3 collar of healing (416 gp each), cloak of resistance +4 (1333 gp); +1 heavy wood shield (95 gp), boots of speed (1000 gp), ring of protection +2 (666 gp), ring of blinking (2250 gp), periapt of wisdom +2 (333 gp), minor cloak of displacement (2000 gp), periapt of wisdom +6 (3000 gp), metamagic rod of enlarge spell (916 gp); Total 15864 gp.

6: John's Encounter

APL 10-16: Loot 92 gp; Coin 0 gp; Magic 1466 gp; belt of ultimate endurance (633 gp), gloves of dexterity +2 (333 gp), lesser choker of eloquence (500 gp); Total 1,558 gp.

Total Possible Treasure

APL 2: Loot 365 gp; Coin 33 gp; Magic 416 gp; Total 814 gp (max 450 gp).

APL 4: Loot 639 gp; Coin 66 gp; Magic 962 gp; Total 1,667 gp (max 650 gp).

APL 6: Loot 199 gp; Coin 100 gp; Magic 2505 gp; Total 2,804 gp (max 900 gp).

APL 8: Loot 198 gp; Coin 133 gp; Magic 2505 gp; Total 3,941 gp (max 1,300 gp).

APL 10: Loot 92 gp; Coin 0 gp; Magic 8,531 gp; Total 8,623 gp (max 2,300 gp).

APL 12: Loot 92 gp; Coin 0 gp; Magic 10,197 gp; Total 10,289 gp (max 3,300 gp).

APL 14: Loot 92 gp; Coin 0 gp; Magic 15,315 gp; Total 15,407 gp (max 6,600 gp).

APL 16: Loot 92 gp; Coin 0 gp; Magic 22,313 gp; Total 22,408 gp (max 9,900 gp).

ADVENTURE RECORD ITEMS

A Nod from Nakky: Nakky regrets any previous mischief caused by his ire, and begins to spread positive word about the PC to his feline friends. The PC receives a +4 circumstance bonus toward Charisma checks with felines as well as members of the Old Faith in Furyondy. If the PC had the Ire of Nakky from FUR4-03 Bells in Gold, that favor is negated.

Famous: The TU and gp requirements of advancing to the next tier of a single Furyondy meta-organization you belong is waived as long as you meet the other prerequisites for advancement. You also receive free Luxury upkeep in future adventures set in the Kingdom of Furyondy.

Friendship of the Church of Pelor: You may redeem this favor at any Church of Pelor to receive a *heal* spell (CL 11) at no cost. If you also completed the sponsorship payments from the Sponsor a Child AR item in *FUR5-06 The Falcon*, you may have *true resurrection* cast on you at the Church of Pelor in Chendl. You and another PC must each spend 1 TU to use this favor if not already in Chendl, and you must still pay full price for the spell to be cast.

Favor of the Twilight Hunters: The Twilight Hunters appreciate your foresight in choosing the right enemies. They speak to some contacts, who provide you with Any access to one of the following items (all from *MIC*): *wink brooch*, *eternal wand of cure light wounds*, *tunic of steady spellcasting*.

Failed a Save: And you're not sure when or why...

Defense of the Kingdom: You may have the *fortification* armor enhancement (light, medium, or heavy) placed on any armor, shield, or *bracers of armor* for the standard cost. The following spell slots and/or items are not available to you during the Pandemonium Finale interactive:

Belt of ultimate endurance: this item functions as a *belt of ultimate athleticism* (*MIC* 75) and grants a +2 enhancement bonus to Constitution.

Prerequisites to craft: Craft Wondrous Item, *bull's strength*, *cat's grace*, *bear's endurance*. Cost to create: 3,800 gp, 304 XP, 8 days.

ITEM ACCESS

APL 2:

- *restful crystal* (Adventure, *MIC*, 500 gp)
- *powder of the black veil* (Adventure, *MIC*, 750 gp)
- *pearl of power I* (Adventure, *DMG*, 1,000 gp)
- Mithral chain shirt (Adventure; *DMG*; 1,015 gp)

APL 6 (all of APL 2-4 plus):

- *Amulet of teamwork* (Adventure, *MIC*, 2,000 gp)
- *Anklet of translocation* (Adventure, *MIC*, 1,400 gp)
- *Gloves of agile striking* (Adventure, *MIC*, 2,200 gp)

APL 8 (all of APL 2-6 plus):

- *Cloak of predatory vigor* (Adventure, *MIC*, 1,400 gp)
- *Ring of silent spells* (Adventure, *MIC*, 2,000 gp)

APL 10-12 (does NOT include APL 2-8):

- +1 moderate fortification shadow silent moves wild dragonhide plate (Regional, *DMG*, 59,800 gp)
- *Belt of ultimate endurance* (Adventure, see above, 7,600 gp)
- *Choker of eloquence, lesser* (Adventure, *CAd*, 6,000 gp)
- *Collar of healing* (Adventure, *MIC*, 5,000 gp)
- *Wilding clasp* (Adventure, *MIC*, 4,000 gp)

APL 14 (all of APL 10-12 plus):

- *Boots of speed* (Adventure, *DMG*, 12,000 gp)
- *Ring of blinking* (Adventure, *DMG*, 27,000 gp)

APL 16 (all of APL 10-14 plus):

- *Cloak of displacement, minor* (Adventure, *DMG*, 24,000 gp)
- *Metamagic rod, enlarge* (Adventure, *DMG*, 11,000 gp)

APPENDIX 1: ALL APLS

4: EXTRACURRICULAR ACTIVITIES

GROLSCHE & BECK

CR 2

Male hellbred fighter 2
LG Medium humanoid (hellbred)
Init +5; Senses Listen +0, Spot +0
Languages Common, Infernal

AC 20, touch 11, flat-footed 17
(+1 Dex, +8 armor, +1 shield)
hp 21 (2 HD);
Fort +6 (+10 vs. poison), **Ref** +1, **Will** +0
Speed 20 ft. in armor type (4 squares), base movement 30 ft.
Melee weapon +5 (1d8+2)
Ranged javelin +3 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4
Atk Options Power Attack

Abilities Str 15, Dex 13, Con 16, Int 10, Wis 10, Cha 8
SQ evil exception, infernal favor (body)
Feats Devil's Favor, Improved Initiative, Power Attack, Weapon Focus (Longsword),
Skills Intimidate +5, Jump +2,
Possessions full plate armor, light steel shield, longsword

Evil Exception (Ex): Regardless of alignment or class restrictions, a hellbred can cast spells with the evil descriptor and never gains negative levels while wielding evil magic items, such as unholy weapons or *demon armor*. This ability does not shield a hellbred from losing access to class features if he violates a class's code of conduct. For example, using a +1 *unholy longsword* to slay orcs would not violate a hellbred paladin's code of conduct, though using the weapon to kill another paladin would.

Devil's Favor: When Grolsch or Beck attempt an attack, save or check of any sort, they can beseech the dark powers to aid them. They gain a +2 bonus on the attack, save or check. They can use this ability once per day.

1: MICHELLE'S ENCOUNTER

NAKKY

CR 5

Male awakened cat ranger 1/scout 4
N Tiny magical beast (augmented animal)
Init +4; **Senses** Low light vision, scent, Listen +1, Spot +9
Languages Common, Elven, Sylvan

AC 17 (18), touch 14 (15), flat-footed 17 (18)
(+2 size, +3 Dex, +2 natural, +1 skirmish)
hp 30 (5 HD);
Fort +10, **Ref** +13, **Will** +4
Speed 40 ft.;
Melee 2 claws +9 (1d2-4) and bite +7 (1d3-4)
Space 2.5 ft.; **Reach** 0 ft.
Base Atk +4; **Grp** -8

Atk Options Weapon Finesse, Skirmish +1d6, Favored enemy (human +2),

Special Actions

Combat Gear collar of resistance +2, amulet of natural armor +2
† Already cast

Abilities Str 3, Dex 16, Con 14, Int 16, Wis 12, Cha 10

SQ Battle fortitude +1, Fast movement (+10 ft), Trackless step, Trapfinding, Uncanny dodge, Wild empathy,

Feats Dodge, Mobility, Open Minded, Track, Weapon Finesse

Skills Balance +19, Bluff +4, Climb +11, Hide +17, Jump +16, Knowledge (nature) +13, Move Silently +15, Search +11, Spot +9, Survival +13, Tumble +13,

Possessions combat gear plus

Spellbook spells prepared plus 0—

Skirmish (Ex) Nakky deals an extra 1d6 points of damage during any round in which he moves at least 10 ft. The extra damage applies only to attacks taken during his turn. The extra damage applies only to living creatures with a discernable anatomy. At 3rd level, Nakky gained a +1 competence bonus to AC during any round in which he moves at least 10 ft. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Battle fortitude (Ex) At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Skills Cats have a +4 racial bonus on Climb, Hide and Move Silently checks and a +8 racial bonus on Jump and Balance checks. Cats use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Physical Description: Nakky is an all black cat with Siamese features. He wears a finely studded collar (of resistance) with a finely crafted heart shaped amulet.

6: JOHN'S ENCOUNTER

LADY ARVENDRA D'ORBONNES

CR 10

Female human (Oeridian) rogue 5/assassin 5
NE (*undetectable alignment*) Medium humanoid (human)

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

Languages Common, Elven, Old Oeridian

AC 18, touch 14, flat-footed 14; improved uncanny dodge
(+4 Dex, +4 armor)
hp 65 plus 1d10+5 temporary hit points (10 HD)

Resist evasion

Fort +4 (+6 against poison), **Ref** +12, **Will** +1

Speed 30 ft. in chain shirt (6 squares), climb 20 ft. (as per *spider climb*);

Melee unarmed strike +10 (1d3+1)

Ranged mwk dagger +11 (1d4+1)

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

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

Atk Options Improved Unarmed Strike, Staggering Strike, Throat Punch, death attack (DC 17), penetrating strike +3d6, poison use, sneak attack +6d6

Special Actions Improved Feint

Combat Gear belt of ultimate endurance, potion of anticipate teleportation †

Assassin Spells Known (CL 5th):

3rd (1/day; 0 remaining)—*false life* †, *misdirection*

2nd (3/day; 1 remaining)—*swift invisibility*, *spider climb* †, *undetectable alignment* †

1st (4/day)—*blade of blood*, *insightful feint*, *lightfoot*, *shock and awe*

† Already cast

Abilities Str 12, Dex 18, Con 16, Int 14, Wis 8, Cha 10

SQ trapfinding

Feats Improved Feint, Improved Unarmed Strike, Staggering Strike, Throat Punch, Weapon Finesse

Skills Balance +12, Bluff +18, Disguise +8, Diplomacy +8, Escape Artist +17, Gather Information +8, Hide +17, Knowledge (local [Iuz's Border States]) +15, Move Silently +17, Sense Motive +12, Tumble +17,

Possessions combat gear plus *lesser choker of eloquence*, *gloves of dexterity* +2, mwk chain shirt, mwk dagger.

Improved Uncanny Dodge (Ex) A rogue of at least 14th level can flank Lady Avendra.

Staggering Strike If Lady Avendra deals damage with a melee sneak attack, the target must make a Fortitude save (DC equal to damage dealt) or be treated as if staggered for 1 round or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point.

Throat Punch Lady Avendra, when making a successful sneak attack, may reduce her sneak attack damage by 2d6. If so, her target takes a -5 penalty to any skill check requiring speech and has a 50% chance of failure when casting a spell with a verbal component or activating a magic item with a command word for the next three rounds. Using this feat multiple times doesn't increase the duration beyond three rounds.

Penetrating Strike (Ex) Whenever you flank a creature that is immune to extra damage from sneak attacks, you still deal extra damage equal to half your normal sneak attack dice. This benefit does not apply against creatures that cannot be flanked, nor against foes that are otherwise denied their Dexterity bonus to AC or flat-footed but not flanked.

Advanced succubus fiend of possession 6

CE Medium outsider (chaotic, extraplanar, evil, tan'ar'ri)

Init +5; **Senses** darkvision 60ft; Listen +26, Spot +26

Languages Common, Abyssal, Infernal, Elven, Sylvan, Draconic plus telepathy 100 ft., permanent tongues

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 natural)

hp 123 (18 HD); DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 18

Fort +15, **Ref** +14, **Will** +18

Speed 30 ft. (6 squares), fly 50ft (average) (10 squares)

Melee 2 claws +16 (1d6+1)

Base Atk +15; **Grp** +16

Special Actions ally or enemy, control creature, energy drain, ethereal form, hide presence, possess creature, possess noncontinuous object, *summon tanar'ri* (1/day, 1 vrock, 30% chance of success, 3rd-level spell)

Spell-Like Abilities (CL 12th):

At will—*charm monster* (DC 20), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 23), *greater teleport* (self plus 50 pounds of objects only)

Abilities Str 13, Dex 13, Con 14, Int 18, Wis 16, Cha 26

SQ ending possession

Feats Ability Focus (suggestion), Dodge, Hover, Improved Initiative, Iron Will, Mobility, Persuasive, Wingover

Skills Bluff +31, Concentration +17, Diplomacy +16, Disguise +29 (+31 acting in character), Escape Artist +16, Hide +22, Intimidate +25, Knowledge (arcane) +16, Knowledge (religion) +13, Listen +26, Move Silently +16, Search +19, Spot +26

Ally or Enemy (Su) A fiend of possession can reward or punish a creature it is possessing (see possess creature below). If the possessed creature is aware of the fiend's presence and willing to host the fiend, the fiend can bestow a +4 profane bonus on any of the creature's ability scores. This bonus lasts as long as the fiend wants it to; the fiend can retract it as a free action at any time, particularly if the possessed creature starts acting contrary to the fiend's wishes. Similarly, a fiend of possession can bestow a -4 profane penalty on any of the possessed creature's ability scores, usually when attempts to control the creature have failed, or the creature contradicts the fiend's wishes. As with the bonus, the fiend can remove the penalty at any time as a free action. Bestowing either a bonus or a penalty is a free action for the possessing fiend.

Control Creature (Su) A fiend of possession can exert direct control over a creature it is possessing (see possess creature below). Attempting to establish control is a standard action for the fiend.

The victim must make a base-DC 24 Will saving throw each round until the fiend abandons the attempt, or the victim fails a saving throw and the fiend gains control, or the victim makes three consecutive successful saves, indicating that the fiend cannot control the victim that day (though it remains in possession of the victim). Each round of the struggle, the victim can take only a single move or attack action. Once the fiend gains control, it automatically maintains control for a number of rounds equal to its class level + its Charisma modifier, +1 for each previous occasion in which it has controlled its host (for Malys this is 14 + the number of times). When this time expires, the fiend can attempt to reassert control or not, as it chooses. While in control of a victim, the fiend of possession has access to all of the creature's abilities, skills, feats, and spell knowledge. The fiend now acts as though it is the creature in all respects, until it loses or relinquishes control. The fiend uses its own Intelligence, Wisdom, and Charisma scores, but it adopts all of the possessed creature's physical ability scores. It can make use of its own spell-like abilities as well. The fiend retains the creature's type, and is affected by spells as if it were the possessed creature except in regard to its alignment. For instance, a cornugon possessing a wolf is vulnerable to spells that affect animals, even though it is far more intelligent than a normal wolf. A balor possessing the body of a paladin is not subject to *unholiness*, however, but it is fully affected by *holy smite* if it fails its Hide check (see above). The fiend can choose whether the possessed creature retains awareness of the body's senses and actions, in which case it can mentally communicate with the fiend, or simply blacks out for the duration of the fiend's control.

Energy Drain (Su) A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must then succeed on a DC 21 Will save to negate the effect of the *suggestion*. The DC is 21 to remove the negative level. These save DCs are Charisma-based.

Ethereal Form (Su) At will, a fiend of possession can become ethereal, as though using *ethereality* as cast by a sorcerer of the fiends total hit dice plus its fiend of possession level (18th). Possessing an object or creature effectively ends a use of this ability, so time spent in another body or object does not count against the duration of this ability.

Hide Presence (Ex) A fiend in possession of an object or creature can attempt to hid its presence by making a special Hide check. This "mental" Hide check uses the fiend's Intelligence modifier instead of her Dexterity modifier (making Malys'

modifier +25). A successful check allows the fiend of possession to avoid virtually anything that would betray its presence in the possessed creature or object: it can pass through a *magic circle against evil*, enter a temple warded by *forbiddance*, or escape detection by *detect evil*. The DC for this Hide check is the same as the saving throw DC for the spell the fiend is trying to avoid would be. The fiend gains a +4 circumstance bonus on this check if it is not controlling the possessed creature or object at the time of the check. When possessing a creature, a fiend of possession can make this Hide check to protect the creature from the full effects of alignment-based spells such as *holy smite*. If the fiend makes a successful Hide check against the save DC of the spell, the possessed creature takes damage appropriate to its actual alignment, but if the fiend fails the Hide check, the possessed creature is affected as if it were the fiend. Making this check is not an action; the fiend can do it in response to another creature's action (such as casting *detect evil*).

Possess Creature (Su) A fiend of possession has the ability to possess creatures as well as objects. The fiend must be in ethereal form and adjacent to its target, and must use a standard action to attempt possession. A *protection from evil* spell or similar magic wards a creature against being possessed in this manner. An unprotected target must make a DC 24 Will save. Evil creatures take a -2 penalty on this saving throw, as do creatures that are engaged in an evil act at the time of the possession attempt (at the DM's discretion). If the saving throw is successful, that creature is immune to that fiend's possession attempts for one day. If the saving throw fails, the creature is possessed, though it is not necessarily aware of this fact. A fiend possessing a creature becomes part of the victim, so it is no longer ethereal. It cannot be targeted by spells or effects separately from the victim, including attacks from ethereal creatures. Damage taken by the possessed creature has no affect on the fiend. If the victim dies, the fiend is forced back into its ethereal form. The fiend can sense anything the victim can, even including the benefits of blindsight or other exceptional senses the victim may have. At any time, the fiend of possession can communicate with the victim telepathically, projecting words in any language the victim understands directly into the victim's current thoughts. It can also choose to probe the victim's memories, but the victim is allowed a DC 24 Will save. If this saving throw is successful, the fiend cannot probe that creature's thoughts for one day.

Possess Object (Su) A fiend of possession in ethereal form can possess an object on the Material Plane. The object must be at least Tiny and no larger than Colossal. Magic items and attended objects receive DC 24 Will saving throws. Unattended nonmagical items are automatically possessed. A fiend of possession becomes part of the object it possesses, so it is no longer ethereal.

The fiend is aware of what is going on around the object; it can see and hear up to 60 feet away as if using its normal senses (it does not gain blindsight). In any round in which it takes no other action (such as using a spell-like ability), it extends its senses to twice its normal range (120 ft). The fiend is vulnerable to spells that specifically affect outsiders or creatures of the fiend's alignment (such as *holy word* and *holy smite*, as well as *chaos hammer* or *order's wrath*), and mind affecting spells and effects, but is unaffected by physical attacks or standard magical attacks (such as *fireball*). Harming the object does not harm the fiend, although if the object is destroyed, the fiend is forced back into its ethereal form. While possessing an object, a fiend of possession can use any ability it has that requires no physical action, such as using a spell-like ability or telepathy. It cannot cast spells (since it can neither speak nor move), attack physically, or perform any other physical action until it reaches a high enough level to make the possessed item perform these tasks for it.

Possess Noncontinuous Object (Su) A fiend of possession can use her possess object ability to take control of an "object" more loosely defined, such as a pool of water, a cloud of dust, or a section of a wall or floor.

Ending Possession (Su) Spells such as *dismissal* and *banishment* are among the only effects that can target a fiend of possession separately from the object or creature it inhabits. When these spells are directed against a fiend of possession, the spell effect is resolved as if the fiend were in its normal corporeal form, using its own Hit Dice, saving throws, ability scores, and so on. If successful, these spells drive the fiend out of the victim and back to its home plane. *Holy word* and similar spells can also drive out a possessing fiend and send it back to its home plane, but the fiend can hide its presence to escape the effects of such spells. Certain special abilities (such as the granted power of the exorcism domain) can force a fiend out of a victim and back into its ethereal form.

Curse (Su) Malys does not use this ability in this adventure.

Magic Item (Su) Malys does not use this ability in this adventure

Control Object (Su) Malys does not use this ability in this adventure.

Animate Object (Su) Malys does not use this ability in this adventure.

Skills Succubi have a +8 racial bonus on Listen and Spot checks. Additionally, while using her *alter self* ability, Malys gains a +10 circumstance bonus on disguise checks.

Physical Description: In her natural form, Malys is tall and achingly beautiful, with pale skin and dark hair. The malicious gleam in her eyes and bat-like wings unfurling from her back draw less attention than the cruel, yet beguiling smile on her lips.

APL 2

2: EXTRACURRICULAR ACTIVITIES

PORSKATCH & ROVVEL

CR 2

Male spellwarped gnome wizard (illusionist) 1/fighter1
NE Small aberration

Init +1; Senses Listen +2, Spot +0

Languages Common, Gnome, Dwarven, Abyssal,
Baklunish,

AC 20, touch 13, flat-footed 18

(+1 size, +2 Dex, +4 armor, +1 shield, +2 natural)

hp 18 (2 HD);

SR 12; Spell absorption

Fort +6 (+8 against illusions), Ref +2 (+4 against illusions), Will +2 (+4 against illusions),

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

Melee masterwork battleaxe +6 (1d6+3/x3)

Ranged javelin +4 (1d4+3)

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

Base Atk +1; Grp +0

Atk Options Combat Reflexes, Vexing Flanker

Combat Gear 3 tanglefoot bags (1 used)

Class Spells Prepared (CL 1st), 15% chance of arcane spell failure with armor & shield
1st—cause fear x2 (DC 15), grease (DC 15)
0—daze x3 (DC 13)

Spell-Like Abilities (CL 1st):

1/day—speak with animals (burrowing only, duration 1 minute), dancing lights, ghost sound (DC 9), prestidigitation

† Already cast

Abilities Str 16, Dex 14, Con 19, Int 19, Wis 10, Cha 8

SQ Scribe scroll,

Feats Combat Reflexes, Vexing Flanker

Skills Bluff +1, Concentration +8, Craft (alchemy) +5, Disguise +11, Hide +4, Intimidate +2 Knowledge (arcana) +7, Listen +2, Spellcraft +7,

Possessions combat gear plus mithral chain shirt, buckler, masterwork battleaxe, scroll of disguise self, 2 doses of powder of the black veil, pearl of power /

Spellbook spells prepared plus 0—all, 1—disguise self, comprehend languages, silent image, ventriloquism, ray of enfeeblement

Spell Absorption (Ex): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that spell resolves:

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

Vexing Flanker: Porskatch & Rovvel gain a +4 bonus on their attack rolls when flanking.

Power-Up Suite (Status –absorbed 2 spells each applied to DEX and STR):

AC 22, touch 15, flat-footed 18

(+1 size, +4 Dex, +4 armor, +1 shield, +2 natural)

Melee battleaxe +8 (1d6+5/x3)

Ranged javelin +6 (1d4+5)

Grp +2

Abilities Str 20, Dex 18

3: RATS ON THE ROAD

CR 1

GRAPPO

Male kobold adept 3/sorcerer 1

Lawful Evil Small humanoid (reptilian)

Init +0; Senses Listen +3, Spot +3

Aura

Languages Common, Draconic

AC 12, touch 12, flat-footed 12

(+1 size, +1 natural)

hp 18 (4 HD)

Fort +2, Ref +1, Will +6

Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Speed 30 ft. (6 squares)

Melee shortspear -1 (1d4 x2)

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

Base Atk +0; Grp -5

Combat Gear summoner's stone, shortspear

Adept Spells Prepared (CL 3rd):

1st—burning hands (DC 14), cause fear (DC 14), sleep (DC 14)

0—touch of fatigue x3

AND

Sorcerer Spells Known (CL 1st):

1st (4/day)—grease (DC 15), summon monster 1
0 (5/day)—acid splash, daze (DC 13), ray of frost, touch of fatigue (DC 13)

† Already cast

Abilities Str 9, Dex 10, Con 12, Int 10, Wis 12, Cha 16

Feats Spell Focus (conjuration), Augment Summoning

Skills Concentration +7, Craft (trapmaking) +2, Hide +5, Listen +3, Move Silently +1, Profession (miner) +3, Search +2, Spot +3,

Possessions combat gear

Spell Focus (conjuration): Add +1 to the DC of all spells cast from the school of conjuration. This

bonus has already been added to the conjuration spells listed on Grappo's spell lists above.

Augment Summoning: Each creature summoned gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

GLEEP

CR 1

Male kobold warrior 3/rogue 1
Lawful Evil Small humanoid (reptilian)
Init +3; Senses Listen +1, Spot +1
Languages Common, Draconic

AC 20, touch 14, flat-footed 16
(+1 size, +3 dex, +4 armor, +1 shield, +1 natural)

hp 23 (4 HD)

Fort +4, Ref +4, Will +0

Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Speed 30 ft. in chain shirt (30 squares)

Melee kukri +5 (1d3+2 18-20 x2)

Ranged short bow +6 (1d4 x3)

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

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

Atk Options Sneak Attack +1d6

Combat Gear kukri, short bow, mw chain shirt, mw light wooden shield, *potion of bull's strength* †

† Already cast Abilities Str 14, Dex 17, Con 12, Int 12, Wis 8, Cha 10

Feats Quickdraw, Flick of the Wrist

Skills Craft (trapmaking) +3, Disguise +2, Hide +2, Listen +1, Move Silently +0, Profession (miner) +1, Search +2, Sleight of Hand +7, Spot +1, Tumble +5

Possessions combat gear

Sneak Attack (ex): Gleep can make a sneak attack dealing an extra 1d6 damage whenever a foe is denied his or her Dexterity bonus, or when he is flanking. This ability works with ranged or thrown weapons up to a range or 30ft.

GLOOP

CR 1

kobold warrior 3/rogue 1
Lawful Evil Small humanoid (reptilian)
Init +3; Senses Listen +1, Spot +1
Languages Common, Draconic

AC 20, touch 14, flat-footed 16
(+1 size, +3 dex, +4 armor, +1 shield, +1 natural)

hp 23 (4 HD)

Fort +4, Ref +4, Will +0

Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Speed 30 ft. in chain shirt (30 squares)

Melee kukri +5 (1d3+2 18-20 x2)

Ranged short bow +6 (1d4 x3)

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

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

Atk Options Sneak Attack +1d6

Combat Gear kukri, short bow, mw chain shirt, mw light wooden shield, *potion of bull's strength* †

† Already cast

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

Feats Quickdraw, Flick of the Wrist

Skills Craft (trapmaking) +3, Hide +3, Listen +1, Move Silently +0, Profession (miner) +1, Search +2, Sleight of Hand +7, Spot +1, Tumble +5

Possessions combat gear

Sneak Attack (Ex): Gloop can make a sneak attack dealing an extra 1d6 damage whenever a foe is denied his or her Dexterity bonus, or when he is flanking. This ability works with ranged or thrown weapons up to a range or 30ft.

GORK

CR 1

Male kobold warrior 3/ranger 1
Lawful Evil Small humanoid (reptilian)
Init +3; Senses Listen +2, Spot +2
Languages Common, Draconic

AC 20, touch 14, flat-footed 17

(+1 size, +3 dex, +4 armor, +1 shield, +1 natural)

hp 24(4 HD)

Fort +6, Ref +6, Will +1

Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Speed 30 ft. in chain shirt (6 squares)

Melee Kukri +7 (1d3 18-20/x2)

Ranged Shortbow +6 (1d4 x3)

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

Base Atk +4; **Grp** +0

Atk Options Favored Enemy Humans, +2 bonus to weapon damage rolls.

Combat Gear Kukri, shortbow, mw chain shirt, mw light wooden shield

Abilities Str 10, Dex 17, Con 12, Int 12, Wis 10, Cha 8

Feats Track, Weapon Finesse, Weapon Focus (Kukri)

Skills Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +3, Tumble +5

Possessions combat gear

Favored Enemy (Ex): Due to extensive study of humans and training in the proper techniques for combating such creatures , Gork gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against Humans. Likewise he gets a +2 bonus on weapon damage rolls against Humans.

2: EXTRACURRICULAR ACTIVITIES

PORSKATCH, FRIG, NOGGLE & ROVVEL	CR 2
Male spellwarped gnome wizard (illusionist) 1/fighter1	
NE Small aberration	
Init +1; Senses Listen +2, Spot +0	
Languages Common, Gnome, Dwarven, Abyssal, Baklunish,	
AC 20, touch 13, flat-footed 18 (+1 size, +2 Dex, +4 armor, +1 shield, +2 natural)	
hp 18 (2 HD);	
SR 12: Spell absorption	
Fort +6 (+8 against illusions),, Ref +2 (+4 against illusions), Will +2 (+4 against illusions),	
Speed 20 ft. in mithral breastplate (4 squares), base movement 20 ft.	
Melee masterwork battleaxe +6 (1d6+3/x3)	
Ranged javelin +4 (1d4+3)	
Space 5 ft.; Reach 5 ft.	
Base Atk +1; Grp +0	
Atk Options Combat Reflexes, Vexing Flanker	
Special Actions Spells, tanglefoot bags	
Combat Gear 3 tanglefoot bags (1 used)	
Class Spells Prepared (CL 1st), 15% chance of arcane spell failure with armor & shield	
1st—cause fear x2 (DC 15), grease (DC 15)	
0—prestidigitation, daze x2 (DC 13)	
Spell-Like Abilities (CL 1st):	
1/day—speak with animals (burrowing only, duration 1 minute), dancing lights, ghost sound (DC 9), prestidigitation	
† Already cast	
Abilities Str 16, Dex 14, Con 19, Int 19, Wis 10, Cha 8	
SQ Scribe scroll,	
Feats Combat Reflexes, Vexing Flanker	
Skills Bluff +1, Concentration +9, Craft (alchemy) +5, Disguise +11, Hide +4, Intimidate +2 Knowledge (arcana) +7, Listen +2, Spellcraft +7,	
Possessions combat gear plus mithral chain shirt, buckler, masterwork battleaxe, scroll of disguise self, restful crystal, 2 doses of powder of the black veil, pearl of power /	
Spellbook spells prepared plus 0—all, 1—disguise self, comprehend languages, silent image, ventriloquism, ray of enfeeblement	
Spell Absorption (Ex): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that spell resolves:	
<i>Might:</i> The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.	
<i>Agility:</i> The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.	
<i>Endurance:</i> The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.	
<i>Life:</i> The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.	

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

Vexing Flanker: Porskatch & Rovvel gain a +4 bonus on their attack rolls when flanking.

Power-Up Suite (Status –absorbed 2 spells each applied to DEX and STR:)

AC 22, touch 14, flat-footed 21 (+1 size, +4 Dex, +4 armor, +1 shield, +2 natural)
Melee battleaxe +8 (1d6+5/x3)
Ranged javelin +6 (1d4+5)
Grp +2
Str 20, Dex 18

3: RATS ON THE ROAD

GRAPPO

CR 2

Male kobold adept 3/sorcerer 2

Lawful Evil Small humanoid (reptilian)

Init +0; **Senses** Listen +3, Spot +3

Aura

Languages Common, Draconic

AC 12, touch 12, flat-footed 12

(+1 size, +1 natural)

hp 21 (5 HD)

Fort +2, **Ref** +1, **Will** +7

Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Speed 30 ft. (6 squares)

Melee shortspear +0 (1d4 x2)

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

Base Atk +1; **Grp** -4

Combat Gear summoner's stone, elixir of fire breath †, shortspear

Adept Spells Prepared (CL 3rd):

1st—burning hands (DC 14), cause fear (DC 14)sleep (DC 14)

0—touch of fatigue x3

AND

Sorcerer Spells Known (CL 2st):

1st (5/day)—grease (DC 15), summon monster 1
0 (6/day)—acid splash, daze (DC 13), detect magic, ray of frost, touch of fatigue (DC 13)

† Already cast

Abilities Str 9, Dex 10, Con 12, Int 10, Wis 12, Cha 16

Feats Spell Focus (conjuration), Augment Summoning

Skills Concentration +9, Craft (trapmaking) +2, Hide +5, Listen +3, Move Silently +1, Profession (miner) +3, Search +2, Spot +3,

Possessions combat gear, potion of invisibility

Spell Focus (conjuration): Add +1 to the DC of all spells cast from the school of conjuration. This bonus has already been added to the conjuration spells listed on Grappo's spell lists above.

Augment Summoning: Each creature summoned gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

GLEEP

CR 2

Male kobold warrior 3/rogue 2
Lawful Evil Small humanoid (reptilian)
Init +3; Senses Listen +1, Spot +1
Languages Common, Draconic

AC 20, touch 14, flat-footed 17
(+1 size, +3 dex, +4 armor, +1 shield, +1 natural)
hp 27 (5 HD)
Fort +4, Ref +5, Will +0
Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Speed 30 ft. in chain shirt (30 squares)

Melee kukri +6 (1d3+2 18-20 x2)
Ranged short bow +7 (1d4 x3)
Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +2
Atk Options Sneak Attack +1d6
Combat Gear kukri x2, short bow, mw chain shirt, mw light wooden shield, *potion of bull's strength* †
† Already cast

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

Feats Quickdraw, Flick of the Wrist
Skills Craft (trapmaking) +3, Hide +7, Listen +1, Move Silently +0, Profession (miner) +1, Search +2, Sleight of Hand +7, Spot +1, Tumble +10

Possessions combat gear

Sneak Attack (Ex): Gleep can make a sneak attack dealing an extra 1d6 damage whenever a foe is denied his or her Dexterity bonus, or when he is flanking. This ability works with ranged or thrown weapons up to a range or 30ft.

Evasion (Ex): If Gleep makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

GLOOP

CR 2

kobold warrior 3/rogue 2
Lawful Evil Small humanoid (reptilian)
Init +3; Senses Listen +1, Spot +1
Languages Common, Draconic

AC 20, touch 14, flat-footed 17
(+1 size, +3 dex, +4 armor, +1 shield, +1 natural)
hp 27 (5 HD)
Fort +4, Ref +5, Will +0
Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.,

Speed 30 ft. in chain shirt (30 squares)

Melee kukri +6 (1d3+2 18-20 x2)

Ranged short bow +7 (1d4 x3)

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

Base Atk +4; **Grp** +2

Atk Options Sneak Attack +1d6

Combat Gear kukri x2, short bow, mw chain shirt, mw light wooden shield, *potion of bull's strength* †
† Already cast

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

Feats Quickdraw, Flick of the Wrist

Skills Craft (trapmaking) +3, Hide +7, Listen +1, Move Silently +0, Profession (miner) +1, Search +2, Sleight of Hand +7, Spot +1, Tumble +10

Possessions combat gear

Sneak Attack (ex): Gloop can make a sneak attack dealing an extra 1d6 damage whenever a foe is denied his or her Dexterity bonus, or when he is flanking. This ability works with ranged or thrown weapons up to a range or 30ft.

Evasion (Ex): If Gloop makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

GORK

CR 2

Male kobold warrior 3/ranger 2
Lawful Evil Small humanoid (reptilian)
Init +3; Senses Listen +2, Spot +2
Languages Common, Draconic

AC 19, touch 14, flat-footed 16
(+1 size, +3 dex, +4 armor, +1 natural)
hp 29(5 HD)

Fort +7, Ref +7, Will +1

Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Speed 30 ft. in chain shirt (6 squares)

Melee Kukri +10 (1d3 18-20/x2) or 2 Kukris each +8 (1d3 18-20/x2)

Ranged Shortbow +7 (1d4 x3)

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

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

Atk Options Two Weapon Fighting, Favored Enemy Humans, +2 bonus to weapon damage rolls.

Combat Gear mw Kukri x2, shortbow, +1 chain shirt

Abilities Str 10, Dex 17, Con 12, Int 12, Wis 10, Cha 8

Feats Track, Two Weapon Fighting, Weapon Finesse, Weapon Focus (Kukri)

Skills Craft (trapmaking) +2, Hide +10, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +3, Survival +1, Tumble +6

Possessions combat gear

Favored Enemy (Ex): Due to extensive study of humans and training in the proper techniques for combating such creatures , Gork gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against Humans.

Likewise he gets a +2 bonus on weapon damage rolls against Humans.

6: JOHN'S ENCOUNTER

RUTTERKIN (3)

CR 3

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +2; **Senses** darkvision 60 ft., Listen +9, Spot +9

Languages Abyssal; telepathy 100 ft.

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

hp 37 (5 HD); **DR** 5/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 14

Fort +7, **Ref** +6, **Will** +5

Speed 20 ft. (4 squares)

Melee mwk snap-tong +8 (1d10+3) or

2 claws each +7 (1d6+2)

Ranged tri-blade +7 (2d4+2)

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

Base Atk +5; **Grp** +7

Atk Options snap-tong grapple

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 6th):

At will—darkness, cause fear (DC 11)

1/day—desecrate

† Already cast

Abilities Str 14, Dex 15, Con 17, Int 9, Wis 12, Cha 10

SQ tanar'ri traits

Feats Exotic Weapon Proficiency (snap-tong), Exotic Weapon Proficiency (tri-blade)

Skills Balance +4, Climb +10, Intimidate +8, Jump +12, Listen +9, Move Silently +10, Spot +9, Tumble +12

Possessions masterwork snap-tong, 5 tri-blades

Summon Tanar'ri (Sp) Once per day, a rutterkin can attempt to summon 1 rutterkin or 1d6 dretch with a 35% chance of success. This ability is the equivalent of a 3rd-level spell (CL 5th).

APL 6

2: EXTRACURRICULAR ACTIVITIES

PORSKATCH & ROVVEL	CR 6
Male spellwarped gnome wizard (illusionist) 2/fighter3	
NE Small aberration	
Init +1; Senses Listen +2, Spot +0	
Languages Common, Gnome, Dwarven, Abyssal, Baklunish,	
AC 22, touch 14, flat-footed 20 (+1 size, +2 Dex, +5 armor, +1 shield, +2 natural +1 deflection)	
hp 50 (5 HD);	
SR 15: Spell absorption	
Fort +8 (+10 against illusions),, Ref +3 (+5 against illusions),, Will +4 (+6 against illusions),	
Speed 20 ft. in mithral breastplate (4 squares), base movement 20 ft.	
Melee masterwork battleaxe +9 (1d6+3/x3)	
Ranged javelin +7 (1d4+3)	
Space 5 ft.; Reach 5 ft.	
Base Atk +4; Grp +3	
Atk Options Combat Casting, Combat Reflexes, Power Attack, Vexing Flanker	
Special Actions Spells, tanglefoot bags	
Combat Gear 3 tanglefoot bags (1 used)	
Class Spells Prepared (CL 2nd), 15% chance of arcane spell failure with armor & shield	
1st—shield, color spray x2 (DC 16), blade of blood	
0—prestidigitation, daze x4 (DC 14)	
Spell-Like Abilities (CL 1st):	
1/day—speak with animals (burrowing only, duration 1 minute), dancing lights, ghost sound (DC 9), prestidigitation	
† Already cast	
Abilities Str 16, Dex 14, Con 20, Int 18, Wis 10, Cha 8	
SQ Scribe scroll,	
Feats Combat Reflexes, Combat Casting, Power Attack, Vexing Flanker	
Skills Bluff +3, Concentration +13 (+18 defensively), Craft (alchemy) +6, Disguise +13, Hide +4, Intimidate +5 Knowledge (arcana) +11, Listen +2, Spellcraft +8	
Possessions combat gear plus <i>mithral chain shirt</i> +1, buckler, masterwork battleaxe, scroll of disguise self, ring of protection +1, restful crystal, 2 doses of powder of the black veil, pearl of power /	
Spellbook spells prepared plus 0—all, 1—disguise self, comprehend languages, silent image, ventriloquism, feather fall, enlarge person	
Spell Absorption (Ex): Whenever a spell fails to penetrate a spellwarp creature's spell resistance, the creature gains one of the following benefits, chosen at the time that spell resolves:	
Might: The spellwarp creature gains a +1 enhancement bonus to Strength for 1 minute.	
Agility: The spellwarp creature gains a +1 enhancement bonus to Dexterity for 1 minute.	

Endurance: The spellwarp creature gains a +1 enhancement bonus to Constitution for 1 minute.

Life: The spellwarp creature gains temporary hit points equal to 5x the level of the failed spell.

Speed: The spellwarp creature's base speed increases by a number of feet equal to 5x the level of the failed spell.

Resistance: The spellwarp creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

Vexing Flanker: Porskatch & Rovvel gain a +4 bonus on their attack rolls when flanking.

Power-Up Suite (Status –absorbed 2 spells each applied to DEX and STR, shield):

AC 27, touch 15, flat-footed 23 (+1 size, +4 Dex, +5 armor, +4 shield, +2 natural +1 deflection)
Melee masterwork battleaxe +11 (1d6+5/x3)
Ranged javelin +9 (1d4+5)
Grp +4
Class Spells Prepared (CL 1st):
1st—shield, color spray x2 (DC 16), ray of enfeeblement
0—prestidigitation, daze (DC 14), daze (DC 13), daze (DC 13)
Str 20, Dex 18
7 rounds remaining in enhanced DEX, 8 rounds remaining of enhanced STR

3: RATS ON THE ROAD

GRAPPO	CR 4
Male kobold adept 3/sorcerer 4	
Lawful Evil Small humanoid (reptilian)	
Init +0; Senses Listen +3, Spot +3	
Aura	
Languages Common, Draconic	
AC 12, touch 12, flat-footed 12 (+1 size, +1 natural)	
hp 27 (7 HD)	
Fort +2, Ref +1, Will +8	
Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a <i>daylight</i> spell.	
Speed 30 ft. (6 squares)	
Melee shortspear +1 (1d4 x2)	
Space 5 ft.; Reach 5 ft.	
Base Atk +2; Grp -3	
Combat Gear summoner's stone, anklet of translocation, elixir of fire breath †, shortspear	
Adept Spells Prepared (CL 3rd):	
1st—burning hands (DC 14), cause fear (DC 14)sleep (DC 14)	
0—touch of fatigue x3	
AND	
Sorcerer Spells Known (CL 4th):	
2nd (4/day)—summon monster 2	

1st (7/day)—grease (DC 15), ray of enfeeblement, summon monster 1
 0 (6/day)—acid splash, daze (DC 13), detect magic, mage hand, ray of frost, touch of fatigue (DC 13)

† Already cast

Abilities	Str 9, Dex 10, Con 12, Int 10, Wis 12, Cha 16
Feats	Spell Focus (conjunction), Augment Summoning, Still Spell
Skills	Concentration +11, Craft (trapmaking) +2, Hide +5, Listen +3, Move Silently +1, Profession (miner) +3, Search +2, Spot +3,
Possessions	combat gear, potion of invisibility

Spell Focus (conjunction): Add +1 to the DC of all spells cast from the school of conjunction. This bonus has already been added to the conjunction spells listed on Grappo's spell lists above.

Augment Summoning: Each creature summoned gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

GLEEP CR 4

Male kobold warrior 3/rogue 4
 Lawful Evil Small humanoid (reptilian)
Init +4; **Senses** Listen +1, Spot +1
Languages Common, Draconic

AC 21, touch 15, flat-footed 17
 (+1 size, +4 dex, +4 armor, +1 shield, +1 natural)
hp 28 (7 HD)
Fort +4, **Ref** +9, **Will** +1
Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Speed 30 ft. in chain shirt (30 squares)

Melee kukri +10/+5 (1d3+2 18-20 x2)

Ranged short bow +10/+5 (1d4 x3)

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

Base Atk +6/+1; **Grp** +4

Atk Options Sneak Attack +2d6

Combat Gear kukri x2, short bow, mw chain shirt, mw light wooden shield, *amulet of teamwork, potion of bull's strength* †, *potion of cat's grace*

† Already cast

Abilities Str 14, Dex 18, Con 11, Int 12, Wis 8, Cha 10

Feats Quickdraw, Flick of the Wrist, Weapon Finesse

Skills Craft (trapmaking) +3, Hide +10, Jump +7, Listen +1, Move Silently +10, Profession (miner) +1, Search +2, Sleight of Hand +8, Spot +1, Tumble +15

Possessions combat gear, potion of invisibility

Sneak Attack (Ex): Gleep can make a sneak attack dealing an extra 2d6 damage whenever a foe is denied his or her Dexterity bonus, or when he is flanking. This ability works with ranged or thrown weapons up to a range or 30ft.

Evasion (Ex): If Gleep makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

GLOOP CR 4

kobold warrior 3/rogue 4
 Lawful Evil Small humanoid (reptilian)
Init +4; **Senses** Listen +1, Spot +1
Languages Common, Draconic

AC 21, touch 15, flat-footed 17
 (+1 size, +4 dex, +4 armor, +1 shield, +1 natural)

hp 28 (7 HD)

Fort +4, **Ref** +9, **Will** +1

Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Speed 30 ft. in chain shirt (30 squares)

Melee kukri +10/+5 (1d3+2 18-20 x2)

Ranged short bow +10/+5 (1d4 x3)

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

Base Atk +6/+1; **Grp** +4

Atk Options Sneak Attack +2d6

Combat Gear kukri x2, short bow, mw chain shirt, mw light wooden shield, *amulet of teamwork, potion of bull's strength* †, *potion of cat's grace*

† Already cast

Abilities Str 14, Dex 18, Con 11, Int 12, Wis 8, Cha 10

Feats Quickdraw, Flick of the Wrist, Weapon Finesse

Skills Craft (trapmaking) +3, Hide +10, Jump +7, Listen +1, Move Silently +10, Profession (miner) +1, Search +2, Sleight of Hand +8, Spot +1, Tumble +15

Possessions combat gear, potion of invisibility

Sneak Attack (Ex): Gloop can make a sneak attack dealing an extra 2d6 damage whenever a foe is denied his or her Dexterity bonus, or when he is flanking. This ability works with ranged or thrown weapons up to a range or 30ft.

Evasion (Ex): If Gloop makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

GORK CR 4

Male kobold warrior 3/ranger 2/barbarian 1/ fighter 1
 Lawful Evil Small humanoid (reptilian)

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

Languages Common, Draconic

AC 22, touch 15, flat-footed 17

(+1 size, +4 dex, +5 armor, +1 shield, +1 natural)

hp 35 (7 HD)

Fort +11, **Ref** +8, **Will** +1

Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Speed 40 ft. in chain shirt (8 squares)

Melee Kukri +13/+8 (1d3 18-20/x2) or 2 Kukris each +11/+6 (1d3 18-20/x2)
Ranged Shortbow +9 (1d4 x3)

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

Base Atk +7/+2; **Grp** +3

Atk Options Two Weapon Fighting, Improved Two-Weapon Fighting, Improved Favored Enemy, Weapon Finesse, Favored Enemy Humans, +5 bonus to weapon damage rolls, Rage.

Combat Gear mw Kukri x2, shortbow, +1 chain shirt, gloves of agile striking

Abilities Str 10, Dex 18, Con 11, Int 12, Wis 10, Cha 8

Feats Track, Two Weapon Fighting, Improved Two-Weapon Fighting, Two Weapon Defense, Improved Favored Enemy, Weapon Finesse, Weapon Focus (Kukri)

Skills Craft (trapmaking) +2, Hide +7, Jump +5, Listen +2, Move Silently +3, Profession (miner) +2, Search +2, Spot +3, Survival +6, Tumble +10

Possessions combat gear

Favored Enemy (Ex): Due to extensive study of humans and training in the proper techniques for combating such creatures, Gork gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against Humans. Likewise he gets a +5 bonus on weapon damage rolls against Humans.

6: JOHN'S ENCOUNTER

BAR-LGURA (3)

CR 5

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 22, touch 14, flat-footed 18; Dodge, Mobility (+4 Dex, +8 natural)

hp 51 (6 HD); **DR** 10/cold iron or good

Immune electricity, poison

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

Fort +9, **Ref** +9, **Will** +7

Speed 40 ft. (8 squares), climb 20 ft.; Run

Melee 2 claws each +12 (1d6+6) and bite +7 (1d6+3)

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

Base Atk +6; **Grp** +12

Atk Options pounce

Special Actions abduction, summon tanar'ri

Spell-Like Abilities (CL 6th):

At will—darkness, cause fear (DC 12), dispel magic, greater teleport (DC 18), see invisibility, telekinesis (DC 16)

2/day—disguise self (DC 12), invisibility, major image (DC 14)

Abilities Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12

SQ tanar'ri traits

Feats Dodge, Mobility, Run

Skills Balance +15, Climb +23, Hide +17, Intimidate +10, Jump +31, Listen +11, Move Silently +13, Spot +11, Tumble +15

Pounce (Ex) If a bar-lgura charges a foe, it can make a full attack.

Abduction (Su) Unlike most tanar'ri, a bar-lgura can use greater teleport to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 18 Will save to resist being transported.

Summon Tanar'ri (Sp) Once per day, a bar-lgura can attempt to summon another bar-lgura with a 35% chance of success. This ability is the equivalent of a 2nd-level spell (CL 6th).

2: EXTRACURRICULAR ACTIVITIES

PORSKATCH & ROVVEL

CR 8

Male spellwarped gnome wizard (illusionist)
3/fighter3/spellsword 1

NE Small aberration

Init +1; Senses Listen +2, Spot +0

Languages Common, Gnome, Dwarven, Abyssal, Baklunish,

AC 23, touch 15, flat-footed 21

(+1 size, +2 Dex, +5 armor, +1 shield, +2 natural +2 deflection)

hp 68 (7 HD);

SR 17: Spell absorption

Fort +11 (+13 against illusions),, Ref +5 (+7 against illusions),, Will +7 (+9 against illusions),

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

Melee +1 battleaxe +10 (1d6+4/x3)

Ranged javelin +8 (1d4+3)

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

Base Atk +5; Grp +4

Atk Options Adaptable Flanker, Combat Casting, Combat Reflexes, Power Attack, Vexing Flanker

Special Actions Spells, tanglefoot bags

Combat Gear 3 tanglefoot bags (1 used)

Class Spells Prepared (CL 4th), 5% chance of arcane spell failure with armor & shield

2nd—*mirror image* x2, *false life*, , *Tasha's hideous laughter* (DC 16)

1st—*shield, blade of blood* x3, *expeditious retreat*

0—*prestidigitation, daze* x4 (DC 14)

Spell-Like Abilities (CL 1st):

1/day—*speak with animals* (burrowing only, duration 1 minute), *dancing lights, ghost sound* (DC 9), *prestidigitation*

† Already cast

Abilities Str 16, Dex 14, Con 20, Int 18, Wis 10, Cha 8

SQ Scribe scroll, ignore spell failure 10%

Feats Adaptable Flanker, Combat Reflexes, Combat Casting, Power Attack, Vexing Flanker

Skills Bluff +4, Concentration +15 (+20 defensively), Craft (alchemy) +6, Disguise +14, Hide +4, Intimidate +7 Knowledge (arcana) +11, Listen +2, Spellcraft +9

Possessions combat gear plus *mithral chain shirt* +1, buckler, battleaxe +1, *scroll of disguise self, ring of protection* +2, *restful crystal*, 2 doses of powder of the black veil, pearl of power /

Spellbook spells prepared plus 0—all, 1—*disguise self, comprehend languages, silent image, ventriloquism, feather fall, enlarge person* 2—*arcane lock*

Spell Absorption (Ex): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that spell resolves:

Might: The spellwarped creature gains a +1 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +1 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +1 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

Vexing Flanker: Porskatch & Rovvel gain a +4 bonus on their attack rolls when flanking.

Power-Up Suite (Status –absorbed 2 spells each applied to DEX and STR, false life, shield):

AC 28, touch 16, flat-footed 24

(+1 size, +4 Dex, +5 armor, +4 shield, +2 natural +2 deflection)

hp 68 (7 HD) + 8 temporary

Melee +1 battleaxe +12 (1d6+6/x3)

Ranged javelin +10 (1d4+5)

Grp +4

Class Spells Prepared (CL 1st):

2nd—*mirror image, false life, rapid enlarge person, Tasha's hideous laughter* (DC 16)

1st—*shield, color spray* x2 (DC 16), *ray of enfeeblement*

0—*prestidigitation, daze* (DC 14), *daze* (DC 13), *daze* (DC 13)

Str 20, **Dex** 18

7 rounds remaining in enhanced DEX, 8 rounds remaining of enhanced STR

Power-Up Suite (Status –all the above plus enlarge person):

AC 26, touch 15, flat-footed 23

(+3 Dex, +5 armor, +4 shield, +2 natural +2 deflection)

hp 68 (7 HD) + 8 temporary

Melee +1 battleaxe +12 (1d8+7/x3)

Ranged javelin +8 (1d4+5)

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

Grp +8

Class Spells Prepared (CL 1st):

2nd—*mirror image, false life, rapid enlarge person, Tasha's hideous laughter* (DC 16)

1st—*shield, color spray* x2 (DC 16), *ray of enfeeblement*

0—*prestidigitation, daze* (DC 14), *daze* (DC 13), *daze* (DC 13)

Str 22, **Dex** 16

7 rounds remaining in enhanced DEX, 8 rounds remaining of enhanced STR

3: RATS ON THE ROAD

GRAPPO

Male kobold adept 3/sorcerer 6
Lawful Evil Small humanoid (reptilian)
Init +0; **Senses** Listen +3, Spot +3

Aura

Languages Common, Draconic

AC 16, touch 12, flat-footed 16
(+1 size, +4 armor, +1 natural)

hp 33 (9 HD)

Fort +3, **Ref** +2, **Will** +9

Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Speed 30 ft. (6 squares)

Melee shortspear +3 (1d4 x2)

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

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

Combat Gear summoner's stone, anklet of translocation, elixir of fire breath ‡, ring of silent spells, shortspear

Adept Spells Prepared (CL 3rd):

1st—burning hands (DC 14), cause fear (DC 14)sleep (DC 14)

0—touch of fatigue x3

AND

Sorcerer Spells Known (CL 6th):

3rd (4/day)—summon monster 3

2nd (6/day)—glitterdust (DC 16), summon monster 2

1st (6/day)—grease (DC 15), mage armor ‡, ray of enfeeblement, summon monster 1

0 (6/day)—acid splash, daze (DC 13), detect magic, mage hand, ray of frost, read magic, touch of fatigue (DC 13)

‡ Already cast

Abilities Str 10, Dex 10, Con 12, Int 10, Wis 12, Cha 16

Feats Spell Focus (conjuration), Augment Summoning, Silent Spell, Still Spell

Skills Concentration +13, Craft (trapmaking) +2, Hide +6, Listen +3, Move Silently +1, Profession (miner) +3, Search +2, Spot +3,

Possessions combat gear, potion of invisibility

Spell Focus (conjuration): Add +1 to the DC of all spells cast from the school of conjuration. This bonus has already been added to the conjuration spells listed on Grappo's spell lists above.

Augment Summoning: Each creature summoned gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

GLEEP

Male kobold warrior 3/rogue 6
Lawful Evil Small humanoid (reptilian)
Init +4; **Senses** Listen +1, Spot +1
Languages Common, Draconic

CR 6

AC 21, touch 15, flat-footed 17

(+1 size, +4 dex, +4 armor, +1 shield, +1 natural)
hp 43 (9 HD)

Fort +6, **Ref** +10, **Will** +2

Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Speed 30 ft. in chain shirt (30 squares)

Melee kukri +12/+7 (1d3+2 18-20 x2)

Ranged short bow +11/+6 (1d4 x3)

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

Base Atk +7/+2; **Grp** +5

Atk Options Sneak Attack +3d6, Bracers of Quickstrike

Combat Gear mw kukri, kukri, short bow, mw chain shirt, mw light wooden shield, *amulet of teamwork*, *bracers of quickstrike*, *potion of bull's strength* ‡, *potion of cat's grace*

‡ Already cast

Abilities Str 14, Dex 18, Con 12, Int 12, Wis 8, Cha 10

Feats Quickdraw, Flick of the Wrist, Weapon Finesse

Skills Craft (trapmaking) +3, Hide +16, Jump +7, Listen +1, Move Silently +16, Profession (miner) +1, Search +2, Sleight of Hand +8, Spot +4, Tumble +18

Possessions combat gear, *potion of invisibility*

Sneak Attack (Ex): Gleep can make a sneak attack dealing an extra 3d6 damage whenever a foe is denied his or her Dexterity bonus, or when he is flanking. This ability works with ranged or thrown weapons up to a range or 30ft.

Evasion (Ex): If Gleep makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

CR 6

Male kobold warrior 3/rogue 6

Lawful Evil Small humanoid (reptilian)

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

Languages Common, Draconic

AC 21, touch 15, flat-footed 17

(+1 size, +4 dex, +4 armor, +1 shield, +1 natural)

hp 43 (9 HD)

Fort +6, **Ref** +10, **Will** +2

Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Speed 30 ft. in chain shirt (30 squares)

Melee kukri +12/+7 (1d3+2 18-20 x2)

Ranged short bow +11/+6 (1d4 x3)

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

Base Atk +7/+2; **Grp** +5

Atk Options Sneak Attack +3d6, Bracers of Quickstrike

Combat Gear mw kukri, short bow, mw chain shirt, mw light wooden shield, *amulet of teamwork*,

bracelets of quickstrike, potion of bull's strength †, potion of cat's grace
† Already cast

Abilities Str 14, Dex 18, Con 12, Int 12, Wis 8, Cha 10

Feats Quickdraw, Flick of the Wrist, Weapon Finesse

Skills Craft (trapmaking) +3, Hide +16, Jump +7, Listen +1, Move Silently +16, Profession (miner) +1, Search +2, Sleight of Hand +8, Spot +4, Tumble +18

Possessions combat gear, *potion of invisibility*

Sneak Attack (Ex): Gloop can make a sneak attack dealing an extra 3d6 damage whenever a foe is denied his or her Dexterity bonus, or when he is flanking. This ability works with ranged or thrown weapons up to a range or 30ft.

Evasion (Ex): If Gleep makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

GORK **CR 6**

Male kobold warrior 3/ranger 2/barbarian 2/ fighter 2
Lawful Evil Small humanoid (reptilian)

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

Languages Common, Draconic

AC 23, touch 15, flat-footed 18
(+1 size, +4 dex, +5 armor, +2 shield, +1 natural)

hp 55 (9 HD)

Fort +14, **Ref** +8, **Will** +1

Weakness Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Speed 40 ft. in chain shirt (8 squares)

Melee Kukri +15/+10 (1d3 15-20/x2) or 2 Kukris each +13/+8 (1d3 15-20/x2)

Ranged Shortbow +13 (1d4 x3)

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

Base Atk +9/+4; **Grp** +5

Atk Options Two Weapon Fighting, Improved Two-Weapon Fighting, Improved Favored Enemy, Weapon Finesse, Favored Enemy Humans, +2 bonus to weapon damage rolls, Rage.

Combat Gear mw Kukri x2, shortbow, +1 chain shirt, *cloak of predatory vigor, gloves of agile striking*

Abilities Str 10, Dex 18, Con 12, Int 12, Wis 10, Cha 8

Feats Track, Two Weapon Fighting, Improved Two-Weapon Fighting, Two Weapon Defense, Improved Two Weapon Defense, Improved Critical (Kukri), Improved Favored Enemy, Weapon Finesse, Weapon Focus (Kukri)

Skills Craft (trapmaking) +2, Hide +7, Jump +8, Listen +2, Move Silently +3, Profession (miner) +2, Search +2, Spot +3, Survival +7, Tumble +12

Possessions combat gear

Favored Enemy (Ex): Due to extensive study of humans and training in the proper techniques for combating such creatures, Gork gains a +5 bonus

on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against Humans. Likewise he gets a +5 bonus on weapon damage rolls against Humans.

6: JOHN'S ENCOUNTER

BAR-LGURA (3)

CR 5

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 22, touch 14, flat-footed 18; Dodge, Mobility (+4 Dex, +8 natural)

hp 51 (6 HD); DR 10/cold iron or good

Immune electricity, poison

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

Fort +9, **Ref** +9, **Will** +7

Speed 40 ft. (8 squares), climb 20 ft.; Run

Melee 2 claws each +12 (1d6+6) and bite +7 (1d6+3)

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

Base Atk +6; **Grp** +12

Atk Options pounce

Special Actions abduction, *summon tanar'ri*

Spell-Like Abilities (CL 6th):

At will—darkness, *cause fear* (DC 12), *dispel magic*, greater *teleport* (DC 18), see *invisibility*, *telekinesis* (DC 16)
2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 14)

Abilities Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12

SQ tanar'ri traits

Feats Dodge, Mobility, Run

Skills Balance +15, Climb +23, Hide +17, Intimidate +10, Jump +31, Listen +11, Move Silently +13, Spot +11, Tumble +15

Pounce (Ex): If a bar-lgura charges a foe, it can make a full attack.

Abduction (Su): Unlike most tanar'ri, a bar-lgura can use greater *teleport* to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 18 Will save to resist being transported.

Summon Tanar'ri (Sp): Once per day, a bar-lgura can attempt to summon another bar-lgura with a 35% chance of success. This ability is the equivalent of a 2nd-level spell (CL 6th).

JUVENILE NABASSU (3)

CR 5

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +6; **Senses** darkvision 60 ft.; Listen +10, Spot +10

Languages Abyssal, Common; telepathy 100 ft.

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)
hp 52 (5 HD); **DR** 5/cold iron or good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 16
Fort +10, Ref +6, Will +8

Speed 40 ft. (8 squares), fly 60 ft. (average)

Melee bite +11 (1d8+6) and
2 claws each +6 (1d4+3)

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

Base Atk +5; **Grp** +11

Atk Options sneak attack +2d6

Special Actions death-stealing gaze, feed

Spell-Like Abilities (CL 5th):

At will—*darkness, obscuring mist*

† Already cast

Abilities Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 17

SQ camouflage, tanar'ri traits

Feats Improved Initiative, Iron Will

Skills Bluff +11, Concentration +14, Diplomacy +5, Hide +10 (+18 in underground or barren environments), Intimidate +13, Jump +16, Knowledge (local [Iuz's Border States]) +10, Listen +10, Move Silently +10, Spot +10, Tumble +12

Camouflage (Ex) A juvenile nabassu has the ability to change the coloration of its flesh between various shades of black, gray, and brown. As a result, it gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su) 30 feet, Fort DC 15 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu's death-stealing gaze dies and is immediately transformed into a ghoul under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that are not humanoids.

Feed (Su) A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coup de grace against the humanoid creatures; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coup de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish, miracle, or true resurrection* can restore a devoured victim to life.

For every three humanoids the juvenile nabassu devours in this fashion, it gains the following benefits:

+1 profane bonus on attack rolls, saving throws, skill checks, and ability checks

+5 hit points

+1 profane bonus to its natural armor

+1 effective level

A juvenile nabassu that devours 30 humanoids in this fashion loses the above benefits and instantly

transforms into a mature nabassu. On its next turn, the newly matured nabassu plane shifts back to the Abyss with any items currently in its possession, abandoning its ghoul minions.

Sneak Attack (Ex) A juvenile nabassu can make a sneak attack as a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the juvenile nabassu is flanking.

APL 10

4: BRINGING BALANCE

VERDANT PRINCE

CR 11

NE Medium fey

Init +12; **Senses** low-light vision; Listen +12, Spot +12

Languages Common, Druidic, Elven, Sylvan

AC 26, touch 23, flat-footed 18; Dodge, Mobility (+8 Dex, +5 deflection, +3 natural)

hp 136 (16 HD); DR 10/cold iron

Resist evasion

SR 20

Fort +14, **Ref** +23, **Will** +17

Weakness double damage from cold iron

Speed 40 ft (8 squares)

Melee staff of the woodlands +13/+8 (1d6+6)

Base Atk +8; **Grp** +11

Combat Gear expended staff of the woodlands (acts as +2 quarterstaff and allows wielder to use pass without trace at will), wand of magic missile (5th)

Spell-Like Abilities (CL 16th):

At will—dimension door (only when starting point and destination are adjacent to a tree or plant creature), disguise self (DC 16)

1/day—baleful polymorph (DC 20), call lightning storm (DC 20), changestaff, cure critical wounds, fire seeds (DC 21), repel metal or stone, wall of thorns

Abilities Str 17, Dex 26, Con 18, Int 16, Wis 15, Cha 21

SQ oath bond, unearthly grace

Feats Combat Casting, Dodge, Improved Initiative, Improved Toughness (Complete Warrior), Mobility, Stealthy, Track

Skills Appraise +8, Balance +15, Bluff +15, Climb +8, Concentration +13, Diplomacy +14, Disguise +10 (+12 acting), Escape Artist +13, Gather Information +7, Handle Animal +6, Hide +15, Intimidate +17, Jump +14, Knowledge (arcana) +8, Knowledge (local) +8, Knowledge (nature) +10, Listen +12, Move Silently +15, Search +8, Sense Motive +11, Sleight of Hand +15, Spellcraft +10 (+12 deciphering scrolls), Spot +12, Survival +11 (+13 following tracks, +13 in aboveground natural environments), Swim +8, Tumble +19, Use Magic Device +19 (+21 for scrolls), Use Rope +8 (+10 involving bindings)

Possessions combat gear

Oath Bond (Su) A verdant prince can strike a powerful supernatural bargain with another willing creature. The bargain can be nearly anything, but must involve an exchange of services or goods. A verdant prince can make an oath bond with only one creature at a time. If either party does not hold up its end of the bargain, it takes a -6 penalty to all ability scores and is sickened until the bargain is fulfilled. When a bargain isn't fulfilled, the wronged party becomes immediately aware of the broken oath and gains a constant awareness of the

oathbreaker's distance and direction. This awareness does not extend across the boundaries of planes, but it does relate the information that an oathbreaker is not on the same plane.

Only death or a wish or miracle spell can end an oath bond before the bargain is fulfilled or negate the penalties that a broken oath bond imposes. When the oath bond is negated by death or magic, the other party becomes aware that the oath was ended or suppressed but not how or where.

Unearthly Grace (Su) A verdant prince adds its Charisma modifier as a bonus on saving throws, and as a deflection bonus to Armor Class. Included above.

5: MICHELLE'S ENCOUNTER

DETKA

CR 13

Female raccoon druid 12

CN Small magical beast (awakened animal)

Init +3; **Senses** low light vision, scent, Listen +13, Spot +13,

Languages Common, Sylvan, Raccoon

AC 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +4 armor, +1 natural)

hp 129 (15 HD); DR 10/adamantine (120 hp)

Immune poison

Fort +14, **Ref** +10, **Will** +13 (+4 spell-like ability of fey)

Speed base movement 30 ft., climb 10 ft.;

Melee 2 claws +11 (1d2-1) and bite +6 (1d3-1)

Ranged spell +15 (per spell)

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

Base Atk +11; **Grp** +6

Atk Options wild shape

Special Actions wild empathy

Combat Gear *wildling clasp, periapt of wisdom* +4, *potion of mage armor* †

Druid Spells Prepared (CL 15th):

6th—fire seeds [DC 20], transport via plants

5th—freedom of movement (still), stoneskin †, wall of fire [DC 19],

4th—dispel magic, ice storm, flame strike [DC 18], rusting grasp,

3rd—call lightning [DC 17], cure moderate wounds, poison [DC 17], spike growth [DC 17], wind wall.

2nd—barkskin, chill metal [DC 16], flaming sphere [DC 16], hold animal [DC 16], resist energy, tree shape †

1st—charm animal [DC 15], cure light wounds (2), faerie fire, obscuring mist, produce flame, speak with animals,

0—create water (2), dawn, detect magic, guidance, light,

† Already cast

Abilities Str 8, Dex 16, Con 16, Int 12, Wis 19, Cha 8

SQ animal companion, nature sense, wild empathy, woodland stride, trackless step, resist natures lure, wild shape (4/day, large, tiny, plant), venom immunity

Feats Fast Wild Shape, Improved Toughness, Multiattack, Natural Spell, Practiced Spellcaster, Still Spell, Track

Skills Concentration +14, Escape Artist +7, Handle Animal +4, Knowledge (nature) +15, Listen +13, Spellcraft +12, Spot +13, Survival +17,

Possessions combat gear plus *collar of healing* (on animal companion)

Power-Up Suite (Dire bear form):

CN Large magical beast (awakened animal)

Languages Bear

AC 23, touch 12, flat-footed 20

(-1 size, +3 Dex, +4 armor, +7 natural)

Fort +15, Ref +8, Will +13

Speed base movement 40 ft.,

Melee claw +20 (2d4+10) and bite +15 (2d8+5)

Ranged spell +11 (per spell)

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

Base Atk +11; **Grp** +23

Atk Options improved grab

Abilities Str 31, Dex 13, Con 19, Int 12, Wis 19, Cha 8

Skills Concentration +15, Escape Artist +5, Handle Animal +4, Knowledge (nature) +15, Listen +13, Spellcraft +12, Spot +13, Survival +17,

Improved Grab (Ex) To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

SYMMBA

CR X

Male dire lion animal companion

N Large animal

Init +3; Senses Low light vision, scent, Listen +7, Spot +7

Languages Common

AC 18, touch 12, flat-footed 15

(-1 size, +3 Dex, +6 natural)

hp 74 (10 HD);

Fort +10, Ref +10, Will +8

Speed base movement 40 ft.;

Melee 2 claws +15 (1d6+8) and bite +9 (1d8+4)

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

Base Atk +7; **Grp** +19

Atk Options Improved grab, pounce, rake 1d6+4

Combat Gear *collar of healing*

† Already cast

Abilities Str 26, Dex 16, Con 17, Int 2, Wis 12, Cha 10

SQ link, share spells, evasion

Feats Alertness, Run, Power Attack, Weapon Focus (claw),

Skills Hide +7 (+11 in heavy brush), Listen +7, Move Silently +10(+14 in heavy brush), Spot +7,

6: JOHN'S ENCOUNTER

LADY ARVENDRA D'ORBONNES

CR 10

See "All APLs" stat blocks.

MALYSTANDRINYX

CR 16

See "All APLs" stat blocks.

ARROW DEMON (3)

CR 7

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; Senses darkvision 60 ft., Listen +16, Spot +16

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 19, touch 14, flat-footed 15

(+4 Dex, +5 natural)

hp 135 (10 HD); DR 5/cold iron and good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 18

Fort +16, Ref +11, Will +10

Speed 40 ft. (8 squares)

Melee 4 claws +15 (1d6+5)

Ranged 2 Large +1 composite longbow (+5 Str) +14/+14 (2d6+6/x3) as a single attack action using symmetrical archery or

2 Large +1 composite longbow (+5 Str) +14/+14/+9/+9 (2d6+6/x3) using a full attack action using symmetrical archery or

2 Large +1 composite longbow (+5 Str) +12/+12/+12/+12/+7/+7 (2d6+6/x3) with Rapid Shot and symmetrical archery

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

Base Atk +10; **Grp** +15

Atk Options Point Blank Shot, Precise Shot, Rapid Shot, close combat shot, symmetrical archery

Special Actions summon tanar'ri (1/day, 1d6 ditches automatically or another arrow demon with 35% chance of success, 4th level spell equivalent)

Spell-Like Abilities (CL 10th):

At will—dimension door (self plus 50 pounds of objects only)

Abilities Str 21, Dex 19, Con 29, Int 14, Wis 16, Cha 12

SQ oversized weapons

Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Balance +17, Bluff +14, Climb +18, Concentration +21, Hide +17, Jump +22, Listen +16, Move Silently +17, Sense Motive +16, Spot +16

Possessions two Large +1 composite longbow (+5 Str), a hojillion arrows

Symmetrical Archery (Ex) Arrow demons can wield two bows in unison. Any time the arrow demon could make a single attack with a bow, it can attack with both its bows and take -2 to all its attack rolls that round. Arrow demons take no penalties for using multiple weapons as long as it is only using bows. This ability is already accounted for in the statistics block.

Close Combat Shot (Ex) As absurd cheeseweasels, arrow demons do not incur attacks of opportunity

for firing a bow while threatened. As a further extension of cheese, an arrow demon can shoot its bows to make attacks of opportunity as if it threatened the squares adjacent to it with its bows.

Oversized Weapons (Ex) Arrow demons can use bows of any kind that are up to one size larger than their size would allow without penalty.

APL 12

4: BRINGING BALANCE

VERDANT PRINCE (2)

CR 11

NE Medium fey

Init +12; **Senses** low-light vision; Listen +12, Spot +12

Languages Common, Druidic, Elven, Sylvan

AC 26, touch 23, flat-footed 18; Dodge, Mobility (+8 Dex, +5 deflection, +3 natural)

hp 136 (16 HD); DR 10/cold iron

Resist evasion

SR 20

Fort +14, **Ref** +23, **Will** +17

Weakness double damage from cold iron

Speed 40 ft (8 squares)

Melee staff of the woodlands +13/+8 (1d6+6)

Base Atk +8; **Grp** +11

Combat Gear expended staff of the woodlands (acts as +2 quarterstaff and allows wielder to use pass without trace at will), wand of magic missile (5th)

Spell-Like Abilities (CL 16th):

At will—dimension door (only when starting point and destination are adjacent to a tree or plant creature), disguise self (DC 16)

1/day—baleful polymorph (DC 20), call lightning storm (DC 20), changestaff, cure critical wounds, fire seeds (DC 21), repel metal or stone, wall of thorns

Abilities Str 17, Dex 26, Con 18, Int 16, Wis 15, Cha 21

SQ oath bond, unearthly grace

Feats Combat Casting, Dodge, Improved Initiative, Improved Toughness (Complete Warrior), Mobility, Stealthy, Track

Skills Appraise +8, Balance +15, Bluff +15, Climb +8, Concentration +13, Diplomacy +14, Disguise +10 (+12 acting), Escape Artist +13, Gather Information +7, Handle Animal +6, Hide +15, Intimidate +17, Jump +14, Knowledge (arcana) +8, Knowledge (local) +8, Knowledge (nature) +10, Listen +12, Move Silently +15, Search +8, Sense Motive +11, Sleight of Hand +15, Spellcraft +10 (+12 deciphering scrolls), Spot +12, Survival +11 (+13 following tracks, +13 in aboveground natural environments), Swim +8, Tumble +19, Use Magic Device +19 (+21 for scrolls), Use Rope +8 (+10 involving bindings)

Possessions combat gear

Oath Bond (Su) A verdant prince can strike a powerful supernatural bargain with another willing creature. The bargain can be nearly anything, but must involve an exchange of services or goods. A verdant prince can make an oath bond with only one creature at a time. If either party does not hold up its end of the bargain, it takes a -6 penalty to all ability scores and is sickened until the bargain is fulfilled. When a bargain isn't fulfilled, the wronged party becomes immediately aware of the broken oath and gains a constant awareness of the

oathbreaker's distance and direction. This awareness does not extend across the boundaries of planes, but it does relate the information that an oathbreaker is not on the same plane.

Only death or a wish or miracle spell can end an oath bond before the bargain is fulfilled or negate the penalties that a broken oath bond imposes. When the oath bond is negated by death or magic, the other party becomes aware that the oath was ended or suppressed but not how or where.

Unearthly Grace (Su) A verdant prince adds its Charisma modifier as a bonus on saving throws, and as a deflection bonus to Armor Class. Included above.

5: MICHELLE'S ENCOUNTER

DETKA

CR 15

Female raccoon druid 14

CN Small magical beast (awakened animal)

Init +3; **Senses** low light vision, scent, Listen +15, Spot +15,

Languages Common, Sylvan, Raccoon

AC 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +4 armor, +1 natural)

hp 145 (17 HD); DR 10/adamantine (150 hp)

Immune poison

Fort +19, **Ref** +14, **Will** +19 (+4 spell-like ability of fey)

Speed base movement 30 ft., climb 10 ft.;

Melee 2 claws +12 (1d2-1) and bite +6 (1d3-1)

Ranged spell +16 (per spell)

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

Base Atk +12; **Grp** +7

Atk Options wild shape

Special Actions wild empathy

Combat Gear 2 *wildling clasps*, *periapt of wisdom* +4, *potion of mage armor* †, *cloak of resistance* +4

Druid Spells Prepared (CL 17th):

7th—*fire storm* [DC 22]

6th—*fire seeds* [DC 21], *transport via plants*

5th—*baleful polymorph* [DC 20], *dispel magic* – greater, *freedom of movement (still)*, *stoneskin* †, *wall of fire* [DC 20].

4th—*arc of lightning* [DC 19], *dispel magic*, *ice storm*, *flame strike* [DC 19], *rusting grasp*,

3rd—*call lightning* [DC 18], *cure moderate wounds*, *poison* [DC 18], *spike growth* [DC 18], *wind wall*.

2nd—*barkskin*, *chill metal* [DC 17], *flaming sphere* [DC 16], *hold animal* [DC 17], *resist energy*, *summon swarm*, *tree shape* †

1st—*charm animal* [DC 16], *cure light wounds* (2), *faerie fire*, *obscuring mist*, *produce flame* (2), *speak with animals*,

0—*create water* (2), *dawn*, *detect magic*, *guidance*, *light*,

† Already cast

Abilities Str 8, Dex 16, Con 16, Int 12, Wis 20, Cha 8

SQ animal companion, nature sense, wild empathy, woodland stride, trackless step, resist natures lure,

wild shape (5/day, large, tiny, plant), venom immunity, thousand faces

Feats Fast Wild Shape, Improved Toughness, Multiattack, Natural Spell, Practiced Spellcaster, Still Spell, Track

Skills Concentration +15, Escape Artist +7, Handle Animal +6, Knowledge (nature) +16, Listen +15, Spellcraft +13, Spot +15, Survival +18,

Possessions combat gear plus *collar of healing* (on animal companion)

Power-Up Suite (Dire bear form):

CN Large magical beast (awakened animal)

Languages Bear

AC 23, touch 12, flat-footed 20

(-1 size, +3 Dex, +4 armor, +7 natural)

Fort +20, **Ref** +12, **Will** +19 (+4 spell-like ability of fey)

Speed base movement 40 ft.,

Melee claw +20 (2d4+10) and bite +15 (2d8+5)

Ranged spell +11 (per spell)

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

Base Atk +11; **Grp** +23

Atk Options improved grab

Abilities Str 31, Dex 13, Con 19, Int 12, Wis 20, Cha 8

Skills Concentration +16, Escape Artist +7, Handle Animal +6, Knowledge (nature) +16, Listen +15, Spellcraft +13, Spot +15, Survival +18,

Improved Grab (Ex) To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

6: JOHN'S ENCOUNTER

LADY ARVENDRA D'ORBONNES

CR 10

See "All APLs" stat blocks.

MALYSTANDRINYX

CR 16

See "All APLs" stat blocks.

DRAUDNU (3)

CR 10

CE Medium outsider (chaotic, evil, extraplanar, obyrith)

Init +4; **Senses** darkvision 60 ft., true seeing; Listen +20, Spot +20

Aura form of madness (60 ft.)

Languages Abyssal, Common; telepathy 100 ft.

AC 21, touch 14, flat-footed 17; Dodge, Mobility, acid spray

(+4 Dex, +7 natural)

hp 119 (14 HD); fast healing 5; DR 10/lawful

Immune acid, mind-affecting spells and abilities, poison

Resist cold 10, electricity 10, fire 10; **SR** 18

Fort +13, **Ref** +13, **Will** +12

Speed 50 ft. (10 squares)

Melee 3 flesh hooks +18 (2d6+4/19-20 plus immobilize)

Space 5 ft.; **Reach** 5 ft. (20 ft. with flesh hooks)

Base Atk +14; **Grp** +18

Atk Options Combat Expertise, Combat Reflexes, aligned strike (chaotic, evil)

Special Actions acid spray

Abilities Str 18, Dex 19, Con 18, Int 13, Wis 16, Cha 17

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Critical (flesh hooks), Mobility, Track

Skills Balance +30, Climb +21, Escape Artist +21, Jump +31, Knowledge (planes) +10, Listen +20, Search +18, Spot +20, Survival +20 (+22 on other planes, +22 when following tracks), Tumble +23, Use Rope +2 (+6 bindings)

Form of Madness (Su) When a draudnu comes within 60 ft of a creature, that creature must succeed on a DC 20 Will save or believe that something is growing inside it, becoming sickened. The sickened condition is permanent until the insanity is cured by *greater restoration*, *heal*, *miracle*, or *wish*. A creature that successfully saves cannot be affected by that same draudnu's form for 24 hours, and a creature that fails can only be affected once until cured. Chaotic evil outsiders are immune to this ability. This is a mind-affecting ability.

Immobilize (Ex) When a draudnu deals damage with a flesh hook, it can detach the end of that hook in the foe it struck, fastening that opponent to a surface such as a floor or wall (The draudnu's hook end regrows immediately). That enemy must succeed on a DC 21 Reflex save or be immobilized (may not move from its space, but may still act otherwise and keeps its Dexterity bonus to Armor Class; flying creatures can control their descent so as to not take falling damage, but may not move from the space except for descending 20 feet per round, and creatures that can hover may maintain their current altitude). This ability doesn't work if the hook can't fasten a creature to a surface.

An immobilized creature can pull itself free by taking a move action and performing a DC 21 Strength check or Escape Artist check. However, the act of pulling free deals that foe 1d10 points of damage, unless it or someone else takes a standard action and succeeds on a DC 21 Heal check to dislodge the hook first.

Acid Spray (Ex) Whenever a draudnu takes damage, it sprays acidic fluid from the sacs on its body, dealing 2d4 points of acid damage to all creatures in a 5-foot-radius burst (Reflex DC 21 half).

4: BRINGING BALANCE**BATTLEBRIAR****CR 15**

N Huge plant

Init -2; **Senses** darkvision 60. ft, low-light vision, Listen +0, Spot +0**AC** 30, touch 6, flat-footed 30
(-2 size, -2 Dex, +24 natural)**hp** 312 (25 HD); regeneration/fast healing; **DR****Immune** critical hits, mind affecting,**Fort** +22, **Ref** +6, **Will** +10**Speed** 30 ft. (6 squares)**Melee** 4 slams +28 melee (2d6+11/19–20)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +18; **Grp** +37**Atk Options****Special Actions** Impale, improved grab, thorn volley, trample 2d6+16**Abilities** Str 32, Dex 6, Con 27, Int 5, Wis 10, Cha 7**SQ** plant traits, resistance to electricity 20 and fire 20, thorn field**Feats** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Iron Will, Power Attack, Weapon Focus (slam)**Skills** Hide +18***Impale (Ex):** Whenever a battle briar successfully starts a grapple with a Medium or smaller creature, there is a chance that the creature will become impaled on one of the thorns. After the grapple has begun, a battlebriar can attempt another grapple check as a free action to impale the creature on its thorns.

An impaled creature is helpless until it beats the battlebriar in an opposed grapple check. As long as the only creatures that it is grappling with are impaled, a battlebriar is not considered grappled (the battlebriar does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents). When making grapple checks against impaled creatures, a battlebriar takes a –20 penalty on grapple checks.

Improved Grab (Ex): To use this ability, a battlebriar must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.**Thorn Volley (Ex):** Battlebriars grow and shed their thorns at an incredible rate, and by rearing up on their hind legs and snapping their bodies forward, they can launch a deadly volley. As a standard action, a battlebriar can launch a volley of thorns, centering the volley anywhere within 60 feet. The thorns deal 8d6 points of piercing damage to all creatures within a 10-foot radius (Refl ex DC 33 half). The save DC is Strength-based.**Trample (Ex):** Reflex half DC 33. The save DC is Strength-based.**Thorn Field (Ex):** The thorns on a battlebriar's body protrude into the area surrounding the creature, causing several effects on creatures moving through

a battlebriar's threatened area. A battlebriar can make up to four attacks of opportunity each round. (Unlike the Combat Refl exes feat, this ability does not allow a battlebriar to make attacks of opportunity while fl at-footed.) In addition, the DCs for Tumble checks to move through a battlebriar's threatened area or through the squares that it occupies increases by 10. Creatures three or more size categories smaller than a battlebriar cannot freely move through the area that a battle briar occupies.

Skills: *Despite its size, a battlebriar blends well with its surroundings, and it gains a +8 racial bonus on Hide checks in aboveground, natural environments.

Physical Description: This six-legged lionlike creature has a body made of writhing vines and thorns. Each of its gorillalike pairs of limbs is slightly shorter than the pair in front of it—its forelimbs are the longest, the middle pair of limbs slightly shorter, and its rear pair of legs the shortest of all. Long thorns protrude from every part of the creature's body, making it seem impossible to approach or move around the creature without risking serious injury.

5: MICHELLE'S ENCOUNTER**DETKA****CR 15**

Female raccoon druid 14

CN Small magical beast (awakened animal)

Init +3; **Senses** low light vision, scent, Listen +15, Spot +15,**Languages** Common, Sylvan, Raccoon**AC** 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +4 armor, +1 natural)

hp 145 (17 HD); DR 10/adamantine (150 hp)**Immune** poison**Fort** +19, **Ref** +14, **Will** +19 (+4 spell-like ability of fey)**Speed** base movement 30 ft., climb 10 ft.;**Melee** 2 claws +12 (1d2-1) and bite +6 (1d3-1)**Ranged** spell +16 (per spell)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +12; **Grp** +7**Atk Options** wild shape**Special Actions** wild empathy**Combat Gear** 2 *wildling clasps*, *periapt of wisdom* +4, *potion of mage armor* †, *cloak of resistance* +4**Druid Spells Prepared** (CL 17th):7th—*fire storm* [DC 22]6th—*fire seeds* [DC 21], *transport via plants*5th—*baleful polymorph* [DC 20], *dispel magic* – greater, *freedom of movement (still)*, *stoneskin* †, *wall of fire* [DC 20],4th—*arc of lightning* [DC 19], *dispel magic*, *ice storm*, *flame strike* [DC 19], *rusting grasp*,3rd—*call lightning* [DC 18], *cure moderate wounds*, *poison* [DC 18], *spike growth* [DC 18], *wind wall*.2nd—*barkskin*, *chill metal* [DC 17], *flaming sphere* [DC 16], *hold animal* [DC 17], *resist energy*, *summon swarm*, *tree shape* †

1st—charm animal [DC 16], cure light wounds (2), faerie fire, obscuring mist, produce flame (2), speak with animals,
0—create water (2), dawn, detect magic, guidance, light,
† Already cast

Abilities Str 8, Dex 16, Con 16, Int 12, Wis 20, Cha 8
SQ animal companion, nature sense, wild empathy, woodland stride, trackless step, resist natures lure, wild shape (5/day, large, tiny, plant), venom immunity, thousand faces
Feats Fast Wild Shape, Improved Toughness, Multiattack, Natural Spell, Practiced Spellcaster, Still Spell, Track
Skills Concentration +15, Escape Artist +7, Handle Animal +6, Knowledge (nature) +16, Listen +15, Spellcraft +13, Spot +15, Survival +18,
Possessions combat gear plus collar of healing (on animal companion)

Power-Up Suite (Dire bear form):

CN Large magical beast (awakened animal)

Languages Bear

AC 23, touch 12, flat-footed 20 (-1 size, +3 Dex, +4 armor, +7 natural)
Fort +20, Ref +12, Will +19 (+4 spell-like ability of fey)

Speed base movement 40 ft.,
Melee claw +20 (2d4+10) and bite +15 (2d8+5)
Ranged spell +11 (per spell)
Space 10 ft.; Reach 5 ft.
Base Atk +11; Grp +23

Atk Options improved grab

Abilities Str 31, Dex 13, Con 19, Int 12, Wis 20, Cha 8
Skills Concentration +16, Escape Artist +7, Handle Animal +6, Knowledge (nature) +16, Listen +15, Spellcraft +13, Spot +15, Survival +18,

Improved Grab (Ex) To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

SIR TARIK EINAR

CR 15

Male human druid 15
CN Medium humanoid (human)
Init +1; Senses Listen +10, Spot +15

Languages Common

AC 26, touch 13, flat-footed 25 (+1 Dex, +5 armor, +3 shield, +2 deflection, +5 natural)
Miss Chance 50% (per blink when ring active)
hp 94 (15 HD); DR 10/adamantine (150 hp)
Immune poison, aging
Fort +11, Ref +6, Will +14 (+4 spell-like ability of fey)
Speed 20 ft. in breastplate (4 squares), 40 ft. in breastplate hasted (8 squares), base movement 30 ft.;
Melee mw spear +12/+7/+2 (1d8/x3)
Base Atk +11; Grp +11
Atk Options spells, wild shape

Special Actions wild empathy

Combat Gear ironwood breastplate, +1 heavy wood shield, mw spear, club, boots of speed, ring of protection +2, ring of blinking, periapt of wisdom +2 (attached to wilding clasp), holy symbol (Obad-Hai)

Druid Spells Prepared (CL 15th):

8th—reverse gravity
7th—fire storm [DC 22], heal
6th—fire seeds [DC 21], ice storm (<i>transdimensional</i> , sculpted), transport via plants
5th—flame strike (<i>transdimensional</i>) [DC 19], flame strike (sculpted) [DC 19], ice storm (<i>transdimensional</i>), stoneskin †, wall of fire
4th—call lightning (<i>transdimensional</i>) [DC 18], dispel magic, ice storm, rusting grasp, spike stones [DC 19],
3rd—call lightning [DC 18], hypothermia [DC 18], mass lesser vigor, 2 poison [DC 18],
2nd—barkskin †, heat metal [DC 17], [listening] lorecall, produce flame (<i>transdimensional</i>), resist energy, shrink animal
1st—charm animal [DC 16], cure light wounds, entangle, faerie fire, longstrider, produce flame, speak with animals
0—cure minor wounds, create water, detect magic, guidance, light, mending

† Already cast

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

SQ animal companion, nature sense, wild empathy, woodland stride, trackless step, resist natures lure, wild shape (5/day, large, tiny, plant, huge), venom immunity, thousand faces, timeless body

Feats Fast Wild Shape, Improved Toughness, Natural Spell, Sculpt Spell, Track, Transdimensional Spell

Skills Concentration +20, Diplomacy +16, Handle Animal +7, Heal +10, Knowledge (nature) +14, Listen +10, Sense Motive +10, Spot +15, Survival +24,

Possessions combat gear

KITTIE

CR X

Male dire lion animal companion

N Large animal

Init +3; Senses Low light vision, scent, Listen +8, Spot +8

Languages Common

AC 20, touch 12, flat-footed 17
(-1 size, +3 Dex, +8 natural)

hp 100 (12 HD);

Fort +12, Ref +11, Will +9 (+4 enchantment/charm)

Speed base movement 40 ft.;

Melee 2 claws +16 (1d8+8) and bite +10 (1d8+4)

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

Base Atk +8; **Grp** +20

Atk Options Improved grab, pounce, rake 1d6+4

Combat Gear collar of healing

† Already cast

Abilities Str 27, Dex 17, Con 18, Int 2, Wis 12, Cha 10

SQ link, share spells, evasion, devotion

Feats Alertness, Improved Natural Attack (claw), Power Attack, Run, Weapon Focus (claw),

Skills Hide +7 (+11 in heavy brush), Listen +8, Move Silently +10(+14 in heavy brush), Spot +8,

6: JOHN'S ENCOUNTER

LADY ARVENDRA D'ORBONNES CR 10
See "All APLs" stat blocks.

MALYSTANDRINYX CR 16
See "All APLs" stat blocks.

BAR-LGURA CR 5
CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)
Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11
Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 22, touch 14, flat-footed 18; Dodge, Mobility (+4 Dex, +8 natural)

hp 51 (6 HD); **DR** 10/cold iron or good

Immune electricity, poison

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

Fort +9, **Ref** +9, **Will** +7

Speed 40 ft. (8 squares), climb 20 ft.; **Run**

Melee 2 claws each +12 (1d6+6) and bite +7 (1d6+3)

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

Base Atk +6; **Grp** +12

Atk Options pounce

Special Actions abduction, *summon tanar'ri*

Spell-Like Abilities (CL 6th):

At will—darkness, *cause fear* (DC 12), *dispel magic*, *greater teleport* (DC 18), see *invisibility*, *telekinesis* (DC 16)

2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 14)

Abilities Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12

SQ tanar'ri traits

Feats Dodge, Mobility, Run

Skills Balance +15, Climb +23, Hide +17, Intimidate +10, Jump +31, Listen +11, Move Silently +13, Spot +11, Tumble +15

Pounce (Ex) If a bar-Igura charges a foe, it can make a full attack.

Abduction (Su) Unlike most tanar'ri, a bar-Igura can use *greater teleport* to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 18 Will save to resist being transported.

Summon Tanar'ri (Sp) Once per day, a bar-Igura can attempt to summon another bar-Igura with a 35% chance of success. This ability is the equivalent of a 2nd-level spell (CL 6th).

4: BRINGING BALANCE

VERDANT PRINCE (4)

CR 11

NE Medium fey

Init +12; **Senses** low-light vision; **Listen** +12, **Spot** +12

Languages Common, Druidic, Elven, Sylvan

AC 26, touch 23, flat-footed 18; Dodge, Mobility (+8 Dex, +5 deflection, +3 natural)

hp 136 (16 HD); **DR** 10/cold iron

Resist evasion

SR 20

Fort +14, **Ref** +23, **Will** +17

Weakness double damage from cold iron

Speed 40 ft (8 squares)

Melee staff of the woodlands +13/+8 (1d6+6)

Base Atk +8; **Grp** +11

Combat Gear expended staff of the woodlands (acts as +2 quarterstaff and allows wielder to use pass without trace at will), wand of magic missile (5th)

Spell-Like Abilities (CL 16th):

At will—dimension door (only when starting point and destination are adjacent to a tree or plant creature), disguise self (DC 16)

1/day—baleful polymorph (DC 20), call lightning storm (DC 20), changestaff, cure critical wounds, fire seeds (DC 21), repel metal or stone, wall of thorns

Abilities Str 17, Dex 26, Con 18, Int 16, Wis 15, Cha 21

SQ oath bond, unearthly grace

Feats Combat Casting, Dodge, Improved Initiative, Improved Toughness (Complete Warrior), Mobility, Stealthy, Track

Skills Appraise +8, Balance +15, Bluff +15, Climb +8, Concentration +13, Diplomacy +14, Disguise +10 (+12 acting), Escape Artist +13, Gather Information +7, Handle Animal +6, Hide +15, Intimidate +17, Jump +14, Knowledge (arcana) +8, Knowledge (local) +8, Knowledge (nature) +10, Listen +12, Move Silently +15, Search +8, Sense Motive +11, Sleight of Hand +15, Spellcraft +10 (+12 deciphering scrolls), Spot +12, Survival +11 (+13 following tracks, +13 in aboveground natural environments), Swim +8, Tumble +19, Use Magic Device +19 (+21 for scrolls), Use Rope +8 (+10 involving bindings)

Possessions combat gear

Oath Bond (Su) A verdant prince can strike a powerful supernatural bargain with another willing creature. The bargain can be nearly anything, but must involve an exchange of services or goods. A verdant prince can make an oath bond with only one creature at a time. If either party does not hold up its end of the bargain, it takes a -6 penalty to all ability scores and is sickened until the bargain is fulfilled. When a bargain isn't fulfilled, the wronged party becomes immediately aware of the broken

oath and gains a constant awareness of the oathbreaker's distance and direction. This awareness does not extend across the boundaries of planes, but it does relate the information that an oathbreaker is not on the same plane.

Only death or a wish or miracle spell can end an oath bond before the bargain is fulfilled or negate the penalties that a broken oath bond imposes. When the oath bond is negated by death or magic, the other party becomes aware that the oath was ended or suppressed but not how or where.

Unearthly Grace (Su) A verdant prince adds its Charisma modifier as a bonus on saving throws, and as a deflection bonus to Armor Class. Included above.

BATTLEBRIAR

CR 15

N Huge plant

Init -2; **Senses** darkvision 60 ft, low-light vision, **Listen** +0, **Spot** +0

AC 30, touch 6, flat-footed 30 (-2 size, -2 Dex, +24 natural)

hp 312 (25 HD); regeneration/fast healing; **DR**

Immune critical hits, mind affecting,

Fort +22, **Ref** +6, **Will** +10

Speed 30 ft. (6 squares)

Melee 4 slams +28 melee (2d6+11/19–20)

Space 15 ft.; **Reach** 10 ft.

Base Atk +18; **Grp** +37

Atk Options

Special Actions Impale, improved grab, thorn volley, trample 2d6+16

Abilities Str 32, Dex 6, Con 27, Int 5, Wis 10, Cha 7

SQ plant traits, resistance to electricity 20 and fire 20, thorn field

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Iron Will, Power Attack, Weapon Focus (slam)

Skills Hide +18*

Impale (Ex): Whenever a battle briar successfully starts a grapple with a Medium or smaller creature, there is a chance that the creature will become impaled on one of the thorns. After the grapple has begun, a battlebriar can attempt another grapple check as a free action to impale the creature on its thorns.

An impaled creature is helpless until it beats the battlebriar in an opposed grapple check. As long as the only creatures that it is grappling with are impaled, a battlebriar is not considered grappled (the battlebriar does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents). When making grapple checks against impaled creatures, a battlebriar takes a -20 penalty on grapple checks.

Improved Grab (Ex): To use this ability, a battlebriar must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Thorn Volley (Ex): Battlebriars grow and shed their thorns at an incredible rate, and by rearing up on their hind legs and snapping their bodies forward, they can launch a deadly volley. As a standard action, a battlebriar can launch a volley of thorns, centering the volley anywhere within 60 feet. The thorns deal 8d6 points of piercing damage to all creatures within a 10-foot radius (Reflex DC 33 half). The save DC is Strength-based.

Trample (Ex): Reflex half DC 33. The save DC is Strength-based.

Thorn Field (Ex): The thorns on a battlebriar's body protrude into the area surrounding the creature, causing several effects on creatures moving through a battlebriar's threatened area. A battlebriar can make up to four attacks of opportunity each round. (Unlike the Combat Reflexes feat, this ability does not allow a battlebriar to make attacks of opportunity while flat-footed.) In addition, the DCs for Tumble checks to move through a battlebriar's threatened area or through the squares that it occupies increases by 10. Creatures three or more size categories smaller than a battlebriar cannot freely move through the area that a battle briar occupies.

Skills: *Despite its size, a battlebriar blends well with its surroundings, and it gains a +8 racial bonus on Hide checks in aboveground, natural environments.

Physical Description: This six-legged lionlike creature has a body made of writhing vines and thorns. Each of its gorillalike pairs of limbs is slightly shorter than the pair in front of it—its forelimbs are the longest, the middle pair of limbs slightly shorter, and its rear pair of legs the shortest of all. Long thorns protrude from every part of the creature's body, making it seem impossible to approach or move around the creature without risking serious injury.

5: MICHELLE'S ENCOUNTER

DETKA

CR 15

Female raccoon druid 14

CN Small magical beast (awakened animal)

Init +3; **Senses** low light vision, scent, Listen +15, Spot +15,

Languages Common, Sylvan, Raccoon

AC 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +4 armor, +1 natural)

hp 145 (17 HD); **DR** 10/adamantine (150 hp)

Immune poison

Fort +19, **Ref** +14, **Will** +19 (+4 spell-like ability of fey)

Speed base movement 30 ft., climb 10 ft.;

Melee 2 claws +12 (1d2-1) and bite +6 (1d3-1)

Ranged spell +16 (per spell)

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

Base Atk +12; **Grp** +7

Atk Options wild shape

Special Actions wild empathy

Combat Gear 2 *wildling clasps*, *periapt of wisdom* +4, *potion of mage armor* †, *cloak of resistance* +4

Druid Spells Prepared (CL 17th):

7th—*fire storm* [DC 22]

6th—*fire seeds* [DC 21], *transport via plants*

5th—*baleful polymorph* [DC 20], *dispel magic* – greater, *freedom of movement (still)*, *stoneskin* †, *wall of fire* [DC 20],

4th—*arc of lightning* [DC 19], *dispel magic*, *ice storm*, *flame strike* [DC 19], *rusting grasp*,

3rd—*call lightning* [DC 18], *cure moderate wounds*, *poison* [DC 18], *spike growth* [DC 18], *wind wall*.

2nd—*barkskin*, *chill metal* [DC 17], *flaming sphere* [DC 16], *hold animal* [DC 17], *resist energy*, *summon swarm*, *tree shape* †

1st—*charm animal* [DC 16], *cure light wounds* (2), *faerie fire*, *obscuring mist*, *produce flame* (2), *speak with animals*,

0—*create water* (2), *dawn*, *detect magic*, *guidance*, *light*,

† Already cast

Abilities Str 8, Dex 16, Con 16, Int 12, Wis 20, Cha 8

SQ animal companion, nature sense, wild empathy, woodland stride, trackless step, resist natures lure, wild shape (5/day, large, tiny, plant), venom immunity, thousand faces

Feats Fast Wild Shape, Improved Toughness, Multiattack, Natural Spell, Practiced Spellcaster, Still Spell, Track

Skills Concentration +15, Escape Artist +7, Handle Animal +6, Knowledge (nature) +16, Listen +15, Spellcraft +13, Spot +15, Survival +18,

Possessions combat gear plus *collar of healing* (on animal companion)

Power-Up Suite (Dire bear form):

CN Large magical beast (awakened animal)

Languages Bear

AC 23, touch 12, flat-footed 20

(-1 size, +3 Dex, +4 armor, +7 natural)

Fort +20, **Ref** +12, **Will** +19 (+4 spell-like ability of fey)

Speed base movement 40 ft.,

Melee claw +20 (2d4+10) and bite +15 (2d8+5)

Ranged spell +11 (per spell)

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

Base Atk +11; **Grp** +23

Atk Options improved grab

Abilities Str 31, Dex 13, Con 19, Int 12, Wis 20, Cha 8

Skills Concentration +16, Escape Artist +7, Handle Animal +6, Knowledge (nature) +16, Listen +15, Spellcraft +13, Spot +15, Survival +18,

Improved Grab (Ex) To use this ability, a dire bear must hit with a claw attack. It can then attempt to

start a grapple as a free action without provoking an attack of opportunity.

DEEKIN**CR 17**

Male awakened raccoon druid 17

CN Small magical beast (awakened animal)

Init +3; **Senses** low light vision, scent, Listen +17, Spot +17,**Languages** Common, Sylvan, Raccoon**AC** 23, touch 14, flat-footed 20

(+1 size, +3 Dex, +4 armor, +5 natural)

Miss Chance 20% (cloak – displacement)**hp** 166 (20 HD); **DR** 10/adamantine (150 hp)**Immune** poison, aging**Fort** +16, **Ref** +11, **Will** +16 (+4 spell-like ability of fey)**Speed** base movement 30 ft., climb 10 ft.;**Melee** 2 claws +14 (1d2-1) and bite +9 (1d3-1)**Ranged** spell +16 (per spell)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +14; **Grp** +9**Atk Options** wild shape**Special Actions** wild empathy**Combat Gear** 2 *wilding clasps*, minor cloak of displacement, *periapt of wisdom* +6, potion of mage armor †, potion of barkskin +4 †, collar of healing, metamagic rod of enlarge spell**Druid Spells Prepared** (CL 20th):9th—*nature's avatar*8th—*repel metal or stone, reverse gravity*7th—*heal, fire storm* [DC 23]6th—*fire seeds* [DC 22], *repel wood, transport via plants*5th—*call lightning storm* [DC 20], *dispel magic – greater, ice storm (sculpted), freedom of movement (still), stoneskin †, wall of fire* [DC 21],4th—*arc of lightning* [DC 20], *dispel magic, ice storm, flame strike (2)* [DC 20], *rusting grasp*,3rd—*call lightning* [DC 19], *cure moderate wounds, hypothermia* [DC 19], *poison* [DC 19], *spike growth* [DC 19], *wind wall*.2nd—*chill metal* [DC 18], 2 *flaming sphere* [DC 18], *hold animal* [DC 18], *obscuring mist (sculpted), resist energy, summon swarm, tree shape* †1st—*charm animal* [DC 17], *cure light wounds (2), faerie fire, obscuring mist, produce flame (2), speak with animals*,0—*create water (2), dawn, detect magic, guidance, light*,

† Already cast

Abilities Str 8, Dex 16, Con 16, Int 12, Wis 23, Cha 8**SQ** animal companion, nature sense, wild empathy, woodland stride, trackless step, resist natures lure, wild shape (5/day, large, tiny, plant, huge), venom immunity, thousand faces, timeless body, wild shape (elemental 1/day)**Feats** Fast Wild Shape, Improved Toughness, Multiattack, Natural Spell, Practiced Spellcaster, Sculpt Spell, Still Spell, Track**Skills** Concentration +18, Escape Artist +7, Handle Animal +6, Knowledge (nature) +19, Listen +17, Spellcraft +15, Spot +17, Survival +21,**Possessions** combat gear plus *decanter of endless water***Power-Up Suite (Dire bear form):**

CN Large magical beast (awakened animal)

Languages Bear**AC** 23, touch 12, flat-footed 20

(-1 size, +3 Dex, +4 armor, +7 natural)

Fort +17, **Ref** +9, **Will** +16 (+4 spell-like ability of fey)**Speed** base movement 40 ft.,**Melee** claw +23 (2d4+10) and bite +18 (2d8+5)**Ranged** spell +14 (per spell)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +14; **Grp** +26**Atk Options** improved grab**Abilities** Str 31, Dex 13, Con 19, Int 12, Wis 23, Cha 8**Skills** Concentration +19, Escape Artist +7, Handle Animal +6, Knowledge (nature) +19, Listen +17, Spellcraft +15, Spot +17, Survival +21,**Improved Grab (Ex)** To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.**SIR TARIK EINAR****CR 15**

Male human druid 15

CN Medium humanoid (human)

Init +1; **Senses** Listen +10, Spot +15**Languages** Common**AC** 26, touch 13, flat-footed 25

(+1 Dex, +5 armor, +3 shield, +2 deflection, +5 natural)

Miss Chance 50% (per *blink* when ring active)**hp** 94 (15 HD); **DR** 10/adamantine (150 hp)**Immune** poison, aging**Fort** +11, **Ref** +6, **Will** +14 (+4 spell-like ability of fey)**Speed** 20 ft. in breastplate (4 squares), 40 ft. in breastplate *hasted* (8 squares), base movement 30 ft.;**Melee** mw spear +12/+7/+2 (1d8/x3)**Base Atk** +11; **Grp** +11**Atk Options** spells, wild shape**Special Actions** wild empathy**Combat Gear** ironwood breastplate, +1 heavy wood shield, mw spear, club, *boots of speed, ring of protection* +2, *ring of blinking, periapt of wisdom* +2 (attached to wilding clasp), holy symbol (Obad-Hai)**Druid Spells Prepared** (CL 15th):8th—*reverse gravity*7th—*fire storm* [DC 22], *heal*6th—*fire seeds* [DC 21], *ice storm (transdimensional, sculpted), transport via plants*5th—*flame strike (transdimensional)* [DC 19], *flame strike (sculpted)* [DC 19], *ice storm (transdimensional), stoneskin* †, *wall of fire*

4th—*call lightning* (*transdimensional*) [DC 18], *dispel magic*, *ice storm*, *rusting grasp*, *spike stones* [DC 19],
 3rd—2 *call lightning* [DC 18], *hypothermia* [DC 18], *mass lesser vigor*, 2 *poison* [DC 18],
 2nd—*barkskin* †, *heat metal* [DC 17], [*listening lorecall*, *produce flame* (*transdimensional*), *resist energy*, *shrink animal*]
 1st—*charm animal* [DC 16], *cure light wounds*, *entangle*, *faerie fire*, *longstrider*, *produce flame*, *speak with animals*
 0—*cure minor wounds*, *create water*, *detect magic*, *guidance*, *light*, *mending*

† Already cast

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

SQ animal companion, nature sense, wild empathy, woodland stride, trackless step, resist natures lure, wild shape (5/day, large, tiny, plant, huge), venom immunity, thousand faces, timeless body

Feats Fast Wild Shape, Improved Toughness, Natural Spell, Sculpt Spell, Track, Transdimensional Spell

Skills Concentration +20, Diplomacy +16, Handle Animal +7, Heal +10, Knowledge (nature) +14, Listen +10, Sense Motive +10, Spot +15, Survival +24,

Possessions combat gear

KITTIE CR X

Male dire lion animal companion

N Large animal

Init +3; **Senses** Low light vision, scent, Listen +8, Spot +8

Languages Common

AC 20, touch 12, flat-footed 17
(-1 size, +3 Dex, +8 natural)

hp 100 (12 HD);

Fort +12, **Ref** +11, **Will** +9 (+4 enchantment/charm)

Speed base movement 40 ft.;

Melee 2 claws +16 (1d8+8) and bite +10 (1d8+4)

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

Base Atk +8; **Grp** +20

Atk Options Improved grab, pounce, rake 1d6+4

Combat Gear collar of healing

† Already cast

Abilities Str 27, Dex 17, Con 18, Int 2, Wis 12, Cha 10

SQ link, share spells, evasion, devotion

Feats Alertness, Improved Natural Attack (claw), Power Attack, Run, Weapon Focus (claw),

Skills Hide +7 (+11 in heavy brush), Listen +8, Move Silently +10(+14 in heavy brush), Spot +8,

6: JOHN'S ENCOUNTER

LADY ARVENDRA D'ORBONNES CR 10
See "All APLs" stat blocks.

MALYSTANDRINYX CR 16

See "All APLs" stat blocks.

MATURE NABASSU (2) CR 15

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +9; **Senses** darkvision 60 ft.; Listen +23, Spot +23

Languages Abyssal, Common; telepathy 100 ft.

AC 31, touch 15, flat-footed 26

(+5 Dex, +16 natural)

hp 202 (15 HD); regeneration 5; DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 26

Fort +20, **Ref** +14, **Will** +16

Speed 40 ft. (8 squares), fly 90 ft. (good);

Melee bite +24 (2d8+9/19-20) and

2 claws +19 (1d8+4)

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

Base Atk +15; **Grp** +24

Atk Options sneak attack +6d6

Special Actions death-stealing gaze, feed, summon tanar'ri, vampiric link

Spell-Like Abilities (CL 15th):

At will—darkness, enervation (+20 ranged touch), ethereal jaunt, greater dispel magic, greater teleport (self plus 50 pounds of objects only), hold monster (DC 20), obscuring mist, silence (DC 18), true seeing, unholy aura (DC 24), unholy blight (DC 20)

3/day—blasphemy (DC 23), energy drain (+20 melee touch; DC 25)

Abilities Str 28, Dex 20, Con 28, Int 20, Wis 21, Cha 23

SQ camouflage, tanar'ri traits

Feats Ability Focus (death-stealing gaze), Combat Casting, Great Fortitude, Improved Critical (Bite), Improved Initiative, Iron Will

Skills Balance +7, Bluff +24, Concentration +27, Diplomacy +8, Gather Information +8, Hide +23, Intimidate +26, Jump +15, Knowledge (arcana) +23, Knowledge (local [Iuz's Border States]) +23, Knowledge (religion) +23, Knowledge (planes) +3, Listen +23, Move Silently +23, Spot +23, Tumble +25, Use Magic Device +24

Regeneration (Ex) Damage caused by good-aligned weapons deal lethal damage to a mature nabassu.

Death-Stealing Gaze (Su) 30 feet, Fortitude DC 25, bestows 1d4 negative levels. Any humanoid creature drained to 0 levels by a mature nabassu's death-stealing gaze dies and is immediately transformed into a ghoul under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that are not humanoids.

As a standard action, a nabassu can actively use its gaze to kill a single creature within range, regardless of the creature's type. A creature that fails the DC 25 Fortitude save against this killing gaze is immediately slain. This is a death effect.

Feed (Su) A mature nabassu can feed on the body of a helpless living humanoid, devouring its flesh and its life force. This requires a coup de grace attack from the nabassu, which provokes attacks of

opportunity per normal. If the attack succeeds at slaying the creature, a significant portion of its physical body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. A *wish*, *miracle*, or *true resurrection*, is required to restore a devoured victim to life.

A mature nabassu that devours a humanoid in this fashion gains the effects of a *death knell* spell (CL 20th).

Summon Tanar'ri (Sp) Once per day, a nabassu can summon 2d4 babaus or 1d4 hezrous with a 70% chance of success, or one glabrezu with a 30% chance of success. This is the ability of a 7th-level spell (CL 15).

Vampiric Link (Su) As a standard action, a mature nabassu can establish a vampiric link between itself and any living creature within 30 feet that it can see. The targeted creature can resist the link with a DC 23 Will save; otherwise the link remains in place until the target moves out of range or the nabassu targets a different creature. A creature affected by a vampiric link finds that whenever he damages the nabassu, be it with a spell or a weapon, he takes the same amount of damage. Additionally, if the creature targets the nabassu with a spell, the effects of the spell are duplicated and affect the caster as well, even if the spell fails to penetrate the nabassu's spell resistance or the nabassu makes its saving throw. This is a necromancy effect.

Camouflage (Ex) Does not apply in a city.

BAR-LGURA

CR 5

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft.; **Listen** +11, **Spot** +11

Languages Abyssal, Celestial, Common, Draconic; **telepathy** 100 ft.

AC 22, touch 14, flat-footed 18; **Dodge**, **Mobility** (+4 Dex, +8 natural)

hp 51 (6 HD); **DR** 10/cold iron or good

Immune electricity, poison

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

Fort +9, **Ref** +9, **Will** +7

Speed 40 ft. (8 squares), climb 20 ft.; **Run**

Melee 2 claws each +12 (1d6+6) and bite +7 (1d6+3)

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

Base Atk +6; **Grp** +12

Atk Options pounce

Special Actions abduction, *summon tanar'ri*

Spell-Like Abilities (CL 6th):

At will—darkness, *cause fear* (DC 12), *dispel magic*, *greater teleport* (DC 18), *see invisibility*, *telekinesis* (DC 16)

2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 14)

Abilities Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12

SQ tanar'ri traits

Feats Dodge, Mobility, Run

Skills Balance +15, Climb +23, Hide +17, Intimidate +10, Jump +31, Listen +11, Move Silently +13, Spot +11, Tumble +15

Pounce (Ex) If a bar-Igura charges a foe, it can make a full attack.

Abduction (Su) Unlike most tanar'ri, a bar-Igura can use *greater teleport* to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 18 Will save to resist being transported.

Summon Tanar'ri (Sp) Once per day, a bar-Igura can attempt to summon another bar-Igura with a 35% chance of success. This ability is the equivalent of a 2nd-level spell (CL 6th).

APPENDIX 2: NEW RULES ITEMS

FEATS

Adaptable Flanker

Your tactical skills work to your advantage.

Prerequisites: Combat Reflexes, Vexing Flanker, base attack bonus +4.

Benefit: As a swift action, you designate a single opponent as the target of this feat. When you are adjacent to the chosen target, you can choose to count as occupying any other square you threaten for purposes of determining flanking bonuses for you and your allies. You also occupy your current square for flanking an opponent.

Source: *Players Handbook II* 71

Devil's Favor [Devil-Touched]

Prerequisite: Pact with a devil or Hellbred race

Benefit: When you attempt an attack, save or check of any sort, you can beseech the dark powers to aid them. You gain a +2 bonus on the attack, save or check.

You can use this ability a number of times per day equal to the number of devil-touched feats you have selected, including this one.

Source: *Fiendish Codex II* p. 81

Fast Wild Shape [Wild]

You assume your wild shape faster and more easily than you otherwise could.

Prerequisites: Dex 13, ability to wild shape.

Benefit: You gain the ability to use wild shape as a move-equivalent action.

Normal: A druid uses wild shape as a standard action.

Source: *Complete Divine* 82

Improved Toughness

You are significantly tougher than normal.

Prerequisites: Base Fort save bonus +2.

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD (such as by gaining a level), you gain one additional hit point. If you lose a HD (such as by losing a level), you lose one hit point permanently.

Source: *Complete Warrior* 101

Practiced Spellcaster

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerous caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Source: *Complete Arcane*, p. 82

Rapid Spell

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with the casting time of 1 full round can be made as a standard action. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting time measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a feat cast spontaneously as long as its original casting time was longer than 1 full round.

Source: *Complete Divine*, p. 84

Sculpt Spell [Metamagic]

You can alter the area of your spells.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot-radius, 30 feet high), a 40-foot cone,

four 10-foot cubes, a ball (20-foot radius) or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot radius spread. A sculpted spell uses a spell slot one level higher than the spell's actual level.

Source: Complete Arcane 83

Staggering Strike

You can deliver a wound that hampers an opponent's movement.

Prerequisite: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Source: Complete Adventurer 112

Throat Punch

By making a precise punch to the throat, you can render a target unable to speak effectively.

Prerequisites: Improved Unarmed Strike, sneak attack +3d6

Benefit: Your successful sneak attack delivered with an unarmed strike temporarily hinders a target's ability to speak. For the next 3 rounds, the target takes a -5 penalty on any check requiring speech and has a 50% chance of failure when casting a spell or activating a magic item with a command word. Multiple uses don't increase the duration beyond 3 rounds.

Using this feat reduces your sneak attack damage by 2d6.

Special: You must be able to reach your foe's neck to use this feat.

Source: Complete Scoundrel, p. 82

Transdimensional Spell [Metamagic]

You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.

Benefit: A transdimensional spell has its full normal effect on incorporeal creatures, creatures on the Ethereal Plane or Plane of Shadow, and creatures within an extradimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are *blinking* or *shadow walking*, manifested ghosts, and creatures within the extradimensional space of a *rope trick*, *portable hole*, or *familiar pocket*.

You must be able to perceive a creature to target it with a transdimensional spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

Normal: Only force spells and effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

Source: Complete Arcane 84.

Vexing Flanker

Prerequisites: Combat Reflexes.

Benefit: You gain a +4 bonus on your attack rolls when flanking.

Source: Players Handbook II 85

SPELLS

Anticipate Teleportation

Abjuration

Level: Sorcerer/wizard 3

Components: V,S,F

Casting Time: 10 minutes

Range: One willing creature, touched

Area: 5-ft/level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the Teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature

by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Source: Spell Compendium, p. 13

Arc of Lightning

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them both (as if this spell had them as targets). Draw the line from any corner in one creature's space to any corner in the other creature's space. The bolt affects all squares in this line.

Arcane Material Component: Two small iron rods.

Source: Spell Compendium 15.

Blade of Blood

Necromancy

Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

This spell infuses the weapon touched with baleful energy. The next time the weapon strikes a living creature, *blade of blood* discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 hit points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Source: Players Handbook II, P. 103

Hypothermia

Evocation [Cold]

Level: Cleric 4, Druid 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The subject takes 1d6 points of cold damage per caster level (maximum 10d6) and becomes fatigued. A successful Fortitude save halves the damage and negates the fatigue.

Source: Spell Compendium 118.

Insightful Feint

Divination

Level: Assassin 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You gain a +10 insight bonus to the next Bluff check that you make to feint in combat (if it's made before the start of your next turn). You can make the feint as a move action, or once as a free action if you have the Improved Feint feat.

Source: Spell Compendium, p. 124

Invisibility, Swift

Illusion (Glamer)

Level: Assassin 2, bard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

The spell functions like *invisibility* (PH, p. 245), except as noted above.

Source: Spell Compendium, p. 125

Vigor, Mass Lesser

Conjuration (Healing)

Level: Clr3, Drd3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Target: One creature/2 levels, no two of which are more than 30 ft. apart

Duration: 10 rounds + 1 round/level (max 25 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subjects gain fast healing 1, enabling them to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Mass lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Source: Spell Compendium, p. 229

Lightfoot

Transmutation

Level: Assassin 1, ranger 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You provoke no attacks of opportunity while moving.

Source: Spell Compendium, p. 132

Listening Lorecall (SC p133)

Divination

Level: Druid 2, Ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You gain a +4 insight bonus on Listen checks. In addition, if you have 5 or more ranks in Listen, you gain blindsense out to 30 feet. If you have 12 or more ranks in Listen, you gain blindsight out to 15 feet.

A silence spell or effect negates the blindsense or blindsight granted by a listening lorecall spell.

Source: Spell Compendium, p. 133

Nature's Avatar

Transmutation

Level: Druid 9

Components: V, S, DF

Casting Time: 1 swift action

Range: Touch

Target: Animal touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected animal gains a +10 morale bonus on attack rolls and damage rolls and 1d8 temporary hit points per caster level, plus the effect of a *haste* spell (PHB 239).

Source: Spell Compendium 145

Shock and Awe

Enchantment [Mind-Affecting]

Level: Assassin 1, bard 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft. /2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart.

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

This spell distracts its targets, preventing them from reacting with the deftness they might otherwise possess. Only effective when cast in the surprise round of combat and against flat-footed creatures, this spell causes those it affects to take a -10 penalty on their next initiative check. Targets that cannot be caught flat-footed (such as a rogue with uncanny dodge) cannot be affected by this spell.

Source: Spell Compendium, p. 189

MAGIC ITEMS

Amulet of Teamwork

Price (Item Level): 2,000 gp (6th)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint (DC 16) enchantment

Activation: — and swift (command)

Weight: —

This silver chin comes together in the form of a pair of linked hands.

An *amulet of teamwork* allows you to work more effectively as part of a team. When you successfully use the aid another action, the bonus granted to your ally improves from +2 to +3. When you flank an enemy, you and any allies also flanking that creature gain a +2 bonus on damage rolls. These are continuous effects and require no activation.

In addition, you can activate the amulet to grant both you and an adjacent ally a +5 competence bonus to AC for 1 round. You must be adjacent to an ally to activate this power. This ability can be used once per day.

Prerequisites: Craft Wondrous Item, heroism.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Source: Magic Item Compendium 70

Anklet of Translocation

Price (Item Level): 1,400 gp (5th)

Body Slot: Feet

Caster Level: 7th

Aura: Moderate (DC 17) conjuration

Activation: Swift (command)

Weight: —

A pewter chime hangs from this simple leather ankle-band.

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be in line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighting up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wondrous Item, dimension door.

Cost to Create: 700 gp, 56 XP, 2 days.

Source: Magic Item Compendium 71

Belt of Ultimate Endurance (Belt of Ultimate Athleticism and Constitution +2)

Price (Item Level): 7,600 gp (8th)

Body Slot: Waist

Caster Level: 9th

Aura: Moderate (DC 19) transmutation

Activation: — and swift (command)

Weight: —

This simple cloth belt is a braid of black, green, and gold threads.

A *belt of ultimate endurance* functions as a *belt of ultimate athleticism* that also grants a +2 enhancement bonus to Constitution. This enhancement bonus is continuous and requires no activation.

A *belt of ultimate athleticism* allows you to reliably perform normal athletic feats, or occasionally pull off a truly amazing stunt. When you activate the belt, you can take 10 on all Balance, Climb, Jump, Swim, and Tumble checks made in that round, even if you are in a stressful situation.

In addition, once per day, you can activate the belt to treat the next Balance, Climb, Jump, Swim, or Tumble check you attempt as if you had rolled a 20.

Prerequisites: Craft Wondrous Item, bear's endurance, bull's strength, cat's grace.

Cost to Create: 3,800 gp, 304 XP, 8 days.

Source: Magic Item Compendium 75

Choker of Eloquence, Lesser

Price: 6,000 gp

Body Slot: Throat

Caster Level: 6th

Aura: Moderate transmutation

Activation: —

Weight: —

Coveted by bards, signers, and public speakers, this beautiful necklace is carved from ivory and jade. A *lesser choker of eloquence* grants a +5 competence bonus on Diplomacy, Bluff, and Perform (sing) checks.

Prerequisites: Craft Wondrous Item, creator must be a spellcaster of at least 6th level.

Cost to Create: 3,000 gp, 240 XP, 6 days.

Source: Complete Adventurer 132

Cloak of Predatory Vigor

Price (Item Level): 1400 gp (5th)

Body Slot: Shoulders

Caster Level: 3rd

Aura: Faint (DC 16) conjuration

Activation: Swift (mental)

Weight: 2 lb.

A cloak of predatory vigor helps you channel the power of your combat frenzy into rejuvenating energy. While in a rage or frenzy, you can activate this cloak to heal damage to yourself equal to your Hit Dice.

This effect functions two times per day.

Prerequisites: Craft Wondrous Item, *cure moderate wounds*

Cost to Create: 700 gp, 56 xp, 2 days

Collar of Healing

Price (Item Level): 5000 gp (9th)

Body Slot: Throat

Caster Level: 11th

Aura: Moderate (DC 20) conjuration

Activation: — and immediate (command)

Weight: —

This collar allows you to heal your trusted animal friend at a moment's notice. A collar of healing functions only when worn by your animal companion, familiar or special mount. While that creature wears the collar, you always know its exact hit point total. This is a continuous effect and requires no activation.

In addition, you can activate the collar from any distance (as long as you are on the same plane) to cure the animal wearing it. This instantly heals the creature wearing the collar of 50 hit points of damage and removes the fatigued or exhausted condition (if the creature currently suffers from such). This ability functions once per day.

Prerequisite: Craft Wondrous Item, *heal* or *fortify familiar* (SC 98), or *heal mount, status*

Cost to Create: 2500 gp, 200 XP, 5 days

Gloves of Agile Striking

Price (Item Level): 2,200 gp (6th)

Body Slot: Hands

Caster Level: 9th

Aura: Moderate (DC 19) transmutation

Activation: Swift (mental)

Weight: —

Gloves of agile striking grant you brief crusts of impressive dexterity in combat. When you activate these gloves, you deal an extra 1d6 points of damage with ranged weapons and light

weapons (as well as nonlight weapons that can be used with Weapon Finesse, such as a rapier). If you are delivering a skirmish attack, this bonus improves to 2d6. This effect lasts for 1 round.

This ability functions two times per day.

Prerequisite: Craft Wondrous Item, *divine agility* (SC 69)

Cost to Create: 1,100 gp, 84 XP, 3 days

Powder of the Black Veil

Price (Item Level): 750 gp (3rd)

Body Slot: —

Caster Level: 3rd

Aura: Faint (DC 16) necromancy

Activation: Standard (thrown)

Weight: —

When you cast this sooty, black powder into an area, it creates a 10-foot-high cloud in a 10-foot spread, centered on you (but not moving with you). The cloud remains for 2d4 rounds, and any creature, other than you, caught in the area (or one that enters it) is blinded for as long as it stays in the cloud and for 1d4 rounds after it leaves (Will DC 13 negates).

Once activated, a dose of the powder is expended and cannot be used again.

Prerequisites: Craft Wondrous Item, *blindness/deafness*

Cost to Create: 375 gp, 30 XP, 1 day

Source: *Magic Item Compendium*, p. 169

Restful Crystal

Price (Item Level): 500 gp (3rd)

Body Slot: — (armor crystal)

Caster Level: 5th

Aura: Faint (DC 17) enchantment

Activation: —

Weight: —

A restful crystal is a great boon to any warrior who must stay always at the ready. Sleeping in armor that has this augment crystal attached does not make you fatigued.

Prerequisite: Craft Magic Arms and Armor, *sleep*.

Cost to Create: 250 gp, 20 XP, 1 day

Ring of Silent Spells

Price (Item Level): 2,000 gp (6th)

Body Slot: Ring

Caster Level: 5th

Aura: Faint (DC 17) illusion

Activation: Swift (command)

Weight: —

When you activate a *ring of silent spells*, it creates a *silence* effect, as the spell, centered on you. While this effect lasts, you can cast up to three spells of 3rd level or lower without verbal components (as though using the Silent Spell feat, except that the spells do not require a higher level spell slot or increased casting time).

This ability functions once per day.

Prerequisite: Forge Ring, Silent Spell, silence

Cost to Create: 1,000 gp, 80 XP, 2 days

Wilding Clasp

Price (Item Level): 4,000 gp (8th)

Body Slot: —

Caster Level: 5th

Aura: Faint (DC 17) transmutation

Activation: —

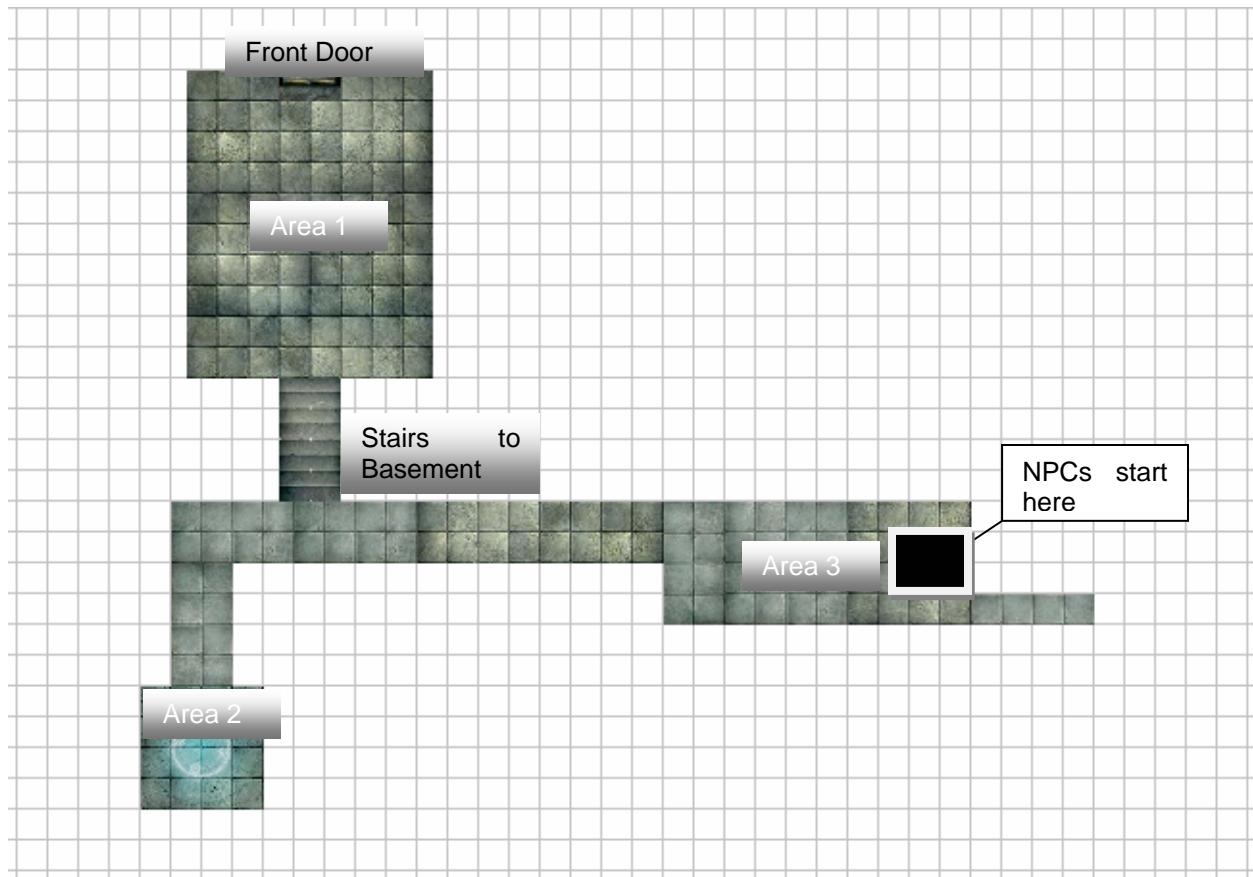
Weight: —

A *wilding clasp* can be attached to any item worn on the body. When so worn, a clasp prevents the worn item from melding into your new form when you use wild shape (as long as the item could reasonably be worn by the new form). Thus, the item remains fully functional and can be used normally in your new form.

Prerequisite: Craft Wondrous Item, wild shape.

Cost to Create: 2,000 gp, 160 XP, 4 days

DM MAP 1: ENCOUNTER 2



DM MAP 2: ENCOUNTER 6

The PCs may set themselves up inside the house however they want. The king's procession will be moving on the squares to the north and east of the house.



PLAYERS' HANDOUT 1

Player handouts go in this section. Use page breaks between each. If you don't have any handouts, replace this line with "N/A"

CRITICAL EVENTS SUMMARY

If this is the premiere (Pandemonium Finale 2008), please return this document to HQ or to John du Bois immediately upon completion of the slot.

1. What APL was this adventure played at?
2. Were the hellbred slain?
3. Was the Summoner's Stone recovered?
4. Did Nakky survive?
5. Was Lady Avendra found out?
6. Did Malys possess a PC? If so, please note player name, PC name, classes, and levels:
7. What spells and items were offered to defend the city?
8. Was a PC arrested for Murder of a Noble or Treason? If so, were they found guilty?
9. Did the players enjoy themselves (scale of 1-10)?
10. Did anything unusual happen during the adventure? If so, what?