

FUR3-02

Operation: Molag

A one-Round D&D LIVING GREYHAWK[®]
Furyondy Regional Adventure

Version 1

Round 1

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Across the lands of Furyondy, a call to arms is being made to all available military personal, including the Furyondy reserves as well as to mercenaries (adventurers) to come to Fort Belvor to defend the eastern front. As for the mercenaries, a special task needs to be handled for the Military. Pay is optimal and tax-free. Mercenaries with infamy in the Furyondy Military are not welcome. A dangerous Military adventure for experienced characters of at least 5th level (APL 6 – 12).

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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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. 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	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	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Operation: Molag is a mid to high-level module for the Living Greyhawk campaign setting. The module is designed to be too challenging for PCs below 5th level, so these characters are prohibited from participating in this adventure.

The adventure will begin with the PCs arrival at the military base near the border by Molag. On the other side of the border, Marynnek, a lesser bonehart of Iuz, rules Molag under the direction of High Priestess Althea. As of late he has received a gift from the powerful wizard and Greater Bonehart, Null. Null has sent an experimental machine that is capable of creating half-fiends from splicing a fiend and another creature into one or several under the control of the user. Since Null does not like fiends and likes the High Priestess Althea even less, what better a place to test his experiment? If successful, Iuz will be pleased; if unsuccessful Althea will get the blame. Marynnek hopes to gain the title of greater bonehart in this endeavor by showing the strength of Molag. Thus, the half-fiend factory has begun production.

Within a month of productivity of the half-fiends in Molag, the Furyondy military noticed some unusual activity in the Horned Lands on the far side of the Veng River near Molag. The usual methods of gathering information have all turned up nothing. Believing that the forces of Old Wicked may be plotting a new offensive, King Belvor has approved the recruitment of a small group of skilled adventurers to infiltrate the Horned Lands and gather critical information while the central and southern military reserves move to Fort Belvor to reinforce the eastern border.

The Horned Society

The Horned Society was once ruled by 13 powerful clerics of Nerull. These rulers were known as the Hierarchs of the Horned Society and were portrayed as fiends. During the Greyhawk wars, Iuz assassinated all but one of the Hierarchs in Molag and replaced them with fiends. Shortly afterwards Iuz proclaimed himself ruler of the Horned Lands by staging an alliance with the Hierarchs.

The surviving Hierarch was away on business when the attack from Iuz came. He had learned of the attack and went into hiding in the Horned Lands and has begun to gather individuals of power that have been scattered throughout the lands to him. While building an army, the Hierarch waits for his window of opportunity to retake his homelands from Iuz.

Adventure Summary

Introduction: Furyondy's Military has put out a call to arms for mercenaries to gather at Fort Belvor for a special military mission on the eastern border of Furyondy. Taking up the call the PCs travel in a large group of mercenaries and soldiers to Fort Belvor.

Encounter 1: The PCs are put through some tests to gauge their abilities and then are escorted to see General Saxon. The General offers them the mission and upon the PCs' agreement, briefs them on a mission into the Horned Lands to scout the perimeter of Molag and seek possible entrances.

Encounter 2: The River Veng is somewhat wide and difficult to cross. Units of hobgoblins heavily patrol the riverbanks and a Fiendish Sea Lion patrols the waters of the river. Good planning, strategy and a little luck will allow the characters to bypass these patrols.

Encounter 3: Once across the river, the party should make its way to Molag. There they may discover three useful secrets, as described in encounters 4, 5 and 6.

Encounter 4: Molag has a broken wall segment. Although it appears to be useful for an invading force to know about, further inspection will reveal that this is actually a trap to lure unsuspecting invaders to a heavily fortified section of Molag.

Encounter 5: Molag has another enemy plotting against it. If the PCs are clever, they can obtain additional information from this group. They may also meet a group of bandits in the service of the Horned Society.

Encounter 6: There is an entrance to Molag. The sewers are old and in a state of disrepair. If the PCs enter the sewers from the outside they will come to an old grate blocking their way. They can force this gate open to enter the sewer system and encounter its occupant. If they defeat the creature, they may enter the city to find an excessively large number of fiendish-looking creatures roaming there. A wise group of adventurers will leave the way they came.

Encounter 7: Scrying or entering Molag the PCs will see demonic creatures causing havoc throughout the city.

Encounter 8: With information gathered the PCs can return home. Upon the return trip, a specialized counter intelligence assault group from Molag attacks the PCs.

Conclusion: Returning to Fort Belvor, the company commander will meet the PCs for a mission debriefing.

Introduction

This module places the characters in the service of the Furyondy military. Some characters may have served the Furyondy military in the past. Some may even have

received infamy points with the Furyondy military. Any characters that have infamy with the Furyondy military will not be selected to participate in the mission at hand. Players will either have to play another character or wait until their infamy points expire before playing Operation: Molag.

Across the lands of Furyondy, a call to arms is being made to all available military personnel, including the Furyondy reserves as well as to mercenaries (adventurers) to come to Fort Belvor to defend the eastern front. As for the mercenaries, a special task needs to be handled for the Military. Pay is optimal and tax-free.

Upon hearing the call to arms for military and mercenary alike, you have decided to travel to Fort Belvor in the County of Crystalreach. The journey is not a difficult one, since you travel in a large group nearing a hundred strong. In this group you can pick out a few farmers, several mercenary types, a dozen men wearing the livery of local lords and a score of men wearing the emblem of the Furyondy Military reserves. A few others wear emblems of nearby allied nations.

Allow the characters to introduce themselves to each other while on the road to Fort Belvor. The following rumors are learned by the PCs from the other travelers in the group:

- The central and southern military reserves have been called to the eastern front to defend the border against a pending assault from Old Wicked.
- King Belvor is getting old. Some say he's dying and wants to make one final crusade upon the lands of Iuz to free his country from this tyrant's threat.
- Some Knights of the Hart caught a spy working for Iuz. When questioned he told them about an invasion.
- A demon was spotted near Fort Belvor. That is why the military wants "special operatives" to help out.

As you crest the final hill, you stand before the majestic Fort Belvor. The fort is comprised mostly of red-colored stone and thick, stout oak. The fort seems to exude strength in the early morning sun. Outside the fort a Furyondy Sergeant trains a group of recruits. As you pass by the group of recruits, you can clearly hear the Sergeant's voice ring out over the noise your group makes, "Attention! Okay, you tree hugging, piles of humanoid flesh. Listen up. I am Sergeant Khar. I am in charge of training you lowly maggots in the art of war and survival. My superiors have ordered me to mold you overweight, out-of-shape, orc-loving goblin kissers into capable warriors

and I'm going to do so even if it kills me. I will teach you how to eat, sleep, walk, talk, and kill like a Furyondian Soldier. You will be provided with the basic equipment of a military soldier. You will take care of this equipment. If you damage your equipment or if you lose your equipment I will take it out of your lousy hide and then throw you in the dungeons personally. Is this understood?"

The words of the Sergeant still ring in your ears as you enter Fort Belvor. The gate guards question your presence and direct you toward two single file lines. One line is for new military recruits and the other for mercenaries.

The mercenaries are put through various tests devised by the Furyondian military. All the tests are designed to test the skills and loyalties of the potential candidates. Several military trainers, as well as priests of Rao and Heironeous, oversee all the tests. Throughout this process, various potential candidates are excused for various reasons or faults. By the end of the day, only the PCs remain.

PC's belonging to the Furyondy Military Meta-Organization, are exempt from the tests. However they are placed with the mercenaries to monitor their activities.

The PCs will be tested in various ways. Inform them that they have been sorted by their skills. The physical types (Fighters, monks, rogues, barbarians etc.) will be put through a series of obstacle courses to test their agility, strength and constitution. The rest of the characters will be similarly tested, but not held to as high of a standard. Characters will be given various tasks to accomplish that will test their problem solving skills. Groups will be assigned and various people will be selected for their leadership abilities. Wizards are given a written exam. Candidates are all interrogated by military personnel while a cleric of Rao and a Paladin of Heironeous oversee the proceedings. You may want to allow the players to roleplay the testing process to some degree. Note that PCs fourth level and below will not possess the necessary skills to pass these tests and continue the adventure.

Encounter 1: Fort Belvor

The characters arrive at Fort Belvor and line up in the mercenary line to be tested. The tests take several hours and at the end of the testing, all other potential special operatives have been dismissed for one reason or another. The characters are given one last chance to leave without swearing to accept the mission and uphold its secrecy. If

they chose to accept the mission, they are briefed and released to accomplish their task.

You have taken several tests in the last six hours to test your loyalty to Furyondy, your body endurance, and your mental capacity. You've passed all their tests, so far. At least, you think you did. After all, you are still here. As your mind starts to drift back towards your reasons for being here in the first place, you are distracted by the heavy sounds of boots walking across the smooth-worn stones of the courtyard.

The source of those sounds has become all too familiar. One of the military trainers from your tests, Captain Cobien, addresses you loudly; "Furyondy would like to thank you all for your efforts, thus far. Your talents have been weighed and measured and our decisions have been made. This is your final chance to withdraw from this special recruitment. The mission you are about to undertake is dangerous. There is risk of capture, death and maybe worse. It will require skill, stealth and intelligence; failing those, brute force. Anyone who wishes to leave should step back. You will be escorted from the fort."

At this point, allow any PCs that wish to leave the table a chance to do so or change to a character that better fits this scenario.

Captain Cobien continues, "Very good. Please follow Lieutenant Mason." He gestures toward a rugged-looking man in chain mail, standing neatly at attention, nearby. You follow Lieutenant Mason into one of the halls of Fort Belvor. The lieutenant leads you across the hall and into a small room. The familiar sight of a man in plate armor wearing the symbol of Heironeous greets you. Another man in the vestments of the clergy of Rao stands in a corner wearing a tired look of expectation.

☞ **Miisha:** Male Human Pal12; hp 108; sense motive +18.

☞ **Aldan:** Male Human Clr7 (Rao); hp 66; sense motive +14.

The man in plate armor is Miisha, a paladin of Heironeous. He detects evil on the PCs when they enter the room. The Cleric of Rao is Aldan, he has cast a zone of truth spell in the room a minute before the PCs arrived (Will save DC 18). As the PCs enter Aldan is finishing a detect thoughts spell (Will save DC 18). The spells will last 10 minutes. The PCs remember these men observing them during their tests.

During the conversation between General Saxon and the PCs, Aldan will concentrate his detect thoughts spell on

the PCs as they answer questions. If he believes that there is any reason that the PCs may not be completely earnest in their assumption of this mission, he will notify Captain Cobien immediately. The penalty for treason is death.

After you are seated, a huge brute of a man with wild black hair enters the room. He wears white plate mail with the emblems of Furyondy, the Warmasters, and the Knights of Furyondy. The man takes a seat opposite you and looks each of you over. "Greetings, recruits. I am General Saxon. First and foremost each of you must swear your alliance to the kingdom of Furyondy and King Belvor IV. Next you must swear vows of secrecy for what you are about to learn regarding the mission you are undertaking for the kingdom of Furyondy. Remember well that the penalty for treason in Furyondy is death. What say ye?"

Allow the characters to respond. Anyone who does not answer in the affirmative will be rudely escorted out for wasting the military's time. Remember that there is a Zone of Truth cast on the area and Aldan is detecting thoughts, as well.

"Very well. Recruits, welcome to Operation: Molag. Our sources tell us that there is unusual activity in and around the area of Molag. The Furyondy military is considering every alternative, including military action. However, we need additional information. You have all proven that you have the talents necessary to accomplish a reconnaissance mission to Molag. We need you to travel, in secrecy, across the Veng River to Molag and return with any information that you can find that will be beneficial to our operations. We are looking specifically for information on weaknesses in Molag's perimeter defenses and ways into the city. We have reason to believe that the forces of Old Wicked may be preparing for an assault. So be careful. Scouting patrols on the other side of the river have increased their activity, so stealth in your mission will be of the utmost importance. You will be on your own on this mission. When you have gathered significant information, return here for your debriefing. Remember, you have sworn your oaths to complete the mission and keep its secrecy. Good luck and may the blessings of Heironeous and the wisdom of Rao be upon you. Are there any questions?"

General Saxon will offer the following information if asked:

- Intelligence reports suggest heavy hobgoblin patrols on the west side of the Veng River. Their camps and barracks are located north of Molag and contain nearly one thousand hobgoblin soldiers. Additionally we know that there are several orc tribes in the area, some giants, a few fiends, and some undead under the control of the boneheart.
- The border patrol is well trained and patrols tight areas near the Veng. The majority of the patrols are hobgoblins. The patrols consist usually of 6-10 hobgoblin warriors and a leader. The patrols are relatively weak, however there is always more patrols within shouting distance.
- There are several ways to cross the Veng River. I am sure you can manage on your own, but if you cannot, then go to the Requisitions Office and request two rowboats. These rowboats can sit three persons each. If these boats are destroyed or captured it will come out of your pay.
- Not much is known about the Horned Lands or Molag in its current state with Old Wicked as ruler. At one time before the Greyhawk Wars, the Horned Society, Furyondy's enemy, through the persons of thirteen Hierarchs ruled from Molag. From the stories told, these rulers were all fiends in the service of Nerull the Reaper. Now these fiends have pledged their allegiance to the Old One with him as their ruler.

As you make your way out towards the main gate of Fort Belvor, you notice some activity in the far corner of the courtyard.

If the PCs take a closer look, read the following.

With a closer look, you can see that the activity is centered on an old guillotine. A man who appears to be bound behind the back has his head precariously seated in the crook of the guillotine. Meanwhile several military personnel stand at attention nearby, as a Captain is reading a law from a parchment. This appears to be an execution for treason.

The man being executed is Jerrad Carver. The PCs may recognize him from the group with whom they traveled to Fort Belvor. He has been convicted of treason as a result of spying for the forces of Old Wicked. If the PCs attempt to interfere or stop the execution, several guards will interpose themselves, giving a warning to the PCs. If the PCs persist in attempting to stop the execution, they will be arrested (additional costs 4TU / 400gp) and given the Animosity of the Furyondy Military. Note that this would result in any PCs involved being unable to complete the module. The military would then recruit a

replacement. If the PCs attack the guards, they will be declared spies also, convicted of treason and executed alongside Jerrad.

🗡️ **Military Guards Ftr3 (20):** hp 28; see appendix 1.

Encounter 2: The River Veng

The PCs have to cross the Veng River in order to reach Molag. There are no bridges linking Furyondy to the Horned Lands, so the party must be somewhat creative when choosing a location and a method to cross the river. Feel free to describe the river as necessary based on the party's requirements for a location to cross. Keep in mind, however, that a few things will remain constant.

- The river will always be at least 300 feet wide, from riverbank to riverbank.
- The river will be at least 50' deep at its deepest point.
- The river's current will move a boat downriver (south) at approx. 5 miles per hour unless some method is used to prevent this. (This includes rowing, sails, magic, etc.)
- The area around the riverbanks offers one-quarter concealment from light foliage.

If the PCs acquire the rowboats from the amenities office they can use them to row across the river. The rowboat can move up to 1.5 miles per hour when rowed by a typical strength human and up to 2mph when rowed by a very strong individual.

🚣 **Rowboat:** hardness 5; hp 20.

If the PCs are using a boat to cross the river, the Half-Fiend Sea Lion may attack the boat if it detects the boat in the water. If this happens it may attract the attention of the border patrol, which will fire arrows at the boat's occupants.

The Border Patrols may spot any PCs that cross the river with a Spot check DC 20. If the PCs are hiding increase the Spot check to DC 25 plus Hide skill modifier (lowest in the group if together) and the PCs move at ½ speed and suffer a -2 to their Spot checks. Apply other modifiers as appropriate, including +1 per 10' distance, +5 if this occurs at night and -2 if the group contains more than five creatures (including animals, see chapter 3 of the DMG). If it is night and the PCs come within 60 feet of a Ground Patrol, the patrol receive a +5 to their Spot checks.

Characters attempting to swim across the river must succeed at a Swimming check (DC 15) each round to make progress. If they fail, they must succeed at another check (DC 15) to stay afloat. If the PCs are swimming in

the water for more than 3 rounds, allow the Sea Lion a Listen or Spot check (see Appendix) each subsequent round. If successful, it moves to attack the PCs. The time needed to swim across the river equals the distance across the river divided by the speed of the swimmer. A swimming character can move $\frac{1}{4}$ of their base speed as a move equivalent action or $\frac{1}{2}$ their speed as a full round action. Therefore, it will take a minimum of 2 minutes (or 20 rounds) for a PC with a movement of 30 to swim across the river, assuming he is not trying to remain hidden. In that time, he will flow downstream approximately 870 feet (43.5 feet per round).

River Sentry

APL 6 (EL 6)

➤ **Half-Fiend Sea Lion:** hp 57; see appendix 1.

APL 8 (EL 8)

➤ **Half-Fiend Sea Lion Bbn2:** hp 77; see appendix 1.

APL 10 (EL 10)

➤ **Half-Fiend Sea Lion Bbn4:** hp 97; see appendix 1.

APL 12 (EL 12)

➤ **Half-Fiend Sea Lion Bbn6:** hp 117; see appendix 1.

Tactics: The Sea Lion will attack anyone in the water, or will attempt to sink the mode of transport the PCs are using, and then attack. At higher APLs the Sea Lion will rage, and use its Intimidating Rage feat against the PCs.

Border Patrol

APL 6 (EL 6)

➤ **Hobgoblin Sergeant Ftr3:** hp 29; see appendix 1. (Listen +4, Spot +5)

➤ **Hobgoblin Soldiers Ftr1 (4):** hp 11; see appendix 1. (Listen +3, Spot +3)

➤ **Hobgoblin Scout Rog1:** hp 7; see appendix 1. (Listen +8, Spot +8)

APL 8 (EL 8)

➤ **Hobgoblin Sergeant Ftr5:** hp 40; see appendix 1. (Listen +4, Spot +6)

➤ **Hobgoblin Soldiers Ftr1 (7):** hp 11; see appendix 1. (Listen +3, Spot +3)

➤ **Hobgoblin Scout Rog2:** hp 11; see appendix 1. (Listen +9, Spot +9)

APL 10 (EL 10)

➤ **Hobgoblin Sergeant Ftr7:** hp 54; see appendix 1. (Listen +6, Spot +7)

➤ **Hobgoblin Soldiers Ftr2 (10):** hp 17; see appendix 1. (Listen +3, Spot +3)

➤ **Hobgoblin Scout Rog4:** hp 19; see appendix 1. (Listen +11, Spot +11)

APL 12 (EL 12)

➤ **Hobgoblin Sergeant Ftr9:** hp 63; see appendix 1. (Listen +6, Spot +8)

➤ **Hobgoblin Elite Soldiers Ftr4 (10):** hp 29; see appendix 1. (Listen +3, Spot +3)

➤ **Hobgoblin Scout Rog6:** hp 27; see appendix 1. (Listen +13, Spot +13)

Tactics: If the Border Patrol discovers the PCs, the Sergeant will sound his alarm bell that will attract more border patrol of the same APL in 10 rounds to the area. The border patrol will then attempt to delay the PCs until reinforcements arrive. If the PCs are spotted crossing the river by boat or raft, or are flying, the patrol will attack with ranged weapons using the light foliage for one-quarter concealment.

The Border Patrol knows of the Half-Fiend Sea Lion and is aware that it is very dangerous, as some of them have fallen victim to the Sea Lion's appetite. The Patrol gives a wide berth to the creature, as it will attack anything that goes into the water, including their boats.

Development: Once the PCs have bypassed the Patrols, using stealth or brute force, they can proceed forward towards Molag. Molag sits about 1 mile east of the Veng River.

The PCs may encounter one of the patrols on their return trip to Furyondy. Also if the Sea Lion is still alive they must successfully by-pass it again on their return.

Encounter 3: Walls of Molag

In this encounter, the PCs arrive at Molag. They should scout the area and discover various important pieces of information. All the while, they should be attempting to avoid detection by the various guard patrols.

Travel to Molag:

Typically, the PCs will be approaching from the Southwest. If the PCs attempt to circle around Molag, they can approach from whatever direction they wish. Please note the locations of the listed encounters on the Map of Molag in the Appendix.

The area between the Veng River and Molag contains some moderate underbrush giving one-quarter cover up until 200 feet from the city walls where it has been cleared out. See the description of Molag's defenses for more information.

As the characters approach Molag, read the following. Make adjustments as necessary if the PCs reach Molag in the night. Remember this is a full moon.

With caution, you make your way from the Veng River to the outskirts of Molag. While still about 200 feet away you can see before you the 30' high stone and mortar walls that encase the city of Molag. In the distance, patrols of hobgoblins vigilantly scout the perimeter of the city while similar silhouetted shapes can be seen walking the battlements. Overhead, a dragon flies circles just outside the city walls.

Molag Defenses:

Molag is a large Walled city just miles east of the Veng River. The outer walls are patrolled heavily by hobgoblin patrols, battlement sentries, and an aerial sentry. Any vegetation within 200 feet of the walls of the city has been cleared out. There is a distinct tree-line around the city at about the 200' mark. The walls are 30' high, reinforced and made of stone and mortar.

Ground Patrols:

Every 20 minutes a ground patrol will pass by the PCs position outside the walls. The guard patrols tend to patrol in a counter-clockwise direction around the city, day and night. The Ground Patrol travels about 60 feet out from the walls and moves at half movement searching the area.

Air Patrol:

Additionally every 35 minutes a magically altered wyvern with an extended *See Invisible* spell will fly by the PCs position. There will always be a wyvern in the air over Molag. This Aerial Sentry is another security measure. If its flight pattern is studied by the PCs, they will find that he keeps no particular pattern. But he is efficient and will cover the entire clearing surrounding the city about every 35 minutes. The Aerial Sentry patrols 30 feet in the air and 90 feet from the wall.

Battlement Patrol:

If the PCs approach within spotting distance of the wall, the Battlement Sentries may spot the PCs. There are three sentries per group. Each group patrols an area of 400 feet of battlement on the city walls. If the battlement sentries spot an intruder, one will blow his tin whistle for one round while the others attack. The whistle blower will join in combat on the second round.

Tactics: If the PCs are not taking reasonable precautions against being found by the guard patrols (the ground patrol, battlement sentries, and the air sentry), give each sentry in the area a check to see if they spot or hear the PCs. If the PCs engage a patrol in combat, other patrols in the area may join in to assist their comrades, as follows.

Any patrol that discovers the PCs, will raise an alarm, usually by blowing a tin whistle. This will attract the battlement sentry (if within their range) in 5 rounds, another identical ground patrol in 10 rounds, and the aerial sentry in 15 rounds (unless it is the aerial sentry that raises the alarm). Only the two patrols in the immediate area (one patrol on either side of the alarm raising patrol) and the aerial sentry will rush to join the combat. The others will be on a heightened alert.

Ground Patrol

APL6 (EL 6)

- **Hobgoblin Sergeant Ftr3:** hp 29; see appendix 1.
- **Hobgoblin Soldiers Ftr1(4):** hp 11; see appendix 1.
- **Hobgoblin Scout Rog1:** hp 7; see appendix 1.

APL8 (EL 8)

- **Hobgoblin Sergeant Ftr5:** hp 40; see appendix 1.
- **Hobgoblin Soldiers Ftr1(7):** hp 11; see appendix 1.
- **Hobgoblin Scout Rog2:** hp 11; see appendix 1.

APL10 (EL 10)

- **Hobgoblin Sergeant Ftr7:** hp 54; see appendix 1.
- **Hobgoblin Soldiers Ftr2 (10):** hp 17; see appendix 1.
- **Hobgoblin Scout Rog4:** hp 19; see appendix 1.

APL12 (EL 12)

- **Hobgoblin Sergeant Ftr9:** hp 63; see appendix 1.
- **Hobgoblin Elite Soldiers Ftr4 (10):** hp 29; see appendix 1.
- **Hobgoblin Scout Rog6:** hp 27; see appendix 1.

Battlement Sentries

ALL APLs (EL 6)

- **Hobgoblin Archers Ftr3 (3):** hp 33; see appendix 1.

Aerial Sentry

APL 6 (EL 6)

- **Wyvern:** hp 59; see Monster Manual. Note the wyvern has *See Invisible* (extended) cast upon it.

APL 8 (EL 8)

- **Half-Fiend Wyvern:** hp 66; see appendix 1.

APL 10 (EL 10)

- **Half-Fiend Wyvern Ftr2:** hp 82; see appendix 1.

APL 12 (EL 12)

- **Half-Fiend Wyvern Ftr4:** hp 103; see appendix 1.

Development: This is a revolving encounter that the PCs will have to face as they explore the perimeter of the city.

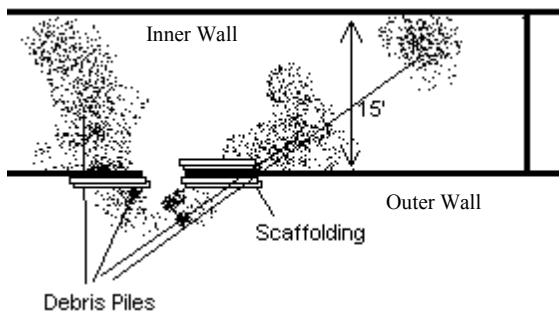
As the PCs scout out the perimeter they may find additional optional encounters. Locations of optional encounters are marked on the map of Molag (see Appendix 4).

Encounter 4: Perimeter Defense

If the PCs decide to explore the broken wall segment, they will encounter a trap. The broken wall segment is guarded by a chaos beast and is intentionally left in its current state. If the PCs attack or are attacked by the chaos beast, this will very likely alert the guard patrols on duty.

Some time ago, during one of the many attacks on Molag, a particularly fortuitous aggressor actually managed to breach the city's walls. Although the aggressor was eventually repelled, the toppled wall section remained. Thinking to please his master with his creativity, a general of Molag's army suggested setting a trap for those who were foolish enough to attempt to breach the city's defenses. The wall was fortified but the gap was left in the wall. Scaffolding and construction equipment were also left to make the hole in the wall look inviting for those who were foolish enough to attempt entry.

Molag uses a double wall design that is popular with many castle designs. The inner wall rests about 15 feet behind the outer wall. If any attackers manage to penetrate the first wall, they will have very little room to maneuver when attempting to breach the inner wall. In addition, soldiers mounted on the inner wall will have easy pickings at the foot soldiers below.



This section, however, is somewhat different. Piles of debris and “partially” constructed walls offer only a single path through the chaos. Guard patrols do keep watch on this area from a safe distance on the walls above, but only on the off chance that the creature lurking below might find someone trespassing on its domain.

The perimeter defense of Molag appears to have been damaged. The stonewall surrounding the monolithic city has been breached. Much of the once missing wall section appears to have been rebuilt. However a small section looks to be under construction, still. A large scaffold climbs the wall on either side of the gap. Piles of debris, stone and rubble adorn the grounds surrounding the area. Up above, on the walls, guard patrols visit the area every minute or so to see that all is well.

The outer wall is not heavily guarded, but the inner wall is heavily patrolled. Every minute (10 rounds) a group of Battlement Sentries pass by the trapped area. If the sentries detect the PCs, 3 more hobgoblin archers will appear every 3 rounds thereafter. Additionally if the Aerial Sentry has not been killed, it will appear in 10 rounds.

ALL APLs (EL 6)

Battlement Sentry:

➤ **Hobgoblin Archers Ftr3** (3): hp 33, see appendix 1.

If anyone moves into the trapped area, a chaos beast that hides in the debris just inside the gap moves to block the only viable exit. It then attacks the trapped PCs. The debris piles require a Balance check (DC 20) for anyone attempting to move over them.

APL 6 (EL 7)

➤ **Chaos Beast:** hp 44; see MM.

APL 8 (EL 8)

➤ **Advanced Chaos Beast:** hp 66; see appendix 1.

APL 10 (EL 9)

➤ **Advanced Chaos Beast:** hp 120; see appendix 1.

APL 12 (EL 11)

➤ **Advanced Chaos Beast:** hp 176; see appendix 1.

Tactics: The Chaos Beast will focus on a target and use its Corporeal Instability ability until that target is affected and then will move to the next nearest target.

Development: If the characters overcome the chaos beast they may need to make a run for it. If the characters have somehow managed to slay the beast quickly (in less than seven rounds) and quietly (using no loud or flashy spells, etc) enough so as not to be noticed, then they may decide to take a look around. Otherwise, the guards will notice them and raise an alarm. This space between the walls eventually closes up when the walls meet the next

parapet. The gap between the walls exists only to trap attackers.

Encounter 5: Old Enemies

Hierarch Nezmajen of the Horned Society has attracted several bandit followers in the wake of Iuz's grand takeover of his country. Nezmajen is making plans to regain control of Molag and has sent one of his best spies to gather information on Molag.

If the PCs are visible, the spy will notice them as they approach Molag. The spy will watch the PCs for several moments while remaining hidden to determine their actions before closing to engage them in semi-friendly conversation. If invisible, the spy may still approach them if he makes a successful Listen check.

If talks begin between the PCs and the spy and the PCs cooperate or show no ill will, the spy will ask the following questions:

1. Who are you?
2. Where are you from?
3. What are you doing here?
4. What have you learned so far?

If the PCs answer the questions stating that they are gathering information on Molag for Furyondy and succeed in a Diplomacy check (opposed checks), the spy will be willing to share the following information:

- My name is Arinor, and like you I am gathering information for my lord, the true leader of the Horned Lands. Do not ask for my lord's name, as I shall not give it to you.
- Our goal is to reclaim the Horned Lands; however, Iuz's forces are still quite large and outnumber our forces at least 20 to 1. Unfortunately our funds are low and most mercenaries' head towards Furyondy.
- To the north of Molag lies Iuz's Hobgoblin forces, and one of the larger Orc tribes. To the south lie several smaller orc tribes.
- Molag itself is heavily fortified after several attacks from adventuring companies and bandits. There are little weaknesses in Molag's defenses. However, I have noticed a sewer entrance that is not well guarded on the northwest side of the city and a perimeter breach in a wall on the southwest side of the city.

APL6 (EL 8)

➤ **Arinor** Male Human Rog5/Wiz3 hp 48; see appendix I.

APL8 (EL 10)

➤ **Arinor** Male Human Rog5/Wiz5 hp 58; see appendix I.

APL10 (EL 12)

➤ **Arinor** Male Human Rog5/Wiz7 hp 68; see appendix I.

APL12 (EL 14)

➤ **Arinor** Male Human Rog5/Wiz9 hp 78; see appendix I.

Tactics: If a battle occurs with Arinor, he will throw off a flashy spell (Probably *Hypnotic Pattern*) to alert the city's various patrols (as outlined in encounter 3) and then cast *Invisibility* or *Teleport* and flee.

Development: If the PCs offer a possible alliance or aid from Furyondy in the War against Iuz (or Molag), Arinor will offer to escort the PCs to his base of operations to talk with his superior. The PCs must make this offer, as Arinor will not. Note that PCs have not been given the authority to do so (lawful PCs especially would realize this), which may affect their actions.

Based on the vague information Arinor gives the PCs about his lord, they probably won't realize Arinor works for the last Hierarch of the former Horned Society. If the PC manages to come to a conclusion affiliating Arinor to the Hierarch, then they should know that The Horned Society was viewed as an evil group affiliated with evil humanoids. Good PCs who make (or agree) with this proposal at this point are not acting consistent with their alignment. Paladins who agree with this should be given a warning by the judge. If they continue to go along with it, note it on their AR, as they will require an Atonement.

Encounter 5a: New Allies?

If an alliance is proposed, Arinor will take the PCs to see his superior, Lothwyr. The trip takes about four hours on foot. The bandit camp is temporary and the buildings are built into some foliage to provide concealment.

Arinor leads your group through the thick foliage for some time. Fighting your way through the foliage seems to take hours, although that may just be your mind playing tricks during this rough trip. Somehow, Arinor appears not to be bothered by the thickness of the woodlands. He doesn't even look winded, although you have been pressing hard the entire time. The route he has taken seems to twist and turn the entire time. You're not entirely sure that you haven't seen this spot a few minutes ago.

Arinor stops and turns to face the party. "Wait here," he says. And with that he turns to disappear into the underbrush.

If the party attempts to follow Arinor, he will warn them against their folly of following him. If the PCs persist, he will attack. In this case, Arinor will flee via his best mode of escape after losing half of his hit points. The PCs will not be able to locate the bandit camp if Arinor flees or dies. PCs who attempt to Track Arinor or manage to follow him while hidden will be attacked as soon as they are spotted in the camp.

Assuming that the party waits, read the following.

Looking around, your eyes adjust to the setting. Slowly you start to make out shapes in the distance. Large patches of underbrush gather and coalesce in unusual spots. Looking closer you can tell that these patches are actually buildings made to look like natural formations. You believe that hiding an entire camp from sight like this took some serious skill.

Minutes later, Arinor reappears with several others. A rather short looking man wearing studded leather armor dyed in greens and browns steps forward and speaks to your group. "My scout tells me you are enemies of Molag and look to form a possible alliance. Well my enemy's enemy is my ally. I am Lothwyr. Let us discuss terms over a meal."

Creatures: Lothwyr leads the group of bandits under the commands of the Hierarch. He is a skilled diplomat and an even better swordsman. During the meal he will share some information with the PCs while listening to what they have to offer in the form of an alliance between the group and Furyondy.

All APLs

☛ **Lothwyr**, Male Human Rog9/Ftr 5 hp 110; see appendix 1.

☛ **Elite Bandit Guard (6)**, Male Human Rog5/Ftr5 hp 95 each; see appendix 1.

Lothwyr will share the following information with the PCs, but he will at no time tell the PC whom he works for:

- ☛ The majority of the men in this camp are refugees from the Bandit Kingdoms, the Horned Society, defectors from the humanoid armies of Iuz, or are hired mercenaries from nearby nations.
- ☛ Our group is highly skilled and trained in the arts of guerrilla warfare. Many of us are driven to regain

those lands lost to Old Wicked, even if at a steep cost.

- ☛ Here is a history lesson many not know about Molag: the Hierarchs that once ruled Molag have been murdered. Now true fiends sit on the throne of Molag, puppets controlled by Old Wicked.

Allow the speaker of the PCs to make a Diplomacy check and consult the chart below. Lothwyr will leave the room after hearing what the PCs have to say. If the PCs role-play this encounter well, the DM may award up to a +5 competence bonus to their Diplomacy skill check. PCs who offer convincing information may receive up to a +5 circumstance bonus.

- ☛ DC 15 and below: The PCs have insulted Lothwyr and are expelled from the bandit camp with threats of death. The PCs have gained the enmity of Lothwyr.
- ☛ DC 16-20: The PCs have failed to secure an alliance with the Lothwyr.
- ☛ DC 20+: The PCs have secured an alliance with the Lothwyr. (Note that PCs who make any promises they cannot personally complete will also gain the Lothwyr's enmity, as they will be seen as oathbreakers. This includes any action by Furyondy, her king, knights, military or any other organization thereof).

Depending on the result of the Diplomacy check, the PCs may be forced to leave, or asked to leave if they failed to secure an alliance. If the PCs did secure an alliance, Lothwyr will give them a sealed document to take back to Furyondy.

Encounter Six: Sewer Entrance

If the PCs find the entrance to the sewer system, they can attempt to enter. Once they enter they will discover an ooze creature living in the sewers. If they can defeat the ooze then they can take a look into the city to discover the excessive number of fiendish and half-fiendish creatures inhabiting the city. This information is important to the Furyondy military.

Oozing from a sewer entrance in the wall of Molag a small stream of sewage flows northwest toward the Veng River. The sewer entrance is rusty and shows no signs of recent use. The sewer entrance is locked and rusted in place. PCs may spot this sewer entrance if they pass near the entrance and succeed a spot check (DC 10 +1 per 10 feet from the grate).

☛ **Iron Gate:** hardness 10; hp 40; Open Locks DC 25; Break DC 28.

A moderate underground stream lies beneath Molag. Molag has tapped in the stream, creating a sewer system to carry away waste. The sewer stream joins up with an above ground stream that flows to the Veng River. The sewer passage travels southeast towards the heart of Molag. The sewer passage is 10 feet wide by 15 feet high and extends one-half a mile beneath the city proper ending in a circular room (30 feet radius) with a rusted steel ladder located in the center of the room that extends into the city.

This circular chamber is home to the sewer guardian, an Ooze Paraelemental. The Ooze paraelemental will look like a large mud slick when first encountered and will use this fact to gain surprise on the PCs.

APL 6 (EL 5)

☛ **Ooze Paraelemental, Large:** Large elemental (earth, water); hp 68; see appendix's 1 and 3.

APL 8 (EL 7)

☛ **Ooze Paraelemental, Huge:** Huge elemental (earth, water); hp 152; see appendix's 1 and 3.

APL10 (EL 9)

☛ **Ooze Paraelemental, Greater:** Huge elemental (earth, water); hp 199; see appendix's 1 and 3.

APL 12 (EL 11)

☛ **Ooze Paraelemental, Elder:** Huge elemental (earth, water); hp 228; see appendix's 1 and 3.

At the top of the ladder is a sewer opening in the city proper.

Encounter Seven: Molag

PCs that manage to enter Molag or scry upon Molag will see a gruesome site. The streets of Molag are filled with all sorts of demonic creatures. Bodies of goblinoids lie strewn about the streets. Some of the bodies are being used as food for the multitudes of fiends that walk the streets. Impress upon the characters the futility of attempting to enter the city. They would easily be overwhelmed by the number of fiends and half-fiends that they see.

Several of the fiends in the city have the abilities to sense the PC if they enter the city. A Maralith whom has been scrying the area with her *see invisible* spell-like ability happens across the PCs. If the PCs do not flee

immediately, she will kill all but one PC whom she'll capture to interrogate, torture, and eventually kill. The open conflict is also likely to draw the attention of other fiends who will join her in the attack. In three rounds, another Maralith will join the combat if the PCs have not fled and another three rounds after that.

☛ **Maralith:** hp 85; see MM.

Encounter Eight: Return Trip

The actions of the characters thus far have alerted Molag to some sort of disturbance. Marynnek has, therefore, dispatched some servants to deal with whatever threat may exist. The half-fiendish troll and goblin mage subsequently tracked the PCs from the city and will attempt to surprise them before they re-cross the Veng River.

APL6 (EL 9)

☛ **Half-Fiend Troll:** hp 73; see appendix 1.

☛ **Tordex the Mighty Wiz 7:** hp 39; see appendix 1.

APL8 (EL 11)

☛ **Half-Fiend Troll Rgr2:** hp 101; see appendix 1.

☛ **Tordex the Mighty Wiz 9:** hp 49; see appendix 1.

APL10 (EL 13)

☛ **Half-Fiend Troll Rgr4:** hp 127; see appendix 1.

☛ **Tordex the Mighty Wiz 11:** hp 59; see appendix 1.

APL 12 (EL 15)

☛ **Half-Fiend Troll Rgr6:** hp 153; see appendix 1.

☛ **Tordex the Mighty Wiz 13:** hp 69; see appendix 1.

Tactics: This troll has a one-track mind and will attack one PC until that PC dies and then moves on to another. He will attempt to attack from the air, if possible, picking out the easiest looking targets first. He will use the additional powers granted to all half-fiends to his best advantage. The Mage will stay out of melee combat and cast enhancements on the troll while invisible and then fling spells at weakened PCs.

Conclusion

If the PCs return to Fort Belvor, read the following:

Approaching Fort Belvor, you can hear the sounds of troops drilling around the grounds. The guards at the gate recognize your group and appear excited to see you return. Exchanging formalities, you are allowed

to enter the fort and are escorted into a debriefing room; similar to the one where you started your mission.

General Saxon is seated behind a table at the head of the room. In a corner of the room stands the familiar sight of Aldan and Miisha. General Saxon stands and gestures for you to be seated. When the door to the room is closed, Saxon speaks to you. “Friends, it is good to see you return. What have you learned?”

The PCs are expected to tell the general anything of importance that they have learned about. Aldan and Miisha are here to make sure that the PCs tell the truth and that they tell everything they know. Just like in Encounter 1, Aldan has cast a *Zone of Truth* and *Detect Thoughts*. Their loyalties are to Furyondy and General Saxon.

If the PCs attempt to lie or to keep any important information to themselves, check to see if Aldan or Miisha discover this. Aldan may know due to the spells he has cast, and Miisha can make a Sense Motive check (+18). If Aldan discovers any duplicity, he will immediately inform General Saxon. The offending character will be given one chance to “come clean.” Otherwise he will be tried for treason. If he is found guilty, the penalty is death. If Miisha senses duplicity, the General will be less severe, since he knows that Miisha cannot do more than use his intuition to sense motive. Saxon will, however refuse payment if all the details are not revealed to his liking. He is an honest man and will deliver what he promised if his conditions are met.

Allow the characters to discuss what they tell General Saxon. There are several key factors in gaining the Story Award experience for this. They must truthfully tell the general about the following if they played through the encounter:

- The existence of the bandits.
- Describe the Sewer Entrance
- Describe the excessive number of fiends/half-fiends.
- Describe the broken wall segment that is a trap.

If the PCs omit any of their findings all of the PCs will receive the Animosity of the Furyondy Military. Any PC caught lying (or any PC who remains silent and does not correct another’s lie) will receive the Animosity of the Furyondy Military.

After the PCs debriefing (If they have successfully completed their mission) they are congratulated on a job well done and paid. In addition, they are reminded that their vows of secrecy still hold true and that they are not to tell anyone of their mission.

After your debriefing you are thanked for your efforts and paid as promised. Captain Cobien waits outside the door to your debriefing room. As you exit, he greets you saying, “Well met, adventurers. Furyondy is in your debt. Now that your mission is completed, I am here to escort you from the grounds. Thank you for your services.” With that you are escorted west, across the courtyard, to the gates of Fort Belvor. The sun hangs low in the sky, shining in your eyes as you go. Leaving Fort Belvor behind you, you can hear the sound of the gates closing behind you.

The End

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.

Encounter 2: The River Veng

Defeating the Border Patrol or River Sentry
APL6 180; APL8 240; APL10 300; APL12 360

Encounter 3: The Walls of Molag

Defeating the Ground Patrol or Aerial Sentry
APL6 180; APL8 240; APL10 300; APL12 360

Encounter 4: Perimeter Defense

Defeating the Choas Beast
APL6 210; APL8 240; APL10 270; APL12 330

Encounter 5: Old Enemies

Defeating the Bandit Spy
APL6 240; APL8 300; APL10 360; APL12 420

Encounter 6: The Sewers

Defeating the Ooze Paraelemental
APL6 150; APL8 210; APL10 270; APL12 330

Encounter 8: Return Trip

Defeating the Spies
APL6 270; APL8 330; APL10 390; APL12 450

Story Award

Bypassing all of Molag’s sentries
APL6 30 xp; APL8 38 xp; APL10 45 xp;
APL12 53 xp
Gathering Information on Molag from the Bandits
APL6 30 xp; APL8 38 xp; APL10 45 xp;
APL12 53 xp
Giving all learned information to the General

APL6 30 xp; APL8 38 xp; APL10 45 xp;
APL12 53 xp

Discretionary roleplaying award

APL6 90 xp; APL8 111 xp; APL10 135 xp;
APL12 156 xp

Total possible experience:

APL6 900; APL8 1250; APL10 1350; APL12 1575

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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately

after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 2:

APL 6: L: 113; C:0; M: 0.

APL 8: L: 196; C:0; M: 0.

APL 10: L: 231; C:0; M: 290.

APL 12: L: 688; C:0; M: 565.

Encounter 3:

APL 6: L: 113; C:0; M: 0.

APL 8: L: 196; C:0; M: 0.

APL 10: L: 231; C:0; M: 290.

APL 12: L: 688; C:0; M: 565.

Encounter 5:

APL 6: L: 110; C:0; M: 359.

APL 8: L: 18; C:0; M: 534.

APL 10: L: 0; C:0; M: 969.

APL 12: L: 0; C:0; M: 1635.

Encounter 8:

APL 6: L: 25; C:0; M: 333.

APL 8: L: 0; C:0; M: 858.

APL 10: L: 0; C:0; M: 1192.

APL 12: L: 0; C:0; M: 2025.

Conclusion:

APL 6: L: 0; C: 100; M: 0.

APL 8: L: 0; C: 100; M: 0.

APL 10: L: 0; C: 100; M: 0.

APL 12: L: 0; C: 100; M: 0.

Total Possible Treasure

APL 6: L: 361 gp; C: 100 gp; M: 692 gp - Total: 1153 gp

APL 8: L: 410 gp; C: 100 gp; M: 1392 gp - Total: 1902 gp

APL 10: L: 462 gp; C: 100 gp; M: 2741 gp - Total: 3303 gp

APL 12: L: 1376 gp; C: 100 gp; M: 4790 gp - Total: 6266 gp

(Note that it is not expected that PCs will complete and obtain treasure in all of the above encounters. Therefore, the maximum listed above exceeds the total possible. If for some reason the PCs manage to obtain more gold

than listed below, the total obtained can still not exceed the total listed below and on the Adventure Record.)

Special

Furyondy Military Influence Point: For successfully completing a secret scouting mission for the Furyondy Military the character has been granted one Influence Point (IP) with the Furyondy Military. This point is consumed when used (cross off used influence on this adventure certificate), and does not function outside of the Kingdom of Furyondy.

Animosity of the Furyondy Military: Based on the PC actions, the PC has gained the Animosity of the Furyondy Military. The PC has become infamous among the military, militia, and knighthoods in Furyondy. The PC is banned from joining the following meta-organizations within Furyondy (military, militia, mage council, green jerkins, war college, and any knighthoods).

Enmity of the Hierarch: Based on the PC actions, the PC has gained the Enmity of the Horned Society. Anytime the character comes into contact with an agent of Hierarch Nezmajen or a cleric of Nerull, there is a 25% chance that the PC will be recognized. If recognized the agent of the Hierarch or cleric of Nerull will treat this character with hostility.

Appendix One:

NPC and Monster Statistics

Encounter 1: Fort Belvør

🗡️ **Military Guards (20):** Male human; Ftr3; CR 3; Medium-sized humanoid; HD 3d10+6; hp 28 each; Init +1; Spd 20ft.; AC 19 (touch 12, flat-footed 17) [+5 armor, +2 dex, +2 shield]; Atks +6 melee (1d8+2/19-20, longsword); AL LG; Fort +5, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 13, Wis 12, Cha 11.

Skills and Feats: Listen +4, Profession (soldier) +6, Ride +4, Spot +4; Expertise, Improved Disarm, Power Attack, Weapon Focus (longsword).

Possessions: chainmail, large steel shield, longsword.

Encounter 2: The Veng River and Encounter 3: Walls of Molag

APL 6 (EL 6)

🗡️ **Hobgoblin Sergeant:** Male hobgoblin Ftr3; CR 3; Medium-sized humanoid; HD 3d10+3; hp 25; Init +1; Spd 20ft.; AC 18 (touch 11, flat-footed 17) [+1 dex, +5 armor, +2 shield]; Atks +6 melee (1d8+2/19-20, longsword) or +4 ranged (1d8/x3, longbow); SQ Darkvision 60ft.; AL LE; Fort +4, Ref +2, Will +1; Str 15, Dex 13, Con 13, Int 12, Wis 10, Cha 10.

Skills and Feats: Listen +3, Profession (soldier) +6, Ride +2, Spot +2; Alertness, Dirty Fighting, Power Attack, Weapon Focus (longsword).

Possessions: chainmail, large steel shield, longsword, longbow, 20 arrows, alarm bell.

🗡️ **Hobgoblin Soldiers (5):** Male hobgoblins Ftr1; CR 1; Medium-sized humanoid; HD 1d10+1; hp 11; Init +1; Spd 30ft.; AC 16 (touch 11, flat-footed 15) [+4 armor, +1 shield, +1 dex]; Atks +3 melee (1d8+1/19-20, longsword) or +2 ranged (1d8/x3, longbow); SQ Darkvision 60ft.; AL LE; Fort +3, Ref +1, Will +0; Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +3, Move Silently +0, Profession (soldier) +2, Spot +3; Alertness, Weapon Focus (longsword).

Possessions: chain shirt, small steel shield, longsword, longbow, 20 arrows.

🗡️ **Hobgoblin Scout:** Male hobgoblin Rog1; CR 1; Medium-sized humanoid; HD 1d6+1; hp 7; Init +2; Spd 30ft.; AC 14 (touch 12, flat-footed 12)[+2 armor, +2 dex]; Atks +0 melee (1d6/19-20, short sword) or +2 ranged (1d6/x3, short bow); SA Sneak attack 1d6; SQ

Darkvision 60ft.; AL LE; Fort +1, Ref +4, Will +1; Str 11, Dex 15, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +4, Hide +6, Intuit Direction +2, Listen +7, Move Silently +6, Profession (soldier) +3, Search +4, Sense Motive +4, Spot +7, Tumble +6; Alertness.

Possessions: leather armor, short sword, short bow, 20 arrows.

APL 8 (EL 8)

🗡️ **Hobgoblin Sergeant:** Male Hobgoblin Ftr5; CR 5; Medium-sized humanoid; HD 5d10+10; hp 40; Init +1; Spd 20ft.; AC 18 (touch 11, flat-footed 16)[+5 armor, +2 shield, +2 dex]; Atks +9 melee (1d8+4/19-20, longsword) or +6 ranged (1d8/x3, longbow); SQ Darkvision 60ft.; AL LE; Fort +6, Ref +2, Will +1; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Listen +5, Profession (soldier) +7, Ride +4, Spot +6; Alertness, Dirty Fighting, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: chainmail, large steel shield, masterwork longsword, longbow, 20 arrows, alarm bell.

🗡️ **Hobgoblin Soldiers (7):** Male hobgoblin Ftr1; CR 1; Medium-sized humanoid (goblinoid); HD 1d10+1; hp 11; Init +1; Spd 30ft.; AC 16 (touch 11, flat-footed 15) [+4 armor, +1 shield, +1 dex]; Atks +3 melee (1d8+1/19-20, longsword) or +2 ranged (1d8/x3, longbow); SQ Darkvision 60ft.; AL LE; Fort +3, Ref +1, Will +0; Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +3, Move Silently +0, Profession (soldier) +2, Spot +3; Alertness, Weapon Focus (longsword).

Possessions: chain shirt, small steel shield, longsword, longbow, 20 arrows.

🗡️ **Hobgoblin Scout:** Male hobgoblin Rog2; CR 2; Medium-sized humanoid; HD 2d6+2; hp 11; Init +2; Spd 30ft.; AC 14 (touch 12, flat-footed 12) [+2 armor, +2 dex]; Atks +1 melee (1d6/19-20, short sword) or +3 ranged (1d6/x3, short bow); SA Sneak attack 1d6; SQ Darkvision 60ft., evasion; AL LE; Fort +1, Ref +5, Will +1; Str 11, Dex 15, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +4, Hide +6, Intuit Direction +3, Listen +8, Move Silently +7, Profession (soldier) +5, Search +4, Sense Motive +5, Spot +8, Tumble +7; Alertness.

Possessions: masterwork leather armor, short sword, short bow, 20 arrows.

APL10 (EL 10)

➤ **Hobgoblin Sergeant:** Male hobgoblin Ftr7; CR 7; Medium-sized humanoid; HD 7d10+14; hp 54; Init +1; Spd 20ft.; AC 18 (touch 11, flat-footed 16)[+5 armor, +2 shield, +1 dex]; Atks +11/+6 melee (1d8+5/19-20, longsword) or +8/+3 ranged (1d8/x3, longbow); SQ Darkvision 60ft.; AL LE; Fort +7, Ref +3, Will +2; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Listen +5, Profession (soldier) +9, Ride +4, Spot +6; Alertness, Combat Reflexes, Dirty Fighting, Hold the Line, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: chainmail, large steel shield, longsword +1, longbow, 20 arrows, alarm bell.

➤ **Hobgoblin Soldiers (10):** Male hobgoblin Ftr2; CR 2; Medium-sized humanoid; HD 2d10+2; hp 17; Init +1; Spd 30ft.; AC 16 (touch 11, flat-footed 15)[+4 shirt, +2 shield, +1 dex]; Atks +4 melee (1d8+1/19-20, longsword) or +3 ranged (1d8/x3, longbow); SQ Darkvision 60ft.; AL LE; Fort +4, Ref +1 Will +0; Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +3, Move Silently +1, Profession (soldier) +2, Spot +3; Alertness, Power Attack, Weapon Focus (longsword).

Possessions: chain shirt, small steel shield, longsword, composite short bow, 20 arrows.

➤ **Hobgoblin Scout:** Male hobgoblin Rog4; CR 4; Medium-sized humanoid; HD 4d6+4; hp 19; Init +3; Spd 30ft.; AC 16 (touch 13, flat-footed 16)[+3 armor, +3 dex]; Atks +6 melee (1d6/19-20, short sword) or +6 ranged (1d6/x3, short bow); SA Sneak attack +2d6; SQ Darkvision 60ft., evasion, uncanny dodge; AL LE; Fort +2, Ref +7, Will +2; Str 11, Dex 16, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +7, Hide +9, Intuit Direction +3, Listen +10, Move Silently +9, Profession (soldier) +5, Search +4, Sense Motive +7, Spot +10, Tumble +9; Alertness, Weapon Finesse (short sword).

Possessions: leather armor +1, short sword, short bow, 20 arrows.

APL12 (EL 12)

➤ **Hobgoblin Sergeant:** Male hobgoblin Ftr9; CR 9; Medium-sized humanoid; HD 9d10+18; hp 68; Init +2; Spd 20ft.; AC 19 (touch 11, flat-footed 18)[+5 armor, +2 shield, +1 dex]; Atks +14/+8 melee (1d8+6/17-20, longsword) or +10/+5 ranged (1d8/x3, longbow); SQ Darkvision 60ft.; AL LE; Fort +6, Ref +3 Will +3; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide -6, Listen +6, Move Silently -4, Profession (soldier) +9, Ride +5, Spot +8; Alertness,

Combat Reflexes, Dirty Fighting, Hold the Line, Improved Critical (longsword), Power Attack, Power Lunge, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: chainmail +1, large steel shield, longsword +1, longbow, 20 arrows, alarm bell.

➤ **Hobgoblin Elite Soldiers (10):** Male hobgoblin Ftr4; CR 4; Medium-sized humanoid; HD 4d10+4; hp 29; Init +1; Spd 30ft.; AC 16 (touch 11, flat-footed 15)[+4 armor, +1 shield, +1 dex]; Atks +8 melee (1d8+4/19-20, longsword) or +5 ranged (1d6/x3, composite short bow); SQ Darkvision 60ft.; AL LE; Fort +5, Ref +2 Will +1; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +3, Move Silently +3, Profession (soldier) +2, Spot +3; Alertness, Combat Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork chain shirt, small steel shield, masterwork longsword, longbow, 20 arrows.

➤ **Hobgoblin Scout:** Male hobgoblin Rog6; CR 6; Medium-sized humanoid; HD 6d6+6; hp 27; Init +3; Spd 30ft.; AC 16 (touch 13, flat-footed 16); Atks +8 melee (1d6+1/19-20, short sword) or +7 ranged (1d6/x3, short bow); SA Sneak attack +3d6; SQ Darkvision 60ft., evasion, uncanny dodge; AL LE; Fort +3, Ref +8, Will +3; Str 11, Dex 16, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +9, Hide +11, Intuit Direction +4, Listen +12, Move Silently +11, Profession (soldier) +6, Search +6, Sense Motive +7, Spot +12, Tumble +11; Alertness, Combat Reflexes, Weapon Finesse (short sword).

Possessions: leather armor +1, short sword +1, short bow, 20 arrows.

River Sentry:

APL 6 (EL 6)

➤ **Half-Fiend Sealion:** CR 6; Large Outsider; HD 6d10+24; hp 57; Init +3; Spd swim 40ft.; AC 21 (touch 12, flat-footed 18)[+9 natural, +3 dex, -1 size]; Atks +9 melee (1d6+6, 2 claws) and +4 melee (1d8+3, bite); Face/Reach 5ft. by 10ft./5ft.; SA Rend 2d6+6, darkness (3/day), desecrate, unholy blight; SQ Scent, poison immunity, acid, cold, electricity, and fire resistance 20; AL CE; Fort +9, Ref +8 Will +3; Str 23, Dex 16, Con 19, Int 8, Wis 13, Cha 12.

Skills and Feats: Hide +10, Intimidate +5, Listen +10, Spot +10; Power Attack.

APL 8 (EL 8)

☛ **Half-Fiend Sealion:** Bbn2; CR 8; Large Outsider; HD 6d10+2d12+32; hp 77; Init +3; Spd swim 50ft.; AC 21 (touch 11, flat-footed 21)[+9 natural, +3 dex, -1 size]; Atks +11 melee (1d6+6, 2 claws) and +5 melee (1d8+3, bite); Face/Reach 5ft. by 10ft./5ft.; SA Rend 2d6+6, barbarian rage, darkness (3/day), desecrate, poison (3/day), unholy blight; SQ Scent, uncanny dodge, poison immunity, acid, cold, electricity, and fire resistance 20; AL CE; Fort +11, Ref +8 Will +3; Str 23, Dex 17, Con 19, Int 8, Wis 13, Cha 12.

Skills and Feats: Hide +10, Intimidate +9, Listen +10, Spot +11; Intimidating Rage, Power Attack.

APL 10 (EL 10)

☛ **Half-Fiend Sealion:** Bbn4; CR 10; Large Outsider; HD 6d10+4d12+40; hp 97; Init +3; Spd swim 50ft.; AC 22 (touch 12, flat-footed 21)[+9 natural, +4 dex, -1 size]; Atks +13 melee (1d6+6, 2 claws) and +6 melee (1d8+3, bite); Face/Reach 5ft. by 10ft./5ft.; SA Rend 2d6+6, barbarian rage (2/day), contagion, darkness (3/day), desecrate, poison (3/day), unholy blight; SQ Scent, uncanny dodge, poison immunity, acid, cold, electricity, and fire resistance 20; AL CE; Fort +12, Ref +10 Will +4; Str 23, Dex 18, Con 19, Int 8, Wis 13, Cha 12.

Skills and Feats: Hide +12, Intimidate +12, Listen +11, Spot +11; Combat Reflexes, Intimidating Rage, Power Attack.

APL 12 (EL 12)

☛ **Half-Fiend Sealion:** Bbn6; CR 12; Large Outsider; HD 6d10+6d12+48; hp 117; Init +3; Spd swim 50ft.; AC 22 (touch 11, flat-footed 22)[+9 natural, +4 dex, -1 size]; Atks +15 melee (1d6+6, 2 claws) and +7 melee (1d8+3, bite); Face/Reach 5ft. by 10ft./5ft.; SA Rend 2d6+6, barbarian rage (2/day), blasphemy, contagion, darkness (3/day), desecrate, poison (3/day), unholy blight; SQ Scent, uncanny dodge, poison immunity, acid, cold, electricity, and fire resistance 20; AL CE; Fort +13, Ref +11 Will +5; Str 23, Dex 18, Con 19, Int 8, Wis 13, Cha 12.

Skills and Feats: Hide +13, Intimidate +15, Listen +12, Spot +12; Cleave, Combat Reflexes, Intimidating Rage, Power Attack.

Battlement Sentries

All APL's (EL 6)

☛ **Hobgoblin Archers (3):** male hobgoblin Ftr3; CR 3; Medium-sized humanoid; HD 3d10+3; hp 33; Init +1; Spd 30ft.; AC 17 (touch 13, flat-footed 14)[+4 armor, +3 dex]; Atks +3 melee (1d8+2/19-20, longsword) or +6 ranged (1d8/x3, longbow); SQ Darkvision 60ft.; AL LE;

Fort +3, Ref +1 Will +0; Str 11, Dex 16, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +2, Move Silently +1, Profession (soldier) +2, Spot +3; Alertness, Far Shot, Point Blank Shot, Precise Shot.

Possessions: chain shirt, longsword, longbow, 40 arrows, alarm bell.

Aerial Sentry

APL 8 (EL 8)

☛ **Half-Fiend Wyvern:** CR 8; Huge Outsider; HD 7d12+21; hp 66; Init +3; Spd 20ft., fly 60ft. (poor); AC 20 (touch 13, flat-footed 17)[-2 size, +3 dex, +9 natural]; Atks +11 melee (1d6+6 and poison, sting), +5 melee (2d8+3, bite), and +5 melee (1d8+3, 2 wings) or +11 melee (2d8+6, 2 claws); Face/Reach 10ft. by 20ft./10ft.; SA: Poison, improved grab, snatch, darkness (3/day), desecrate, poison (3/day), unholy blight; SQ Scent, *See Invisible* (extended, by 12th level caster); AL NE; Fort +8, Ref +8 Will +6; Str 23, Dex 16, Con 17, Int 10, Wis 12, Cha 11.

Skills and Feats: Intimidate +5, Intuit Direction +2, Listen +13, Move Silently +13, Sense Motive +5, Spot +13; Alertness, Flyby Attack.

APL 10 (EL 10)

☛ **Half-Fiend Wyvern:** Ftr2; CR 10; Huge Outsider; HD 7d12+2d10+27; hp 82; Init +3; Spd 20ft., fly 60ft. (poor); AC 20 (touch 13, flat-footed 17)[-2 size, +3 dex, +9 natural]; Atks +13 melee (1d6+6 and poison, sting), +6 melee (2d8+3, bite) and +6 melee (1d8+3, 2 wings) or +14 melee (2d8+6/19-20, 2 claws); Face/Reach 10ft. by 20ft./10ft.; SA: Poison, improved grab, snatch, contagion, darkness (3/day), desecrate, poison (3/day), unholy blight; SQ Scent, *See Invisible* (extended, by 12th level caster); AL NE; Fort +11, Ref +8 Will +6; Str 23, Dex 16, Con 17, Int 10, Wis 12, Cha 11.

Skills and Feats: Intimidate +6, Intuit Direction +6, Listen +15, Move Silently +13, Sense Motive +6, Spot +15; Alertness, Flyby Attack, Improved Critical (claw), Weapon Focus (claw).

APL 12 (EL 12)

☛ **Half-Fiend Wyvern** Ftr4; CR 12; Huge Outsider; HD 7d12+4d10+44; hp 103; Init +3; Spd 20ft., fly 60ft. (poor); AC 20 (touch 13, flat-footed 17)[-2 size, +3 dex, +9 natural]; Atks +15 melee (1d6+6 and poison, sting), +7 melee (2d8+3, bite) and +7 melee (1d8+3, 2 wings) or +16 melee (2d8+8/19-20, 2 claws); Face/Reach 10ft. by 20ft./10ft.; SA: Poison, improved grab, snatch, blasphemy, contagion, darkness (3/day), desecrate, poison (3/day), unholy blight; SQ Scent, *See Invisible*

(extended, by 12th level caster); AL NE; Fort +13, Ref +9 Will +7; Str 23, Dex 16, Con 18, Int 10, Wis 12, Cha 11.

Skills and Feats: Intimidate +7, Intuit Direction +7, Listen +17, Move Silently +15, Search +2, Sense Motive +7, Spot +17; Alertness, Flyby Attack, Improved Critical (claw), Power Attack, Weapon Focus (claw), Weapon Specialization (claw).

Encounter 4: Perimeter Defense

APL 8 (EL 8)

☛ **Advanced Chaos Beast:** CR 8; Medium outsider (chaotic); HD 12d8+12; hp 66; Init +5; Spd 20ft.; AC 16 (touch 11, flat-footed 15)[+1 dex, +5 natural]; Atks +14 melee (1d3+2 and corporeal instability, 2 claws); Face/Reach 5ft. by 5ft to 10ft. by 10ft./5ft.; SA Corporeal instability; SQ Darkvision 60', immune to transformation, immune to critical hits; SR 15; AL CN; Fort +9, Ref +9, Will +8; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +16, Escape Artist +15, Hide +18, Jump +14, Listen +13, Spot +13, Tumble +14; Combat Reflexes, Dodge, Improved Initiative, Mobility.

APL 10 (EL 9)

☛ **Advanced Chaos Beast:** CR 9; Large outsider (chaotic); HD 16d8+48; hp 120; Init +4; Spd 20ft.; AC 16 (touch 9, flat-footed 16)[-1 size, +7 natural]; Atks +22 melee (1d4+6 and corporeal instability, 2 claws); Face/Reach 5ft. by 5ft to 10ft. by 10ft./5ft.; SA Corporeal instability; SQ immune to transformation, immune to critical hits; SR 15; AL CN; Fort +13, Ref +10, Will +10; Str 22, Dex 11, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +23, Escape Artist +18, Hide +21, Jump +21, Listen +17, Spot +18, Tumble +21; Dodge, Combat Reflexes, Improved Initiative, Mobility, Spring Attack.

APL 12 (EL 11)

☛ **Advanced Chaos Beast:** CR 11; Large outsider (chaotic); HD 24d8+72; hp 176; Init +4; Spd 20ft.; AC 16 (touch 9, flat-footed 16)[-1 size, +7 natural]; Atks +30 melee (1d4+6 and corporeal instability, 2 claws); Face/Reach 5ft. by 5ft to 10ft. by 10ft./5ft.; SA Corporeal instability; SQ immune to transformation, immune to critical hits; SR 15; AL CN; Fort +17, Ref +14, Will +14; Str 22, Dex 11, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +31, Escape Artist +30, Hide +30, Jump +29, Listen +27, Spot +28, Tumble +30; Cleave, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack.

Encounter 5: Old Enemies

APL6 (EL 8)

☛ **Arinor,** Male Human Rog5/Wiz3; CR 8; Medium-sized human; HD 5d6+3d4+24; hp 48; Init +8; Spd 30ft.; AC 18 (touch 14, flat-footed 18)[+4 armor, +4 dex]; Atks +9 melee (1d6+3/19-20, short sword +1) or +8 ranged (1d6+3/x3, mighty (+2 Str) short bow); SA Sneak attack +3d6; SQ Evasion, spells, uncanny dodge; AL N; Fort +4, Ref +9, Will +5; Str 14, Dex 19, Con 16, Int 17, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Climb +3, Concentration +13, Decipher Script +9, Diplomacy +6, Disable Devise +11, Escape Artist +12, Gather Information +3, Hide +22, Innuendo +4, Intuit Direction +2, Knowledge: Arcana +6, Knowledge: Local (The Horned Lands) +6, Listen +5, Move Silently +10, Open Locks +6, Search +11, Sense Motive +7, Spellcraft +9, Spot +9, Tumble +12, Use Magic Device +8; Combat Casting, Combat Reflexes, Improved Initiative, Weapon Finesse (short sword).

Spells Prepared: (4/3/2; base DC = 13 + spell level); 0 – [Light, Mage Hand, Resistance, Daze]; 1st – [Expeditious Retreat, Shield, Summon Monster I]; 2nd – [Hypnotic Pattern, Invisibility].

Possessions: Mithral shirt, short sword +1, mighty short bow (+2 Str), 20 arrows, cloak of elvenkind.

APL8 (EL 10)

☛ **Arinor,** Male Human Rog5/Wiz5; CR 10; Medium-sized human; HD 5d6+5d4+30; hp 58; Init +8; Spd 30ft.; AC 19 (touch 14, flat-footed 19)[+5 armor, +4 dex]; Atks +10 melee (1d6+3/19-20, short sword +1) or +10 ranged (1d6+2/x3, mighty (+2 Str) short bow); SA Sneak attack +3d6; SQ Evasion, spells, uncanny dodge; AL N; Fort +4, Ref +9, Will +6; Str 14, Dex 19, Con 16, Int 17, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Climb +3, Concentration +15, Decipher Script +9, Diplomacy +6, Disable Devise +11, Escape Artist +12, Gather Information +3, Hide +22, Innuendo +4, Intuit Direction +2, Knowledge: Arcana +8, Knowledge: Local (The Horned Lands) +8, Knowledge: The Planes +7, Listen +5, Move Silently +10, Open Locks +6, Search +11, Sense Motive +7, Spellcraft +11, Spot +9, Tumble +12, Use Magic Device +8; Combat Casting, Combat Reflexes, Extend Spell, Improved Initiative, Quicker than the Eye, Weapon Finesse (short sword).

Spells Prepared: (4/4/3/2 base DC = 13 + spell level); 0 – [Light, Mage Hand, Resistance, Daze]; 1st – [Expeditious Retreat, Magic Missile, Shield, Summon Monster I]; 2nd – [Alter Self, Hypnotic Pattern, Invisibility]; 3rd – [Blink, Haste].

Possessions: Mithral Shirt +1, short sword +1, mighty short bow (+2 Str), 20 arrows, cloak of elvenkind.

APL10 (EL 12)

➤ **Arinor**, Male Human Rog5/Wiz7; CR 12; Medium-sized human; HD 5d6+7d4+36; hp 65; Init +8; Spd 30ft.; AC 20 (touch 14, flat-footed 20)[+6 armor, +4 dex]; Atks +11 melee (1d6+3/19-20, short sword +1) or +11 ranged (1d6+3/x3, mighty (+2 Str) short bow +1); SA Sneak attack +3d6; SQ Evasion, spells, uncanny dodge; AL N; Fort +5, Ref +10, Will +7; Str 14, Dex 19, Con 16, Int 18, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Climb +3, Concentration +17, Decipher Script +10, Diplomacy +6, Disable Device +12, Escape Artist +12, Gather Information +4, Hide +22, Innuendo +4, Intuit Direction +2, Knowledge: Arcana +10, Knowledge: Local (The Horned Lands) +10, Knowledge: The Planes +11, Listen +5, Move Silently +10, Open Locks +6, Search +12, Sense Motive +7, Spellcraft +13, Spot +9, Tumble +12, Use Magic Device +10; Combat Casting, Combat Reflexes, Enlarge Spell, Extend Spell, Improved Initiative, Quicker than the Eye, Weapon Finesse (short sword).

Spells Prepared: (4/5/4/3/2 base DC = 14 + spell level); 0 – [Light, Mage Hand, Resistance, Daze]; 1st – [Burning Hands, Expeditious Retreat, Magic Missile, Shield, Summon Monster I]; 2nd – [Alter Self, Cat's Grace, Hypnotic Pattern, Invisibility]; 3rd – [Blink, Fireball, Haste]; 4th – [Confusion, Slow (extended)].

Possessions: Mithral Shirt +2, short sword +1, mighty (+2 Str) short bow +1, 20 arrows, cloak of elvenkind.

APL12 (EL 14)

➤ **Arinor**, Male Human Rog5/Wiz9; CR 14; Medium-sized human; HD 5d6+9d4+42; hp 78; Init +8; Spd 30ft.; AC 20 (touch 14, flat-footed 20)[+6 armor, +4 dex]; Atks +13 melee (1d6+4/19-20, short sword +2) or +13 ranged (1d6+4/x3, mighty (+2 Str) short bow +1); SA Sneak attack +3d6; SQ Evasion, spells, uncanny dodge; AL N; Fort +6, Ref +11, Will +8; Str 14, Dex 19, Con 16, Int 18, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Climb +3, Concentration +19, Decipher Script +10, Diplomacy +6, Disable Device +12, Escape Artist +12, Gather Information +4, Hide +22, Innuendo +4, Intuit Direction +2, Knowledge: Arcana +11, Knowledge: Local (The Horned Lands) +11, Knowledge: The Planes +13, Listen +5, Move Silently +10, Open Locks +6, Search +12, Sense Motive +9, Spellcraft +15, Spot +10, Tumble +12, Use Magic Device +10; Combat Casting,

Combat Reflexes, Enlarge Spell, Extend Spell, Improved Initiative, Quicker than the Eye, Weapon Finesse (short sword).

Spells Prepared: (4/5/5/4/3/1 base DC = 14 + spell level); 0 – [Light, Mage Hand, Resistance, Daze]; 1st – [Burning Hands, Magic Missile x2, Shield, Summon Monster I]; 2nd – [Alter Self, Cat's Grace, Expeditious Retreat (extended), Hypnotic Pattern, Invisibility]; 3rd – [Blink, Displacement, Haste, Summon Monster III]; 4th – [Confusion, Fireball (enlarged), Slow (extended)]; 5th – [Teleport].

Possessions: Mithral Shirt +2, short sword +2, mighty (+2 Str) short bow +1, 20 arrows, cloak of elvenkind.

All APLs (EL 17)

➤ **Lothwyr**, human male Ftr 5/Rog 9; CR 14; Medium-size human (6ft. tall); HD 5d10+9d6 +42; hp 110; Init +9; Spd 30ft.; AC 20 (touch 15, flat-footed 20)[+5 armor, +5 dex]; Atks Short Sword of Subtlety +17/+11/+6 melee (1d6+8, 19-20); SA sneak attack +5d6; SQ evasion, uncanny dodge; AL LE; Fort +10, Ref +12 Will +5; Str 18, Dex 20, Con 16, Int 16, Wis 12, Cha 12.

Skills and Feats: Appraise +13, Bluff +13, Climb +16, Diplomacy +13, Disable Device +17, Hide +17, Intimidate +11, Jump +16, Listen +13, Move Silently +17, Spot +13, Search +15, Swim +11, Tumble +20, Use Magic Device +13; Blind-Fight, Combat Reflexes, Dodge, Expert Tactician, Improved Initiative, Mobility, Spring Attack, Weapon Focus (Short Sword), Weapon Specialization (Short Sword).

Possessions: Sword of Subtlety (+1, +4 to attack roll/damage when sneak attacking), Leather Armor of Moderate Fortification +3, Potion of Haste.

➤ **Elite Bandit Guards (6):** human male Ftr 5/Rog 5; CR 10; Medium-size human (6ft. tall); HD 5d10 + 5d6 +30; hp 95; Init +6; Spd 30ft.; AC 15 (touch 12, flat-footed 15)[+3 armor, +2 dex]; Atks +15 melee (1d8+8, 19-20 longsword +2); SA sneak attack +3d6; SQ evasion, uncanny dodge; SR nil; AL LN; Fort +8, Ref +7 Will +2; Str 18, Dex 15, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Disable Device +10, Handle Animal +4, Hide +10, Intimidate +10, Jump +9, Listen +11, Spot +11, Search +10, Tumble +14; Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Longsword +2, Leather Armor of Light Fortification +1, Potion of Haste

Encounter 6: The Sewer

APL 6 (EL 5)

☛ **Ooze Paraelemental, Large:** CR 5; Large elemental (earth, water); HD 8d8+32; hp 68; Init +2; Spd 20ft., swim 50ft.; AC 20 (touch 10, flat-footed 18) [-1 size, +2 dex, +9 natural]; Atks +10/+5 melee (2d8+7 and 1d6 acid, slam); Face/Reach 5ft. by 5ft./10ft.; SA Acid; SQ Elemental, damage reduction 10/+1; AL N; Fort +10, Ref +4 Will +2; Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +12, Spot +12; Power Attack, Sunder.

APL 8 (EL 7)

☛ **Ooze Paraelemental, Huge:** CR 7; Huge elemental (earth, water); HD 16d8+80; hp 152; Init +4; Spd 20ft., swim 50ft.; AC 21 (touch 10, flat-footed 17) [-2 size, +4 dex, +9 natural]; Atks +17/+12/+7 melee (2d10+10 and 1d6 acid, slam); Face/Reach 10ft. by 5ft./15ft.; SA Acid; SQ Elemental, damage reduction 10/+2, fire immunity; AL N; Fort +15, Ref +9, Will +5; Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +18, Spot +18; Cleave, Great Cleave, Power Attack, Sunder.

APL 10 (EL 9)

☛ **Ooze Paraelemental, Greater:** CR 9; Huge elemental (earth, water); HD 21d8+105; hp 199; Init +5; Spd 20ft., swim 50ft.; AC 22 (touch 11, flat-footed 17) [-2 size, +5 dex, +9 natural]; Atks +21/+16/+11 melee (2d10+12 and 2d6 acid [19-20], slam); Face/Reach 10ft. by 5ft./15ft.; SA Acid; SQ Elemental, damage reduction 10/+2, fire immunity; AL N; Fort +17, Ref +12, Will +7; Str 26, Dex 20, Con 21, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +23, Spot +23; Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder.

APL 12 (EL 11)

☛ **Ooze Paraelemental, Elder:** CR 11; Huge elemental (earth, water); HD 24d8+120; hp 228; Init +6; Spd 20ft., swim 50ft.; AC 23 (touch 12, flat-footed 17) [-2 size, +6 dex, +9 natural]; Atks +25/+20/+15/+10 melee (2d10+13 and 2d6 acid 19/20, slam); Face/Reach 10ft. by 5ft./15ft.; SA Acid; SQ Elemental, damage reduction 15/+3, fire immunity; AL N; Fort +19, Ref +13, Will +8; Str 28, Dex 22, Con 21, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +26, Spot +26; Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder.

Encounter 7: The Return

APL 6 (EL 9)

☛ **Half-Fiend Troll:** CR 7; Large Outsider; HD 6d8+42; hp 73; Init +4; Spd 30ft., fly 30ft. (average); AC

22 (touch 14, flat-footed 18) [-1 size, +4 dex, +8 natural, +1 deflection]; Atks +11 melee (1d6+8, 2 claws) and +6 melee (1d6+4, bite); Face/Reach 5ft. by 5ft./10ft.; SA Rend (2d6+12), darkness (3/day), desecrate, unholy blight SQ Favored enemy (humans), regeneration 5, scent, darkvision 90ft., poison immunity, acid, cold, electricity, and fire resistance 20; AL CE; Fort +12, Ref +6 Will +3; Str 27, Dex 18, Con 25, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +8, Intimidate +3, Listen +7, Move Silently +8, Spot +7, Wilderness Lore +5; Track.

Possessions: Ioun Stone (dusty rose).

☛ **Tordex the Mighty:** Male goblin Wiz 7; CR 7; small humanoid (goblinoid); HD 7d4+14; hp 39; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10) [+3 dex]; Atk +2 melee (1d4-1 [19-20], dagger) or +6 ranged (1d4-1 [19-20], dagger); SA: Spells; AL NE; SV Fort +4, Ref +5, Will +5; Str 9, Dex 16, Con 14, Int 17, Wis 10, Cha 7.

Skills and Feats: Concentration +14, Hide +7, Knowledge (arcana) +10, Knowledge (the planes) +9, Move Silently +6, Scry +9, Spellcraft +10; Combat Casting, Extend Spell, Improved Initiative, Scribe Scroll, Toughness.

Possessions: Monk's Outfit, masterwork dagger.

Spells Prepared (4/5/4/3/1; base DC = 13 + spell level): 0— [daze, detect magic, resistance (2)]; 1st— [mage armor, magic missile (2), ray of enfeeblement, shield]; 2nd— [bull's strength, protection from arrows, resist elements, see invisible]; 3rd— [displacement, haste, fly]; 4th— [confusion].

APL 8 (EL 11)

☛ **Half-Fiend Troll Rgr2:** CR 9; Large Outsider; HD 6d8+2d10+56; hp 101; Init +4; Spd 30ft., fly 30ft. (average); AC 22 (touch 14, flat-footed 18) [-1 size, +4 dex, +8 natural, +1 deflection]; Atks +14 melee (1d6+8, 2 claws) and +7 melee (1d6+4, bite); Face/Reach 5ft. by 5ft./10ft.; SA Rend (2d6+12), darkness (3/day), desecrate, poison (3/day), unholy blight SQ Favored enemy (humans), regeneration 5, scent, darkvision 90ft., poison immunity, acid, cold, electricity, and fire resistance 20; AL CE; Fort +15, Ref +6 Will +3; Str 27, Dex 18, Con 25, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +8, Intimidate +3, Listen +10, Move Silently +8, Search +4, Spot +7, Wilderness Lore +6; Ambidexterity, Track, Two-Weapon Fighting, Weapon Focus (claw).

Possessions: Ioun Stone (dusty rose).

☛ **Tordex the Mighty:** Male goblin Wiz 9; CR 9; small humanoid (goblinoid); HD 9d4+18; hp 49; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10) [+3 dex]; Atk +4 melee (1d4 [19-20], dagger) or +8 ranged (1d4 [19-20],

dagger); SA: Spells; AL NE; SV Fort +5, Ref +6, Will +6; Str 9, Dex 16, Con 14, Int 18, Wis 10, Cha 7.

Skills and Feats: Concentration +17, Hide +8, Knowledge (arcana) +13, Knowledge (the planes) +13, Move Silently +8, Scry +13, Spellcraft +13; Combat Casting, Enlarge Spell, Extend Spell, Improved Initiative, Toughness.

Possessions: Monk's Outfit, dagger +1.

Spells Prepared (4/5/5/4/3/1; base DC = 14 + spell level): 0— *daze, detect magic, resistance* (2); 1st— *mage armor, magic missile* (2), *ray of enfeeblement, shield*; 2nd— *bull's strength, endurance, protection from arrows, resist elements, see invisible*; 3rd— *displacement, haste, fly, slow*; 4th— *confusion, fireball (enlarged), haste (extended)*; 5th— *confusion (extended)*.

APL 10 (EL 13)

☛ **Half-Fiend Troll Rgr4:** CR 11; Large Outsider; HD 6d8+4d10+70; hp 127; Init +4; Spd 30ft., fly 30ft. (average); AC 22 (touch 14, flat-footed 18)[-1 size, +4 dex, +8 natural, +1 deflection]; Atks +18 melee (1d6+10, 2 claws) and +9 melee (1d6+5, bite); Face/Reach 5ft. by 5ft./10ft.; SA Rend (2d6+16), contagion, darkness (3/day), desecrate, poison (3/day), unholy blight SQ Favored enemy (humans), regeneration 5, scent, darkvision 90ft., poison immunity, acid, cold, electricity, and fire resistance 20; AL CE; Fort +16, Ref +7 Will +4; Str 30, Dex 18, Con 25, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +10, Intimidate +3, Knowledge (Nature) +2, Listen +10, Move Silently +8, Search +6, Spot +7, Wilderness Lore +8; Ambidexterity, Combat Reflexes, Track, Two-Weapon Fighting, Weapon Focus (claw).

Possessions: Ioun Stone (dusty rose), gauntlets of ogre power.

☛ **Tordex the Mighty:** Male goblin Wiz 11; CR 11; small humanoid (goblinoid); HD 11d4+22; hp 59; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10)[+3 dex]; Atk +5 melee (1d4 [19-20], dagger) or +9 ranged (1d4 [19-20], dagger); SA: Spells; AL NE; SV Fort +5, Ref +6, Will +7; Str 9, Dex 16, Con 14, Int 18, Wis 10, Cha 7.

Skills and Feats: Concentration +18, Hide +10, Knowledge (arcana) +14, Knowledge (the planes) +14, Move Silently +9, Scry +11, Spellcraft +16; Combat Casting, Enlarge Spell, Extend Spell, Improved Initiative, Maximize Spell, Toughness.

Possessions: Monk's Outfit, dagger +1 (returning).

Spells Prepared (4/5/5/5/4/2/1; base DC = 14 + spell level): 0— *daze, detect magic, resistance* (2); 1st— *mage armor, magic missile* (2), *ray of enfeeblement, shield*; 2nd— *bull's strength, endurance, protection*

from arrows, resist elements, see invisible; 3rd— *dispel magic, displacement, haste, fly, slow*; 4th— *confusion, fireball (enlarged), haste (extended), stonesskin*; 5th— *cloudkill, confusion (extended)*; 6th— *lightning bolt (maximized)*.

APL 12 (EL 15)

☛ **Half-Fiend Troll Rgr6:** CR 13; Large Outsider; HD 6d8+6d10+84; hp 153; Init +4; Spd 30ft., fly 30ft. (average); AC 22 (touch 14, flat-footed 18)[-1 size, +4 dex, +8 natural, +1 deflection]; Atks +20 melee (1d6+10, 2 claws) and +10 melee (1d6+5, bite); Face/Reach 5ft. by 5ft./10ft.; SA Rend (2d6+16), blasphemy, contagion, darkness (3/day), desecrate, poison (3/day), unholy blight SQ Favored enemy (human, goblinoids) regeneration 5, scent, darkvision 90ft., poison immunity, acid, cold, electricity, and fire resistance 20; AL CE; Fort +17, Ref +8 Will +5; Str 30, Dex 18, Con 25, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +10, Intimidate +3, Knowledge (Nature) +2, Listen +10, Move Silently +10, Search +6, Spot +12, Wilderness Lore +9; Ambidexterity, Combat Reflexes, Lightning Reflexes, Track, Two-Weapon Fighting, Weapon Focus (claw).

Possessions: Ioun Stone (dusty rose), Ioun Stone (pale blue).

☛ **Tordex the Mighty:** Male goblin Wiz 13; CR 13; small humanoid (goblinoid); HD 13d4+26; hp 69; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10)[+3 dex]; Atk +7/+2 melee (1d4+1 [19-20], dagger) or +11 ranged (1d4+1 [19-20], dagger); SA: Spells; AL NE; SV Fort +6, Ref +7, Will +8; Str 10, Dex 16, Con 14, Int 18, Wis 10, Cha 7.

Skills and Feats: Concentration +21, Hide +11, Knowledge (arcana) +15, Knowledge (the planes) +14, Move Silently +10, Scry +13, Spellcraft +18; Combat Casting, Dodge, Enlarge Spell, Extend Spell, Improved Initiative, Maximize Spell, Toughness.

Possessions: Monk's Outfit, dagger +1 (returning).

Spells Prepared (4/5/5/5/5/3/2/1; base DC = 14 + spell level): 0— *daze, detect magic, resistance* (2); 1st— *mage armor, magic missile* (2), *ray of enfeeblement, shield*; 2nd— *bull's strength, endurance, protection from arrows, resist elements, see invisible*; 3rd— *dispel magic, displacement, haste, fly, slow*; 4th— *confusion, evard's black tentacles, fireball (enlarged), haste (extended), stonesskin*; 5th— *cloudkill, confusion (extended), melf's acid arrow (maximized)*; 6th— *chain lightning, lightning bolt (maximized)*; 7th— *prismatic spray*.

Appendix Two: New Rules

Dirty Fighting (General)

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +2

Benefit: Make a melee attack roll normally. If successful, you inflict an additional +1d4 point of damage. This feat requires the full attack action.

Hold the Line (General)

You are trained in defensive techniques against charging opponents.

Prerequisites: Base attack bonus +2, Combat Reflexes.

Benefit: You may make an attack of opportunity against an opponent who charges you when he enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Intimidating Rage (General)

Your rage engenders fear in your opponents.

Prerequisites: Ability to Rage

Benefit: While your raging, you designate a single foe within 30 feet of you who must make a Will save (DC = 10 + one-half your character level + your Charisma modifier) or become shaken for as long as you continue to rage and the target can see you. (A shaken creature suffers a -2 morale penalty on attack rolls, saves, and checks). A target who makes the save remains immune to the intimidating effect of your rage for one day. Creatures immune to fear and those with no visual senses are immune to this effect.

Power Lunge (General)

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage. You provoke an attack of opportunity from the opponent you charged.

Quicker than the Eye (General)

Your hands can move so quickly that observers don't see what you have done.

Prerequisite: Dex 19+

Benefit: While under direct observation, you can make a Bluff check as a move-equivalent action, opposed by the Spot checks of any observers. If you

succeed, your misdirection makes them look elsewhere while you take a partial action. If your partial action is an attack against someone who failed the opposed check, that opponent is denied a dexterity bonus to AC.

Appendix 3: New Monsters (taken from *Manual of the Planes*)

Paraelemental

A paraelemental is a synthesis of two elemental forces within a single elemental creature. Because they are composed of two primal forces of nature, paraelementals are unpredictable and dangerous.

Combat

Paraelementals have varied tactics and abilities, but all gain the benefit of their elemental nature.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness.

Ooze Paraelemental

Ooze paraelemental slither and crawl through the Elemental Planes of Earth and Water, which they call home.

An ooze paraelemental generally takes the form of a dark brown torso, head, and arm rising from a pool of muck. As the pool flows across the landscape, the paraelemental moves. It has gaping black indentation where its eyes and mouth would be.

Ooze paraelementals speak Terran and Aquan in blurring tones.

Ooze Paraelemental Sizes

Paraelemental	Height	Weight	Acid DC	Save
Small	4ft.	34lb.	11	
Medium	8ft.	280lb.	13	
Large	16ft.	2,250lb.	16	
Huge	32ft.	18,000lb.	22	
Greater	36ft.	21,000lb.	25	
Elder	40ft.	24,000lb.	28	

Combat

Ooze paraelementals relish combat against most humanoid foes, because their acid can melt weapons.

Acid (Ex): An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor and clothing dissolves and become useless immediately unless it succeeds at a Reflex save (DC varies with the paraelemental's size). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds at a Reflex save.

DMs Aid 1: Map of Molag

