

SHL6-04

Cricket on the Hearth

A One-Round D&D LIVING GREYHAWK[®] Shield Lands Regional Adventure

Version 1.0

By John M. Twernbold

Based upon a story idea by Jeffery A. Dobberpuhl

The disappearance of a plucky halfling is a troubling event, but is it a reflection of dangerous times, or a symptom of something far more sinister? A Shield Lands Regional Adventure for APLs 2 to 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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at poc@shieldlands.net; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

Animals with different CRs are determined separately

using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Shield Lands. Characters native to the Shield Lands 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer

other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

Adventure Background

In CY593, Lord Natan Enerick, Regent to the city of Bright Sentry, prepared to issue a proclamation that Pholtus would be the patron deity of the city. This caused considerable conflict due to the large number of Heironeous followers in the Shield Lands (including the family of young Simen Sharn, Enerick's nephew and the future Lord of Bright Sentry). Rumors surfaced that a disturbance was planned which would disrupt the official pronouncement ceremony, and a group of adventurers was hired by Elmon, a Pholtan priest, to prevent such a disturbance.

In reality, Elmon was a Hextorian who had infiltrated the Pholtan church. The disruption at the proclamation ceremony was merely a ploy to sow dissent between the churches of Pholtus and Heironeous. Elmon successfully disrupted the ceremony by killing the High Priest of Pholtus. He easily escaped in the riot which followed, and has been working steadily in the following years to increase the power of the cult of Hextor in the Shield Lands.

A few months prior to the adventure, the Shallowrose family—halfling weaponsmiths—lost a lucrative contract in Gensal. Cricket Shallowrose investigated possible causes, and has now gone missing.

Adventure Summary

Introduction: The story begins with the Shallowrose family (the halfling spear crafters from SHL06-01) contacting the PCs. Larna Shallowrose's sister, Cricket, is missing. She's been gone for about four months—since just after the party last saw them. Cricket was angry over

losing the spear contract in Gensal. When they got to South Keep, she took off for an hour or two. When she returned, she said she had “a thing to take care of” and would catch up.

Since then, only a few letters have come in (*Player Handout 1*). These letters suggest she has a contact in Critwall, Bobero, who knows of a plot to divert war funding more heavily than ever before to the Bright Sentry Armory. Cricket was going to find out some “real information”, but then never re-appeared.

Encounter One: The party goes to Critwall. There they can trace her steps to various places only to discover her contact Bobero is ALSO missing. If they go to the Merchants Guild, the PCs would hear rumors that some merchants have had customers other than the Shield Lands. However, the idea that the Bright Sentry Armory is one such merchant is considered ridiculous. After a bit of investigation the party can discover Bobero was ritualistically murdered, but notes (*Player Handout 2*) for his last meeting with Cricket suggest that she was to go to Admundfort.

Encounter Two: At Admundfort, the party learns from a surly barkeep that Cricket went on an unauthorized expedition into the ruins. They hear she was going to the remains of the old forge, and no one has seen her since.

Encounter Three: As the party approaches the forge, they stumble across a battered group of Hextorians. Elmon teleports away (with Nystan, his agent) before seeing the PCs, leaving the party to deal with his underlings.

Encounter Four: At the forge, the party discovers the source of the beat-down: a magically-enhanced ooze has moved in. After dispatching the ooze, the party finds the remains of Cricket Shallowrose. The beast wasn't the one who killed her, however; her partially-dissolved skeleton was apparently cut into six equal pieces pre-mortem, and her skull is missing. Cricket's gear is more or less intact, but her diary is gone. Further searching reveals only a key from a local inn. Going there, the PCs discover a small package stashed in the safe. It's not her diary, but it does have a few pages from it (*Player Handout 3*).

Essentially, she learned that “dark and greedy forces” are working with the Bright Sentry Armory to sell weapons to BOTH sides of the war effort. There is no proof to her claim, but she found a contact (Nystan) who offered to sell her evidence the following night if she met him at the ruins of the old Admundfort forge. But after the initial meeting, Cricket secretly followed him out of the tavern and saw Nystan give a boat captain a package to deliver. She snuck on board and discovered the

address is to “Sir Roulard”, a Furyondian diplomat to Critwall staying on Lord Natan Enerick's local estate in a guest house.

Encounter Five: The party can go confront the Furyondian diplomat in Critwall, but he denies everything and throws them out. If the party sets up a watch, they'll see him eventually visited by Nystan. Following Nystan leads the party to the shop of a soapmaker in Critwall.

Encounter Six: At the soapmaker's, the party faces a group of Hextorians. The cultists have the dead halfling's possessions so they take the fall, leaving the party with no proof linking the Hextorians to the Furyondian diplomat or Lord Enerick.

Preparation for Play

Before beginning the adventure, find out if any of the characters were played in “SHL6-01 Blood and Rain” (and would therefore have met Cricket and Larna Shallowrose) or “SHL3-02 The Patron of Bright Sentry” (and would have met Elmon, who at the time they believed to be a priest of Pholtus).

Please note that the official position of the ruling council is that there are *no* Hextorians in the Shield Lands, and any government official (and many private citizens) will state this if the subject arises.

Prologue

The following takes place in Bright Sentry, at the Sharn Estates. The party is not present:

Natan Enerick sits at his desk in the Sharn Estates in Bright Sentry, going over notes regarding arms sales. At first, one might think his only companion is the Pholtan faith candle providing the room's illumination. But then, a voice of pure silk comes from the darkness...

“You should be pleased, Lord Enerick. All goes according to your plan.”

“Bah, how can I be pleased? That wench Katarina... ever since she came back from the dead, she rules the council with an iron fist. It's impossible to get ANYTHING past her.”

A pause; then... “Nonetheless, you accomplish much, my lord. You still control nearly 40% of the council votes, and the people of Bright Sentry have never been more prosperous.”

"Yet I now have her watching my every move. And Simen... aargh! Now he is to sit in on council meetings, watching and listening to every thing I do. This is NOT good timing. So much is at stake here."

"Well, I always said you were too distant in your dealings with that child. You should have taken a more... personal... interest in him."

"Hmph. Look, your job is to handle Simen; that's what I pay you for. Now see to it. Your recriminations of 'I told you so' sound more like the preachings of the clergy than the mewlings of a servant."

"Oh, now I'm a servant, am I?" says the voice as it emerges from the shadows. Nurse Vayle, personal assistant to young Simen Sharn, smiles. "I can do servant."

Enerick shoots her a wicked grin. "These reports are going to have to wait, aren't they..."

Introduction

The story begins in the Happy Backpack, a South Keep adventurer's supply store. Read or paraphrase the following:

The sound of hailstones pinging upon the shingles serves as a reminder of the comforts provided by a roof over one's head. Here inside the Happy Backpack, an adventurer's supply store, the drowsy warmth of a fire is a comforting alternative to the unusually-chilly summer storm outside.

The halfling woman conversing with the shopkeeper cocks her head and whistles. "Listen to it come down! I hadn't planned on staying in South Keep for the night, but I think I'll wait until tomorrow before I set out. Anyway, Redkin, this latest batch of spears is among my finest work yet. They should fetch you a good price." The shopkeeper hands the halfling a small jingling pouch, and she turns toward the door.

If any of the PCs played "SHL6-01 Blood and Rain", they will recognize the halfling as Larna Shallowrose, the halfling weaponsmith they had met previously. Read the following:

"Hey, I know you, yes? I never forget a face. AH, I remember—we met you on the road back from Gensal. Wait, don't tell me your name... is it, uh... Okay, I forget."

If none of the PCs played "SHL6-01 Blood and Rain", read the following:

"Ah, now this bunch has the look of stout adventurers. What manner of quest have you come from?"

Allow the PCs to introduce themselves to Larna Shallowrose and to each other. Larna introduces herself, and mentions that she's a weaponsmith.

➤ Larna Shallowrose, female halfling Exp12

Then read or paraphrase the following:

"So, what's on the shopping list today? Twenty arrows, a week's supply of rations, and a healing potion? Heh, adventurers are all alike."

After a few minutes of idle chat, the halfling's expression darkens. "Listen, I could use some help. You seem like nice folk, and perhaps you'd be willing to aid me. My sister, Cricket, is missing. She was pretty upset after we lost that spear contract a few months ago in Gensal. She took her leave from our caravan once we got to South Keep, and said she had 'a thing to take care of, promising she'd catch up to us later. That was the last time we saw her. We received a couple of letters from her, but nothing in weeks. It just isn't like her to run off like this, and I fear the worst."

If the PCs agree to help find Cricket Shallowrose, Larna can provide the following information:

- The Shallowrose family are noted weaponsmiths, specializing in spears of all types.
- Four months earlier, they attempted to deliver a shipment of spears to Gensal, an order which had been placed a year before. But the new captain refused delivery, saying the money had already been spent.
- Cricket was upset about losing the contract in Gensal, and wanted to find out the *real* reason behind it. She was last seen four months ago in South Keep, where she parted ways with the rest of the Shallowrose family after traveling together from Gensal.
- The last letter to Larna (give the players *Player Handout 1*) mentioned a contact in Critwall, and indicated Cricket was investigating a suspected plot to divert funding to the Bright Sentry Armory. She promised to find "real information" and rejoin Larna, but hasn't been seen since.
- Cricket always carries a journal with her everywhere she goes.

Larna doesn't have much money due to the emerging dominance of the Bright Sentry Armory (her proceeds from today's sale will barely recoup the last of her previous losses), but if the PCs agree to help her she'll offer to improve their weapons if they can find Cricket.

Troubleshooting: The PCs might go “off-mod” in their attempts to investigate Cricket's disappearance: traveling to Gensal to talk to Captain Kruptan, sailing to Scragholme Island to speak with the Bright Sentry Armory, contacting Shield Lands officials or the Council of Lords in Critwall, etc. For any such actions, improvise a mid-level bureaucrat who will brush them off:

- In Gensal, Captain Kruptan will tell them they are wasting his time. He is a boar of a man, with a porcine nose and bristly hair. If players have “The Hand of Kruptan” he will have the players fill out “incident reports” before he will talk to them. These reports will, of course, have to be gone over VERY thoroughly. Those PCs who wait it out must spend an additional 1 TU to talk to Kruptan, only to learn he knows nothing.
- The Bright Sentry Armory will deny any impropriety about their sales practices and contracts, and will disavow any knowledge of Cricket Shallowrose or her disappearance (which is true—they have nothing to do with her fate). However, if asked, they will admit the current captain of Gensal, Kruptan, used to be the head of security for the Armory (and they could not be more proud of his current promotion!).
- Shield Lands officials (Council of Lords, Standing Army, etc.) will remind the PCs that the lands are dangerous and disappearances are common. The PCs are encouraged to investigate Cricket's disappearance, but would need to find concrete proof before any official body can intervene.

Gathering Information

At various times throughout the adventure, some PCs may wish to Gather Information. Adapt the speaker and location as needed, and assign circumstance modifiers appropriately (+1 for each 5gp X APL spent, +4 for contacting other members of a PC's meta-org, etc.)

- DC10: The spring holiday of Tanabat (which celebrates grapes and wine) in Critwall was a tremendous success—plans are already underway to make next year's event even grander! (*red herring*)

- DC15: Soldiers in the Standing Army have been finding masterwork arms being used by Iuzian patrols. Many of the weapons bear a stamp, “BSA”.
- DC15: Disappearances are a relatively common event in the Shield Lands, and seem to be on the rise.
- DC20: An old woman was sucked into the ground, and never seen again! (*red herring*)
- DC25: A group of dark-robed figures was seen in an abandoned building, late at night. Their chanting sounded a little bit like Flan. (*red herring*)
- DC30: Increasing numbers of Greycloaks have been observed heading northeast. Judging by the length of their missions, they must be traveling deep into Iuzian lands—possibly past Eastfork? (*red herring*)

Encounter One: Critwall

If the party goes to Critwall, they can trace Cricket's steps to various places only to discover her contact is ALSO missing.

Shield Lands Merchants Guild

The guild is under construction. Formerly, they used to meet informally at various bars, but now they have enough coin to build their own establishment near Critwall Castle. It looks like it will be a modest affair, only a block away from the Heironean Temple.

Anyone the party meets with will scoff at the idea that the Bright Sentry Armory is less than honorable. However, with a Gather Information or Diplomacy check (DC 20), they can learn that the Bright Sentry Armory does tend to get better contracts, especially for Gensal. Further, a former Bright Sentry Armory employee has been appointed as the Captain of Gensal (Kruptan).

Whistling Pig

A tavern outside the city along the Ritensa Highway, popular with bards of the College.

While no one here knows Cricket Shallowrose by name, the PCs will be able to find someone who knows of Bobero the Leatherworker with an easy Gather Information (DC10). He's a tavern regular, and PCs can be given directions to the gnome's leatherworking shop.

However, Bobero hasn't been seen in over a week, which is unusual.

If asked about trade and/or arms sales, a Gather Information (DC15) will result in the sharing of rumors that some merchants have had customers other than the Shield Lands (e.g. some are selling to both sides of the war).

If the PCs inquire about a bard (the one mentioned in Cricket's letter), they are told he met with an unfortunate accident and is home recovering from his wounds. Apparently, a female gnome barbarian found one of his songs offensive and pushed the bard's head through his lute...

Bobero's Leatherworking Shop

When the PCs arrive at Bobero's shop, read or paraphrase the following:

The door opens easily into Bobero's Leatherworking Shop. But the tidy exterior with its well-swept pavestones and carefully-arranged flowers is contrasted sharply by the disorder within: tables are overturned, tools are scattered, and half-finished suits of leather armor lie unfinished on the floor. The metallic smell of blood hints at the cause of the dark stains on the floor and walls...

Searching the shop reveals nothing of interest, save a door to the back portion of the building:

Opening the door to the back room releases a wave of stale, fetid air, heavy with the smell of death. The scene before you is grisly: what was once a small humanoid has been mutilated horribly, cut into six pieces. Each limb has been severed from the torso, and the head—the sixth piece—is conspicuously absent. Adorning the room are six candles, long-since extinguished.

A Heal check (DC10) suggests that the body was cut into six pieces while the victim was still alive. Heal (DC20) indicates death was at least a week or two earlier. A Knowledge: Religion check (DC15) will reveal that "six" is a number of great importance for followers of Hextor, the six-armed god whose holy symbol (the "Symbol of Hate and Discord") features six red arrows facing downward in a fan. This specific dismemberment ritual will be unknown to anyone but a priest or follower of Hextor, but the religious nature of a candlelit sacrifice should be apparent to any faith.

PCs who search the back room will find Bobero's personal effects. A scrap of paper can easily be found under the mattress (*Player Handout 2*), which will likely

lead the PCs to Admundfort. They may also try to find out who or what "Rusty Skupper" is, but no locals will know this is the name of an Admundfort tavern.

It will take a couple of uneventful days to travel to Admundfort.

Encounter Two: Admundfort

Admundfort is rebuilding... slowly. The shattered walls are patched stone by stone, and the Enclave is beginning to appear almost fortified. The surrounding city, however, still has the look of blasted ruins.

If the PCs ask about "Rusty Skupper" (referenced in Bobero's notes), they are told it is a local tavern. Read or paraphrase the following if they enter:

The Rusty Skupper is sparsely populated with sailors and townies, many far gone in their drink. The floor is soft and the footing precarious; evidently, the owners simply throw down new straw over the old rather than doing any actual cleaning. That would also explain the smell of vomit and stale beer...

Lub the Barkeep is surly, but his demeanor brightens a little with even a modest gratuity of gold.

- If asked (and bribed), Lub will recall a female halfling who came in a week ago. She talked to a lot of patrons, but he (truthfully) doesn't remember with whom she spoke.
- Lub distinctly remembers the halfling because she later asked him for directions to the old Admundfort Forge, located in the ruins of the surrounding city.
- If asked, Lub can also provide for the PCs directions to the Admundfort Forge, but will tell them they're "crazy to go there—nuthin' but hurt in them ruins".
- Neither Lub nor anyone else in the tavern has seen Cricket since she left for the Forge.

While Admundfort is still a remarkably dangerous place, the PCs will *not* have to contend with any random "wild magic" effects caused by the remnants of the destroyed Spell Pool.

Encounter Three: Outside the Forge

A group of Hextorian cultists had been holed up in the Admundfort Forge, where they conducted ritualistic human sacrifice and other assorted evil acts. But a magically-enhanced ooze—a product of the lingering arcane effects of the destroyed Spell Pool—was drawn to the forge. After a brief battle, the Hextorians withdrew to the street to heal:

As you round a corner in your approach to the area where you believe the Admundfort Forge to be, movement in the distance catches your eye. A small group of men are huddled together, and you can hear groans of pain. A man with an eyepatch hands potions to his companions, which they eagerly drink. An older man begins casting a spell, and touches the one with the eyepatch; suddenly, both men are gone.

Elmon, the older man, has teleported to Critwall via a *word of recall*, taking with him Nystan but leaving his underlings behind. (The timing of his departure is purely coincidental—he didn't see the PCs arriving, which is to their benefit.)

PCs who played “SHL3-02 The Patron of Bright Sentry” will immediately recognize and remember Elmon. Other PCs who succeed on a Knowledge Local: IUZ (DC15) will know his name as well as basic info about him from the Adventure Background (but *not* that he is and always has been a priest of Hextor rather than Pholtus).

As soon as the remaining thugs notice the PCs, they attack. See *DM's Map 1*. The Cultist Thugs begin the encounter roughly 50 feet from the PCs.

APL 2 (EL 4)

➤ **Cultist Thugs (4):** Male human Ftr1, hp 8, 10, 12, 12; see *Appendix One*.

APL 4 (EL 6)

➤ **Cultist Thugs (4):** Male human Ftr1/Rog1 hp 12, 15, 18, 18; see *Appendix One*.

APL 6 (EL 7)

➤ **Cultist Thugs (4):** Male human Ftr2/Rog1 hp 17, 20, 25, 25; see *Appendix One*.

APL 8 (EL 9)

➤ **Cultist Thugs (4):** Male human Ftr2/Rog3 hp 24, 29, 36, 36; see *Appendix One*.

APL 10 (EL 11)

➤ **Cultist Thugs (4):** Male human Ftr4/Rog3 hp 34, 41, 51, 51; see *Appendix One*.

APL 12 (EL 13)

➤ **Cultist Thugs (4):** Male human Ftr4/Rog5 hp 41, 50, 62, 62; see *Appendix One*.

Tactics: The cultists have already lost one battle, and are hardly in top condition. Nevertheless, they will fight to the death out of the belief that through war and battle lies divinity. At APL4+, the cultist thugs will attempt to get into flanking positions in order to sneak attack. If they begin combat outside of melee range, the thugs will start with ranged weapons (attempting an initial sneak attack if within 30', assuming they win initiative) before closing to melee distance.

Development: If the bodies of the Cultist Thugs are examined, burn marks are apparent. A Heal check (DC20) will suggest that such injuries are chemical burns, possibly caused by acid. If captured alive, the cultists will reveal nothing of any importance to the group of PCs who bested them in battle; if asked about what lies within the forge or what caused their chemical burns, the cultists will simply smile and encourage the PCs to find out for themselves.

Troubleshooting: Some PCs may attempt to detain or kill Elmon and Nystan during the boxed text before they exit with the *word of recall*. Elmon is one of the leaders of the Hextorian cult, and he should be played as a formidable cleric well-trained in subterfuge and trickery. Treat this as an untiered encounter, with Elmon attempting to escape at the first opportunity using all his abilities as a high-level cleric.

Treasure:

APL 2: Loot – 214 gp, Coin – 0 gp, Magic – 0 gp.

APL 4: Loot – 364 gp, Coin – 0 gp, Magic – 0 gp.

APL 6: Loot – 419 gp, Coin – 0 gp, Magic – 0 gp.

APL 8: Loot – 419 gp, Coin – 0 gp, Magic – 0 gp.

APL 10: Loot – 1419 gp, Coin – 0 gp, Magic – 0 gp.

APL 12: Loot – 2419 gp, Coin – 0 gp, Magic – 0 gp.

Encounter Four: Cricket on the Forge

At the forge, the party discovers the source of the beat-down: a magically-enhanced ooze has moved in.

When the PCs open the double doors to the forge, read or paraphrase the following:

The ruins of the forge are at hand, its brick walls crumbling. The door practically falls off its hinges, revealing the darkened interior. A feeble light glows from embers on the ground, illuminating overturned braziers and scattered candles.

When the PCs enter the forge, the ooze(s) will attack. Refer to the *DM's Map 2*. Note that the lower corner of the forge is open to the outside, but filled with the rubble and debris.

APL 2 (EL 4)

☛ **Summoning Ooze (1):** hp 42; *see Appendix One.*

APL 4 (EL 6)

☛ **Summoning Ooze (2):** hp 42, 42; *see Appendix One.*

APL 6 (EL 9)

☛ **Arcane Ooze (1):** hp 175; *see Appendix One.*

APL 8 (EL 11)

☛ **Arcane Ooze (2):** hp 175, 172; *see Appendix One.*

APL 10 (EL 13)

☛ **Advanced Arcane Ooze (1):** hp 466; *see Appendix One.*

APL 12 (EL 15)

☛ **Advanced Arcane Ooze (2):** hp 466, 475; *see Appendix One.*

Tactics: At APL2 and APL4, the summoning ooze summons one Fiendish monstrous centipede or Fiendish dire rat every round until engaged in melee combat, at which point it switches to its slam attack. Note that each summoned animal is augmented (see *Appendix One* for modified statistics) due to the ooze's Augment Summoning feat. Each creature lasts for 20 rounds or until slain. Due to the battle with the cultists, assume that each ooze has only five summons left today; the ooze is at full hitpoints, however, due to its fast healing 5.

At APL6 and higher, the arcane ooze targets the nearest creature who poses a threat, using a combination of slam attacks, improved grab, and constrict. If more than one creature is nearby, the ooze will attempt to grab one using the alternate Improved Grab rules (-20 on the grapple check, but retains DEX against non-grapplers). Any grappled creature which goes limp (either due to death, loss of consciousness, or any type of bluff check) will be released, and the ooze will attempt to grab another opponent. Note the effects of the arcane ooze's Spell

Siphon ability, as detailed in *Appendix One*. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC25 Fortitude save (DC35 for the advanced ooze) or lose a random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hit points equal to 5 X the level of the lost spell. The arcane ooze begins this encounter with no temporary hitpoints; in fact, it begins the encounter somewhat damaged from its run-in with the cultists.

At all APLs this combat has the possibility of killing an entire party, depending on party level and configuration. Please note that the ooze(s) are unintelligent and merely passing through the area, rather than defending their lair or driven by a thirst for slaughter; their tactics should be adjusted accordingly, if needed. For example, against a party of 1st-level PCs, an ooze may perceive them as less of a threat and use only a single slam attack each round.

Make sure to note which players, if any, suffered damage from a physical attack from an ooze. These characters will gain "A Painful Discovery" in the treasure summary.

Development: After dispatching the ooze, the party finds the remains of Cricket Shallowrose:

A search of the ruined forge reveals a couple of corpses, most of them skeletal remains. But one recently-deceased body is smaller... halfling-sized. Burned by acid, the halfling's headless and dismembered body is still recognizably female. On her lapel is a pin emblazoned with the letter "S"; a pin identical to that worn by Larna Shallowrose.

A Heal check (DC15) indicates that the acid burns on her partially-dissolved body were post-mortem; furthermore, her body was apparently cut into six equal pieces with edged tools, and her skull is missing. Cricket's gear is more or less intact (including a healing wand, halfling war sling & skiprocks, and wearable items), but her diary is gone. Further searching reveals only a key from a local inn, the Clay Roof Inn.

Treasure:

APL 2: Loot – 1 gp, Coin – 0 gp, Magic – *wand of cure light wounds* (750 gp, 63 gp per PC).

APL 4: Loot – 1 gp, Coin – 0 gp, Magic – *wand of cure light wounds* (750 gp, 63 gp per PC), *safewing emblem* (250 gp, 21 gp per PC).

APL 6: Loot – 1 gp, Coin – 0 gp, Magic – *wand of cure light wounds* (750 gp, 63 gp per PC), *cloak of elemental protection* (1,000 gp, 84 gp per PC).

APL 8: Loot – 1 gp, Coin – 0 gp, Magic – *wand of cure light wounds* (750 gp, 63 gp per PC), *cloak of elvenkind* (2,500 gp, 209 per PC).

APL 10: Loot – 1 gp, Coin – 0 gp, Magic – *wand of cure light wounds* (750 gp, 63 gp per PC), *slippers of spider climbing* (4,800 gp, 400 per PC).

APL 12: Loot – 1 gp, Coin – 0 gp, Magic – *wand of cure light wounds* (750 gp, 63 gp per PC).

Clay Roof Inn

If the PCs go to the Clay Roof Inn, the innkeeper allows them access to the safe opened by Cricket's guest key. Inside is stashed a small package; it's not her diary, but rather a page torn from it (*Player Handout 3*).

Essentially, she learned that dark and greedy forces are working with the Bright Sentry Armory to sell weapons to BOTH sides of the war effort. There is no proof to her claim, but she found a contact ("Nystan") who offered to sell her evidence the following night if she met him at the ruins of the old Admundfort forge. But after the initial meeting, Cricket secretly followed Nystan out of the tavern and saw her contact give a boat captain a package to deliver. She snuck on board and discovered the address is to Roulard, a Furyondian diplomat to Critwall staying on Lord Natan Enerick's local estate in a guest house.

Troubleshooting: The note should lead the PCs back to Critwall. However, they may attempt other investigative avenues, but these will be fruitless:

- Searching for Nystan in Admundfort won't help, since he teleported back to Critwall with Elmon.
- No one else in Admundfort has any additional useful information either about Cricket's murder or the arms sales.
- Going to Bright Sentry to see Enerick will prove fruitless since he doesn't have time to meet with adventurers. Furthermore, he truly doesn't know Cricket Shallowrose.

Encounter Five: Stalemate

Enerick's estate in Critwall is luxurious, especially when one considers that it's not even his primary residence (located in Bright Sentry). A pair of guards stand at attention, flanking the front door.

Gaining entrance should be relatively simple:

- If the PCs request a meeting with Enerick, they are told he is not there. If pressed, they will state "*Lord Enerick is working on reports for the council at his Bright Sentry offices.*"
- Sir Roulard of Furyondy is a guest of Enerick's at the estate; if they request a meeting, the PCs are grudgingly escorted into a waiting room. Read or paraphrase the following:

After an exceedingly long wait, an attendant finally admits you into an inner room. A tall, dark-haired man with a fine moustache lounges in a velvet-trimmed chair, lazily eyeing your approach. "So, these are the Shield Landers who have demanded an audience? Or perhaps they are swine? Beneath so much mud, it is hard to tell the difference."

- Sir Roulard is an arrogant jerk. But his confidence arises in part from the security of his position: he is a diplomat and a guest of the Council of Lords (or at least Lord Enerick), and he is well-aware that the PCs have absolutely no evidence of any wrongdoing on his part.
- Roulard will deny any and all accusations made against him.
- Roulard will maintain that he can meet with whomever he wants, whenever he wants, and that it's none of the PCs business. (*Note: this is an important tip-off which may encourage the PCs to keep Roulard under surveillance.*)
- After baiting the PCs into anger and unleashing a few pointed insults, Roulard will have them thrown out of the estate.
- If the PCs attempt any aggressive or invasive actions against Roulard, remind them of the obvious: this is a Furyondian ambassador with diplomatic immunity, and a guest of one of the Shield Lands lords. Either an easy WIS check or general Shield Lands common knowledge should reveal to the players that their inappropriate actions would cause an international incident.
- If any player persists in such a course of action, house guards place the PC under arrest for attempting to cause an international incident without cause, resulting in the imprisonment of the PC for a length of time up to and including 25 TUs. The PC will also be unable to continue the remainder of this adventure.

If the party sets up a watch near the estate, they'll eventually see Nystan discretely enter the building, and then slip out again:

Stakeouts are boring work, but at least there is the opportunity for people-watching here in the streets of Critwall. A young mother, hurrying home with a child in her arms; an old man, leaning heavily upon his cane; a businessman, walking quickly with his hood drawn. The hood casts a shadow across his face, so that you almost didn't see... a familiar eyepatch!

👉 Nystan One-Eye, male Human Exp3

Nystan seems to be sticking to the shadows, skulking along. Following Nystan leads the party to the shop of a soapmaker in Critwall (Encounter Six).

Troubleshooting: Some PCs may choose to apprehend and/or kill Nystan, rather than following him; others may set out in unexpected investigative avenues:

- If the PCs capture Nystan instead of following him, he'll eventually claim that he works for the soapmaker; this is a lie, and Nystan secretly hopes that his Hextorian allies will kill the PCs if he leads them to their hideout. Under no circumstances will Nystan reveal any connection with Roulard, however. Nystan has an Alchemical Tooth (CV) containing lethal poison (treat death and the destruction of Nystan's mouth as instantaneous), and if the PCs employ interrogation methods which will result in the exposure of Roulard, Nystan will kill himself rather than reveal any real information. Even if the PCs find extraordinary ways to keep him alive and make him talk, Nystan's knowledge about any connection between Roulard and the Hextorians is largely circumstantial: Nystan delivers messages to and from Roulard, and also works for Elmon; he cannot testify to any crimes actually committed by Roulard.
- If the PCs kill Nystan instead of following him, a Search (DC10) of his body reveals a chalky white substance on his shoes. A Craft: Alchemy (DC10, can be attempted untrained for common knowledge) will suggest that this is a mixture of lye and tallow—substances used in making soap. A Gather Info (DC15) will lead the PCs to the local soapmaker.
- If the PCs do *not* set up a watch, or if they don't visit the Enerick Estate, they will eventually come across Nystan in the streets, skulking in

the shadows en route from the Enerick Estate to the soapmaker's.

Encounter Six: Soapmaker

A sign depicting a bar of soap swings gently in the cool breeze, hanging at the front of a large building located at the end of a dead-end street. Two windows facing the street are dark, and the building is ominously silent.

The only windows in the building are in the front, and peering into either one reveals just the darkened store at the front of the building (see *DM's Map 3*, where the main door is located at the top of the map).

The only entrance is through the door from the street (the rear freight entrance has been completely sealed off). The wooden door is locked:

Strong Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25. Built-in lock, Open Lock DC20.

Development: If the door is broken in or destroyed in any way, the sound alerts the enemies in the back room, who begin casting "buffing" spells.

Once the PCs enter the building, read or paraphrase the following:

Inside the door lies a storefront: crates line the walls, and bars of soap are on display upon a counter. The odor of fragrance additives doesn't quite mask the pungent smell of animal fat and lye.

The inner door to the back room is unlocked, but a container of lye is propped above it (see *DM's Map 3*). When the door is opened, the lye splashes onto the 5-foot square immediately in front of the door unless the trap is found and disarmed:

Lye Trap: CR 3; mechanical; touch trigger; no reset; Atk +12 ranged touch (2d6 lye [treat as acid]); Search DC 15; Disable Device DC 20; Market value 420 gp

Development: If the lye trap is triggered, the sound alerts the enemies in the next room.

If the PCs either sprung the trap or broke down the front door, read or paraphrase the following text when the inner door is opened (after applying the effects of the trap):

The large room behind the storefront is occupied by crates filled with tallow cakes, barrels containing lye... and three very angry men. "Brave, aren't they?" rasps the center figure. "Let us test their mettle, and see how their courage fares under our attack!"

If the PCs were able to unlock the outside door and disable the trap (and didn't otherwise create a large amount of noise), read or paraphrase the following text before beginning combat with a surprise round favoring the PCs:

The large room behind the storefront is occupied by crates filled with tallow cakes, barrels containing lye... and three very startled men.

APL 2 (EL 4)

☛ **Cultist Warriors (2):** Male human Ftr2; hp 19,19; see *Appendix One*.

☛ **Cleric of Hextor (1):** Male human Clr2; hp 14; see *Appendix One*.

APL 4 (EL 6)

☛ **Cultist Warriors (2):** Male human Ftr3; hp 27, 27; see *Appendix One*.

☛ **Cleric of Hextor (1):** Male human Clr3; hp 14; see *Appendix One*.

APL 6 (EL 8)

☛ **Cultist Warriors (2):** Male human Ftr5 hp 42, 42; see *Appendix One*.

☛ **Cleric of Hextor (1):** Male human Clr5; hp 30; see *Appendix One*.

APL 8 (EL 10)

☛ **Cultist Warriors (2):** Male human Ftr7 hp 64, 64; see *Appendix One*.

☛ **Cleric of Hextor (1):** Male human Clr7; hp 48; see *Appendix One*.

APL 10 (EL 12)

☛ **Cultist Warriors (2):** Male human Ftr9 hp 81, 81; see *Appendix One*.

☛ **Cleric of Hextor (1):** Male human Clr9; hp 58; see *Appendix One*.

APL 12 (EL 14)

☛ **Cultist Warriors (2):** Male human Ftr11 hp 98, 98; see *Appendix One*.

☛ **Cleric of Hextor (1):** Male human Clr11; hp 68; see *Appendix One*.

Tactics: The level of preparation of the Hextorian cleric and cultists depends on how loud the PCs were when they entered the building:

- If the PCs broke down the front door, the enemies will have had considerable time to prepare (use the “buffed” statistics from *Appendix One*). Both groups are aware and combat begins normally.
- If the PCs quietly unlocked or otherwise bypassed the front door but sprung the lye trap, the enemies will be unprepared (use the normal statistics in *Appendix One*) but aware, and combat will begin normally.
- If the PCs quietly unlocked the door *and* disabled the lye trap, combat will begin with a surprise round where all the PCs are aware but the enemies are flat-footed (use the normal statistics in *Appendix One*).

Adjust the preparation and awareness appropriately if the PCs use entrance tactics which vary from the examples given above.

Once combat has begun, the two Cultist Warriors charge the PCs and attack using melee weapons. The Cleric of Hextor initially remains at the back, casting offensive ranged spells; he will switch to offensive touch spells (cast on the defensive) if PCs approach him. If/when the Cultist Warriors begin to suffer casualties, the Cleric of Hextor will join the fray up close ‘n’ personal.

All three will fight to the death.

Development: A search of the room reveals a crate containing skulls and personal effects of various victims of the Hextorians’ ritualistic murders, including Cricket and Bobero. Cricket’s diary is here as well, although it doesn’t provide any particularly illuminating details or have any notable value (other than sentimental value to her family).

If Nystan was observed entering the shop of the Soapmaker (i.e. PCs followed him there), during the combat he will cower in the back as a non-combatant. If/when the Hextorian cultists lose the battle, Nystan will kill himself using his Alchemical Tooth (see Encounter Five for details).

If any of the Hextorians are captured alive, they resist interrogation; they reveal only that they worship Hextor, and will defiantly express their admiration for the deity.

In any case, there is little they could reveal: this is an isolated cell, tasked by Elmon with performing the ritualistic murder of Shieldlanders. They know nothing about the Furydondian diplomat, Lord Enerick, arms sales, etc. As for Cricket, this wasn’t even the Hextorian

cell which killed her (that was done by Elmon himself in Admundfort, although Nystan brought back the skull and diary).

Treasure:

APL 2: Loot – 327 gp, Coin – 0 gp, Magic – 0 gp.

APL 4: Loot – 415 gp, Coin – 0 gp, Magic – *vest of resistance +1* (2), (1000 gp each, 167 gp total per PC).

APL 6: Loot – 536 gp, Coin – 0 gp, Magic – *vest of resistance +1* (2), (1000 gp each, 167 gp total per PC), *+1 light fortification full plate* (5,650 gp, 471 gp per PC)

APL 8: Loot – 1061 gp, Coin – 0 gp, Magic – *vest of resistance +2* (2), (4000 gp each, 667 gp per PC), *+1 light fortification full plate* (5,650 gp, 471 gp per PC).

APL 10: Loot – 669 gp, Coin – 0 gp, Magic – *+1 shocking greatsword* (2), (8,350 gp each, 1392 gp per PC), *vest of resistance +2* (2), (4000 gp each, 667 gp per PC), *+1 light fortification full plate* (5,650 gp, 471 gp per PC).

APL 12: Loot – 1169 gp, Coin – 0 gp, Magic – *+1 flaming greatsword* (2), (8,350 gp each, 1392 gp per PC), *vest of resistance +2* (2), (4000 gp each, 667 gp per PC), *+1 moderate fortification full plate* (17,650 gp, 1470 gp per PC), *periapt of wisdom +4* (16,000 gp, 1334 gp per PC).

Conclusion

The cultists have the dead halfling's possessions so they take the fall, leaving the party with no proof linking the Hextorians to the Furyondian diplomat or Enerick.

Larna Shallowrose responded quickly to your message, arriving in Critwall within the week. Her normally cheery disposition is gone, replaced by grief over the brutal murder of her sister. "Somehow... I knew. I just knew that something terrible had happened to Cricket. But as bad as the truth is; not knowing was even worse. I appreciate what you've done for my family, and I know you've suffered as well."

The halfling lets out a sigh, and her eyes narrow. "The most infuriating aspect of this is that some of the guilty parties are still out there. And we can't prove it, or do a blasted thing about it. If what you say is true, and there is a cult of Hextor eating away at the Shield Lands from within, dark days are ahead for us all."

The End – for most...

Prophecy

For players who have the gift of Prophecy from SHLo6-01, they have the following final encounter.

Alone, at night, unwinding after an adventure, you finally are able to relax. That is when it hits you, like an axe swung into your skull by Heironeous himself. The pain is excruciating, blinding, all-consuming. But then, mercifully, it is gone. You are underground... somewhere. The cool carved stones are well made and ancient. They lead you down into the darkness... Then you wake up.

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 Three

Defeat the cultist thugs

APL2 120 xp

APL4 180 xp

APL6 210 xp

APL8 270 xp

APL10 330 xp

APL12 390 xp

Encounter Four

Defeat the ooze

APL2 120 xp

APL4 180 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

Encounter Six

Disable or survive the lye trap:

APL2 60 xp

APL4 60 xp

APL6 60 xp

- APL8 60 xp
- APL10 60 xp
- APL12 60 xp

Defeat the Hextorian cleric and cultist warriors:

- APL2 120 xp
- APL4 180 xp
- APL6 240 xp
- APL8 300 xp
- APL10 360 xp
- APL12 420 xp

Discretionary roleplaying award

- APL2 30 xp
- APL4 75 xp
- APL6 120 xp
- APL8 165 xp
- APL10 210 xp
- APL12 255 xp

Total possible experience:

- APL2 450 xp
- APL4 675 xp
- APL6 900 xp
- APL8 1125 xp
- APL10 1350 xp
- APL12 1575 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the

scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

Encounter 3:

- APL 2: L: 214 gp; C: 0 gp; M: 0 gp
- APL 4: L: 364 gp; C: 0 gp; M: 0 gp
- APL 6: L: 419 gp; C: 0 gp; M: 0 gp
- APL 8: L: 419 gp; C: 0 gp; M: 0 gp
- APL 10: L: 1419 gp; C: 0 gp; M: 0 gp
- APL 12: L: 2419 gp; C: 0 gp; M: 0 gp

Encounter 4:

- APL 2: L: 1 gp; C: 0 gp; M: 63 gp
- APL 4: L: 1 gp; C: 0 gp; M: 85 gp
- APL 6: L: 1 gp; C: 0 gp; M: 147 gp
- APL 8: L: 1 gp; C: 0 gp; M: 272 gp
- APL 10: L: 1 gp; C: 0 gp; M: 463 gp

APL 12: L: 1 gp; C: 0 gp; M: 63 gp

Encounter 6:

APL 2: L: 327 gp; C: 0 gp; M: 0 gp

APL 4: L: 415 gp; C: 0 gp; M: 167 gp

APL 6: L: 536 gp; C: 0 gp; M: 638 gp

APL 8: L: 1061 gp; C: 0 gp; M: 1138 gp

APL 10: L: 669 gp; C: 0 gp; M: 2530 gp

APL 12: L: 1169 gp; C: 0 gp; M: 4863 gp

Total Possible Treasure

APL 2: L: 542 gp; C: 0 gp; M: 63 gp, Total: 450 gp (155 gp over cap)

APL 4: L: 780 gp; C: 0 gp; M: 252 gp, Total: 650 gp (382 gp over cap)

APL 6: L: 956 gp; C: 0 gp; M: 785 gp, Total: 900 gp (841 gp over cap)

APL 8: L: 1481 gp; C: 0 gp; M: 1410 gp, Total: 1300 gp (1591 gp over cap)

APL 10: L: 2089 gp; C: 0 gp; M: 2993 gp, Total: 2300 gp (2782 gp over cap)

APL 12: L: 3589 gp; C: 0 gp; M: 4926 gp, Total: 3300 gp (5215 gp over cap)

Special

Favor of Larna Shallowrose: For your help in investigating the disappearance of her sister, Larna Shallowrose will increase the enhancement on any one weapon by +1 (you must pay the difference in cost). Alternatively, she will repair for free any one sundered weapon (including the restoration of all magical enhancements), assuming all the pieces of the weapon can be provided to her. Cross off this favor when used.

Stick of the Soldier: Members of the Standing Army of the Shield Lands meta-organization may treat items below marked with an asterisk (*) as Regional access.

Thanks of the Leathercrafters: For uncovering the foul murder of Bobero, the Leatherworker's Guild has offered to add the *Beastskin* (CV) enchantment to any one suit of armor (you must pay the difference in cost). Cross off this favor when used.

A Painful Discovery: After suffering damage inflicted by an ooze at the old Admundfort Forge, you have developed a painful scar. For the next three adventures until it fully heals, you suffer a -4 penalty to all Charisma-based checks. However, during that time a bit of the arcana that infused the ooze resides in you: you may use

summon monster I as a spell-like ability once per adventure (caster level 10). The scar and all its effects may be removed by a *remove curse* (CL10).

Items for the Adventure Record

Item Access

APL 2:

- Wand of Cure Light Wounds* (Adventure; DMG; 750 gp)
- Halfling Skiprock (Regional; RW; 3 gp)
- Halfling War Sling (Regional; RW; 5 gp)

APL 4 (all of APL 2 plus the following):

- Vest of Resistance +1 (Adventure; CA; 1,000 gp)
- Safewing Emblem (Regional; RW; 250 gp)

APL 6 (all of APLs 2-4 plus the following):

- +1 Light Fortification Full Plate (Adventure; DMG; 5,650 gp)
- Cloak of Elemental Protection (Adventure; MH; 1,000 gp)

APL 8 (all of APLs 2-6 plus the following):

- Vest of Resistance +2 (Adventure; CA; 4,000 gp, CA)
- Cloak of Elvenkind (Adventure; DMG; 2,500 gp)

APL 10 (all of APLs 2-8 plus the following):

- +1 Flaming Greatsword (Adventure; DMG; 8,350 gp)
- Slippers of Spider Climbing (Adventure; DMG; 4,800 gp)

APL 12 (all of APLs 2-10 plus the following):

- +1 Moderate Fortification Full Plate (Adventure; DMG; 17,650 gp)
- Periapt of Wisdom +4 (Adventure; DMG; 16,000 gp)

Appendix 1: NPC and Monster Statistics

APL2

Encounter Three

Cultist Thugs: Male Human Ftr 1; CR 1; Medium humanoid; HD 1d10+2; hp 12; Init +5; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +1, Grp +3; Atk: +4 melee (1d8+2/19-20, masterwork longsword) or +2 ranged (1d8+2/20 x3, comp. longbow [+2 Str]); Full Atk: +4 melee (1d8+2/19-20, masterwork longsword) or +2 ranged (1d8+2/20 x3, comp. longbow [+2 Str]); SA —; SQ —; AL LE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +2, Jump +5, Tumble +2; Improved Initiative, Dodge, Mobility

Possessions: Studded leather, masterwork longsword, comp. longbow [+2 Str].

Encounter Four

Summoning Ooze: CR 4; Medium ooze; HD 5d10+15; hp 42; Init +4; Spd 20 ft., climb 10 ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grp: +3/+5; Atk +5 melee (1d8+2 plus 1d6 acid, slam); Full Atk: +5 melee (1d8+2 plus 1d6 acid, 2 slams); Space/Reach: 5 ft./5 ft.; SA Acid, *summon monster*; SQ Blindsight 60 ft., fast healing 5, immunity to acid and fire, ooze traits; AL N; SV Fort +6, Ref +1, Will +2; Str 14, Dex 10, Con 16, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +10, Concentration +10, Hide +8, Listen +9, Move Silently +5; Augment Summoning^b, Great Fortitude, Improved Initiative

Acid (Ex): A summoning ooze secretes a natural acid through its protoplasmic membrane. Each of its natural attacks deals an extra 1d6 points of acid damage.

Summon Monster (Sp): Once per round as a standard action, a summoning ooze can summon a creature as the *summon monster I* spell (caster level 20th). The summoned creature remains for 20 rounds or until slain. A summoning ooze can summon a maximum of twice its Hit Dice in creatures per day.

For each additional 2 HD of a summoning ooze above 5, the summoning ooze's *summon monster* ability improves by one spell level (to *summon monster II* at 7 HD, *summon monster III* at 9 HD, and so on, up to a maximum of *summon monster VI* at 15

HD). Each 2 HD gained also increase the summoning ooze's Challenge Rating by 1 (instead of the normal +1 CR per 4 added HD for oozes).

Due to the ooze's Augment Summoning feat, its summoned creatures have a +4 enhancement bonus to Strength and Constitution for the duration of the ability's effect.

Skills: Summoning oozes have a +4 racial bonus on Hide, Listen, and Move Silently checks. A summoning ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a climb check, even if rushed or threatened.

Augmented Fiendish Monstrous Centipede: CR 1/2; Medium Magical Beast (Augmented Vermin); HD 1d8+2; hp 6; Init +2; Spd 40 ft., climb 40 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +0; Grp +1; Atk Bite +2 melee (1d6+1 plus poison); Full Atk Bite +2 melee (1d6+1 plus poison); SA Poison, smite good +1; SQ Darkvision 60 ft., vermin traits, Darkvision 60 ft, resistance to cold 5 and fire 5, SR 6; AL NE; SV Fort +4, Ref +2, Will +0; Str 13, Dex 15, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide +10, Spot +4; Weapon Finesse

Poison(Ex): Fort DC 12, 1d3 Dex initial and secondary. The save DCs are Constitution-based.

Augmented Fiendish Dire Rat: CR 1/3; Small Magical Beast (Augmented Animal); HD 1d8+3; hp 7; Init +3; Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -2; Atk Bite +4 melee (1d4+3 plus disease); Full Atk Bite +4 melee (1d4+3 plus disease); SA Disease, smite good +1; SQ Low-light vision, scent, Darkvision 60 ft, resistance to cold 5 and fire 5, SR 6; AL LE; SV Fort +5, Ref +5, Will +3; Str 14, Dex 17, Con 16, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse

Disease (Ex): Filth fever-bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Encounter Six – Normal Statblocks

Cultist Warriors: Male Human Ftr 2; CR 2; Medium humanoid; HD 2d10+4; hp 19; Init +5; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +2, Grp +4; Atk: +6 melee (2d6+3/19-20, masterwork greatsword) or +4 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +6 melee (2d6+3/19-20, masterwork greatsword) or +4 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); SA —; SQ —; AL LE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -2, Jump -2; Power Attack, Cleave, Weapon Focus (greatsword), Improved Initiative

Possessions: Half-plate, masterwork greatsword, masterwork comp. longbow (+2 Str).

Cleric of Hextor: Male Human Clr 2 (Hextor); CR 2; Medium humanoid; HD 2d6+4; hp 14; Init +3; Spd 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk +1, Grp +2; Atk: +4 melee (1d8+1, masterwork flail) or +0 ranged (1d8/19-20, light crossbow); Full Atk: +4 melee (1d8+1, masterwork flail) or +0 ranged (1d8/19-20, light crossbow); SA turn undead 4/day; SQ —; AL LE; SV Fort +5, Ref +1, Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +10, Listen +10, Spellcraft +5, Improved Initiative, Skill Focus (Concentration), Lightning Reflexes, Weapon Focus (flail)

Possessions: Half-plate, heavy steel shield, masterwork flail, light crossbow.

Cleric Spells Prepared (4/4; base DC 12 + spell level): 0—*guidance, light, purify food and drink, resistance*, 1st—*bane, bless, divine favor, inflict light wounds**

*Domain spell. *Domains:* Destruction (smite attack 1/day), War (Weapon Focus: Flail)

17, touch 10, flat-footed 17; Base Atk +2, Grp +4; Atk: +7 melee (2d6+3/19-20, masterwork greatsword) or +5 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +7 melee (2d6+3/19-20, masterwork greatsword) or +5 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); SA —; SQ —; AL LE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -2, Jump -2; Power Attack, Cleave, Weapon Focus (greatsword), Improved Initiative

Possessions: Half-plate, masterwork greatsword, masterwork comp. longbow (+2 Str).

Cleric of Hextor: Male Human Clr 2 (Hextor); CR 2; Medium humanoid; HD 2d6+4; hp 14; Init +3; Spd 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk +1, Grp +2; Atk: +6 melee (1d8+2, masterwork flail) or +2 ranged (1d8+1/19-20, light crossbow); Full Atk: +6 melee (1d8+2, masterwork flail) or +2 ranged (1d8+1/19-20, light crossbow); SA turn undead 4/day; SQ —; AL LE; SV Fort +5, Ref +1, Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +10, Listen +10, Spellcraft +5, Improved Initiative, Skill Focus (Concentration), Lightning Reflexes, Weapon Focus (flail)

Possessions: Half-plate, heavy steel shield, masterwork flail, light crossbow.

Cleric Spells Prepared (4/4; base DC 12 + spell level): 0—*guidance, light, purify food and drink, resistance*, 1st—*bane, bless, divine favor, inflict light wounds**

*Domain spell. *Domains:* Destruction (smite attack 1/day), War (Weapon Focus: Flail)

Encounter Six – “Buffed” Statblocks

Cultist Warriors: Male Human Ftr 2; CR 2; Medium humanoid; HD 2d10+4; hp 19; Init +5; Spd 20 ft.; AC

Encounter Three

Cultist Thugs: Male Human Ftr1/Rog1; CR 2; Medium humanoid; HD 1d6+1d10+4; hp 18; Init +5; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +1, Grp +3; Atk: +4 melee (1d8+2/19-20, masterwork longsword) or +3 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +4 melee (1d8+2/19-20, masterwork longsword) or +3 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); SA Sneak Attack (1d6); SQ —; AL LE; SV Fort +4, Ref +3, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +6, Jump +7, Move Silently +1, Tumble +8; Improved Initiative, Dodge, Mobility

Possessions: Masterwork studded leather, masterwork longsword, masterwork comp. longbow [+2 Str].

Encounter Four

Summoning Ooze: CR 4; Medium ooze; HD 5d10+15; hp 42; Init +4; Spd 20 ft., climb 10 ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grp: +3/+5; Atk +5 melee (1d8+2 plus 1d6 acid, slam); Full Atk: +5 melee (1d8+2 plus 1d6 acid, 2 slams); Space/Reach: 5 ft./5 ft.; SA Acid, *summon monster*, SQ Blindsight 60 ft., fast healing 5, immunity to acid and fire, ooze traits; AL N; SV Fort +6, Ref +1, Will +2; Str 14, Dex 10, Con 16, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +10, Concentration +10, Hide +8, Listen +9, Move Silently +5; Augment Summoning^B, Great Fortitude, Improved Initiative

Acid (Ex): A summoning ooze secretes a natural acid through its protoplasmic membrane. Each of its natural attacks deals an extra 1d6 points of acid damage.

Summon Monster (Sp): Once per round as a standard action, a summoning ooze can summon a creature as the *summon monster I* spell (caster level 20th). The summoned creature remains for 20 rounds or until slain. A summoning ooze can summon a maximum of twice its Hit Dice in creatures per day.

For each additional 2 HD of a summoning ooze above 5, the summoning ooze's *summon monster* ability improves by one spell level (to *summon monster II* at 7 HD, *summon monster III* at 9 HD, and so on, up to a maximum of *summon monster VI* at 15 HD). Each 2 HD gained also increase the summoning

ooze's Challenge Rating by 1 (instead of the normal +1 CR per 4 added HD for oozes).

Due to the ooze's Augment Summoning feat, its summoned creatures have a +4 enhancement bonus to Strength and Constitution for the duration of the ability's effect.

Skills: Summoning oozes have a +4 racial bonus on Hide, Listen, and Move Silently checks. A summoning ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a climb check, even if rushed or threatened.

Augmented Fiendish Monstrous Centipede: CR 1/2; Medium Magical Beast (Augmented Vermin); HD 1d8+2; hp 6; Init +2; Spd 40 ft., climb 40 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +0; Grp +1; Atk Bite +2 melee (1d6+1 plus poison); Full Atk Bite +2 melee (1d6+1 plus poison); SA Poison, smite good +1; SQ Darkvision 60 ft., vermin traits, Darkvision 60 ft, resistance to cold 5 and fire 5, SR 6; AL NE; SV Fort +4, Ref +2, Will +0; Str 13, Dex 15, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide +10, Spot +4; Weapon Finesse

Poison(Ex): Fort DC 12, 1d3 Dex initial and secondary. The save DCs are Constitution-based.

Augmented Fiendish Dire Rat: CR 1/3; Small Magical Beast (Augmented Animal); HD 1d8+3; hp 7; Init +3; Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -2; Atk Bite +4 melee (1d4+3 plus disease); Full Atk Bite +4 melee (1d4+3 plus disease); SA Disease, smite good +1; SQ Low-light vision, scent, Darkvision 60 ft, resistance to cold 5 and fire 5, SR 6; AL LE; SV Fort +5, Ref +5, Will +3; Str 14, Dex 17, Con 16, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse

Disease (Ex): Filth fever-bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Encounter Six – Normal Statblocks

Cultist Warriors: Male Human Ftr 3; CR 3; Medium humanoid; HD 3d10+6; hp 27; Init +5; Spd 20 ft.; AC 17, touch 11, flat-footed 17; Base Atk +3, Grp +5; Atk: +7 melee (2d6+3/19-20, masterwork greatsword) or +5 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +7 melee (2d6+3/19-20, masterwork greatsword) or +5 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); SA —; SQ —; AL LE; SV Fort +6, Ref +3, Will +5; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +0, Jump +0; Power Attack, Cleave, Weapon Focus (greatsword), Improved Initiative, Iron Will

Possessions: Half-plate, masterwork greatsword, masterwork comp. longbow (+2 Str), *vest of resistance* +1.

Cleric of Hextor: Male Human Clr 3 (Hextor); CR 3; Medium humanoid; HD 3d6+6; hp 19; Init +3; Spd 20 ft.; AC 19, touch 9, flat-footed 19; Base Atk +2, Grp +3; Atk: +5 melee (1d8+1, masterwork flail) or +1 ranged (1d8/19-20, light crossbow); Full Atk: +5 melee (1d8+1, masterwork flail) or +1 ranged (1d8/19-20, light crossbow); SA turn undead 4/day; SQ —; AL LE; SV Fort +5, Ref +2, Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +11, Listen +10, Spellcraft +6, Improved Initiative, Skill Focus (Concentration), Lightning Reflexes, Weapon Focus (flail)

Possessions: Full plate, heavy steel shield, masterwork flail, light crossbow.

Cleric Spells Prepared (4/4/3; base DC 12 + spell level): 0—*guidance, light, purify food and drink, resistance*, 1st—*bane, bless, divine favor, inflict light wounds**; 2nd—*bull's strength (2), spiritual weapon**

*Domain spell. *Domains:* Destruction (smite attack 1/day), War (Weapon Focus: Flail)

Encounter Six – “Buffed” Statblocks

Cultist Warriors: Male Human Ftr 3; CR 3; Medium humanoid; HD 3d10+6; hp 27; Init +5; Spd 20 ft.; AC 17, touch 11, flat-footed 17; Base Atk +3, Grp +5; Atk: +10 melee (2d6+6/19-20, masterwork greatsword) or +6 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +10 melee (2d6+6/19-20, masterwork greatsword) or +6 ranged (1d8+2/20 x3, masterwork

comp. longbow [+2 Str]); SA —; SQ —; AL LE; SV Fort +6, Ref +3, Will +5; Str 19, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +0, Jump +0; Power Attack, Cleave, Weapon Focus (greatsword), Improved Initiative, Iron Will

Possessions: Half-plate, masterwork greatsword, masterwork comp. longbow (+2 Str), *vest of resistance* +1.

Cleric of Hextor: Male Human Clr 3 (Hextor); CR 3; Medium humanoid; HD 3d6+6; hp 19; Init +3; Spd 20 ft.; AC 19, touch 9, flat-footed 19; Base Atk +2, Grp +3; Atk: +7 melee (1d8+2, masterwork flail) or +3 ranged (1d8+1/19-20, light crossbow); Full Atk: +7 melee (1d8+2, masterwork flail) or +3 ranged (1d8+1/19-20, light crossbow); SA turn undead 4/day; SQ —; AL LE; SV Fort +5, Ref +2, Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +11, Listen +10, Spellcraft +6, Improved Initiative, Skill Focus (Concentration), Lightning Reflexes, Weapon Focus (flail)

Possessions: Full plate, heavy steel shield, masterwork flail, light crossbow.

Cleric Spells Prepared (4/4/3; base DC 12 + spell level): 0—*guidance, light, purify food and drink, resistance*, 1st—*bane, bless, divine favor, inflict light wounds**; 2nd—~~*bull's strength (2), spiritual weapon**~~

*Domain spell. *Domains:* Destruction (smite attack 1/day), War (Weapon Focus: Flail)

Encounter Three

Cultist Thugs: Male Human Ftr2/Rog1; CR 3; Medium humanoid; HD 1d6+2d10+6; hp 25; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2, Grp +4; Atk: +6 melee (1d8+2/19-20, masterwork longsword) or +4 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +6 melee (1d8+2/19-20, masterwork longsword) or +4 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); SA Sneak Attack (1d6); SQ —; AL LE; SV Fort +5, Ref +3, Will +3; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +6, Jump +8, Move Silently +2, Tumble +8; Improved Initiative, Dodge, Mobility, Weapon Focus (longsword), Iron Will

Possessions: Masterwork studded leather, masterwork longsword, masterwork buckler, masterwork comp. longbow [+2 Str].

Encounter Four

Arcane Ooze: CR 9, Huge ooze; HD 15d10+120; hp 185; Init -5; Spd 20ft, climb 20 ft.; AC 3, touch 3, flat-footed 3; Base Atk/Grp: +11/+25; Atk +15 (2d6+9 plus 2d6 acid, slam); Full Atk +15 melee (2d6+9 plus 2d6 acid, slam); Space/Reach: 15ft./10ft.; SA Acid, constrict 2d6+9 plus 2d6 acid, improved grab, spell siphon; SQ Blindsight 60 ft., immunity to magic, ooze traits; AL N; SV Fort +13, Ref +0, Will +0; Str 22, Dex 1, Con 26, Int —, Wis 1, Cha 1.

Skills and Feats: Climb +14

Acid (Ex): An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 2d6 points of acid damage.

Constrict (Ex): An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell Siphon (Su): An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC25 Fortitude save or lose a

random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hit points equal to 5 X the level of the lost spell. These temporary hit points are lost after 1 hour.

Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

Immunity to Magic (Ex): An arcane ooze is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage increases an arcane ooze's speed as if it had been affected by the *haste* spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.

Skills: An arcane ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Encounter Six – Normal Statblocks

Cultist Warriors: Male Human Ftr 5; CR 5; Medium humanoid; HD 5d10+10; hp 42; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +5, Grp +8; Atk: +10 melee (2d6+6/19-20, masterwork greatsword) or +7 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +10 melee (2d6+6/19-20, masterwork greatsword) or +7 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); SA —; SQ —; AL LE; SV Fort +7, Ref +3, Will +5; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Jump +3; Power Attack, Cleave, Weapon Focus (greatsword), Improved Initiative, Iron Will, Weapon Specialization (greatsword)

Possessions: Full plate, masterwork greatsword, masterwork comp. longbow (+2 Str), *vest of resistance* +1.

Cleric of Hextor: Male Human Clr 5 (Hextor); CR 5; Medium humanoid; HD 5d6+10; hp 30; Init +3; Spd 20 ft.; AC 21, touch 9, flat-footed 21; Base Atk +3, Grp +4; Atk: +6 melee (1d8+1, masterwork flail) or +2 ranged

(1d8/19-20, light crossbow); Full Atk: +6 melee (1d8+1, masterwork flail) or +2 ranged (1d8/19-20, light crossbow); SA turn undead 4/day; SQ —; AL LE; SV Fort +6, Ref +2, Will +7; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +13, Listen +11, Spellcraft +8, Improved Initiative, Skill Focus (Concentration), Lightning Reflexes, Weapon Focus (flail)

Possessions: +1 light fortification full plate (25% chance to negate any critical hit or sneak attack), +1 heavy steel shield, masterwork flail, light crossbow.

Cleric Spells Prepared (5/5/4/3; base DC 13 + spell level): 0—*guidance, light, purify food and drink, resistance* (2); 1st—*bane, bless, divine favor, doom, inflict light wounds**; 2nd—*bull's strength* (2), *sound burst, spiritual weapon**; 3rd—*magic vestment*, prayer, searing light*.

*Domain spell. *Domains:* Destruction (smite attack 1/day), War (Weapon Focus: Flail)

Encounter Six – “Buffed” Statblocks

Cultist Warriors: Male Human Ftr 5; CR 5; Medium humanoid; HD 5d10+10; hp 42; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +5, Grp +8; Atk: +14 melee (2d6+10/19-20, masterwork greatsword) or +9 ranged (1d8+3/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +14 melee (2d6+10/19-20, masterwork greatsword) or +9 ranged (1d8+3/20 x3, masterwork comp. longbow [+2 Str]); SA —; SQ —; AL LE; SV Fort +8, Ref +4, Will +6; Str 20, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Jump +4; Power Attack, Cleave, Weapon Focus (greatsword), Improved Initiative, Iron Will, Weapon Specialization (greatsword)

Possessions: Full plate, masterwork greatsword, masterwork comp. longbow (+2 Str), *vest of resistance* +1.

Cleric of Hextor: Male Human Clr 5 (Hextor); CR 5; Medium humanoid; HD 5d6+10; hp 30; Init +3; Spd 20 ft.; AC 21, touch 9, flat-footed 21; Base Atk +3, Grp +4; Atk: +8 melee (1d8+2, masterwork flail) or +4 ranged (1d8+1/19-20, light crossbow); Full Atk: +8 melee (1d8+2, masterwork flail) or +4 ranged (1d8+1/19-20, light crossbow); SA turn undead 4/day; SQ —; AL LE; SV Fort +7, Ref +3, Will +8; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +14, Listen +12, Spellcraft +9, Improved Initiative, Skill Focus (Concentration), Lightning Reflexes, Weapon Focus (flail)

Possessions: +1 light fortification full plate (25% chance to negate any critical hit or sneak attack), +1 heavy steel shield, masterwork flail, light crossbow.

Cleric Spells Prepared (5/5/4/3; base DC 13 + spell level): 0—*guidance, light, purify food and drink, resistance* (2); 1st—*bane, ~~bless~~, divine favor, doom, inflict light wounds**; 2nd—~~*bull's strength*~~ (2), *sound burst, spiritual weapon**; 3rd—*magic vestment*, ~~prayer~~, searing light*.

*Domain spell. *Domains:* Destruction (smite attack 1/day), War (Weapon Focus: Flail)

Encounter Three

Cultist Thugs: Male Human Ftr2/Rog3; CR 5; Medium humanoid; HD 3d6+2d10+10; hp 36; Init +5; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4, Grp +6; Atk: +8 melee (1d8+2/19-20, masterwork longsword) or +7 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +8 melee (1d8+2/19-20, masterwork longsword) or +6 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); SA Sneak Attack (2d6); SQ —; AL LE; SV Fort +6, Ref +5, Will +4; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +3, Hide +10, Jump +9, Move Silently +10, Tumble +12; Improved Initiative, Dodge, Mobility, Weapon Focus (longsword), Iron Will

Possessions: Masterwork studded leather, masterwork longsword, masterwork buckler, masterwork comp. longbow [+2 Str].

Encounter Four

Arcane Ooze: CR 9, Huge ooze; HD 15d10+120; hp 185; Init -5; Spd 20ft, climb 20 ft.; AC 3, touch 3, flat-footed 3; Base Atk/Grp: +11/+25; Atk +15 (2d6+9 plus 2d6 acid, slam); Full Atk +15 melee (2d6+9 plus 2d6 acid, slam); Space/Reach: 15ft./10ft.; SA Acid, constrict 2d6+9 plus 2d6 acid, improved grab, spell siphon; SQ Blindsight 60 ft., immunity to magic, ooze traits; AL N; SV Fort +13, Ref +0, Will +0; Str 22, Dex 1, Con 26, Int —, Wis 1, Cha 1.

Skills and Feats: Climb +14

Acid (Ex): An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 2d6 points of acid damage.

Constrict (Ex): An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell Siphon (Su): An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane

ooze, he must make a DC25 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hit points equal to 5 X the level of the lost spell. These temporary hit points are lost after 1 hour.

Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

Immunity to Magic (Ex): An arcane ooze is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage increases an arcane ooze's speed as if it had been affected by the *haste* spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.

Skills: An arcane ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Encounter Six – Normal Statblocks

Cultist Warriors: Male Human Ftr 7; CR 7; Medium humanoid; HD 7d10+21; hp 64; Init +5; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +7/+2, Grp +10; Atk: +12 melee (2d6+7/19-20, masterwork greatsword) or +9 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +12/+7 melee (2d6+7/19-20, masterwork greatsword) or +9/+4 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); SA —; SQ —; AL LE; SV Fort +9, Ref +7, Will +7; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Jump +5; Power Attack, Cleave, Weapon Focus (greatsword), Improved Initiative, Iron Will, Weapon Specialization (greatsword), Lightning Reflexes, Improved Toughness

Possessions: +1 full plate, +1 greatsword, masterwork comp. longbow [+2 Str], vest of resistance +2.

Cleric of Hextor: Male Human Clr 7 (Hextor); CR 7; Medium humanoid; HD 7d6+21; hp 48; Init +3; Spd 20

ft.; AC 21, touch 9, flat-footed 21; Base Atk +5, Grp +6; Atk: +8 melee (1d8+1, masterwork flail) or +4 ranged (1d8/19-20, light crossbow); Full Atk: +8 melee (1d8+1, masterwork flail) or +4 ranged (1d8/19-20, light crossbow); SA turn undead 4/day; SQ —; AL LE; SV Fort +7, Ref +3, Will +8; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +15, Listen +11, Spellcraft +10, Improved Initiative, Skill Focus (Concentration), Lightning Reflexes, Weapon Focus (flail), Improved Toughness

Possessions: +1 light fortification full plate (25% chance to negate any critical hit or sneak attack), +1 heavy steel shield, masterwork flail, light crossbow.

Cleric Spells Prepared (6/6/5/4/2; base DC 13 + spell level): 0—guidance (2), light, purify food and drink, resistance (2); 1st—bane, bless, divine favor, doom (2), inflict light wounds*; 2nd—bull's strength (2), bear's endurance (2), spiritual weapon*; 3rd—magic vestment*, prayer, searing light (2); 4th—divine power*, inflict critical wounds.

*Domain spell. *Domains:* Destruction (smite attack 1/day), War (weapon focus: flail)

(1d8+2, masterwork flail) or +6 ranged (1d8+1/19-20, light crossbow); SA turn undead 4/day; SQ —; AL LE; SV Fort +8, Ref +4, Will +9; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +16, Listen +12, Spellcraft +11, Improved Initiative, Skill Focus (Concentration), Lightning Reflexes, Weapon Focus (flail), Improved Toughness

Possessions: +1 light fortification full plate (25% chance to negate any critical hit or sneak attack), +1 heavy steel shield, masterwork flail, light crossbow.

Cleric Spells Prepared (6/6/5/4/2; base DC 13 + spell level): 0—guidance (2), light, purify food and drink, resistance (2); 1st—bane, ~~bless~~, divine favor, doom (2), inflict light wounds*; 2nd—~~bull's strength~~ (2), ~~bear's endurance~~ (2), spiritual weapon*; 3rd—magic vestment*, ~~prayer~~, searing light (2); 4th—divine power*, inflict critical wounds.

*Domain spell. *Domains:* Destruction (smite attack 1/day), War (weapon focus: flail)

Encounter Six – “Buffed” Statblocks

Cultist Warriors: Male Human Ftr 7; CR 7; Medium humanoid; HD 7d10+21; hp 78; Init +5; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +7/+2, Grp +10; Atk: +16 melee (2d6+11/19-20, masterwork greatsword) or +11 ranged (1d8+3/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +16/+11 melee (2d6+11/19-20, masterwork greatsword) or +11/+6 ranged (1d8+3/20 x3, masterwork comp. longbow [+2 Str]); SA —; SQ —; AL LE; SV Fort +10, Ref +8, Will +8; Str 20, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Jump +6; Power Attack, Cleave, Weapon Focus (greatsword), Improved Initiative, Iron Will, Weapon Specialization (greatsword), Lightning Reflexes, Improved Toughness

Possessions: +1 full plate, +1 greatsword, masterwork comp. longbow [+2 Str], vest of resistance +2.

Cleric of Hextor: Male Human Clr 7 (Hextor); CR 7; Medium humanoid; HD 7d6+21; hp 48; Init +3; Spd 20 ft.; AC 21, touch 9, flat-footed 21; Base Atk +5, Grp +6; Atk: +10 melee (1d8+2, masterwork flail) or +6 ranged (1d8+1/19-20, light crossbow); Full Atk: +10 melee

Encounter Three

Cultist Thugs: Male Human Ftr4/Rog3; CR 7; Medium humanoid; HD 3d6+4d10+14; hp 51; Init +5; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +6/+1, Grp +8/+3; Atk: +10 melee (1d8+5/19-20, +1 longsword) or +9 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +10/+4 melee (1d8+5/19-20, +1 longsword) or +9/+4 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); SA Sneak Attack (2d6); SQ Evasion; AL LE; SV Fort +7, Ref +6, Will +5; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +5, Hide +10, Jump +11, Move Silently +10, Tumble +12; Improved Initiative, Dodge, Mobility, Weapon Focus (longsword), Iron Will, Spring Attack, Weapon Specialization (longsword)

Possessions: +1 studded leather, +1 longsword, masterwork buckler, masterwork comp. longbow [+2 Str].

Encounter Four

Arcane Ooze, Advanced: CR 13, Gargantuan ooze; HD 31d10+310; hp 480; Init -5; Spd 20ft, climb 20 ft.; AC 4, touch 0, flat-footed 4; Base Atk/Grp: +21/+43; Atk +29 (3d6+13 plus 2d6 acid, slam); Full Atk +29 melee (3d6+13 plus 2d6 acid, slam); Space/Reach: 20ft./15ft.; SA Acid, constrict 3d6+13 plus 2d6 acid, improved grab, spell siphon; SQ Blindsight 60 ft., immunity to magic, ooze traits; AL N; SV Fort +20, Ref +5, Will +5; Str 30, Dex 1, Con 30, Int —, Wis 1, Cha 1.

Skills and Feats: Climb +18

Acid (Ex): An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 2d6 points of acid damage.

Constrict (Ex): An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell Siphon (Su): An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC35 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hit points equal to 5 X the level of the lost spell. These temporary hit points are lost after 1 hour.

Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

Immunity to Magic (Ex): An arcane ooze is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage increases an arcane ooze's speed as if it had been affected by the *haste* spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.

Skills: An arcane ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Encounter Six – Normal Statblocks

Cultist Warriors: Male Human Ftr 9; CR 9; Medium humanoid; HD 9d10+27; hp 81; Init +5; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +9/+3, Grp +12; Atk: +17 melee (2d6+9 +1d6 electricity /17-20, +1 *flaming greatsword*) or +11 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +17/+12 melee (2d6+9 +1d6 fire/17-20, +1 *flaming greatsword*) or +11/+6 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); SA —; SQ —; AL LE; SV Fort +10, Ref +8, Will +8; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Jump +7; Power Attack, Cleave, Weapon Focus (greatsword), Improved Initiative, Iron Will, Weapon Specialization (greatsword), Lightning Reflexes, Improved

Toughness, Greater Weapon Focus (greatsword), Improved Critical (greatsword)

Possessions: +1 full plate, +1 flaming greatsword, masterwork comp. longbow [+2 Str], vest of resistance +2.

Cleric of Hextor: Male Human Clr 9 (Hextor); CR 9; Medium humanoid; HD 9d6+25; hp 58; Init +3; Spd 20 ft.; AC 22, touch 9, flat-footed 21; Base Atk +6/+1, Grp +8/+3; Atk: +10 melee (1d8+2, masterwork flail) or +5 ranged (1d8/19-20, light crossbow); Full Atk: +10/+5 melee (1d8+2, masterwork flail) or +5 ranged (1d8/19-20, light crossbow); SA turn undead 4/day; SQ —; AL LE; SV Fort +8, Ref +4, Will +10; Str 14, Dex 8, Con 14, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +17, Listen +11, Spellcraft +12, Improved Initiative, Skill Focus (Concentration), Lightning Reflexes, Weapon Focus (flail), Improved Toughness, Spell Penetration

Possessions: +1 light fortification full plate (25% chance to negate any critical hit or sneak attack), +1 heavy steel shield, masterwork flail, light crossbow, periapt of wisdom +2.

Cleric Spells Prepared (6/6/6/5/4/2; base DC 14 + spell level): 0—guidance (2), light, purify food and drink, resistance (2); 1st—bane, bless, divine favor, doom (2), inflict light wounds*; 2nd—bear's endurance (2), bull's strength (2), sound burst, spiritual weapon*; 3rd—blindness/deafness, ~~magic vestment*~~, prayer, searing light (2); 4th—divine power*, freedom of movement, ~~magic weapon (greater)(2)~~, 5th—flame strike*, slay living.

*Domain spell. *Domains:* Destruction (smite attack 1/day), War (weapon focus: flail)

Encounter Six – “Buffed” Statblocks

Cultist Warriors: Male Human Ftr 9; CR 9; Medium humanoid; HD 9d10+27; hp 99; Init +5; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +9/+3, Grp +12; Atk: +21 melee (2d6+13 +1d6 electricity /17-20, +1 flaming greatsword) or +13 ranged (1d8+3/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +21/+16 melee (2d6+13 +1d6 fire/17-20, +1 flaming greatsword) or +13/+8 ranged (1d8+3/20 x3, masterwork comp. longbow [+2 Str]); SA —; SQ —; AL LE; SV Fort +11, Ref +9, Will +9; Str 21, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Jump +8; Power Attack, Cleave, Weapon Focus (greatsword), Improved

Initiative, Iron Will, Weapon Specialization (greatsword), Lightning Reflexes, Improved Toughness, Greater Weapon Focus (greatsword), Improved Critical (greatsword)

Possessions: +1 full plate, +1 flaming greatsword, masterwork comp. longbow [+2 Str], vest of resistance +2.

Cleric of Hextor: Male Human Clr 9 (Hextor); CR 9; Medium humanoid; HD 9d6+25; hp 58; Init +3; Spd 20 ft.; AC 22, touch 9, flat-footed 21; Base Atk +6/+1, Grp +8/+3; Atk: +12 melee (1d8+3, masterwork flail) or +7 ranged (1d8+1/19-20, light crossbow); Full Atk: +12/+7 melee (1d8+3, masterwork flail) or +7 ranged (1d8+1/19-20, light crossbow); SA turn undead 4/day; SQ —; AL LE; SV Fort +9, Ref +5, Will +11; Str 14, Dex 8, Con 14, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +18, Listen +12, Spellcraft +13, Improved Initiative, Skill Focus (Concentration), Lightning Reflexes, Weapon Focus (flail), Improved Toughness, Spell Penetration

Possessions: +1 light fortification full plate (25% chance to negate any critical hit or sneak attack), +1 heavy steel shield, masterwork flail, light crossbow, periapt of wisdom +2.

Cleric Spells Prepared (6/6/6/5/4/2; base DC 14 + spell level): 0—guidance (2), light, purify food and drink, resistance (2); 1st—bane, ~~bless~~, divine favor, doom (2), inflict light wounds*; 2nd—~~bear's endurance (2)~~, ~~bull's strength (2)~~, sound burst, spiritual weapon*; 3rd—blindness/deafness, ~~magic vestment*~~, ~~prayer~~, searing light (2); 4th—divine power*, freedom of movement, ~~magic weapon (greater)(2)~~, 5th—flame strike*, slay living.

*Domain spell. *Domains:* Destruction (smite attack 1/day), War (weapon focus: flail)

Encounter Three

Cultist Thugs: Male Human Ftr4/Rog5; CR 9; Medium humanoid; HD 5d6+4d10+18; hp 62; Init +5; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +7/+2, Grp +10/+5; Atk: +12 melee (1d8+6/19-20, +1 longsword) or +10 ranged (1d8+3/20 x3, +1 comp. longbow [+2 Str]); Full Atk: +12/+7 melee (1d8+6/19-20, +1 longsword) or +10/+5 ranged (1d8+3/20 x3, +1 comp. longbow [+2 Str]); SA Sneak Attack (3d6); SQ Evasion, Uncanny Dodge; AL LE; SV Fort +7, Ref +7, Will +5; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +11, Hide +14, Jump +12, Move Silently +14, Tumble +16; Improved Initiative, Dodge, Mobility, Weapon Focus (longsword), Iron Will, Spring Attack, Weapon Specialization (longsword), Combat Reflexes

Possessions: +1 studded leather, +1 longsword, +1 buckler, +1 comp. longbow [+2 Str].

Encounter Four

Arcane Ooze, Advanced: CR 13, Gargantuan ooze; HD 31d10+310; hp 480; Init -5; Spd 20ft, climb 20 ft.; AC 4, touch 0, flat-footed 4; Base Atk/Grp: +21/+43; Atk +29 (3d6+13 plus 2d6 acid, slam); Full Atk +29 melee (3d6+13 plus 2d6 acid, slam); Space/Reach: 20ft./15ft.; SA Acid, constrict 3d6+13 plus 2d6 acid, improved grab, spell siphon; SQ Blindsight 60 ft., immunity to magic, ooze traits; AL N; SV Fort +20, Ref +5, Will +5; Str 30, Dex 1, Con 30, Int —, Wis 1, Cha 1.

Skills and Feats: Climb +18

Acid (Ex): An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 2d6 points of acid damage.

Constrict (Ex): An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell Siphon (Su): An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane

spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC35 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hit points equal to 5 X the level of the lost spell. These temporary hit points are lost after 1 hour.

Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

Immunity to Magic (Ex): An arcane ooze is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage increases an arcane ooze's speed as if it had been affected by the *haste* spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.

Skills: An arcane ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Encounter Six – Normal Statblocks

Cultist Warriors: Male Human Ftr 11; CR 11; Medium humanoid; HD 11d10+33; hp 98; Init +5; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +11/+6/+1, Grp +13; Atk: +18 melee (2d6+8 +1d6 fire/17-20, +1 flaming greatsword) or +13 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +18/+13/+8 melee (2d6+8 +1d6 fire/17-20, +1 flaming greatsword) or +13/+8/+3 ranged (1d8+2/20 x3, masterwork comp. longbow [+2 Str]); SA —; SQ —; AL LE; SV Fort +13, Ref +8, Will +8; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Jump +7; Power Attack, Cleave, Weapon Focus (greatsword), Improved Initiative, Iron Will, Weapon Specialization (greatsword), Lightning Reflexes, Improved Toughness, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Great Fortitude

Possessions: +2 full plate, +1 flaming greatsword, masterwork comp. longbow [+2 Str].

Cleric of Hextor: Male Human Clr 11 (Hextor); CR 11; Medium humanoid; HD 11d6+29; hp 68; Init +3; Spd 20 ft.; AC 22, touch 9, flat-footed 21; Base Atk +8/+3, Grp +10/+5; Atk: +12 melee (1d8+2, masterwork flail) or +7 ranged (1d8/19-20, light crossbow); Full Atk: +12/+7 melee (1d8+2, masterwork flail) or +7 ranged (1d8/19-20, light crossbow); SA turn undead 4/day; SQ —; AL LE; SV Fort +9, Ref +4, Will +12; Str 14, Dex 8, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +19, Listen +11, Spellcraft +14, Improved Initiative, Skill Focus (Concentration), Lightning Reflexes, Weapon Focus (flail), Improved Toughness, Spell Penetration

Possessions: +1 moderate fortification full plate (75% chance to negate any critical hit or sneak attack), +1 heavy steel shield, masterwork flail, light crossbow, periapt of wisdom +4.

Cleric Spells Prepared (6/8/6/6/5/5/2; base DC 15 + spell level): 0—*guidance* (2), *light*, *purify food and drink*, *resistance* (2); 1st—*bane*, *bless* (2), *divine favor*, *doom* (2), *inflict light wounds**; obscuring mist; 2nd—*bear's endurance* (2), *bull's strength* (2), *sound burst*, *spiritual weapon**; 3rd—*blindness/deafness*, *invisibility purge*, ~~*magic vestment**~~, *prayer*, *searing light* (2); 4th—*divine power**, *freedom of movement*, *inflict critical wounds*, ~~*magic weapon (greater)*~~ (2); 5th—*flame strike**, *righteous might*, *slay living*, *true seeing*; 6th—*harm**, *dispel magic (greater)*

*Domain spell. *Domains:* Destruction (smite attack 1/day), War (weapon focus: flail)

Encounter Six – “Buffed” Statblocks

Cultist Warriors: Male Human Ftr 11; CR 11; Medium humanoid; HD 11d10+33; hp 120; Init +5; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +11/+6/+1, Grp +13; Atk: +22 melee (2d6+12 +1d6 fire/17-20, +1 flaming greatsword) or +15 ranged (1d8+3/20 x3, masterwork comp. longbow [+2 Str]); Full Atk: +22/+17/+12 melee (2d6+12 +1d6 fire/17-20, +1 flaming greatsword) or +15/+10/+5 ranged (1d8+3/20 x3, masterwork comp. longbow [+2 Str]); SA —; SQ —; AL LE; SV Fort +14, Ref +9, Will +9; Str 21, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Jump +8; Power Attack, Cleave, Weapon Focus (greatsword), Improved Initiative, Iron Will, Weapon Specialization (greatsword), Lightning Reflexes, Improved Toughness, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Great Fortitude

Possessions: +2 full plate, +1 flaming greatsword, masterwork comp. longbow [+2 Str].

Cleric of Hextor: Male Human Clr 11 (Hextor); CR 11; Medium humanoid; HD 11d6+29; hp 68; Init +3; Spd 20 ft.; AC 22, touch 9, flat-footed 21; Base Atk +8/+3, Grp +10/+5; Atk: +14 melee (1d8+3, masterwork flail) or +9 ranged (1d8+1/19-20, light crossbow); Full Atk: +14/+9 melee (1d8+3, masterwork flail) or +9 ranged (1d8+1/19-20, light crossbow); SA turn undead 4/day; SQ —; AL LE; SV Fort +10, Ref +5, Will +13; Str 14, Dex 8, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +20, Listen +12, Spellcraft +15, Improved Initiative, Skill Focus (Concentration), Lightning Reflexes, Weapon Focus (flail), Improved Toughness, Spell Penetration

Possessions: +1 moderate fortification full plate (75% chance to negate any critical hit or sneak attack), +1 heavy steel shield, masterwork flail, light crossbow, periapt of wisdom +4.

Cleric Spells Prepared (6/8/6/6/5/5/2; base DC 15 + spell level): 0—*guidance* (2), *light*, *purify food and drink*, *resistance* (2); 1st—*bane*, ~~*bless*~~ (2), *divine favor*, *doom* (2), *inflict light wounds**; obscuring mist; 2nd—~~*bear's endurance*~~ (2), ~~*bull's strength*~~ (2), *sound burst*, *spiritual weapon**; 3rd—*blindness/deafness*, *invisibility purge*, ~~*magic vestment**~~, ~~*prayer*~~, *searing light* (2); 4th—*divine power**, *freedom of movement*, *inflict critical wounds*, ~~*magic weapon (greater)*~~ (2); 5th—*flame strike**, *righteous might*, *slay living*, *true seeing*; 6th—*harm**, *dispel magic (greater)*

*Domain spell. *Domains:* Destruction (smite attack 1/day), War (weapon focus: flail)

Appendix 2: New Rules

Arcane Ooze

Huge Ooze

Hit Dice: 15d10+120 (202 hp)

Initiative: -5

Speed: 20ft (4 squares), climb 20 ft.

Armor Class: 3 (-2 size, -5 Dex), touch 3, flat-footed 3

Base Attack/Grapple: +11/+25

Attack: Slam +15 (2d6+9 plus 2d6 acid)

Full Attack: Slam +15 melee (2d6+9 plus 2d6 acid)

Space/Reach: 15ft./10ft.

Special Attacks: Acid, constrict 2d6+9 plus 2d6 acid, improved grab, spell siphon

Special Qualities: Blindsight 60 ft., immunity to magic, ooze traits

Saves: Fort +13, Ref +0, Will +0

Abilities: Str 22, Dex 1, Con 26, Int —, Wis 1, Cha 1

Skills: Climb +14

Feats: —

Environment: Underground

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 16–30HD (Huge); 31–45HD (Gargantuan)

Level Adjustment: —

The creature resembles a fluid mass of green protoplasm. Within its immense bulk, glowing veins throb and pulse with eldritch light.

Created in ancient times, arcane oozes have long since outlived their original purpose and their long-forgotten creators. The bizarre creatures have a strange affinity for arcane magic. Immune to most arcane magic, arcane oozes drain arcane energy from nearby spellcasters. Some speculate that these oozes were

created to combat a rival group of arcane spellcasters, but scant evidence backs any such conclusion. Others suggest arcane oozes arose as a natural response to some cataclysmic event caused by arcane magic. Adherents of these later theories claim that one day arcane oozes will drown out all arcane magic in the world.

An arcane ooze measures 15 feet across and 3 feet thick. It weighs as much as 20,000 pounds.

Combat

An arcane ooze attacks by grabbing and squeezing its prey. It moves instinctively toward the nearest creatures capable of casting arcane spells. It can only detect such creatures (or any creature) if they are within 60 feet.

If attacked by creatures that it cannot detect (because they are too far away), the ooze instinctively retreats. An arcane ooze can travel easily on vertical surfaces, and it lurks on such surfaces, attempting to catch prey by surprise.

Acid (Ex): An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 2d6 points of acid damage.

Constrict (Ex): An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell Siphon (Su): An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC25 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hit points equal to 5 X the level of the lost spell. These temporary hit points are lost after 1 hour.

Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

Immunity to Magic (Ex): An arcane ooze is immune to any spell or spell-like ability that allows

spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage increases an arcane ooze's speed as if it had been affected by the *haste* spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.

Skills: An arcane ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Summoning Ooze

Medium Ooze

Hit Dice: 5d10+15 (42hp)

Initiative: +4

Speed: 20 ft. (4 squares), climb 10 ft.

Armor Class: 17 (+7 natural), touch 10, flat-footed 17

Base Attack/Grapple: +3/+5

Attack: Slam +5 melee (1d8+2 plus 1d6 acid)

Full Attack: 2 slams +5 melee (1d8+2 plus 1d6 acid)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid, *summon monster*

Special Qualities: Blindsight 60 ft., fast healing 5, immunity to acid and fire, ooze traits

Saves: Fort +6, Ref +1, Will +2

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

Skills: Climb +10, Concentration +10, Hide +8, Listen +9, Move Silently +5

Feats: Augment Summoning^B, Great Fortitude, Improved Initiative

Environment: Underground

Organization: Solitary or pair

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral

Advancement: 6–8 HD (Medium); 9–15 HD (Large)

Level Adjustment: —

A gelatinous creature slides toward you. Its body is nearly transparent except for a number of strangely glowing arcane symbols that seem to float within its protoplasm. The symbols seem to form a circle within the ooze, glowing and pulsing as it moves.

The result of a bizarre summoning ritual gone awry, a summoning ooze is the living embodiment of a summoning circle. Capable of summoning various creatures to do its bidding, a summoning is never fought alone. It surrounds itself with summoned minions that defend it with their lives.

A summoning ooze looks like a translucent blob of protoplasm roughly 4 feet across. The runes of its absorbed summoning circle shift and flash within it, swirling together in a flash of golden arcane light to form a summoning circle whenever the ooze uses its *summon monster* ability.

A summoning ooze is typically motivated by a need to hunt and reproduce. With its reasonable intelligence and an ability to produce whatever minions it might need for whatever purpose it can conceive, it can make a potent foe. Some summoning oozes set their sights on the subjugation of humanoid tribes, supplementing their summoned forces with real minions.

A summoning ooze grows until it reaches 10 Hit Dice, at which time it can split into two 5 HD oozes. Some summoning oozes choose to split as soon as they reach one of these thresholds, while other oozes never split at all. Summoning oozes average 6 feet in diameter and 300 pounds in weight. They do not speak.

Combat

Summoning oozes are quite perceptive. They prefer to set up ambush situations rather than fight up-front battles. If they can, they position themselves up high away from a preferred battleground, summoning monsters each round down on their prey and only engaging in melee when absolutely necessary.

Acid (Ex): A summoning ooze secretes a natural acid through its protoplasmic membrane. Each of its natural attacks deals an extra 1d6 points of acid damage.

Summon Monster (Sp): Once per round as a standard action, a summoning ooze can summon a creature as the *summon monster I* spell (caster level

20th). The summoned creature remains for 20 rounds or until slain. A summoning ooze can summon a maximum of twice its Hit Dice in creatures per day.

For each additional 2 HD of a summoning ooze above 5, the summoning ooze's *summon monster* ability improves by one spell level (to *summon monster II* at 7 HD, *summon monster III* at 9 HD, and so on, up to a maximum of *summon monster VI* at 15 HD). Each 2 HD gained also increase the summoning ooze's Challenge Rating by 1 (instead of the normal +1 CR per 4 added HD for oozes).

Due to the ooze's Augment Summoning feat, its summoned creatures have a +4 enhancement bonus to Strength and Constitution for the duration of the ability's effect.

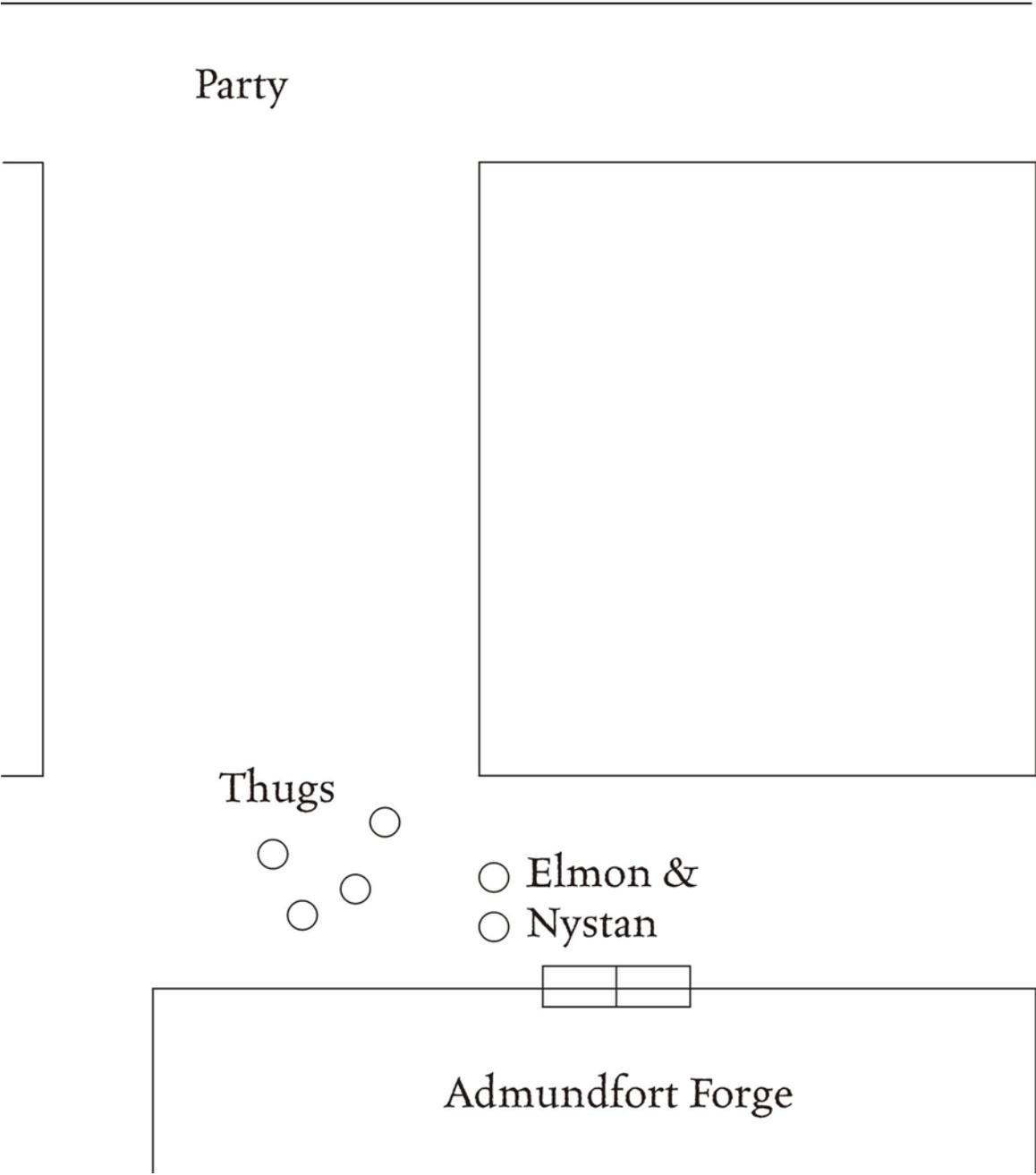
Skills: Summoning oozes have a +4 racial bonus on Hide, Listen, and Move Silently checks. A summoning ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a climb check, even if rushed or threatened.

Improved Toughness

Prerequisite: Base Fortitude save bonus +2.

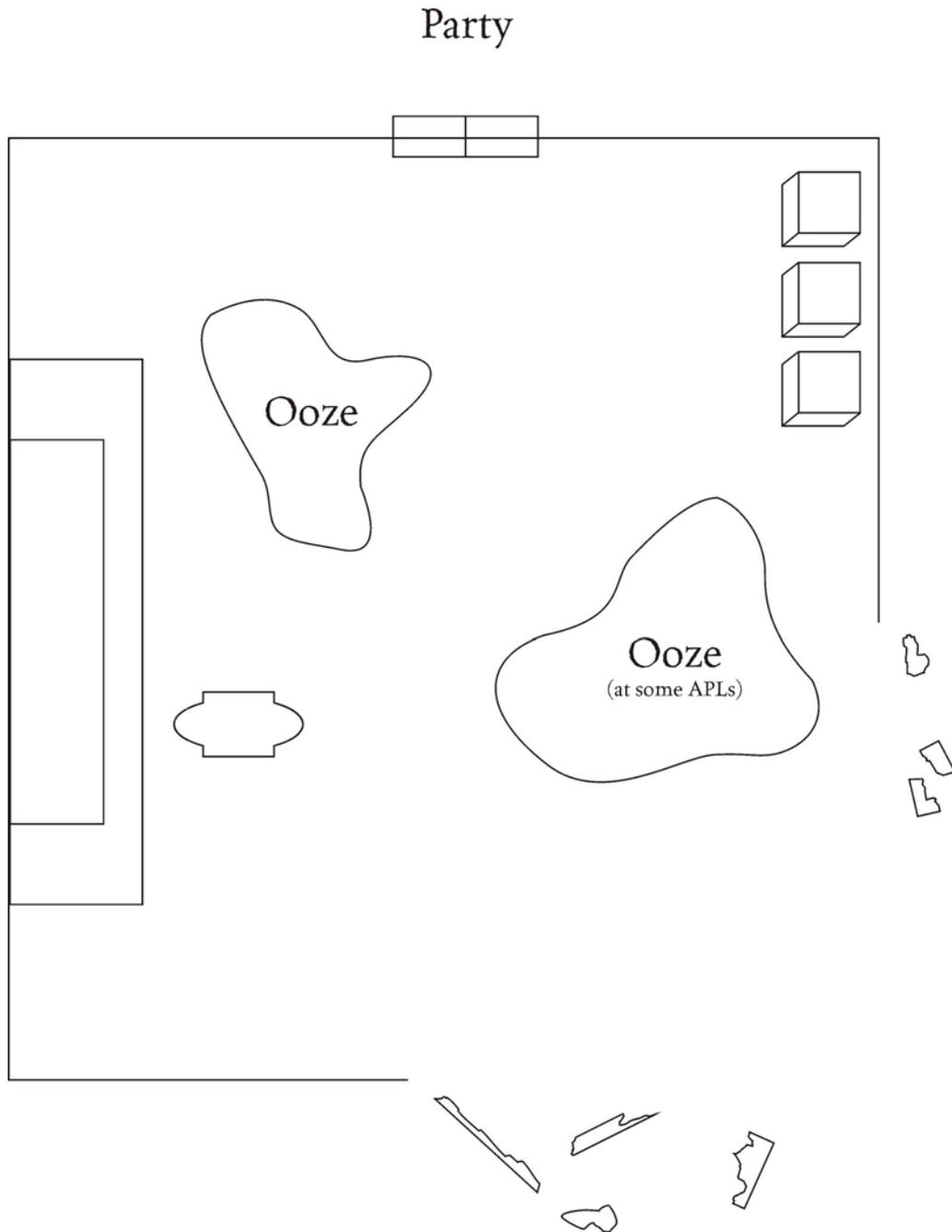
Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Appendix 3: DM's Map 1
Outside the Forge



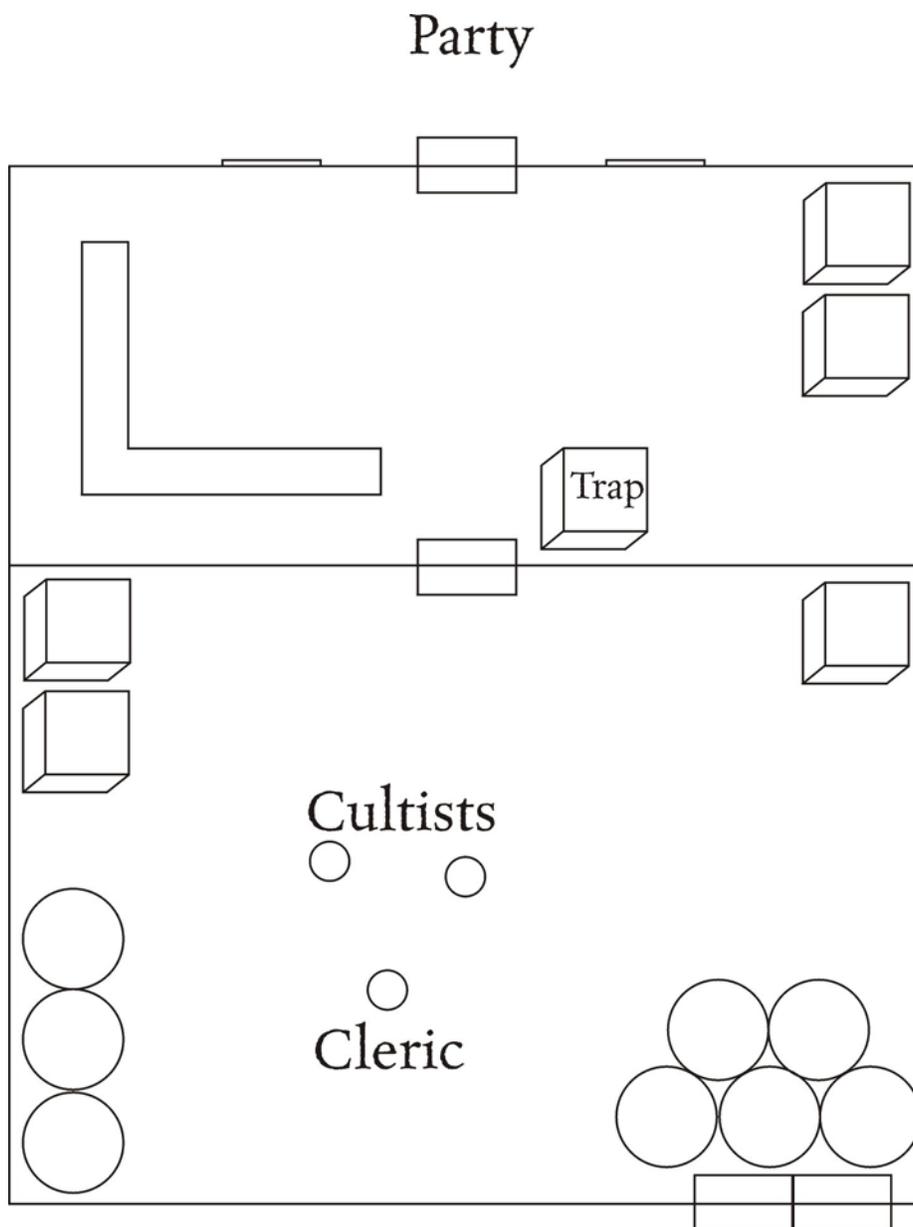
Appendix 3: DM's Map 2

Admundfort Forge



Appendix Two: DM's Map 3

Soapmaker's Shop



Player Handout 1

4 Wealsun, 596

Lama:

Sorry it's been so long since my last letter. I hope this message finds you in good health and high spirits.

My contact in Critwall, Bobero, has excellent connections and I think we've discovered something. Something **big**. The cancellation of our contract at Gensal apparently wasn't an isolated incident—there are reports from other weaponsmiths that the Bright Sentry Armory is gobbling up all the business. I think the Merchants Guild might be a useful source, but I haven't had much luck so far.

Bobero sent me a message saying he has important news, so I'm going to meet him tomorrow night at his favorite watering hole, the Whistling Pig. (By the way, they still have that Rhennee bard there—the one with the ribald song about “shorties” which so infuriates you. I'm not sure whether to slap him or kiss him. ~~Ha!~~) Anyway, I'll let you know what I find out.

Take care! And send my love to Kelvi and Thistlebone.

Cricket

P.S. If you write to mother, don't mention that I've gone off on my own. You know how she gets.

Player Handout 2

A hidden paper in Bobero's Shop:

Info for C.S.

- ~ *Bright Sentry Armory*
- ~ *Juzians found with BSA arms*
- ~ *men following me? BE CAREFUL! trust no one!*
- ~ *trail leads to Admundfort? what's the connection? (also: "Rusty Skupper"?)*
- ~ *is C.S. willing to go to Admundfort? no other leads for her...*

Player Handout 3

Page torn from Cricket's journal:

13 Reaping, 596

I think I've made a breakthrough! I still don't have any proof that Bright Sentry Armory is selling weapons to ~~BOTH~~ sides of this war, but I found a contact, Nystan, here in Admundfort who offered to sell me evidence. I don't know what kind of evidence—he wouldn't say. And frankly, I don't entirely trust him; "never trust a man with an eyepatch", as Momma used to say. Anyway, he just told me to meet him at the ruins of the old Admundfort forge tomorrow night.

What he doesn't know is that I'm as talented at sneaking as I am at crafting weapons! After Nystan left the tavern, I secretly followed him down to the harbor, where I saw him give a package to a boat captain to deliver.

After waiting for what seemed like an eternity for the deck to clear, I was finally able to sneak on board and peak in the... what are they called, "portholes"? Window-thingie on a ship. Anyway, I could just make out the address on the package which was inside the captain's room. It was addressed to Sir Rouland, who is apparently staying at Lord Natan Enerick's estate. (Not Enerick's main residence in Bright Sentry, but rather his estate in Critwall.)

So is Enerick, Lord of Bright Sentry, connected with illegal weapons trading of Bright Sentry Armory? Sounds pretty fishy to me. But I still need proof!