

SHL6-06

Iuz Strikes Back

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

Version 1.0

by Joshua B. Grace

A hidden village on the cusp of war finds itself in need of heroes. The evil armies of Iuz have launched new strikes against the Shield Lands. Some of the Greycloaks' elite scouts have gone missing and are presumed dead. While the Standing Army must reinforce its defenses around Gensal, it falls to a handful of adventurers, either exceedingly brave or foolish, to undertake a vital intelligence-gathering mission. They must travel far beyond the relative safety of the Shield Lands' new borders, along a path cloaked by the shadow of death. Will the adventurers succeed and be hailed as heroes? Or will they find themselves trapped in battle, desperately seeking any means of escape, and finding none? A one-round Shield Lands adventure for battle-hardened characters unafraid to die for the Reclamation. This adventure contains some untiered encounters and supports characters of levels 1 to 14 (APL 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.

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

This is an official RPGA[®] play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, Player's Handbook, Dungeon Master's Guide, and Monster Manual are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2006 Wizards of the Coast, Inc and the adventure author or authors.

Visit the Living Greyhawk website at www.rpga.com

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

It seemed the tide had changed for the better in the Shield Lands' war for Reclamation. Adventurers managed to find a cure to the Iuzian plague that had spread across the Shield Lands for months, and recent battles have seen the recapture of Gensal and Amundfort, and the cleansing of Scragholme Isle. The Standing Army had time to recruit new troops and has begun to fortify the Shield Lands' reclaimed holdings.

But now the momentum seems poised to shift once again. For the last several weeks, Iuzian skirmishers have launched increasingly aggressive forays into the farmland region of the Shield Lands outside of Gensal, torching fields and forcing farmers to flee to the walls and defenses of the region's main establishment. Meanwhile, Iuzian troops have finally begun to pierce the magical barrier surrounding the town of Ringland, deep within Iuzian occupied territories. Enraged that a town could have escaped his notice for so long, Iuz has plotted Ringland's downfall, beginning by sending a number of scouts to gain the measure of the territory. The Greycloaks the scouting parties have encountered have been put to the sword, and their failure to report back on time has drawn notice among the organization's leaders.

One of those leaders is Quatain the Cold who, for his own reasons, is particularly concerned with Ringland's fate and that of the several Greycloaks whose whereabouts are unknown. He has traveled to Gensal to find adventurers to help him quietly gain information about the Greycloaks' whereabouts and to learn more about the recent Iuzian activities near Ringland.

Adventure Summary

The PCs begin on the muddy main street of Gensal in the rain. The PCs have the opportunity to Gather Information in various places or simply to retire for the evening, most likely at the Jousting Mug where rooms have been provided for them by the Mug's owner, Gandor Meadbow, as a service to the Pathfinders. In the morning, the PCs again have a short period of time to explore Gensal before a messenger arrives to fetch them to meet with Quatain the Cold, a renowned member of the Greycloaks. Quatain takes the PCs into private counsel and informs them that a number of Greycloaks have gone missing while tracking Iuzian forces who have recently begun to penetrate the hitherto impervious magical defenses around the hidden town of Ringland, deep within occupied lands. Quatain hopes the party will help him find the Greycloaks and secure Ringland. He fears that leading a larger or more widely renowned force to Ringland will only draw further attention to the hidden town, so he requests the party's aid, as the only group of adventurers currently in the area.

Quatain then leads the PCs deep into occupied lands, through bleak and wasted lands, guiding them past scouting parties and scenes of darkness and woe. As they pass the border into Ringland, the party hears the sounds of combat. Quatain quickly leads the PCs to the aid of a small band of Greycloaks and Ringlanders facing off against a band of Iuzian skirmishers. Quatain directs the PCs to engage in the appropriate combat. Losses are heavy on both sides, but Quatain and the PCs manage to save the Greycloaks and a number of Ringlanders who accompany the party into the heart of the town.

Once in Ringland, the PCs are greeted by Sir Reyneld and apprised of the situation. Ringland has long been invisible to the eyes of Iuz, but for some reason, its defenses have begun to fail. Iuzian troops have been seen at times within Ringland's boundaries, and though Sir Reyneld acknowledges that the attacks have thus far been uncoordinated, he fears that an attack against the town is inevitable. Nonetheless, he states that he needs time to prepare Ringland's citizens to evacuate, and he, furthermore, fears what secrets Iuz might pry from beneath the tower of (dead Shield Mage). The reports of the battle with the Iuzian skirmishers further concern Sir Reyneld, and he asks the PCs to help scout the surrounding areas, strongly encouraging them to avoid engaging the enemy and drawing further attention to the compromised village.

PCs who choose to scout the area may gain any of several valuable pieces of information. Meanwhile, they are also, unwittingly, on a timetable punctuated at its end

by a surprise Iuzian attack upon the town of Ringland itself. PCs may find, and/or free, a captured Greycloak led toward interrogation by a band of Iuzians. They may find, and/or explore, a largely abandoned camp, populated only by a handful of orcs and an ogre blackguard. They may find signs of displaced earth elementals or encounter the elementals themselves. Or last, but not least, they may come upon the vast host of Iuzian troops. In the end, the PCs return from their scouting just before or just after the town is besieged by a massive horde of Iuzian troops.

A fraction of the first wave of attackers breaks off to confront the PCs who stand their ground with little difficulty and manage to secure a safe bit of territory amidst a chaotic battleground only to see, silhouetted against a sharp flash of lightning, a large force of Iuzian troops atop the hillside just outside of town, led by a handful of frightening figures, one of which the PCs may recognize as a (Boneshadow), one of Iuz's elite scouts and assassins. As the tide of Iuzian soldiers surges forward, the PCs catch glimpses of Sir Reyneld charging into battle with the (Boneshadow) flanked on either side by his sturdiest allies. They see Quatain surrounded by a mass of orcs and giants. And they receive a *message* spell from Sir Reyneld's chief advisor, telling the PCs to flee and bring news of the battle to Critwall, to tell the Council of Lords to prepare for battle. Parties who delay find themselves attacked by increasingly difficult opponents as the battle surges forward to engulf them.

As the party retreats toward Critwall, they find themselves flanked by an Iuzian rearguard, whom the PCs should handily defeat. Afterward, all that stands between them and their escape is a short patch of woods leading to a bridge passing over the (somename) River.

The PCs continue to move away from the town, only to send hundreds of crows rushing into the air as they near their roosts at the edge of the wood. One of the birds, though, isn't a crow, but a raven, a wizard's familiar, that flies off to warn a band of Hunter Killers of the PCs' approach. Along the short distance remaining to the PCs they spot a number of dead Greycloaks lashed onto wooden posts. All of them have their hands severed and degrading comments etched into their foreheads. Finally, the PCs find a line of three posts where one surviving Greycloak, lashed to a post between two dead Greycloaks, tries to warn the PCs before they are ambushed by a band of Hunter Killers who engage the PCs in a battle that tests them to the absolute limits of their skill and endurance.

With the Hunter Killers dead, the PCs find themselves free to hurry on their way. As they near the border, they notice one of the wardstones pulsing a

bright light, intermittently orange and white. Then they'll see a flash of light emanating not from a bolt of lightning, but from the town itself, and then a crack or a roar, something like a massive blast of thunder, but not thunder.

In Critwall, the party reports to the Council of Lords, only to learn that Ringland's fate has fallen completely out of sight, hidden from even the strongest magics. No one has either heard from or been able to communicate with anyone in Ringland. With the fate of Ringland dark and uncertain, the adventure ends.

Preparation for Play

DMs are STRONGLY encouraged to read through this adventure before they run it.

- Untiered Encounters

This adventure contains both a number of untiered encounters and a number of mass combats that, while they are tiered, allow PCs the freedom of entering into combat with forces potentially far stronger than them. The danger inherent in this situation is that the players will get their characters foolishly and needlessly killed in combats they can't possibly hope to win; the intended advantage in this situation is that the players will see bits and pieces of the larger world, the greater scope of a full-scale Iuzian assault upon a magically guarded city, a glimpse of the powers behind the Iuzian forces, and an Oerth beyond the boundaries of the box-text and encounter table. The DM's primary tool to help successfully guide players into challenging but survivable encounters is a strong sense of story; while the DM is encouraged to allow players the freedom to do as they wish and to explore beyond the linear restraints of most other adventures, he or she is also encouraged to use a heavy brush to paint a picture of the small band of adventurers in a large, dark world that is almost completely hostile to them.

- Convention Play

DMs may have some difficulty running this adventure within the strict time constraints of a convention setting. In order to facilitate speedy play, judges may wish to pursue a number of available options: 1) Paraphrase as much of the box text as proves reasonable and effective. 2) Disregard the adventure notes regarding Gathering Information in the Introduction. Simply tell the players where they may Gather Information if they wish. 3) Curtail the roleplaying in the Silver Ring Inn. 4) Have Sir Reyneld specifically instruct or ask the PCs to scout the region to the northwest of Ringland's warded borders, leading them directly to the Iuzian caravan. 5) After the

PCs defeat their foes in the first wave of the Iuzian assault on Ringland, if the PCs have already earned the "Exceptional Valor" award, allow them to decide what they wish to do during the next couple rounds, but don't enter combat rounds. Simply allow them to heal for their two rounds or to engage and defeat their allies' foes.

Introduction: Episode VI

It is a dark time for the Reclamation. Despite the construction of a number of border forts outside of Gensal, the Shield Landers in the outlying area have suffered heavy losses in skirmishes with the forces of Old Wicked. Dark-plated clerics leading troops of skeletal soldiers and zombified beasts have ranged deep into the heart of reclaimed territories, setting fire to crops just before they could be harvested. Left with no other options, the homeless farmers have fled to Gensal, overswelling its framework buildings and meager resources. For weeks the town has teetered on the brink of starvation and riot, with disease and death lurking at the doorstep. And then, to top off the long list of woes, Greycloak scouts have failed to return from their reconnaissance missions; among the veteran soldiers of the Standing Army, the word is that the targeted attacks on the Greycloaks can mean only one thing—Hunter Killers.

You find yourself cold and wet again, standing on the muddy main street of Gensal, having just traveled from one of the new border forts. It has rained for days, and the autumn chills have come early—without autumn harvests. The Standing Army has asked the churches to send clerics to create food and water, but they can not keep pace with the growing demand. Even through the pouring rain, you can see the shapes of men, women and children huddled beneath every tent, awning and makeshift roof that litters the streets and alleys of Gensal. Up ahead, light seeps out the windows of the Jousting Mug, but the place seems quiet and somber in the patter of the rain. The mud sucks at your boots as you walk. Gandor Meadbow, the Jousting Mug's owner and proprietor, has rooms waiting for you, as a courtesy to the Pathfinders.

Gensal is a town in the process of rebuilding and is surrounded by a newly constructed wooden barricade, twenty feet high, and enclosing (except for the back side near the ruins of Gensal) approximately 750 to 1000 feet across, crudely circular area of land. Even in the twilight and drizzle, the party can easily spot the watch fires lit near the gates. The gates are manned by two pairs of

soldiers, armed with axes. They do not hassle anyone going in or out but still, seem to know their business.

Inside the wall, there are signs of a recent boom in activity. Houses and shops are being constructed in a fury of activity, on either side of a very wide road leading to the gate. At the other end of the gate are the ruins of Gensal, the castle. It was completely obliterated during the invasion. Currently, one can see the rubble has been cleared and usable brick and stone separated into new piles. Apparently Gensal will rise again.

In the south west corner of town (just in to the left of the gates) is a dome of earth with pillars cut into the side. This is the shrine to Fortubo, an earth god. "Mother" Garla Gravelstone ("Mother" is her rank in the church) is the sole cleric of the church. She has been here about a year and a half, months, having been drawn by word of the shrine being erected here. Previously, she lived in Tent Town near Critwall and worked as a potter. She follows Fortubo because he seems very down to earth (literally) and does not seem to be involved in the weighty politics like the other local churches do. Further, she is drawn to the aspect of this local branch of the church which seems to venerate the wisdom of one's ancestors (some members go so far as to carry a bone or skull of a loved ancestor with them).

About half way between the gate and the ruins on the east hand side stands the Jousting Mug, a 40' by 50' building. Formerly just a tavern, a small inn has been added on. The inside of the bar is basically a 30' wide by 35' deep room. The owner is currently Gandor Meadbow. He is a bull of a man, and is never without his falchion strapped into a scabbard on his back. Obviously of mixed decent, his balding brown hair hangs in greasy strands around his head. His dark brown eyes are hard and almost cruel, and his hands are calloused slabs. His clothes are thick cotton work clothes, stained and patched. Despite his appearances, he is generally friendly enough. Stuffed in his belt is a mouth-harp. However, if anyone looks like they are casting a spell (and he actually notices), he will point at a sign hanging above the fire places that reads "No Wizzies. This means you!" (His definition of a wizard is pretty wide).

Finally, there are two barracks and a stone building erected within 20 feet of the ruins of Gensal. It is clear that with some work, the stone building could eventually be a gate house. Inside are a dozen soldiers, going over maps, etc. Located in this room during daylight hours is Captain Kruptan. At night he sleeps in a private room in the barracks.

The party is unlikely to be able to meet with Kruptan, yet if they spread a few coin around (APL x 5

GP) and succeed at a Bluff or Diplomacy (DC 30) check, they may be granted audience during the day. Kruptan is a boar of a man, literally, with bristly hair and beady eyes. His skin has a slight tint to it that suggests maybe just a touch of orc blood in his distant family past. He has a smile so ugly it could crack granite and arms so powerful they probably could as well. He is a Lord Natan Enerik/Lord Count Janek Lardon loyalist and is generally opposed to Torkeep and Lady Katarina. On his desk is a copy of "Rites for the Soldier", a Heironean prayer book (inside the front cover it's inscribed "with thanks, Shelton Halfhand", a former cleric of the Shield Lands). Any conversations with him are very business like, but not like-able. If the party manages to adjust his attitude from indifferent to friendly (with Diplomacy or Intimidate checks modified as appropriate to account for circumstance bonuses such as rude party members or extremely business-like and respectful members of the Standing Army), he can offer any of the information the party might be able to pick up while gathering information among the soldiers stationed in Gensal. He also knows all of the information available to PCs who gather information among the patrons of the Jousting Mug; however, he will not enter into discussion of the current politics unless he is magically manipulated (his Will save is +9). Instead, he will tell the party that politics do not concern him; he is a soldier, and his duty is to the Army and the people they protect. Furthermore, if any party successfully uses magic to manipulate him via a compulsion, the party will gain "Kruptan's Disfavor" on their AR. In any event, he will not accept any back talk or sass from the party. Again, any party that is openly rude will gain "Kruptan's Disfavor."

The PCs will likely head straight to the Jousting Mug, but they have other options. During the introduction, DMs should allow curious PCs to Gather Information. Several different portions of the populace may provide the PCs with differing bits of information; the party may speak to the displaced farmers, the soldiers of the Standing Army, or Gandor Meadbow and the patrons of the Jousting Mug.

What's Happening

Though the players won't yet understand as much, the PCs' time in Gensal offers them one of their better opportunities to learn in advance about the Hunter Killers' tactics in their eventual ambush. Additionally, PCs may learn about a number of other events affecting the Shield Lands in various ways.

What the PCs Can Do

At this point, the PCs have little they can do to prepare for the remainder of the adventure but Gather

Information. DMs are encouraged not to coach the players to Gather Information. However, once players choose, on their own, to seek out information, DMs should consider awarding circumstance modifiers to the PCs' checks, from +2 to +6 (especially at APLs 2 and 4), for asking good, pertinent questions, roleplaying engaging conversations, and spreading around a fair bit of gold (APL x 2).

Gather Information:

Among the displaced farmers littering the streets, they may learn of the raids against the outlying farms and of an undercurrent of resentment against Captain Kruptan and the way he runs the town.

- A modest success (DC 15) will gain the PCs some general sense of resentment of Captain Kruptan but only vague details of the outcome of the raids—burnt fields and farmhouses.
- A moderate success (DC 20) gains the PCs some more specific complaints against Kruptan (he doesn't respect anyone outside of the Army; he favors a few soldiers from Bright Sentry over those who have served in Gensal the longest), and the party finds a few homeless farmers who complain how unfortunate it was that the raids on their farms happened only just a couple days before they were going to harvest their crops.
- Finally, a strong success (DC 30) allows the PCs to learn that Kruptan's favored troops haven't had to report to the border forts at all, and the party may find a single farmer, Martin Wendelbaum, who caught sight of the raiders who torched his farm; while he hid past the edge of his field, near his outhouse, he watched a man dressed in a full suit of black plate armor direct several orcs and skeletons as they rode on horseback through the farm rows setting fire to everything with torches. DMs should note that though these farmers are refugees, they are still Shield Landers, and as such, they act with dignity and faith in the Knight Commander Lady Katarina's ability to lead the nation to victory against the forces of Old Wicked.
- Some other names a DM may use in a pinch: Hafner (a farmer), Gertrude (a widowed farmer's wife), Hobbie (a displaced halfling trader), Rose (a farmer's daughter), Willem (a trapper whose house and woods were put to the torch).

Among the soldiers, the PCs may manage to gather rumors of the recent Iuzian raids and of disappeared Greycloaks.

- With a modest success (DC 15), the party learns that the Iuzian raiders have slipped through the gaps between border forts, despite the patrols which regularly scout the area. Meanwhile, the soldiers are concerned by the disappearance of a number of Greycloaks. The Greycloaks tend to maintain a good rapport with soldiers stationed on the borders, so when several of them failed to report back as scheduled, some of the soldiers grew frightened and began to contract "illnesses" when they were scheduled to man the new border forts.
- A moderate success (DC 20) gains the same information, though they also learn that a couple of the soldiers fear the Army might have a traitor in its ranks. This has increased the soldiers' general level of apprehension, almost to the point of paranoia. They also mention that everyone fears that Iuz has one or more parties of Hunter Killers active in the region, perhaps even inside the border. Hunter Killers are elite soldiers who relish the opportunity to track and kill the Shield Lands' finest agents, particularly Greycloaks and adventurers.
- A strong success (DC 30) lets the party learn that Hunter Killers often try to anticipate their opponents' moves. They'll study them and refine their tactics to most effectively counter their prey, often using traps to lure them into compromising terrain. Hunter Killers are not your run-of-the-mill grunts; rather, they are often led by powerful spellcasters who know how to coordinate their infantry support. All of the Soldiers fear ever encountering a band of Hunter Killers, even those who aspire to become Greycloaks.
- Some names a DM may use in a pinch: Tarbin (a grizzled, bearded veteran), Pod (a greenhorn and aspiring Greycloak), Mullen (a military paper-pusher), Xander (a keen-eyed, half-elf archer).

In the Jousting Mug itself, the PCs may learn of political movements among the Council of Lords likely to affect Captain Kruptan and all of Gensal and, in fact, all of the lands surrounding Gensal. At night, the tavern will be mostly empty, though a handful of patrons will be nursing their beers and eating stewed venison. In the morning, a roaring fire will crackle in the background as lively conversation fills the main hall; traders selling their wares and experts hired for short-term, intricate work sit to their breakfasts and discuss the work to do to rebuild Gensal.

- In either case, a modest success (DC 15) lets the party find someone recently come from Critwall where the word is that Lord Enerick is sending his

ward, young Simen Sharn, to Gensal to see first-hand the devastating effects of war and to learn of all the hard labor involved in both reconstructing a town and in coordinating such a reconstructin effort. The rumors say that Simen is to be hosted by Kruptan, who most people feel is too coarse for such a job.

- With a moderate success (DC 20), the party learns of a disagreement in the Council of Lords regarding the dispatch of nearly three dozen soldiers of the Standing Army. One faction of the Council, led by Lord Torkeep, feels that Gensal needs all the soldiers to reinforce its walls and border forts; he claims the recent raids against the outlying farms is evidence enough. However, another faction, led by Lord Enerick, argues that the troops should be dispatched to Amundfort to help secure the city and then to push further into Walworth Isle. He expects that the Shield Lands will find much of its lost knowledge deeper into the island. Lady Katarina is said to be considering the merits of both arguments, and early attempts to split the numbers have prompted outrage from Enerick and disgust from Torkeep.
- A strong success (DC 30) reveals that there is a rumor circulating through Critwal, to which no one will attest, that Lord Enerick is being investigated for something a number of adventurers reported to the Council. Other people say that the rumors are just the echoes of jealousy since Enerick and Lord Jardon have recently had a number of their private soldiers put into high-ranking positions in South Keep, which everyone knows is the place to be if you're in the Standing Army. They've handily repelled every recent Iuzian activity and secured the lands for miles outside of the city.

Encounter One: The Cold

In the morning, if the PCs have not gathered information, allow them time to do as they choose. If they gather information, refer to the Introduction. Otherwise, give them a couple minutes, then proceed with the adventure.

While the party is going about its morning business, the party members are summoned by Sergeant Walter Bennie of the Standing Army, an agreeable fellow with a thick red beard. He asks them to come with him to Kruptan's office as they are needed for an urgent mission.

The drizzle continues to sound a dull patter as you go about your morning business. Then you hear a jovial whistling, and a cheerful, slightly overweight

sergeant of the Standing Army approaches you. His eyes light up. "Ah!" he says, "you must be the heroes I was sent to find. You've got the look of 'em. Name's Bennie, myself. Walter Bennie. I was asked to gather you for a special, secret mission I don't even know what it is. Will you come with me?"

If the PCs agree, Sergeant Bennie leads them to Kruptan's office to meet with Quatain. If they start asking questions, he tries, as politely and friendly as possible, to remind them that the mission is "secret"; all he can say is that the man who sent him in search of the PCs, whom Bennie doesn't even know by name, is a Greycloak. If the PCs continue to refuse Bennie, he'll sigh and say, "My mistake then. I must have confused you for another bunch. Accept my apologies, but I've been delayed searching for those heroes. I've gotta hoof it hard now."

You arrive at Kruptan's dimly-lit office, but Kruptan is nowhere to be found. Instead, Sergeant Bennie points into the shadows in the far corner. "There ya go," he says. "Now, I'm supposed to be taking my leave. I guess this stuff is all secret. For your ears only."

As you look into the shadows, a figure steps out of them. Dressed simply in brown and grey, the man moves with studied grace. At his hip, he wears a longsword and a handaxe. He eyes you over and says, "Greetings. I am Quatain. Some call me The Cold."

Sergeant Bennie leaves before he can be drawn into conversation.

"What I say must be kept in the strictest confidence. The lives of many good men, Greycloaks and Shield Landers, hang in the balance. Can I trust you to keep this matter in confidence?"

If the PCs offer adequate agreements, Quatain continues. Otherwise, he politely, but firmly, asks PCs who refuse him to leave.

Read or paraphrase the following:

"For my own reasons, I have lately spent a considerable time in and around Ringland, and I was among those who first investigated the reported breaches of the town's magical defenses. I spent some weeks following tracks that would disappear into nothingness. During that time some of my brethren went missing. When I returned, I tried to pick up their trails and succeeded to an extent."

"Though I was unable to find or rescue any missing Greycloaks, I found evidence of small, new Iuzian camps dotting the area. I would find signs of a campfire, but the ashes would be covered in loose grass, or trampled into the mud. Still, the effort to

conceal the camps were amateur at best, and I determined that two or more separate bands of roughly a dozen Iuzians each spent some days roaming through the lands near Ringland and, presumably, captured my fellow Greycloaks and carted them away."

"Though I prefer to work alone, I am no fool. I need assistance to recover my companions from the Iuzians. Were I to enlist a large group of soldiers, a band of Greycloaks, or even a few more well-known adventurers we would certainly attract the attentions of Old Wicked. Thus, I have come to Gensal with all due haste, hoping to recruit some hearty adventurers willing to lend their assistance. Are you the heroes I took you to be? Will you aid me?"

Creatures:

Quatain the Cold: Male human Brd3/Ftr2/Rgr9; see Appendix A

Quatain the Cold is a famed Greycloak. PCs who succeed at a Spot check (DC 15) notice that Quatain's right hand is tattooed with a diving eagle clutching three lightning bolts in its talons. Players who succeed at a Knowledge (local: Iuz's Border States) check (DC 10) recognize the tattoo as the symbol of the Greycloaks. Additionally, players who succeed at a Knowledge (local: Iuz's Border States) check (DC 20) recognize Quatain's name and reputation as a Greycloak and lone hunter of the border whom rumors say has killed more followers of Iuz than any other man. Members of the Greycloaks automatically recognize Quatain's reputation as a fighter. Meanwhile, members of the Bardic College of Argidagh Cuach may recognize the name "Quatain" as a bard of some skill, though if asked, Quatain will say he is not the same man as the bard. Additionally, some PCs may recognize Quatain the Cold from SHL2-01 "A Message from Ringland."

Quatain is all business. He has come to Gensal to recruit adventurers to accompany him to Ringland. As the PCs are the only adventurers currently in the area, Quatain requests their aid. He came to Gensal to find adventurers because it was the nearest town in the Shield Lands. Also, though the Ringlanders know about several of the breaches in their defenses, they have been unwilling to lend men to Quatain's expedition, fearing that were they to lose soldiers outside their borders, they would both further alert Iuz to their existence and depopulate their already scant defenses. He considers the PCs to be his only option, but he will head back into the Iuzian lands around Ringland on his own before he will beg for the PCs' aid. If asked what sort of payment the party might receive for their aid, Quatain coldly

dismisses their greed. He reminds them that Shield Landers fight for their very existence. Nonetheless, he will go so far as to also remind the party that the Greycloaks make good friends.

Quatain wishes to leave as early as possible, though he needs two hours to make his preparations. He offers to guide the party through the occupied territories and, if asked, informs the PCs that he has often traveled through those forsaken lands and knows them well. If the PCs discuss plans to *teleport* or *wind walk* to Ringland, Quatain states that the spells may not work properly, or at the least, from what he's heard, it proves more difficult.

PCs may, again, use this opportunity to Gather Information or make whatever preparations they desire. Gensal is not a wealthy town, however, and the PCs may not find any magical items or any other items worth more than 100gp. Additionally, all prices are inflated by an extra 25%. PCs who attempt to Gather Information during these final hours are rushed and suffer a -5 circumstance penalty to their rolls.

If a party chooses to *teleport* or *wind walk* despite Quatain's warning, refer to Encounter 2.

When the party is ready to leave Gensal, Quatain leads them quickly past the border forts and into Iuz-occupied territory.

Encounter Two: A Wretched Land of Scum and Villainy

If the PCs walk or ride with Quatain, read or paraphrase the following text:

You slip out of reclaimed lands, and within two miles of the border, the skies congeal a deeper grey, the land appears choked for life, and there are ravens everywhere, black as sin with bright red eyes. Quatain's path leads your party through dried-out river valleys, now just trickles and muddy flats, through rocky gulches, and through forests of withered trees with gnarled branches that seem always to move and claw at your faces, arms and necks. Thorny weeds, rocks, and the ever-present sounds of wolf calls and other, less familiar noises further distinguish these Iuzian lands from the reclaimed territories.

The perpetually grey skies negates any penalty for fighting in daylight that many creatures have.

Sleeping at night is difficult in the unnerving setting, due to strange noises and lights, and requires a Concentration check (DC 12), with retries available once

per hour. PCs unable to get the necessary rest will find themselves fatigued as they travel.

Successfully searching for Tracks (DC 22) will reveal lots of troop movement, but on an individual scale (like 5 to 20 in a squad). The troop type varies between gnoll, bugbear, human, goblin and orc.

The party should wonder if it is safer to travel at day or by night. Let them. There is no difference in this module.

Talking to Quatain

Quatain is not a very talkative fellow. However, if any of the PCs mention some of the rumors they picked up in Gensal, Quatain can offer a few words of wisdom.

- Regarding Kruptan

“You don’t have to like all your commanders. You just have to follow their orders. And if you don’t like them, you watch closely when you watch your back.”

- Regarding Simen Sharn and Natan Enerick

“Some of the Lords are truly worth their salt, but some of them would have you believe wars are won by nitpicking your enemies to death. It matters little to me if a boy sees the blood of war in one way or another. What’s certain is that any true Shield Lander will see it, and any worth holding lands should spill his enemies’ blood many times over.”

- Regarding the Farm Raids and the Rumors of the Hunter Killers

“People talk a lot about the Hunter Killers, like they’re bogey-men, or as though they might be responsible for the raids on those farms. But I can tell you one thing, no Hunter Killer would waste time setting fire to a farm. Those bastards are murderers through and through; they care about one thing, and it’s killing the Shield Lands’ heroes. I saw some of those farms, and they were sloppy jobs. That makes two reasons the Hunter Killers didn’t do it. They get no thrill from hunting farmers, and, two, they are far too precise to be responsible for that shoddy work.”

Nearing the battle

As a party traveling overland nears Ringland, read or paraphrase the following:

For days, Quatain leads you deeper and deeper through bleaker and bleaker territories. His path skirts around farms worked by skeletons and zombies, and distant spires, tipped in a red as deep as blood, around which giant vultures slowly circle beneath the grey skies. The keen-eyed among you notice the

vultures carry humanoids on their backs—green-skinned, large orcs with lances. Cresting a rise, you see far below, past a scraggy wood, the foundations of a massive stone tower, black as Iuz’s very soul, and humans shackled in chains work at the rock as giants and other monsters guard them. Quatain leads you away before the giants look up. Always, he seems to perceive threats before they show on the horizon, and he keeps you from being detected. The nights are cold. Then it starts to rain, hard. The rain soaks you to your bones. But Quatain tells you that you’re nearing the end of your journey. You can see leaves on the trees ahead of you. The leaves are withered and shrunk, but they are still leaves, the first you’ve seen for miles and miles.

As the party moves forward, allow them to make Listen checks. Beyond the distant hill, the Iuzian advance skirmishers are just setting upon the Ringland scouts. The distance at which the PCs perceive the sounds of battle affects the battle’s eventual outcome. Round 1 of the combat begins when the PCs reach 300 feet from the battle. The DC for the party’s listen check has been increased due to the rain.

Listen check DC / Distance from combat:

DC 30 / 300 ft.

DC 25 / 250 ft.

DC 20 / 210 ft.

DC 15 / 180 ft.

DC 10 / 160 ft.

If the party has some way of seeing above the hillcrest (such as with someone flying at least 60 ft. in the air), they may make Spot checks at the same DC to detect the battle.

Once the party responds to the sounds of combat, proceed to Encounter 3: Aren’t You a Little Short for a Hunter Killer?

Teleport and Wind Walk

Meanwhile, If a party chooses to *teleport* or *wind walk* despite Quatain’s caution, not only do they risk the usual mishap chance, they also risk magical interference. Nonetheless, no matter how they depart Gensal, Quatain will travel with them. The lands in Iuzian territories are strange and corrupted and affect magical travel in dangerous, unpredictable ways.

- Straying Off-Course

Anyone who casts *teleport* must succeed on a caster level check (DC 20) or end up lost in occupied territories.

Anyone trying to travel via *wind walk* must succeed on a Concentration check (DC 30; the feat, Combat Casting, does not aid this check) or end up pulled off-course by powerful winds that gust through the air (a player who succeeds on a Knowledge [planes] check [DC 25] will notice that the storm clouds seem eerily immaterial; there are a number of points where Iuzian tampering with magic has led to small rifts between the material and ethereal planes, and parties choosing to *wind walk* will find themselves slipping randomly between the planes).

- Getting Back On-Course

Players can use Knowledge (Geography) and Survival checks, each at DC 20, to discover their way to Ringland, assuming they know its location in the first place. Regardless of if they know their way or are lost, a party that fails to *teleport* and then travels by land to Ringland will travel through the same general scenery as a party that departs Gensal by land, but they will arrive too late to aid the Ringlanders in their fight against the Iuzian advance skirmishers. In this case, the party will find the Ringlanders dead, along with a number of fallen zombified wolves and dead archers. Parties who arrive too late to aid the Ringlanders do not get the experience from defeating the advance skirmishers.

Of course, a party that fails to successfully *teleport* or *wind walk* may try again, in which case, they either compound their problems, or arrive inside the Ringland border, much as they would if they had successfully traveled in the first place (see below).

- Successful Travel by *teleport* or *wind walk*

A party that successfully uses *teleport* or *wind walk* to travel to Ringland arrives near an abandoned stone mill along a creek near the southwestern border of the warded lands around Ringland and encounters the Ringland scouts as they prepare for battle. The scouts will recognize Quatain and, therefore, will regard the PCs as potential allies. If the party succeeds at a Diplomacy check (DC 15), the scouts will offer their tactical analysis of the Iuzian advance skirmishers they are about to face (from Encounter 3). Their analysis is superb, and the PCs may enter the combat with a full appreciation of their foes' numbers and general types (zombified wolf, fighter, archer, cleric, wizard, etc.). Furthermore, the party may have the opportunity to work with the scouts to gain a surprise round.

Parties who *teleport* or *wind walk* will find the Iuzian advance skirmishers scouting the area for something, but what it is they're looking for will be uncertain. (Should the PCs find some way to investigate,

they'll learn the Iuzians are mapping the area. The truth, which even the Iuzians don't know, is that they have been sent inside Ringland's border as a distraction, to lure Ringland's attentions away from its southeast border.) The skirmishers will be near the clearing where other parties would confront them, but PCs who manage to arrange an ambush should have some opportunity to lure the Iuzians into different territory (refer to Appendix C for a map) with a Bluff check (DC 35) or a Survival check (DC 35). Furthermore, a party that successfully launches an ambush will catch the Iuzians before all of the undead have been bolstered; in this case, the clerics' first actions will likely be to bolster their undead minions.

For the purposes of determining whether or not the PCs earn the favor, "Exceptional Valor," Round 1 of the combat begins the first round after the PCs engage the enemy forces.

Otherwise, the combat proceeds as noted in Encounter 3.

Encounter Three: Aren't You a Little Short for a Hunter Killer?

Once the party moves toward the combat, refer to Appendix B for a map, and read or paraphrase (modifying as necessary to account for the flow of combat) the text below:

As you crest the hill, the sounds of battle rage below you. In a large grassy clearing, a band of rangers have broken ranks and retreated into clusters where they have circled up to face roughly a dozen Iuzian troops and a number of zombified wolves. The rangers are clearly wounded and losing ground. Even as you glance about, you can see one of the rangers drop and his companions pick him up and lead him away. But this retreat has left a number of Iuzians free to overwhelm a different force... unless you can stop them!

At this time, the rain has not yet fallen long enough or soaked deep enough into the earth to obstruct movement. The hillside and the surrounding area are dotted with trees and bushes, but the PCs can find paths to run or charge toward the clearing on the other side.

What's happening

The most important thing for any DM to note is that ALL of these forces are, in fact, engaged with the Ringland scouts when the PCs arrive. The PCs have the opportunity to engage any forces they so choose, but the

DM should refer to Appendix B for the initial position of forces on the battlefield. However, the Ringland scouts carry their fallen compatriot away from the group of Iuzians appropriate to the party's APL. Assume also, that the party crests the hill directly above their APL-appropriate point of engagement.

Occasionally, the PCs may see or hear explosions, volleys of arrows, growls, cries of help or pain, or other such sights and sounds of battle from the combats at other APLs. DMs may feel free to impress upon the PCs a little bit of the power the Iuzians wield (in order to offer them another bit of "preparation" for the ambush to come).

What the PCs Can Do

In short, anything they want. Of course, PCs who stray into the middle of higher-level combats risk suffering the consequences. DMs are encouraged to smack those PCs around a bit, but not necessarily to drop the hammer on the first round. For example, a character from an APL 8 table charging into the APL 12 combat might get smacked around a bit by the vampires and their spiked chains but needn't necessarily be introduced to the Divine Spellpowered *blasphemy*. On the other hand, a character charging from an APL 10 table to rescue the Ringland combatants in the APL 2 combat should easily overwhelm his or her foes, but the DM might choose to further press the attack on his or her APL 10 comrades and to use storytelling to further emphasize the plight of the Ringlanders in the APL 12 combat.

Creatures:

APL 2 (EL 4)

Dire Wolf Zombie (1): hp 50; see Appendix F.

Human Archer (1): hp 20; see Appendix F.

APL 4 (EL 6)

Dire Wolf Zombie (2): hp 50 each; see Appendix F.

Human Archer (1): hp 39; see Appendix F.

APL 6 (EL 8)

Dire Wolf Zombie (2): hp 50 each; see Appendix F.

Human Archer (1): hp 39; see Appendix F.

Asha the Black (1): hp 46; see Appendix F.

APL 8 (EL 10)

Dire Wolf Zombie (4): hp 50 each; see Appendix F.

Human Archer (4): hp 39; see Appendix F.

Bald Damor (1): hp 52; see Appendix F.

APL 10 (EL 12)

Spiked Chain Tripper (2): hp 54 each; see Appendix F.

Asha the Radiant (1): hp 55; see Appendix F.

APL 12 (EL 14)

Spiked Chain Tripper (2): hp 54 each; see Appendix F.

Timor Maegrim the Cruel (1): hp 94; see Appendix F.

Tactics: While the PCs confront the Iuzian forces appropriate to their APL, the other Iuzians and Ringlanders will battle, slowly dwindling each others' numbers. At higher APLs, the Iuzian spellcasters will try to control the battlefield while their archers and melee combatants engage the party. Fearing the consequences of retreat or failure, all of the Iuzians will fight to the death.

Meanwhile, Quatain will spot something in an area far removed from the PCs' point of entry, and he will move quickly to engage the enemy there. Parties who wish to track his progress will see him holding off multiple opponents at once and arriving at the last possible moment to the aid of desperate scouts.

Treasure:

APL 2: Loot – 62 gp, Coin – 0 gp, Magic – 0 gp.

APL 4: Loot – 37 gp, Coin – 0 gp, Magic – *+1 composite longbow [str +2]* (216 gp).

APL 6: Loot – 37 gp, Coin – 0 gp, Magic – *+1 composite longbow [str +2]* (216 gp), *tunic of steady spellcasting* (208 gp), *cloak of resistance +1* (83 gp).

APL 8: Loot – 177 gp, Coin – 0 gp, Magic – *+1 composite longbow [str +2]* (216 gp each), *+1 full plate* (137 gp), *cloak of charisma +2* (333 gp).

APL 10: Loot – 141 gp, Coin – 0 gp, Magic – *armbands of might* (341 gp each), *+1 spiked chain* (193 gp each), *headband of intellect +2* (333 gp), *runebones* (41 gp).

APL 12: Loot – 172 gp, Coin – 10 gp, Magic – *armbands of might* (341 gp each), *+1 spiked chain* (193 gp each), *+1 full plate* (137 gp), *periapt of wisdom +2* (333 gp), *vest of resistance +3* (750 gp), *scepter of obedience* (1041 gp), *cloak of charisma +2* (333 gp), *lesser metamagic rod of silent* (250 gp).

Development:

As the battle rages, more and more Ringland scouts will suffer fatal wounds. The Ringland scouts initially number 12. By Round 3, the first Ringlander will fall. By Round 5, the next two will fall. By Round 7, the next three will die.

Round 9, four more die. By Round 10, only one will remain, though dead Iuzian troops will litter the battlefield. Unless the PCs do something incredibly foolish or choose not to aid the last scout, he will survive (with Quatain's aid) until the PCs have won their battle.

Likewise, the Iuzian forces will thin as the battle rages. DMs should use their discretion how to suggest the thinning of the Iuzian forces. However, unless the PCs take more than 9 rounds to win their combat, the foes at the APL one higher than the PCs' (or in the case of an APL 12 table, the foes at APL 10) should stand fast, suffering only minor wounds and, effectively, retaining fully one-half their original hit points by the time the PCs defeat their APL-appropriate foes.

PCs who engage these foes will have Quatain's assistance while any remaining Ringlanders will fall back to tend to their wounds. (Use Quatain's stats from Appendix A.) Otherwise, the Ringlanders will aid Quatain and barely squeak out a victory against the last Iuzian advance skirmishers.

NOTE: As mentioned above, unless the PCs gain the element of surprise (via magical travel), the battle begins at Round 1 when the PCs reach 300 feet from the clearing.

Any remaining scouts will thank the PCs for their aid and offer to lead them to Ringland.

PCs who manage to save at least 6 Ringland scouts AND who engage Iuzian troops from another APL's designated forces earn the favor, "Exceptional Valor," on their ARs.

Encounter Four: You Must Go to Ringland

The remaining scout(s) escort Quatain and the PCs to the Silver Ring Inn, the only functional bar in Ringland, where they are asked to wait to meet with Sir Reyneld. The scout will then depart to fetch him.

You are led to The Silver Ring Inn, named for its distinctive round bar, trimmed in silver. The inn also acts as a town meeting hall, and you are told you will be joined shortly by several members of the town council. Master Dogrin, the owner of the inn, greets you and brings food and drink. Dogrin is an elderly man with balding hair and a vein-webbed scalp, but he sports a large belly and a warm, friendly smile. His eyes still shine blue, and he has a kind word for everyone who enters his establishment. He dotes on your group with almost fatherly affection, though he

attempts to keep his conversations focused on meals and deflects questions that would drag him into discussion of the town's endangerment.

Quatain sits quietly to his meal and thoughts.

If any of the PCs ask Quatain anything, he will coldly (though without hostility) say that there is a time for everything; when there is food, it is time to eat; when there is drink, it is time to drink; and when there is much to contemplate, then it is time to think.

After the party has some time to eat and drink, other notable figures from the town arrive, all members of the town council.

Read or modify the following text as appropriate:

Dogrin's food warms your belly, and his drink soothes your nerves. The rain continues to patter against the inn's closed shutters. Then the door opens, and an attractive half-elven woman with auburn hair enters, assisting a withering, aged man, who holds onto her arm with one gnarled hand. His hair has gone white and thinned so that mere wisps of it cover his head and cling to his face in the form of beard and moustache. His skin sags slightly, showing how the muscle behind it has wasted away. Nonetheless, he dresses with dignity, wearing simple, but finely spun clothes.

The woman approaches your table and introduces herself as Anedhel, cleric of Atroa. The man also nods to your party and says only, "Arvet."

"May we join you?" asks Anedhel, even as Dogrin fetches two chairs. "We have to thank you for your assistance. Already we heard how you helped defeat the warband which somehow made it inside our borders. Perhaps you could provide us with more information about our enemy."

An attractive half-elven woman with auburn hair and green eyes, Anedhel dresses in simple clothes in earthy colors. A cleric of Atroa, Anedhel is actually older than Dogrin, but as a half-elf, she appears much younger. She truly cares for the people of Ringland, but she has long wished to travel. She had originally come to the town, intending only to stay for a short time, but then remained, feeling responsible to the citizens of Ringland as their only cleric of respectable power. Since the failures of the town's defenses, she has quietly supported those in favor of finding ways to evacuate the town for safer territories. She is particularly concerned that soon she will be unable to tend to the scouts who return injured from forays along the border. Some have returned maimed, beyond her powers to heal them, and she is further concerned that many scouts will soon be

unable to return at all. If the PCs relay information about the battle between the scouts and Iuzian skirmishers, she will nod gravely and thank them for their part. She holds this news as further evidence that Ringland will shortly no longer be safe.

Arriving with Anedhel is Arvet, a withering, aged man, seneschal to the former Lord Rendor. Arvet is actually younger than Dogrin, but the last couple years have treated him badly. Stress and disease have worn away at him. His eyes fluctuate from cold, empty brown pools to vibrant and keenly focused orbs. He speaks slowly now, and his phrases often come out in parts, so that his syntax seems broken. Yet his counsel is wise and conveys a deep understanding of local history. The recent raids have him deeply concerned, and he suspects the Old One plans to keep sending in troops until they find the town. He still serves as Sir Reyneld's chief advisor, and though he favors staying in the town and summoning aid from Critwall, he recognizes the growing need for alternate plans. The logistical matters of escorting the entire town to safety, though, weary him. Finally, he bears a deep, longstanding reverence toward the fallen Lord Rendor and does not approve of anyone who speaks ill of him.

The members of the town council eagerly listen to any information the PCs can provide.

The DM should allow the PCs a little time to interact with these characters before Sir Reyneld arrives.

As you continue your conversations, Dogrin offers additional rounds as Anedhel elaborates, once again, on the wisdom of making plans to depart Ringland. Arvet appears to go blank as she speaks, but then shakes his head.

"Hasty," he says. "Let us not be... too hasty... Powerful magic... The old mage... may have hidden... before he left... in his tower... or buried elsewhere... We can not let Old Wicked find them."

Before Arvet can piece his next thoughts together, a man dressed in mail with a tabard emblazoned with the lightning bolt of Heironeous approaches your table.

He pulls his rain-soaked hair out of his face and says, "You must be our new heroes. Quatain I already know. Allow me to introduce myself. I am Sir Janszen Reyneld, earl of Reyneld and Knight of the Holy Shielding. Mine is the increasingly difficult task of safeguarding this town's citizens.

"If I am interrupting any good conversation, please forgive me. Else, when you are ready, I have a proposition for you, Ringland's newest heroes."

Sir Reyneld is a large, strongly-built man in his early forties, with graying red-brown hair, green eyes, and very light skin. He has spent the majority of his life in one war or another, but always in the service of the Shield Lands. A devoted follower of Heironeous, he has long seen everything in sharp black and white, though he has been wise enough not to enforce his views upon others. Now, with the first of the failures in Ringland's defenses, Sir Reyneld is reconsidering his intent to stay in the town. Though his scouts have not yet seen signs of anyone advancing more than a quarter-mile within the border, still more than two and one-half miles from the town, Sir Reyneld acknowledges that the town's defenses are not strong enough to repel any large assault and that it would be nearly impossible for reinforcements to arrive without drawing the attention of legions of Iuz's minions. This has put Ringland and Sir Reyneld in the tough position of choosing whether to evacuate or to find a means of reinforcing the magical wards.

Eventually, when the PCs wish to hear him, Sir Reyneld will announce his request:

Sir Reyneld draws a map out of a leather case and spreads it across the table. "News of this recent battle has me deeply concerned. It marks the first time an enemy warband has entered within our border, and Ringland sits blind deep within occupied territories. Without more information, we can not know how to act."

Sir Reyneld looks grimly from face to face. "I ask that your party scout the area outside our borders. However, I have one rule for you: you MUST avoid drawing any attention to yourselves or Ringland."

The PCs may have questions for Sir Reyneld. Some of the likely questions are listed below:

Where should we scout?

"You are free to scout in any direction you wish, though as you can see on my map, the incursions have happened here, here, and here, along our southwestern, western, and northwestern borders, the largest of which—before today's—occurred along the northwestern border, where my scouts found the prints from a handful of wandering orcs and ogres."

Why don't you send your own men?

"I have wanted to send out scouts for some time, but my hands have been tied. Our numbers are already stretched thin, and I need my men patrolling inside the borders to keep the lands safe."

What will you give us?

"I wish we had more to offer, but we in Ringland strive only to sustain ourselves. Nonetheless, heroes such as you will always be welcome within our borders."

We lost one of our party members in combat with the forces of Old Wicked. Is there any way to have him/her raised?

"Anedhel informed me of your loss, and I offer my sympathy. A diminished group of adventurers never functions so well as one at full health. For some years now, I have held onto a treasure for just such a moment as this. Shortly after I took residence in the former Lord Rendor's manor, I found a scroll of *raise dead* that Lord Rendor left among his most prized possessions. Should you make a donation equivalent to its normal worth to Anedhel's temple of Fharlanghn, it will help keep our city healthy, and I will be willing to part with the scroll." (Sir Reyneld has one scroll of *raise dead* to give the party if they "donate" 6125 gp to Anedhel's temple of Fharlanghn.)

If the PCs agree to scout the area, read or paraphrase the following:

Sir Reyneld nods his head. "This is a great service you provide us."

A crack of thunder interrupts him.

"You will have shelter tonight in this inn. Master Dogrin will see that the beds are soft and warm. Tomorrow, when you travel, remember to be careful. Old Wicked's lands are filled with dangers, and we have no idea what lies beyond our borders. Right now we need information above all. So keep your eyes open and your steps silent. Our scouts will be unable to come to your aid should you fall, and if you draw attention toward Ringland, I fear the town will be overrun. If you find anything you feel is noteworthy, I ask that you report back at once."

Quatain nods, then stands to depart, but Sir Reyneld raises his hand. "I have a different task to ask of you, good ranger. I will say nothing of it now, but ask you to come with me. It is but a short walk to the keep."

With this, he stands and takes his leave, waiting for Quatain to gather his belongings and accompany him. Anedhel again helps Arvet out of the inn.

Sir Reyneld hopes to gain Quatain's counsel and assistance with another matter, though the PCs will have no way of learning about it without magical effects or extensive spying. Sir Reyneld, himself, slew an orc who had wandered a half mile within the ward, and the orc

had a holy symbol of Rao. It could have meant nothing, but Sir Reyneld grew concerned that it might have formerly belonged to the party of Sir Deleven, another former Knight of the Holy Shielding, who left Ringland five years ago with five clerics of Rao, attempting to reach Furyondy. If Sir Deleven or his companions had been captured, Iuz could know more about Ringland than anyone suspected. Again, the PCs have no way of learning this information without working very hard to gain it. No amount of Diplomacy will convince Sir Reyneld to spill this secret, which he has thus far kept secret even from Arvet and Anedhel, in order to prevent anyone from jumping to conclusions.

Encounter 5: They'd Be Crazy to Follow Us

During this encounter, the DM should refer to the map of the area surrounding Ringland (Appendix C). Ringland's ward extends slightly more than four miles from the center of town, making it difficult for the PCs to travel to multiple locations before the assault on Ringland.

The rain has continued to pour, and the soaked ground is muddy, slowing all movement to three-quarters, and preventing charges.

The party has the opportunity to gain a number of different pieces of information, depending on where they travel and what they do.

The PCs need not engage any of the Iuzian forces they may encounter and were, in fact, expressly directed to avoid combat. Thus, they gain no experience for defeating Iuzians, though parties who free the captured Greycloak, Azram, gain the favor, "Exceptional Valor."

Finally, these encounters have been included primarily to allow PCs to interact with the larger world outside of any linear structure. They provide the players a chance to scope of Iuzian activities in the area. DMs are encouraged to allow players full freedom as long as time allows. However, if time is short, the DM may abbreviate these encounters, though the author recommends letting the PCs respond to the caravan marching Azram toward the nearest encampment as it allows the PCs a chance to gain a favor.

The following numbers correspond to those indicated on Appendix C.

1. The Cave

PCs who follow the Iuzian skirmishers' tracks back from their battle with a successful Track check (DC 10) or who

simply head southwest travel out of Ringland into a muddy, rocky valley, where once there had been a river. Red-eyes ravens watch the PCs' every movement, and their travels shortly lead them to a cave. A Search or Survival check (DC 15) reveals a number of medium humanoid footprints in the area, and a Search check (DC 15) inside the cave reveals signs of extended habitation. This is the cave where Azram, the Greycloak, hid while he scouted the Iuzian advance skirmishers. If the PCs follow his tracks northeast with a Survival check (DC 15), they'll find signs of a battle. From the sight of the battle, PCs with Track can follow Azram's Iuzian captors with a Survival check (DC 10).

2. The Imperial March

PCs encounter the caravan either when they arrive at point 2 on the map, Appendix C, or as they return toward Ringland from points 1 or 3.

Red-eyed ravens watch the PCs' every movement as they climb the hills outside of Ringland into a scrubby, tangled forest of bare, black trees. Their journey eventually leads them to the top of a cliff where, even in the rain, they have a commanding view of the flat valley below them. The 30-foot cliff is not quite sheer, but due to the rain, it requires a Balance or Climb check (DC 10) to descend. 150 feet out into the valley, an Iuzian caravan marches northeastward, escorting the captured Greycloak, Azram, back to their encampment. Azram sits slumped atop a horse behind an orc while two other humans ride mounts ahead of him, and three other orcs ride mounts beside and behind him. Additionally, eight more orcs march alongside and behind the mounted orcs. Any PC who succeeds at a Spot check (DC 25) notices that Azram has one hand tied behind his back and the other hand tied from a string about his neck, severed. His severed hand swings back and forth and slaps against his side as the caravan continues forward.

PCs who succeed at a Listen check (DC 15) hear the caravan's leader, Vox Dolorous, chanting a dirge in orcish. Effectively, he's granting the caravan the major aura *motivate urgency* and the minor aura *motivate dexterity*, giving them all +5 ft. base movement and +4 to all dexterity checks, including initiative rolls.

The caravan suffers -15 to their Spot checks to detect the PCs due to distance, and another -5 to their Spot checks because of the rain.

Creatures

APL ALL (EL 12)

Vox Dolorous (1): hp 76; see Appendix G.

Pynchon Tiberion (1): hp 59; see Appendix G.

Mounted Orc Fighter (4): hp 36 each; see Appendix G.

Orc (8): hp 5 each; see *Monster Manual* page 203.

Azram, Greycloak (1): hp -2 (stable).

Tactics: Vox Dolorous leads the caravan. Beside him rides Pynchon Tiberion, a wandering mercenary. They intend to lead Azram to their camp at point 3 on Appendix C, to collect their belongings there, and then to head toward the nearest Iuzian stronghold where Azram will be tortured for information.

If the PCs try to stop the caravan, the Iuzians' response varies according to APL.

At APL 2, only the 8 marching orcs will move to engage the PCs as the other riders spur their mounts to get away.

At APL 4 or 6, Vox Dolorous takes an action to use his Warchanter music to grant his entire caravan +10 temporary hit points as well as the inspire recklessness ability, allowing each of his allies to lower his or her AC by a number up to or equal to his or her base attack and to add that same number to his or her melee attack rolls as a morale bonus. Then he, Pynchon Tiberion, and the orc carrying Azram spur their mounts to ride away. The other mounted orcs prepare to engage the PCs. The marching orcs hustle to enter melee, while the mounted orcs prepare to delay the PCs, either by moving to prevent chase or by riding to engage the PCs. The riders, if necessary, should be able to find a way up the hillside around the cliff face.

At APL 8 and above, the entire Iuzian caravan spreads out (to avoid *fireball* and other such area effects) and prepares to fight. Vox Dolorous uses his first action to grant his entire caravan +10 temporary hit points as well as the inspire recklessness ability, allowing each of his allies to lower his or her AC by a number up to or equal to his or her base attack and to add that same number to his or her melee attack rolls as a morale bonus. The marching orcs hustle to enter melee, while the mounted orcs try, if possible, to use their mobility to fire arrows at the PCs while avoiding melee. Pynchon Tiberion uses his *eldritch blast* to attack spellcasters or uses *flee the scene* to escape whenever necessary. Vox Dolorous inspires his troops with *inspirational boost* and his bardic music, then adjusts his marshal auras to best aid the caravan. His primary goal remains escape, but at the higher APLs, he fights because he perceives the PCs as a threat to pursue him.

At all APLs, Azram is bound and gagged, beaten and weakened, and in no condition to aid the PCs.

Treasure:

APL ALL: Loot – 206 gp, Coin – 0 gp, Magic – +1 *mithril chainmail* (458 gp), *ring of protection +1* (166 gp), +1 *chain shirt barding* (129 gp), +1 *vicious longspear* (692 gp), *cloak of charisma +2* (333 gp each), *tunic of steady spellcasting* (208 gp), *vest of resistance +1* (83 gp), +1 *chain shirt* (104 gp each), *wand of ray of enfeeblement* (62 gp), +1 *heavy steel shield* (96 gp each).

Development:

PCs who manage to rescue Azram alive receive the favor, “Exceptional Valor.”

Additionally, if a PC with the Track feat makes a successful Survival check (DC 10), the party may follow the caravan’s tracks southwest toward Azram’s cave or northeast toward the caravan’s abandoned encampment.

3. Scoundrels

Northwest of Ringland, the PCs travel through thick, tangled woods full of black, gnarled trees. Red-eyed ravens watch the PCs’ every movement, and distant howls cut through the maddening patter of the rain.

At length, the PCs exit the woods into a river valley where a dirty brown creek winds westward downstream to a bend where the hills flatten and the PCs can spot the tops of three tarp tents and two flags flying the grinning golden skull of Iuz in the distance. As soon as the party spots the flags, an eerie wind howls along the creek valley and chills the PCs. Each PC must make a Fort save (DC 15) or shiver from the cold.

Scrubby bushes line part of the river bank, allowing the PCs to stay behind cover as they crawl up the hill.

From a vantage point along the top of the hill, the PCs can see that the tents they spotted are just a few among dozens, but in the whole area, the PCs will see only a handful of orcs. The camp appears to be abandoned. A number of half-loaded wagons litter the campground, but there are no horses to be seen.

Near the center of the camp sits a black tent, larger than the others.

If the PCs observe long enough, they’ll notice that the orcs appear to be tearing down the camp, preparing everything to be hauled elsewhere. They may also make a Spot check (DC 15) to see an ogre working in one of the tents when the wind blows the tent flap open.

Creatures**APL ALL (EL 7)**

Orc (8): hp 5 each; see *Monster Manual* page 203.

Ogre (2): hp 29 each; see *Monster Manual* page 199.

Tactics: Even at the lower APLs, the PCs should be able to defeat these forces if they choose to fight them. The orcs suffer a –5 penalty to their Spot and Listen checks for being distracted as well as another –5 penalty to their Spot and Listen checks for the rain and wind. They also begin combat laden with boxes and canvas which they must drop in order to draw their falchions.

The orcs call for the ogres on their first round, but it takes the nearest ogre two rounds to arm himself and rush to the battlefield. The other ogre begins in the largest tent and, if the general alarm is sounded, chooses to begin looting the tent rather than aid his companions. He will not fight the PCs unless they catch him in an enclosed space (such as the tent).

Meanwhile, the ogres, stupid as they are, expect the biggest threat is the biggest, tallest PC, regardless of who that may be.

None of the villains fight to the death, but instead choose to flee if they are reduced to one-quarter their normal hit points.

Treasure:

None.

Development:

A thorough search of the camp, either by stealth or after victory in combat, suggests that the camp formerly housed around one hundred troopers; at least, that is the conclusion to which the PCs must arrive based upon the amount of boxes which house and formerly housed rations. In the large tent, the PCs find a foldable desk upon which sit a number of maps, though they are arranged in such a way as to indicate a number of other maps were removed and are missing. The maps are all of the areas near and around Ringland. Also in the large, central tent, the PCs find a set of jars containing dead insect parts, distilled liquids, finely cut stones, and other such elements as might be used as spell components. Among the jars, the PCs find a crate of jars, most of which are empty, but some of which contain a smooth, reddish-brown clay. Some PCs may recognize the earth from SHL4-01 “The Good Oerth” or SHL4-02 “In the Service of the Lady.” Any PC who succeeds at a Knowledge (arcana) check (DC 35) can identify that the earth seems as though it might have some magical properties, perhaps elemental in nature. A Knowledge (planes) check (DC 30) suggests that the earth might have a connection to the elemental plane of earth, almost as though it came from a halfway point. Finally, a Spellcraft check (DC 35) recognizes that with the components in the tent, a powerful wizard might be able

to craft a spell which could transport a host of individuals quickly through the earth, almost as with *teleport*, but for far greater numbers and in such a way (avoiding the astral plane) as to avoid some of *teleport*'s weaknesses.

4. These Are Not the Elementals You're Looking For

PCs who choose to go to the east or southeast of Ringland pass out of farm fields gone overgrown by weeds and shrubs during years of disuse into sparse woods and then into rolling hills dotted by the occasional knotted tree. Atop each tree, a pack of red-eyed ravens watches the PCs' progress.

As the PCs descend one hill and stand in the zenith of a small valley, they can make Listen checks (DC 15) to hear a wolf snarling, then growling. Suddenly, the wolf stops growling. It whimpers for a moment, then goes silent.

When the PCs crest the hill, the rain obscures much of their vision. Below them, a thicket of trees lines the land around them, which flattens out to three sides of their hill peak. They can make Spot checks (DC 20) to catch the glimpse of a large figure descending beyond the horizon, between two hills, on the other side of the wide valley.

PCs who explore the woods can find a dead wolf with a Search check (DC 20). The wolf's head is split open. A Heal check (DC 15) suggests that the wolf was felled by one or two thundering blows. A Search or Survival check (DC 20) finds a number of large footprints in the area. A character with both the Track feat and Knowledge (planes) can identify the prints with a Knowledge (planes) check (DC 31). They belong to huge greater earth elementals, recently disturbed by the effects of the Iuzian troops' *earth stride* spell (see Appendix H).

PCs who Track the elementals find them on the other side of the woods. Otherwise, PCs who head in a random direction after discovering the tracks run across a pair of large earth elementals after traveling for another 1d4 x 10 minutes.

Creatures

APL ALL (EL 7)

Greater Earth Elemental (2): hp 199 each; see *Monster Manual*/page 97.

Tactics: These elementals have been displaced by a strange side effect of *earth stride*. Because they were momentarily kicked out of the earth, they are angry and will react with hostility toward any creature they encounter, though if any PC can speak Terran and

succeed at a Diplomacy check (DC 25), they may be able to calm down the elementals.

Treasure:

None

Development:

Any PC able to communicate with the elementals may learn that they were kicked out of the earth when a massive rush of non-earth things were passing past them.

5. Troopers

If the PCs travel an hour south of Ringland the cross a series of rolling hills that form a barren wasteland, covered only in thorny weeds, they stand a chance of encountering either the Iuzian outriders or even the Iuzian horde itself. The outriders travel 1000 ft. ahead of the main host.

The outriders are fairly easy to Spot (DC 14), and PCs attempting to be stealthy gain a +4 circumstance bonus to their Hide and Move Silently checks because of the rain and wind. Additionally, the outriders suffer a -1 to both Spot and Listen checks for each 10 ft. from the PCs. PCs who Spot the outriders can make a Sense Motive check (DC 15) to gain the impression this group is scouting the area.

PCs who manage to circumvent the outriders will see signs of a massive horde of Iuzian troops, spread out across the hillsides, marching steadily toward Ringland. Fortunately for the PCs, the hordes are currently relying upon their outriders for reports and will not attempt to locate the PCs unless the PCs alert the hordes to their presence. If the PCs engage the hordes, the DM should give them a surprise round and then overwhelm them with massive numbers, as hundreds of Iuzians swarm the party, cast spells, move to cut off all forms of retreat, and generally kill them. There is no set of statistics for the horde, though it contains dozens of giants and wolves and mounted riders; the DM should give the PCs the definite impression that attempting to interfere with the army would likely lead to their deaths.

Should the PCs alert the outriders of their presence, half the outriders will ride quickly back toward the marching hosts, while the others will engage the PCs. Four rounds after the outriders race off across the wastelands, two invisible wizards will *dimension door* back to the PCs, carrying with them a half-dozen ogres, then *dimension door* back to their camp once they deposit the ogres. The wizards will take no aggressive actions.

Creatures

APL ALL (EL 11)

Goblin (8): hp 5 each; see *Monster Manual* page 133.

Worg (8): hp 30 each; see *Monster Manual* page 256.

Ogre (6): hp 29 each; see *Monster Manual* page 199.

Tactics: The ogres arrive with *haste* already cast on them by a pair of 5th level wizards. The spell will last for 4 rounds. Meanwhile, the PCs should see and hear other forces cresting the hills beyond. The PCs have to gain a 100 ft. separation between the Iuzians and themselves to retreat to Ringland. If they manage to put at least 100 ft. between themselves and the Iuzians, the Iuzians regroup and hasten their march toward Ringland.

Treasure:

None.

Development:

PCs who encounter the main thrust of the Iuzian forces may return to Ringland with a short time to prepare for combat. They'll have the horde following hard upon their heels, but the DM should have Sir Reyneld consult with the PCs to best determine tactics for the coming battle. Furthermore the DM should adjust the box text in order to accommodate the PCs' return in advance of the Iuzians forces.

Encounter Six: Witness the Full Power of Iuz

After the party finishes scouting, they should suspect subterfuge of some sort. They return to Ringland just as the Iuzian horde begins to lay siege.

If the party chooses not to scout or heads south and returns ahead of the Iuzian war party, the DM should modify the encounter so that the PCs are present for the initial hubbub as Ringland readies for battle.

Read or modify the following box text as appropriate:

The rain continues to belt down. The going is slow, but you trudge back through the mud and muck to Ringland only to find the city in a frenzy of activity as people are rushing about, carrying weapons and huddling into buildings. In the center of the square, Sir Reyneld sits astride a fine white warhorse, calling orders to all of his forces.

A number of dead ogres and orcs lie on the cobblestone streets. The sounds of battle ring from the edge of town.

Sir Reyneld spots and you shouts, "They've come from the south! They flanked us and are attacking. Brace yourselves..."

But a terrifying sound drowns out his last words to you. Drums. Their blasts sound from every direction. Drums.

Then with a roar, a wave of orcs and ogres crashes through the town's front line and into the streets toward you.

Allow the PCs to take actions to interrupt this box text if they choose. The entire box text transpires within 12 seconds, or 2 rounds.

If they do not interrupt the box text, the PCs roll initiative when the orcs and ogres charge through the front defenses and reach the edge of the square, 60 feet away. See the map on Appendix D.

Creatures:

APL 2 (EL 1)

Orc (2): hp 5 each; see *Monster Manual* page 203.

APL 4 (EL 3)

Orc (4): hp 5 each; see *Monster Manual* page 203.

APL 6 (EL 5)

Orc (4): hp 5 each; see *Monster Manual* page 203.

Ogre (1): hp 29; see *Monster Manual* page 199.

APL 8 (EL 7)

Ogre (2): hp 29 each; see *Monster Manual* page 199.

Orc Minion (4): hp 15 each; see Appendix F.

APL 10 (EL 9)

Ogre (2): hp 29 each; see *Monster Manual* page 199.

Orc Shock Trooper (2): hp 45 each; see Appendix F.

Iuzian Cleric (1): hp 31 each; see Appendix F.

APL 12 (EL 11)

Iuzian Bear Warrior (1): hp 81; see Appendix F.

Malebol, Blackguard (1): hp 69; see Appendix F.

Tactics: There is a *dimensional lock*, caster level 20, surrounding all of Ringland. Furthermore, the spell has been modified so that not only does it prohibit travel, but it prevents magical communication out of the town and its surrounding area as well as *scrying* either in or out.

This is another mass battle, with orcs, ogres, and townsfolk to every side of the PCs. Thus, the PCs can try to aid other pockets of NPC civilians or join in higher-level battles, but the APL-appropriate forces are the only ones which head directly toward the PCs as the town's initial line collapses and pockets of Sir Reyneld's men form impromptu lines of defense.

Drums sound heavily in the distance throughout this fight as the Iuzians rush in with a ferocious, blood-curdling battle roar.

The fight shouldn't prove too difficult for the PCs, but once it ends, an eerie silence follows. This fight is meant merely to throw the defenses a little off-balance.

Treasure:

APL 2: None.

APL 4: None.

APL 6: None.

APL 8: Loot – 185 gp, Coin – 0 gp, Magic – 0 gp.

APL 10: Loot – 57 gp, Coin – 0 gp, Magic – +1 *breastplate* (112 gp each), +1 *heavy steel shield* (97 gp each), +1 *full plate* (137 gp).

APL 12: Loot – 108 gp, Coin – 0 gp, Magic – +1 *beastskin hide armor* (763 gp), +1 *full plate* (137 gp), +1 *longsword* (192 gp), +1 *heavy steel shield* (97 gp).

Development:

The entire battle lasts only two rounds after the PCs defeat their designated foes. This offers the PCs a chance to assist other NPCs or to heal or to reconnoiter the area or to search the bodies of their fallen foes. When the PCs defeat their foes, they'll see a pocket of Sir Reyneld's men at one APL above them struggling to fight off their foes. The foes are wounded (each of the minions are at half their base hit points) but still managing to back the Ringlanders into poor position. PCs who enter this fray and help the Ringlanders defeat the Iuzians gain the favor, "Exceptional Valor."

PCs who reconnoiter the area find that the streets are full of forces marching toward Sir Reyneld and his men. Meanwhile, the main host of the Iuzian host has finally arrived to the crest of the hill above the outskirts of town.

Two rounds after the PCs defeat their designated foes, the drums suddenly fall silent.

Encounter Seven: He's All Yours, Boneshadow

Immediately when the drums fall silent, the second wave of Iuzians, the main force, is finally in position to begin the full assault.

When Arvet uses a *message* spell to contact a PC, he contacts the most lawful good one; otherwise, he contacts whomever he deemed was most revered by the Council and other nobles.

Read or paraphrase the following:

Suddenly the drums stop, and you think you can hear your breathing in the rain. Shadows lurk around every corner. You can almost sense the masses of Iuzian warriors approaching. Sir Reyneld rides his horse in the center of a circle of men.

Then the skies are illuminated by a brilliant flash of lightning, and for a split second you can see the terror that has come to Ringland. Dozens upon dozens, maybe even hundreds, of orcs and giants stand atop the hills surrounding Ringland's southern edge. And amid a pack of ogres is something even more terrifying, a man atop a black horse, dressed all in black with a grinning skull shaped mask.

Then all is sheathed in darkness once more, and the Iuzians sound their battlecry.

The initial wave crashes through Ringland's front defenders as though they weren't even there. Ogres run forward, only to fall on the spear ends of Reyneld's hardiest men. Nonetheless, a number of orcs rush past them. They throw torches as the houses, and even in the fierce rains, some of the houses catch fire.

The odds look hopeless when (PC's name) receives a whispered message, though no one stands near him to whisper. But the voice is familiar. It is Arvet's: "Run. You must. To Critwall. To let them know. This is the end for Ringland. Run, heroes. Run!"

PCs who choose to stay and fight face many of the same forces as before, though they keep coming in successive waves, so that if the PCs refuse to depart, they face a wave for one higher APL, then two higher, and so forth. Meanwhile, those who look may see Sir Reyneld and a handful of men rush through the orcs and ogres on the streets toward the mounted Boneshadow and his entourage.

Meanwhile, there are a few complications involved in the party's retreat.

There is a *dimensional lock*, caster level 20, surrounding all of Ringland. Furthermore, the spell has been modified so that not only does it prohibit travel, but it prevents magical communication out of the town and its surrounding area as well as *scrying* either in or out.

Second, the party has to make its way through the orcs preventing its retreat. This can be accomplished with a successful Intimidate check (DC 10).

A pair of orcs chases after a limping dog just ahead of you. As they see you, they take a couple steps backward and fumble at the hilts of their swords.

Creatures:

APL 2 (EL 1)

Orc (2): hp 5 each; see *Monster Manual* page 203.

Tactics: This is not meant to be a combat encounter. Especially at APL 2, if the PCs enter combat, they could soak up more resources than they ought to at this point. DMs can encourage the PCs to chase the orcs away, or suggest that they seem to cower as the PCs approach. At higher APLs, the PCs will have little trouble with the orcs, so if they choose to go foolishly expend their resources, that's their loss.

Treasure:

None.

Development:

After the PCs get past the crowds of orcs on the streets, they have a relatively clear path until they're about to leave sight of the town for the woods. At that point, they are confronted by the Iuzian rearguard.

Creatures:

APL 2 (EL 1)

Durgo (1): hp 10; see Appendix F.

APL 4 (EL 3)

Durgo (1): hp 24; see Appendix F.

APL 6 (EL 5)

Durgo (1): hp 31; see Appendix F.

Dingo (1): hp 17; see Appendix F.

APL 8 (EL 7)

Durgo (1): hp 46; see Appendix F.

Dingo (1): hp 31; see Appendix F.

APL 10 (EL 9)

Durgo (1): hp 62; see Appendix F.

Dingo (1): hp 45; see Appendix F.

APL 12 (EL 11)

Durgo (1): hp 78; see Appendix F.

Dingo (1): hp 59; see Appendix F.

Tactics: At APL 2, Durgo casts *entangle* then attacks any free PCs while riding his mount, Snarky. If all the PCs are *entangled*, Durgo uses his *produce flame* then starts trying to hit with his sling. APLs 4 through 8, the goblin(s) cast *brambles* or *entangle* to hinder the party and attack them from afar with *flame blade* and *produce flame* while their animal companions also attack. At APLs 10 and 12, Durgo casts *brambles* and *entangle* to hinder the party and attacks with *flame blade* while Dingo repeatedly casts *summon nature's ally* to bring in as many attackers as he can. At all APLs, the animal companions attack any PCs who look to move out of the *brambles* or *entangle* spells.

Treasure:

APL 2: Loot – 61 gp, Coin – 0 gp, Magic – 0 gp.

APL 4: Loot – 94 gp, Coin – 0 gp, Magic – +1 *leather armor* (94 gp).

APL 6: Loot – 172 gp, Coin – 0 gp, Magic – +1 *leather armor* (94 gp).

APL 8: Loot – 114 gp, Coin – 0 gp, Magic – +1 *leather armor* (94 gp), +1 *light wooden shield* (96 gp), *cloak of resistance* +1 (83 gp), +1 *leather armor barding* (129 gp).

APL 10: Loot – 114 gp, Coin – 0 gp, Magic – +1 *leather armor* (94 gp), +1 *light wooden shield* (96 gp), *cloak of resistance* +1 (83 gp), +1 *leather armor barding* (129 gp), *brooch of shielding* (150 gp).

APL 12: Loot – 114 gp, Coin – 0 gp, Magic – +1 *leather armor* (94 gp), +1 *light wooden shield* (96 gp), *cloak of resistance* +1 (83 gp), +1 *leather armor barding* (129 gp), *brooch of shielding* (150 gp), *periapt of wisdom* +2 (333 gp).

Encounter Eight: It's a Trap!

Once the party defeats the rearguard, their path is clear. As they travel the four miles out from the town toward the warded border of the area, they can hear intermittent shots and roars, that grow less and less frequent as they get further away. The rain continues to pour. The party passes out of the town and away from the mill and stream and over some old hunting grounds into a long stretch of

farmlands and then abandoned farmlands, then to the edge of a wood very close to the border.

You know you are nearing Ringland's border and the edge of the scarred lands of Iuz, yet every couple of minutes, you can see a flash of white behind you. No thunder follows the flashes; instead, they emanate from the horizon, apparently from the town itself.

Ahead of you, your path leads through a dense wood, but you see that the trees are littered with dark birds. Their red eyes stare at you.

The PCs might respond at this point, taking precautions against unseen threats. A number of their actions may affect their encounter with the Hunter Killers.

What's happening

Among the ravens, Lystratus Vale's familiar is spying on the PCs. When it flies away, it reports the PCs' movement to Lystratus, allowing the Hunter Killers time to prepare for the coming combat.

What the PCs can do

The ravens get startled and fly away if the PCs come within 45 ft of them or if a PC makes loud noises or obvious gestures within 60 ft of them (such as casting a spell with somatic components). PCs may discern a bit of information about the familiar in a number of ways: 1) *Detect evil*. The familiar is evil. 2) *Detect thoughts*. The familiar has an intelligence score higher than an average animal. At APL 2, the familiar's intelligence score is 6. At all other APLs, the familiar's intelligence score is 8. 3) Spot and Sense Motive. A PC who succeeds at a Spot check (DC 25) and a Sense Motive check (DC 25) notices that one of the ravens seems to be observing them with intelligent, malevolent purpose.

If the PCs continue forward, read or paraphrase the following:

As you continue forward, the birds burst into the air with a start. Their cries are a cacophony and startlingly otherworldly.

As they continue forward, allow the PCs a Spot check (DC 23) 40 ft. from the wood to see an inert body hidden in the trees. If no one in the party succeeds allow them another Spot check (DC 19) at 20 ft. from the wood. If no one in the party succeeds at this check, allow them to enter the woods and travel for 20 feet before giving them another Spot check (DC 10) to notice the bodies.

With a start, you realize you see a humanoid form in the woods, but even as you attempt to get a better view, you realize it isn't moving. A flash of lightning momentarily blinds you. Then your sight clears.

Through the rain and foliage, it is hard to make out clearly, but there's a body, draped in a gray cloak, hanging from the tree, arms outstretched. Where the dead man's right hand should be, there remains only a stump.

What's happening

The Hunter Killers have placed a number of dead Greycloak bodies along the wooded path leading to the nearest bridge out of Ringland. Lystratus Vale expects that any wandering heroes will pause to inspect the bodies as they approach, buying the Hunter Killers a little time to prepare themselves for combat.

What the PCs can do

DMs should consult Appendix E for a map outlining the location of the dead Greycloaks. As the PCs move, the DM should track the number of rounds it takes them to approach the Hunter Killers. Assume that it takes one round to Search a dead Greycloak and make a Heal check.

Meanwhile, the PCs may gain some valuable insight into the Hunter Killers' tactics by studying the dead bodies. If PCs choose to employ magical means to study the bodies (such as *speak with dead*), allow the dead Greycloaks to provide as much information about their deaths as successful Heal, Knowledge, and/or Search checks would have provided.

Each of the fallen Greycloaks has had his or her right hand removed, and derogatory comments have been burned into the dead scouts' foreheads in a handful of different languages:

1. Common: "Guess I wasn't sneaky as I thought."
Description: *A half-elven woman in tattered leather armor.* Heal check (DC 15): This Greycloak suffered minor burns, but died several days ago from slashing wounds. Heal check (DC 20) or Profession (soldier) check (DC 20): The slashing wounds were made by a blade the size of a bastard sword. Profession (soldier) check (DC 25): The cuts indicate a skilled-swordsman, but savage and undisciplined. Search check (DC 15): 12 gp, potion. Potion detects as magical. *Potion of cure light wounds.*
2. Elven: "I can take them. I'm a Greycloak."
Description: *A rotted, putrifying elven corpse, obviously dead for some time; half his face is charred to the bone, and much of his right forearm has blistered and boiled.* Heal check (DC 15): This Greycloak died roughly three weeks ago from massive burns. There are no other signs of struggle. Heal check (DC 20) or

Knowledge (arcana) check (DC 20): The burns seem to have been electrical in nature. Spellcraft check (DC 28): The body seems to have been affected by fireball, altered by metamagic to do lightning damage. Search check (DC 15): Inside the body's leather armor, a hidden pocket holds 23 gp.

3. Draconic: "My sword hand for an escape plan." Description: *A male human with a shocked look to his grey face.* Heal check (DC 15): Suffered some minor burns, but died from one clean thrust through his heart. Sense Motive check (DC 25): Has the look of a man who was magically compelled. Spellcraft check (DC 22): A *hold person* spell might freeze someone long enough for a teammate to make a *coup de grace*. Search check: There is nothing on his body worth noting.
4. Common: "Iuz sends his regards." Description: *A male human, this Greycloak is missing not only his right hand, but half of his left arm.* Heal check (DC 15): Died slowly, only a few days ago, from massive bleeding. Search check (DC 15): Other cuts scar this Greycloak's body, indicating he was obviously tortured. His tongue has been removed. Search check (DC 20): Sewn into the interior of his leather armor, the PCs find a pocket containing 50 gp, and a smooth stone wrapped in cloth. The stone detects as magical. DMs NOTE: Designed to look like a *luckstone*, the stone is actually a cursed *stone of weight*, planted by the Hunter Killers. Any PC who picks it up has his or her base land speed reduced by one-half. If that PC tries to throw away the item, it reappears somewhere on his or her person. It may be discarded after a *remove curse* is cast upon it. Otherwise, the PC who handles the *stone of weight* has it added to her AR. Only one PC may receive this item on his or her AR.
5. Abyssal: "Don't worry about me. I'll be a zombie soon." Description: *A badly charred elven female. Most of her hair has been burned away.* Heal check (DC 15): Dead approximately one week from burns. Heal check (DC 30): A faint trickle of blood from her ears suggests massive sonic damage. Search check (DC 15): Underneath old rations in her backpack she has 24 gp and a number of potion bottles, all but one of which have shattered. The remaining potion detects as magical. *Potion of blindness/deafness (blindness).*

6. Infernal: "I have a bad feeling about this." Description: *This human male has had his eyes removed and his lips sewn together. Nonetheless, a number of writing insects move around inside his mouth. As you examine the corpse, a fly crawls out from between the dead man's lips.* Heal check (DC 20): Not at all burned, this man seems to have died slowly from torture. A multitude of small cuts and bruises scar his body. He seems to have died no more than one day ago. Search check: There is nothing of note the PCs can find on this corpse.

The bodies are here to intimidate the PCs and throw them off-balance, buying time for the Hunter Killers to prepare themselves for battle.

When the PCs approach, read or paraphrase the following:

The woods open into a clearing. Ominously, three bodies hang in a short row, not from trees, but from posts planted into the muddy ground. The middle body's head suddenly rises, then falls. A whisper escapes his lips, but is so faint, you aren't certain you can hear it.

Have the party make Listen checks (DC 20). Those who succeed, hear the Greycloak in the middle whisper, "It's... a trap."

Development:

PCs who search the Greycloak realize that he just expired (he was at -9 hit points, bleeding to death, with the Die Hard feat). If they succeed on a Spot check (DC 10), they'll find a map tucked into his pocket. This is Player Handout One.

Most likely, the Hunter Killers lie in wait here, in hiding, or *invisible*, depending on the APL. If the PCs rush through the woods and don't investigate the bodies, allow them a Listen check (DC 20) to hear the Hunter Killers' final spellcasting. Also, in such circumstances, the Hunter Killers are unable to move into the positions marked for them on the map (Appendix E). Instead they begin at point 10, clumped together.

Consult Appendix F to see which spells the Hunter Killers cast prior to the PCs' arrival (the ones checked off should be cast). In all circumstances, the Hunter Killers will have their hour/level spells cast in advance. If Lystratus' familiar returns to him to report the PCs' movement, the Hunter Killers begin to cast their minute/level spells to ready for combat.

The Hunter Killer stat blocks assume that the PCs fall for their ruse, giving them time to buff up. In the

event that the PCs proceed more quickly toward the Hunter Killers, determine the number of rounds the Hunter Killers have to prepare and subtract the necessary number of “buff” spells.

If the PCs take an exceptionally long time to arrive, have the Hunter Killers finish buffing themselves and then take the fight to the party; they will not wait for their spells to wear away.

Creatures:

APL 2 (EL 5)

Lystratus Vale (1): hp 16; see Appendix F.

Mordoc the Ripper (1): hp 14; see Appendix F.

Amarra Greenhome (1): hp 9; see Appendix F.

APL 4 (EL 7)

Lystratus Vale (1): hp 26; see Appendix F.

Mordoc the Ripper (1): hp 30; see Appendix F.

Amarra Greenhome (1): hp 21; see Appendix F.

APL 6 (EL 9)

Lystratus Vale (1): hp 36; see Appendix F.

Mordoc the Ripper (1): hp 46; see Appendix F.

Amarra Greenhome (1): hp 33; see Appendix F.

APL 8 (EL 11)

Lystratus Vale (1): hp 46; see Appendix F.

Mordoc the Ripper (1): hp 61; see Appendix F.

Amarra Greenhome (1): hp 45; see Appendix F.

APL 10 (EL 13)

Lystratus Vale (1): hp 56; see Appendix F.

Mordoc the Ripper (1): hp 75; see Appendix F.

Amarra Greenhome (1): hp 57; see Appendix F.

APL 12 (EL 15)

Lystratus Vale (1): hp 66; see Appendix F.

Mordoc the Ripper (1): hp 100; see Appendix F.

Amarra Greenhome (1): hp 69; see Appendix F.

Tactics: At all APLs, Mordoc the Ripper and Amarra Greenhome wait for Lystratus Vale to cast his first area-effect damage spell. He tries to target as many PCs as possible with his highest-level damage spell on the first round, making certain accommodations to specifically target the following favored foes: Greycloaks, divine casters, and/or arcane casters (in that order).

Lystratus Vale is a genius, and Mordoc and Amarra have worked with him for a considerable time. They have studied how best to coordinate their strikes, and once they begin targeting PCs with damage, they strike all at the same target until that character falls. Furthermore, if a PC falls, any of the Hunter Killers near him or hear makes a Wisdom check (DC 20) to see if that character is actually dead, or merely unconscious. If they succeed on the check, they will kill bleeding characters.

Typically, in combat, Lystratus supplies immediate damage, Amarra targets characters who look like fighters or rogues with mind-affecting spells, and Mordoc power attacks PCs near him who look like they might fall.

At APLs 4 and above, Lystratus applies his Born of the Three Thunders feat to his opening damage spell. At APLs 8 and above, he will spend his full spin pool to increase the spell's save DC, and at APLs 10 and 12, he will use his *fickle finger of fate* ability at the first opportune moment, either to try to get a PC to fail a save or to allow his companions a chance to make a save.

At APL 8, Lystratus casts a *quickened magic missile* at the chosen favored foe (as above) before casting his Born of the Three Thunders damage spell. At APLs 10 and 12, he casts a *quickened glitterdust* in the most advantageous location before casting his Born of the Three Thunders damage spell.

At all APLs, Lystratus should be *invisible* at the beginning of the encounter. At APLs 4 and above, both Lystratus and Amarra should begin the encounter *invisible*. At APL 6 and above, all three of the Hunter Killers will begin while *invisible*, though they will still try to Hide behind foliage, in case the party contains someone able to see the invisible.

Treasure:

APL 2: Loot – 65 gp, Coin – 416 gp, Magic – 0 gp.

APL 4: Loot – 215 gp, Coin – 0 gp, Magic – *headband of intellect +2* (333 gp).

APL 6: Loot – 49 gp, Coin – 533 gp, Magic – *headband of intellect +2* (333 gp), *+1 bastard sword* (194 gp), *+1 full plate* (137 gp).

APL 8: Loot – 49 gp, Coin – 0 gp, Magic – *headband of intellect +2* (333 gp), *cloak of resistance +2* (333 gp), *+1 bastard sword* (194 gp), *gauntlets of ogre power* (333 gp), *+1 full plate* (137 gp), *periapt of wisdom +2* (333 gp).

APL 10: Loot – 32 gp, Coin – 0 gp, Magic – *headband of intellect +4* (1333 gp), *cloak of resistance +2* (333 gp), *+1 bastard sword* (194 gp), *+2 chainmail* (358 gp), *gauntlets of ogre power* (333 gp), *+1 full plate* (137 gp), *periapt of wisdom +2* (333 gp), *cloak of charisma +2* (333 gp).

APL 12: Loot – 32 gp, Coin – 0 gp, Magic – *headband of intellect* +4 (1333 gp), *cloak of resistance* +2 (333 gp), *ring of counterspells* (333 gp), *metamagic rod of enlarge* (916 gp), +1 *vicious bastard sword* (694 gp), +2 *chainmail* (358 gp), *gauntlets of ogre power* (333 gp), *amulet of health* +2 (333 gp), +1 *full plate* (137 gp), *periapt of wisdom* +2 (333 gp), *cloak of charisma* +2 (333 gp), *lesser metamagic rod of empower* (750 gp).

Development:

If the Hunter Killers win the battle and find any PCs still alive, those characters are stabilized and captured, and their hands are severed from their arms before they are killed.

Mordoc the Ripper's bastard sword bears the stamp of Bright Sentry.

Conclusion: Reunion

Conclusion One:

Once the PCs successfully defeat, avoid, or escape the Hunter Killers, they are free to continue on their way. The warded lands end just ahead of them, and they see one of the wardstones from Ringland's defenses pulsating bright light, changing from white to orange and back. It detects as strong abjuration magic (Spellcraft [DC 29]) but seems to have no apparent effect. After the PCs have a moment to react to the pulsing stone, read or paraphrase the following:

The stone continues to pulse white and then orange and then white until the monotonous drone of the rain is obliterated by a thundering explosion. Rising above the top of the woods behind you is a bright ball of white and orange light that pulses out and seems to lash in every direction. And then, suddenly, it is gone and the dark lands of Iuz lie before you, barren and sodden.

Your journey back to Critwall is mercifully without incident. The farms you passed earlier are now empty. Brown waters rush through the gullies that were so recently dry. Yet the red-eyed ravens continue to follow you, even unto the edge of the reclaimed lands.

As you might expect, the Council of Lords is disturbed to hear of the events you relate. The Knight Bannerette, Lady Katarina, herself, thanks you for your reports but seems to listen to them with little joy.

The rains eventually pass, and the sun returns. The raids on the farms outside of Gensal cease as the

troops stationed at the newly-reinforced border forts drive them off. Life as an adventurer goes on as it always does. You are greeted with a measure of respect and fear and jealousy, but no one in the various taverns or among the watches or the Pathfinders has any word of Ringland. The city, it seems, has fallen outside of the Shield Lands, and you can only pray that its brave citizens will meet with noble ends.

The End

Conclusion Two:

If the Hunter Killers defeat the PCs (or if any of the PCs are abandoned by their companions), they stabilize any PCs who are not yet dead. Then, they cut off their sword hands, above the wrist, and start to head toward an Iuzian stronghold where the PCs will be tortured and questioned. However, in this case, Quatain the Cold chances upon the Hunter Killers as they travel, and he sets up an ambush to rescue the PCs.

PCs captured by the Hunter Killers should receive "Captured by Hunter Killers" on their ARs. Their captivity costs them an extra 4 TUs and (910 gp) as they must wait for Quatain to rescue them, help guide them to Critwall, and find and persuade a powerful druid to cast *regeneration* to repair their severed limbs.

In this case, the DM should read or paraphrase the following text:

When you return to consciousness, the face of Quatain the Cold hangs over you. "Lie still," he says. "You have suffered much, and your arm is badly infected."

Reflexively, you look at your arm, and though you feel every nerve in your sword hand tingling, your hand is missing.

"They severed it," says Quatain. "You were feverish. I've done all I can. You will need to be strong to travel back to Reclaimed Territories. Perhaps there, we can find someone to tend to your arm."

Your journey back to Critwall is mercifully without incident. The farms you passed earlier are now empty. Brown waters rush through the gullies that were so recently dry. Yet the red-eyed ravens continue to follow you, even unto the edge of the reclaimed lands.

Quatain, as usual, says little of how he happened upon you or what Sir Reynald had asked of him. He says only that he was asked to take something from Ringland and keep it safe. It was good fortune, he says, that led him back to you.

As you might expect, the Council of Lords is disturbed to hear of the events you relate. The Knight Bannerette, Lady Katarina, herself, thanks you for your reports, but late as they are, she listens to them with little joy.

The rains eventually pass, and the sun returns. The raids on the farms outside of Gensal cease as the troops stationed at the newly-reinforced border forts drive them off. Life as an adventurer goes on as it always does. You are greeted with a measure of respect and fear and jealousy, but no one in the various taverns or among the watches or the Pathfinders has any word of Ringland. The city, it seems, has fallen outside of the Shield Lands, and you can only pray that its brave citizens will meet with noble ends.

The End

Experience Point Summary

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

Encounter Three

Defeating the Iuzian troops.

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

Encounter Six

Fighting the Iuzian horde.

APL2 30 xp

APL4 90 xp

APL6 150 xp

APL8 210 xp

APL10 270 xp

APL12 330 xp

Encounter Seven

Getting past the Iuzian rearguard.

APL2 30 xp

APL4 90 xp

APL6 150 xp

APL8 210 xp

APL10 270 xp

APL12 330 xp

Encounter Eight

Getting past the Iuzian Hunter Killers.

APL2 150 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

Story Award

PCs inform Council of Lords of attack on Ringland.

APL2 45 xp

APL4 45 xp

APL6 45 xp

APL8 45 xp

APL10 45 xp

APL12 45 xp

Discretionary roleplaying award

APL2 45 xp

APL4 45 xp

APL6 45 xp

APL8 30 xp

APL10 15 xp

APL12 0 xp

Total possible experience:

APL2 420 xp

APL4 660 xp

APL6 900 xp

APL8 1,125 xp

APL10 1,350 xp

APL12 1,575 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 Three:

APL 2: Loot – 62 gp, Coin – 0 gp, Magic – 0 gp.

APL 4: Loot – 37 gp, Coin – 0 gp, Magic – +1 *composite longbow* [str +2] (216 gp).

APL 6: Loot – 37 gp, Coin – 0 gp, Magic – +1 *composite longbow* [str +2] (216 gp), *tunic of steady spellcasting* (208 gp), *cloak of resistance* +1 (83 gp).

APL 8: Loot – 177 gp, Coin – 0 gp, Magic – +1 *composite longbow* [str +2] (216 gp each), +1 *full plate* (137 gp), *cloak of charisma* +2 (333 gp).

APL 10: Loot – 141 gp, Coin – 0 gp, Magic – *armbands of might* (341 gp each), +1 *spiked chain* (193 gp each), *headband of intellect* +2 (333 gp), *runebones* (41 gp).

APL 12: Loot – 172 gp, Coin – 10 gp, Magic – *armbands of might* (341 gp each), +1 *spiked chain* (193 gp each), +1 *full plate* (137 gp), *peripart of wisdom* +2 (333 gp), *vest of resistance* +3 (750 gp), *scepter of obedience* (1041 gp), *cloak of charisma* +2 (333 gp), *lesser metamagic rod of silent* (250 gp).

Encounter Five:

APL ALL: Loot – 206 gp, Coin – 0 gp, Magic – +1 mithril chainmail (458 gp), ring of protection +1 (166 gp), +1 chain shirt barding (129 gp), +1 vicious longspear (692 gp), cloak of charisma +2 (333 gp each), tunic of steady spellcasting (208 gp), vest of resistance +1 (83 gp), +1 chain shirt (104 gp each), wand of ray of enfeeblement (62 gp), +1 heavy steel shield (96 gp each).

Encounter Six:

APL 2: None.

APL 4: None.

APL 6: None.

APL 8: Loot – 185 gp, Coin – 0 gp, Magic – 0 gp.

APL 10: Loot – 57 gp, Coin – 0 gp, Magic – +1 *breastplate* (112 gp each), +1 *heavy steel shield* (97 gp each), +1 *full plate* (137 gp).

APL 12: Loot – 108 gp, Coin – 0 gp, Magic – +1 *beastskin hide armor* (763 gp), +1 *full plate* (137 gp), +1 *longsword* (192 gp), +1 *heavy steel shield* (97 gp).

Encounter Seven:

APL 2: Loot – 61 gp, Coin – 0 gp, Magic – 0 gp.

APL 4: Loot – 94 gp, Coin – 0 gp, Magic – +1 *leather armor* (94 gp).

APL 6: Loot – 172 gp, Coin – 0 gp, Magic – +1 *leather armor* (94 gp).

APL 8: Loot – 114 gp, Coin – 0 gp, Magic – +1 *leather armor* (94 gp), +1 *light wooden shield* (96 gp), *cloak of resistance* +1 (83 gp), +1 *leather armor barding* (129 gp).

APL 10: Loot – 114 gp, Coin – 0 gp, Magic – +1 *leather armor* (94 gp), +1 *light wooden shield* (96 gp), *cloak of resistance* +1 (83 gp), +1 *leather armor barding* (129 gp), *brooch of shielding* (150 gp).

APL 12: Loot – 114 gp, Coin – 0 gp, Magic – +1 *leather armor* (94 gp), +1 *light wooden shield* (96 gp), *cloak of resistance* +1 (83 gp), +1 *leather armor barding* (129 gp), *brooch of shielding* (150 gp), *periapt of wisdom* +2 (333 gp).

Encounter Eight:

APL 2: Loot – 65 gp, Coin – 416 gp, Magic – 0 gp.

APL 4: Loot – 215 gp, Coin – 0 gp, Magic – *headband of intellect* +2 (333 gp).

APL 6: Loot – 49 gp, Coin – 533 gp, Magic – *headband of intellect* +2 (333 gp), +1 *bastard sword* (194 gp), +1 *full plate* (137 gp).

APL 8: Loot – 49 gp, Coin – 0 gp, Magic – *headband of intellect* +2 (333 gp), *cloak of resistance* +2 (333 gp), +1 *bastard sword* (194 gp), *gauntlets of ogre power* (333 gp), +1 *full plate* (137 gp), *periapt of wisdom* +2 (333 gp).

APL 10: Loot – 32 gp, Coin – 0 gp, Magic – *headband of intellect* +4 (1333 gp), *cloak of resistance* +2 (333 gp), +1 *bastard sword* (194 gp), +2 *chainmail* (358 gp), *gauntlets of ogre power* (333 gp), +1 *full plate* (137 gp), *periapt of wisdom* +2 (333 gp), *cloak of charisma* +2 (333 gp).

APL 12: Loot – 32 gp, Coin – 0 gp, Magic – *headband of intellect* +4 (1333 gp), *cloak of resistance* +2 (333 gp), *ring of counterspells* (333 gp), *metamagic rod of enlarge* (916 gp), +1 *vicious bastard sword* (694 gp), +2 *chainmail* (358 gp), *gauntlets of ogre power* (333 gp), *amulet of health* +2 (333 gp), +1 *full plate* (137 gp), *periapt of wisdom* +2 (333 gp), *cloak of charisma* +2 (333 gp), *lesser metamagic rod of empower* (750 gp).

Total Possible Treasure

APL 2: L: 188 gp; C: 416 gp; M: 0 gp - Total: 604 gp

APL 4: L: 346 gp; C: 0 gp; M: 643 gp - Total: 989 gp

APL 6: L: 258 gp; C: 533 gp; M: 1,265 gp - Total: 2,056 gp

APL 8: L: 525 gp; C: 0 gp; M: 3,399 gp - Total: 3,924 gp

APL 10: L: 344 gp; C: 0 gp; M: 2,340 gp - Total: 2,684 gp

APL 12: L: 426 gp; C: 0 gp; M: 11,939 gp - Total: 12,365 gp

Special

Kruptan's Disfavor: You have earned the ire of the wrong man. Your insolence has earned you a –2 penalty to all Charisma-based checks with members of the Standing Army, and you may not use influence or gain ranks with the Standing Army while you have Kruptan's Disfavor. His ire will pass two calendar years after you played this adventure, or if he should leave his position of power, whichever comes first.

Exceptional Valor: The news has spread quickly of your heroic efforts to save the lives of others. As a result, citizens of the Shield Lands look upon you more favorably. You gain a +2 bonus to your Leadership score for Great Renown. However, a hero of the Shield Lands is an enemy of Iuz, and you are more likely than your companions to be targeted by any of Old Wicked's more intelligent and aspiring minions.

Friend of the Greycloaks: In return for the assistance you freely gave to Quatain the Cold, the Greycloaks will either let you train with their scouts, granting you access to the Dread Commando prestige class, OR they will enchant one of your weapons with the Bane (Undead) upgrade. PCs must still pay the normal cost for the weapon upgrade. You must indicate which benefit you choose at the table, and your DM will circle it.

Dis-armed: Defeated and captured by Iuzian Hunter Killers, you are fortunate to have a life and soul. However, when you regained consciousness, you lacked a sword hand. Quatain the Cold is willing to call in some old favors to help regenerate your arm, but you will still have to pay 4 TUs and 910 gold pieces. Ouch!

Stone of Weight: Only one PC at the table may gain this curse. You have picked up a cursed stone of weight. You may remove it with a *remove curse* spell. Until then, your base land speed is halved. When you remove this curse, have your DM sign and note the AR below. Removed AR ____.

The Writings of Lystratus Vale: This evil genius left behind not only a spellbook, but a series of notes about the nature of magic and metamagic.

Items for the Adventure Record

Item Access

APL 2:

- Boots of Elvenkind (Adventure; DMG; 2,500 gp)
- Cloak of Elvenkind (Adventure; DMG; 2,500 gp)
- Lystratus Vale's spellbook: 0—detect magic, light, ray of frost, resistance; 1—burning hands, fist of stone, mage armor, shield; 2—invisibility, mirror image, scorching ray (Adventure; 900 gp)

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

- Eyes of the Eagle (Adventure; DMG; 2,500 gp)
- Dark Blue Rhomboid Ioun Stone (Adventure; DMG; 10,000 gp)
- Lystratus Vale's spellbook (all of APL 2 plus the following): 1—nerveskitter; 2—glitterdust; 3—fireball, fly, haste (Adventure; 2,100 gp)

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

- Tunic of Steady Spellcasting (Adventure; Complete Adventurer; 2,500 gp)
- Lystratus Vale's spellbook (all of APL 2-4 plus the following): 1—lesser orb of electricity; 2—shatter; 3—lightning bolt; 4—defenestrating sphere, dimension door, Evard's black tentacles (Adventure; 3,900 gp)

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

- Cloak of Resistance +2 (Adventure; DMG; 4,000 gp)
- Writings of Lystratus Vale: Access to the feat Sudden Maximize.
- Lystratus Vale's spellbook (all of APL 2-6 plus the following): 1—magic missile; 2—fireburst, see invisibility; 3—arcane sight; 4—orb of cold; 5—cone of cold, greater dimension door (Adventure; 6,100 gp)

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

- Armbands of Might (Adventure; Complete Adventurer; 4,100 gp)
- Brooch of Shielding (Adventure; DMG; 1,800 gp)

- Headband of Intellect +4 (Adventure; DMG; 16,000 gp)
- Lystratus Vale's spellbook (all of APL 2-8 plus the following): 3—shadow binding, slow; 4—Otiluke's resilient sphere; 5—reciprocal gyre; 6—chain lightning, greater dispel magic (Adventure; 8,800 gp)

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

- Lesser Metamagic Rod of Empower (Adventure; DMG; 9,000 gp)
- Metamagic Rod of Enlarge (Adventure; DMG; 11,000 gp)
- Scepter of Obedience (Adventure; Miniatures Handbook; 12,500 gp)
- Ring of Counterspells (Adventure; DMG; 4,000 gp)
- Vest of Resistance +3 (Adventure; Complete Arcane; 9,000 gp)
- Lystratus Vale's spellbook (all of APL 2-10 plus the following): 4—stoneskin; 5—arc of lightning; 6—contingency; 7—Bigby's grasping hand, spell turning, stun ray (Adventure; 12,400 gp)

Appendix A

All APLs

Quatain the Cold: Male human Brd3/Ftr2/Rgr9; CR 14; medium humanoid (human); HD 3d6+2d10+9d8+Z; hp 76; Init +8; Spd 30 ft.; AC 27; touch 16; flat-footed 23; Base Atk +13; Grp +14; Atks +14/9/4 melee (1d8+3+frost [19-20x2] +2 *frost longsword*) and +12/7 (1d6+1+flame [20x3] +1 *flaming handaxe*) or +18/13/8 ranged (1d8+1 [20x3] +1 *longbow*); SQ bardic knowledge, bardic music, evasion, *fascinate*, favored enemy (orc +4, goblin +2), inspire courage +1, swift tracker, wild empathy, woodland stride; AL N; SV Fort +14, Ref +16, Will +10; ABL Str 13, Dex 18, Con 12, Int 14, Wis 12, Cha 14.

Skills and Feats: Bluff +9, Climb +4, Concentration +7, Diplomacy +10, Gather Information +5, Hide +24, Jump +3, Knowledge (nature) +8, Listen +16, Move Silently +18, Perform +8, Ride +8, Sense Motive +6, Spellcraft +6, Spot +25, Swim +3, Survival +15; Combat Expertise, Combat Reflexes, Dodge, Endurance, Improved Critical (longsword), Improved Initiative, Improved Two-weapon Fighting, Mobility, Spring Attack, Track, Two-weapon Fighting, Weapon Focus (longsword)

Evasion (Ex): If Quatain successfully saves against an effect that normally allows a Reflex save for half damage, he takes no damage instead.

Favored enemy (Ex): Due to his extensive study of orcs and goblins, Quatain gains a bonus (+4 against orcs, +2 against goblins) to Bluff, Listen, Sense Motive, Spot and Survival checks against them. Likewise, he gains the same respective bonuses to all of his weapon damage rolls against orcs and goblins.

Bard Spells Per Day: (3/2; save DC = 12 + lvl)

Bard Spells Known: (0—*daze, detect magic, light, mending, read magic, resistance*; 1—*cure light wounds, expeditious retreat, sleep*)

Ranger Spells Prepared: (2; save DC = 11 + lvl; 1—~~*endure elements, longstrider*~~)

Possessions: masterwork longsword, *eyes of the eagle, ring of sustenance, dark blue ioun stone, +5 studded leather armor, amulet of natural armor +3, gloves of dexterity +4, ring of protection +2, vest of resistance +3, boots of elvenkind, cloak of elvenkind, +2 frost longsword, +1 flaming handaxe, +1 longbow*

Languages: Common, Goblin, Orc

Appendix F

APL 2

Encounter Two

Dire Wolf Zombie: CR 2; large undead; HD 6d12+3; hp 50; Init +1; Spd 50 ft.; AC 15; touch 10; flat-footed 14; Base Atk +3; Grp +15; Atks +10 melee (1d8+12, bite); SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL CE; SV Fort +2, Ref +3, Will +4; ABL Str 27, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Human archer: Male or Female human Ftr2; CR 2; medium humanoid (human); HD 2d10+4; hp 20; Init +3; Spd 30 ft.; AC 17; touch 13; flat-footed 14; Base Atk +2; Grp +4; Atks +4 melee (2d6+3 [19-20x2] greatsword) or +7 ranged (1d8+2 [20x3] masterwork composite [str +2] longbow) or +6/6 ranged (1d8+3 [20x3] masterwork composite [str +2] longbow, with Rapid Shot and Point-blank Shot); AL CE; SV Fort +5, Ref +3, Will +0; ABL Str 14, Dex 17, Con 14, Int 9, Wis 10, Cha 8.

Skills and Feats: Craft (bowmaking) +4, Handle Animal +4; Point-blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Possessions: masterwork composite [str +2] longbow, chain shirt, greatsword

Encounter Six

Durgo: Male goblin Drd1; CR 1; small humanoid (goblin); HD 1d8+2; hp 10; Init +3; Spd 20 ft.; AC 17; touch 14; flat-footed 14; Base Atk +0; Grp -4; Atks +3 melee (1d6+1 [20x3] masterwork longsword) or +2 melee (1d4+1 [18-20x2] scimitar) or +4 ranged (1d3+1, sling); SQ animal companion, darkvision 60 ft., nature sense, wild empathy; AL NE; SV Fort +4, Ref +3, Will +4; ABL Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Concentration +7, Handle Animal +3, Hide +6, Move Silently +6, Ride +11, Survival +6; Mounted Combat

Animal companion (Ex): Durgo has a riding dog animal companion, Sparky.

Druid Spells Prepared: (3/2; save DC 12 + level) 0—*flare, guidance, resistance*; 1—*entangle, produce flame*

Possessions: masterwork longsword, masterwork leather armor, masterwork light wooden shield, caltrops (2), tanglefoot bag (2)

Sparky: Riding Dog; CR -; medium animal; HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 16; touch 12; flat-footed 14; Base Atk +1; Grp +3; Atks +3 melee (1d6+3, bite); SA trip; SQ link, share spells; AL N; SV Fort +5, Ref +5, Will +1; ABL Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1; Alertness, Track

Trip: Durgo has trained Sparky to make a free trip attack after a successful bite attack. Sparky's modifier is +2. If Sparky fails to trip his opponent, his opponent does not get a trip attack against him.

Encounter Seven

Lystratus Vale: Male human Evk3; CR 3; medium humanoid (human); HD 3d4+6; hp 16; Init +1; Spd 30 ft.; AC 19*; touch 12; flat-footed 18*; Base Atk +1; Grp +0; Atks +1 melee (1d4-1 [19-20x2] masterwork dagger) or +2 ranged touch; SQ summon familiar; AL NE; SV Fort +3, Ref +2, Will +3; ABL Str 8, Dex 12, Con 14, Int 18, Wis 10, Cha 8.

Skills and Feats: Concentration +6, Knowledge (arcana) +10, Knowledge (nature) +10, Knowledge (planes) +10, Knowledge (local: IBS) +6, Spellcraft +12, Use Magic Device +2; Energy Substitution (electricity), Quicken Spell, Scribe Scroll, Spell Focus (evocation)

Wizard Spells Prepared: (5/4/3; save DC 14 + lvl); his prohibited schools are Enchantment and Necromancy; 0—*detect magic* (2), *light, ray of frost, resistance*; 1—*(electric) burning hands* (DC 16), *fist of stone, ~~mage armor, shield~~*; 2—*invisibility, ~~mirror image~~, (electric) scorching ray*

Possessions: 2,500 gp.

*Includes bonuses from *mage armor* and *shield*.

Mordoc the Ripper: Male orc Bbn1; CR 1; medium humanoid (orc); HD 1d12+2; hp 14; Init +1; Spd 30 ft.; AC 18; touch 11; flat-footed 17; Base Atk +1; Grp +6; Atks +6 melee (1d8+5 [19-20x2] longsword) or +7 melee (1d8+8 [19-20x2] longsword, rage, full power atk) or +2 ranged (1d8 [20x3] longbow); SA rage 1/day; SQ darkvision 60'

daylight sensitivity; AL CE; SV Fort +4, Ref +1, Will +0; ABL Str 20, Dex 12, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide -6, Knowledge (arcana) +2, Listen +4, Spellcraft +2; Power Attack

Rage (Ex): Once per day as a free action, Mordoc can fly into a rage, temporarily gaining +4 to Strength, +4 to Constitution, a +2 morale bonus to Will saves, and a -2 penalty to his armor class. This lasts for a number of rounds equal to 3 + his modified Constitution score.

Possessions: bastard sword, longbow, chainmail, heavy wooden shield

Amarra Greenhome: Female human Clr1; CR 1; medium humanoid (human); HD 1d8+1; hp 9; Init +0; Spd 20 ft.; AC 17; touch 10; flat-footed 17; Base Atk +0; Grp +1; Atks +2 melee (1d8+1, masterwork morningstar) or +0 ranged (1d10 [19-20x2] heavy crossbow); SQ rebuke undead; AL NE; SV Fort +3, Ref +0, Will +5; ABL Str 12, Dex 10, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +5, Hide -3, Knowledge (religion) +4; Greater Spell Focus (enchantment), Spell Focus (enchantment)

Cleric Spells Prepared: (3/2+1; save DC 13 + level)
0—*detect magic, light, read magic*; 1—*bles*s, *cause fear, command**(DC 17)

*Domain spell; *Deity:* Iuz; *Domains:* Trickery (Bluff, Disguise, and Hide are class skills); Tyranny (+1 to save DC for all compulsion spells)

Possessions: masterwork morningstar, heavy crossbow, chainmail, heavy wooden shield

APL 4

Encounter Two

Dire Wolf Zombie: CR 2; large undead; HD 6d12+3; hp 50; Init +1; Spd 50 ft.; AC 15; touch 10; flat-footed 14; Base Atk +3; Grp +15; Atks +10 melee (1d8+12, bite); SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL CE; SV Fort +2, Ref +3, Will +4; ABL Str 27, Dex 13, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Toughness

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Human archer: Male or Female human Ftr4; CR 4; medium humanoid (human); HD 4d10+8; hp 39; Init +4; Spd 30 ft.; AC 18; touch 14; flat-footed 14; Base Atk +4; Grp +6; Atks +7 melee (2d6+3 [19-20x2] masterwork greatsword) or +10 ranged (1d8+5 [20x3] +1 composite [str +2] longbow) or +9/9 ranged (1d8+6 [20x3] +1 composite [str +2] longbow, with Rapid Shot and Point-blank Shot); AL CE; SV Fort +6, Ref +5, Will +3; ABL Str 14, Dex 18, Con 14, Int 9, Wis 10, Cha 8.

Skills and Feats: Craft (bowmaking) +6, Handle Animal +6, Iron Will, Point-blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)

Possessions: +1 composite [str +2] longbow, chain shirt, masterwork greatsword

Encounter Six

Durgo: Male goblin Drd3; CR 3; small humanoid (goblin); HD 3d8+6; hp 24; Init +3; Spd 20 ft.; AC 18; touch 14; flat-footed 15; Base Atk +2; Grp -2; Atks +5 melee (1d6+1 [20x3] masterwork longspear) or +4 melee (1d4+1 [18-20x2] scimitar) or +5 ranged (1d3+1, sling); SQ animal companion, darkvision 60 ft., nature sense, trackless step, wild empathy, woodland stride; AL NE; SV Fort +5, Ref +4, Will +5; ABL Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Concentration +9, Handle Animal +5, Hide +6, Move Silently +6, Ride +13, Spot +4, Survival +6; Mounted Combat, Ride-By Attack

Animal companion (Ex): riding dog

Druid Spells Prepared: (4/3/2; save DC 12 + level) 0—*flare, guidance, resistance, virtue*, 1—*enrage animal, entangle, produce flame*, 2—*brambles, flame blade*

Possessions: masterwork longspear, masterwork light wooden shield, masterwork chain shirt barding, caltrops (2), tanglefoot bag (2), +1 leather armor

Sparky: Riding Dog; CR –; medium animal; HD 4d8+12; hp 31; Init +3; Spd 40 ft.; AC 23; touch 13; flat-footed 20; Base Atk +3; Grp +6; Atks +7 melee (1d6+4, bite); SA trip; SQ evasion, link, share spells; AL N; SV Fort +6, Ref +6, Will +2; ABL Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Evasion (Ex): Whenever Sparky successfully makes a Reflex save against an effect that would normally allow half damage, he instead takes no damage.

Skills and Feats: Jump +8, Listen +6, Spot +6, Swim +3, Survival +1; Alertness, Track, Weapon Focus (bite)

Trip: Durgo has trained Sparky to make a free trip attack after a successful bite attack. Sparky's modifier is +3. If Sparky fails to trip his opponent, his opponent does not get a trip attack against him.

Encounter Seven

Lystratus Vale: Male human Evk5; CR 5; medium humanoid (human); HD 5d4+10; hp 26; Init +1; Spd 30 ft.; AC 19*; touch 12; flat-footed 18*; Base Atk +2; Grp +1; Atks +2 melee (1d4-1 [19-20x2] masterwork dagger) or +3 ranged touch; SQ summon familiar; AL NE; SV Fort +3, Ref +2, Will +4; ABL Str 8, Dex 12, Con 14, Int 21, Wis 10, Cha 8.

Skills and Feats: Concentration +8, Knowledge (arcana) +13, Knowledge (nature) +13, Knowledge (planes) +13, Knowledge (local: IBS) +7, Spellcraft +15, Use Magic Device +3; Born of the Three Thunders, Energy Substitution (electricity), Quicken Spell, Scribe Scroll, Spell Focus (evocation)

Wizard Spells Prepared: (5/6/4/3; save DC 15 + lvl; his prohibited schools are Enchantment and Necromancy; 0—*detect magic* (2), *light, ray of frost, resistance*; 1—*(electric) burning hands* (DC 17), *fist of stone, ~~mage armor~~, magic missile, nerveskitter, shield*; 2—*glitterdust, invisibility, ~~mirror image~~, (electric) scorching ray*; 3—*(electric) fireball* (DC 19), ~~fly~~, *haste*

Possessions: headband of intellect +2

*Includes bonuses from *mage armor* and *shield*.

Mordoc the Ripper: Male orc Bbn1/Ftr2; CR 3; medium humanoid (orc); HD 1d12+2d10+6; hp 30; Init +1; Spd 30 ft.; AC 18; touch 11; flat-footed 17; Base Atk +3; Grp +8; Atks +10 melee (1d10+5 [19-20x2] masterwork bastard sword) or +9 melee (1d10+10 [19-20x2] masterwork bastard sword, rage, full power atk) or +4 ranged (1d8 [20x3] longbow); SA rage 1/day; SQ darkvision 60', daylight sensitivity; AL CE; SV Fort +7, Ref +1, Will +0; ABL Str 20, Dex 12, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +0, Hide -6, Knowledge (arcana) +3, Listen +4, Spellcraft +2; Cleave, Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword)

Rage (Ex): Once per day as a free action, Mordoc can fly into a rage, temporarily gaining +4 to Strength, +4 to Constitution, a +2 morale bonus to Will saves, and a -2 penalty to his armor class. This lasts for a number of rounds equal to 3 + his modified Constitution score.

Possessions: masterwork bastard sword, longbow, chainmail, heavy wooden shield

Amarra Greenhome: Female human Clr3; CR 3; medium humanoid (human); HD 2d8+3; hp 21; Init +0; Spd 20 ft.; AC 20; touch 10; flat-footed 20; Base Atk +2; Grp +3; Atks +4 melee (1d8+1, masterwork morningstar) or +2 ranged (1d10 [19-20x2] heavy crossbow); SQ rebuke undead; AL NE; SV Fort +4, Ref +1, Will +6; ABL Str 12, Dex 10, Con 12, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +8, Concentration +7, Hide -1; Divine Spell Power, Greater Spell Focus (enchantment), Spell Focus (enchantment)

Cleric Spells Prepared: (4/3+1/2+1; save DC 13 + level) 0—*detect magic, guidance, light, read magic*; 1—*bleed, cause fear, command** (DC 17), *resurgence*; 2—*hold person* (DC 18), *invisibility**, *wave of grief* (DC 17)

*Domain spell; *Deity:* Iuz; *Domains:* Trickery (Bluff, Disguise, and Hide are class skills); Tyranny (+1 to save DC for all compulsion spells)

Possessions: masterwork morningstar, heavy crossbow, masterwork full plate, heavy wooden shield

APL 6

Encounter Two

Dire Wolf Zombie: CR 2; large undead; HD 6d12+3; hp 50; Init +1; Spd 50 ft.; AC 15; touch 10; flat-footed 14; Base Atk +3; Grp +15; Atks +10 melee (1d8+12, bite); SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL CE; SV Fort +2, Ref +3, Will +4; ABL Str 27, Dex 13, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Toughness

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Human archer: Male or Female human Ftr4; CR 4; medium humanoid (human); HD 4d10+8; hp 39; Init +4; Spd 30 ft.; AC 18; touch 14; flat-footed 14; Base Atk +4; Grp +6; Atks +7 melee (2d6+3 [19-20x2] masterwork greatsword) or +10 ranged (1d8+5 [20x3] +1 composite [str +2] longbow) or +9/9 ranged (1d8+6 [20x3] +1 composite [str +2] longbow, with Rapid Shot and Point-blank Shot); AL CE; SV Fort +6, Ref +5, Will +3; ABL Str 14, Dex 18, Con 14, Int 9, Wis 10, Cha 8.

Skills and Feats: Craft (bowmaking) +6, Handle Animal +6, Iron Will, Point-blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)

Possessions: +1 composite [str +2] longbow, chain shirt, masterwork greatsword

Asha the Black: Female human Tra6; CR 6; medium humanoid (human); HD 6d4+24; hp 46*; Init +6; Spd 30 ft.; AC 26*; touch 12*; flat-footed 24*; Base Atk +3; Grp +2; Atks +3 melee (1d6-1, quarterstaff) or +5 ranged touch; SQ summon familiar; AL NE; SV Fort +6, Ref +5, Will +7; ABL Str 8, Dex 14, Con 16, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +21, Knowledge (arcana) +8, Knowledge (various, avg +8), Spellcraft +14; Arcane Mastery, Combat Casting, Improved Initiative, Improved Toughness, Scribe Scroll, Spell Focus (transmutation)

Wizard Spells Prepared: (5/6/5/4; save DC 13 + lvl; her prohibited schools are Enchantment and Necromancy; 0—*detect magic* (2), *light*, *mage hand*, *ray of frost*; 1—~~*disguise self*~~, *enlarge person*, *fist of stone*, ~~*mage armor*~~, *magic missile*, ~~*shield*~~; 2—~~*alter self*~~, *earthen*

grasp, *glitterdust*, *mirror image*, *summon swarm*; 3—*dispel magic*, ~~*fly*~~, *haste*, *slow*(DC 17)

Possessions: tunic of steady spellcasting, cloak of resistance +1

Encounter Six

Durgo: Male goblin Drd4; CR 4; small humanoid (goblin); HD 4d8+8; hp 31; Init +3; Spd 20 ft.; AC 18; touch 14; flat-footed 15; Base Atk +3; Grp -1; Atks +6 melee (1d6+1 [20x3] longspear) or +4 melee (1d4+1 [18-20x2] scimitar) or +5 ranged (1d3+1, sling); SQ animal companion, darkvision 60 ft., nature sense, resist nature's lure, trackless step, wild empathy, woodland stride; AL NE; SV Fort +5, Ref +4, Will +5; ABL Str 12, Dex 16, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +10, Handle Animal +6, Hide +6, Move Silently +6, Ride +13, Spot +5, Survival +6; Mounted Combat, Ride-By Attack

Animal companion (Ex): Durgo has a dire bat animal companion, Swoop.

Druid Spells Prepared: (5/4/3; save DC 12 + level) 0—*cure minor wounds*, *flare*, *guidance*, *resistance*, *virtue*, 1—*enrage animal*, *entangle*, *magic fang*, *produce flame*, 2—*barkskin*, *brambles*, *flame blade*

Possessions: masterwork longspear, masterwork light wooden shield, masterwork leather armor barding, caltrops (2), tanglefoot bag (2), +1 leather armor

Swoop: Dire bat; CR –; large animal; HD 4d8+12; hp 30; Init +6; Spd 40 ft.; AC 22; touch 15; flat-footed 16; Base Atk +3; Grp +10; Atks +5 melee (1d8+4, bite); SA; SQ blindsense 40 ft., link, share spells; AL N; SV Fort +7, Ref +10, Will +6; ABL Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +12, Move Silently +11, Spot +8; Alertness, Stealthy

Dingo: Male goblin Drd2; CR 2; small humanoid (goblin); HD 2d8+4; hp 17; Init +3; Spd 20 ft.; AC 17; touch 14; flat-footed 14; Base Atk +1; Grp -4; Atks +1 melee (1d4-1 [18-20x2] scimitar) or +4 ranged (1d3-1, sling); SQ animal companion, darkvision 60 ft., nature sense, wild empathy; AL NE; SV Fort +5, Ref +3, Will +5; ABL Str 8, Dex 16, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +7, Handle Animal +3, Hide +6, Move Silently +6, Ride +11, Spot +8; Spell Focus (conjuration)

Animal companion (Ex): Dingo has a riding dog animal companion, Zing.

Druid Spells Prepared: (3/2; save DC 13 + level) 0—*flare, guidance, resistance*; 1—*entangle* (DC 15), *produce flame*

Possessions: masterwork leather armor, masterwork light wooden shield, masterwork chain shirt barding, caltrops (2), tanglefoot bag (2)

Zing: Riding Dog; CR —; medium animal; HD 4d8+12; hp 31; Init +3; Spd 40 ft.; AC 23; touch 13; flat-footed 20; Base Atk +3; Grp +6; Atks +7 melee (1d6+4, bite); SA trip; SQ evasion, link, share spells; AL N; SV Fort +6, Ref +6, Will +2; ABL Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Evasion (Ex): Whenever Zing successfully makes a Reflex save against an effect that would normally allow half damage, he instead takes no damage.

Skills and Feats: Jump +8, Listen +6, Spot +6, Swim +3, Survival +1; Alertness, Track, Weapon Focus (bite)

Trip: Dingo has trained Zing to make a free trip attack after a successful bite attack. Sparky's modifier is +3. If Zing fails to trip her opponent, her opponent does not get a trip attack against him.

Encounter Seven

Lystratus Vale: Male human Evk6/Wilr; CR 7; medium humanoid (human); HD 7d4+14; hp 36; Init +1; Spd 30 ft.; AC 19*; touch 12; flat-footed 18*; Base Atk +3; Grp +2; Atks +3 melee (1d4-1 [19-20x2] masterwork dagger) or +4 ranged touch; SQ summon familiar, wild magic; AL NE; SV Fort +4, Ref +5, Will +5; ABL Str 8, Dex 12, Con 14, Int 21, Wis 10, Cha 8.

Skills and Feats: Concentration +12, Knowledge (arcana) +15, Knowledge (nature) +13, Knowledge (planes) +15, Knowledge (local: IBS) +9, Spellcraft +19, Use Magic Device +7; Born of the Three Thunders, Energy Substitution (electricity), Magical Aptitude, Quicken Spell, Scribe Scroll, Spell Focus (evocation)

Wild magic: Lystratus Vale casts spells differently from any other arcane spellcaster. His caster level is reduced by 3; however, every time he casts a spell, his use of wild magic adds 1d6 to his adjusted caster level.

Wizard Spells Prepared: (5/7/5/4/3; save DC 15 + lvl; his prohibited schools are Enchantment and Necromancy; 0—*detect magic* (2), *light, ray of frost, resistance*; 1—*(electric) burning hands* (DC 17), *fist of*

stone, lesser orb of electricity, ~~mage armor~~, magic missile, nerveskitter, shield; 2—*glitterdust, invisibility, mirror image, (electric) scorching ray, shatter* (DC 18); 3—*(electric) fireball* (DC 19), ~~fly~~, *haste, lightning bolt* (DC 19); 4—*defenestrating sphere* (DC 20), *dimension door, Evard's black tentacles*

Possessions: headband of intellect +2, 3,200 gp.

*Includes bonuses from *mage armor* and *shield*.

Mordoc the Ripper: Male orc Bbn1/Ftr4; CR 5; medium humanoid (orc); HD 1d12+4d10+10; hp 46; Init +5; Spd 30 ft.; AC 16; touch 11; flat-footed 15; Base Atk +5; Grp +10; Atks +12 melee (1d10+8 [19-20x2] +1 *bastard sword*) or +9 melee (1d10+21 [19-20x2] +1 *bastard sword*, rage, full power atk) or +7 ranged (1d8+4 [20x3] masterwork composite [str +4] longbow); SA rage 1/day; SQ darkvision 60', daylight sensitivity; AL CE; SV Fort +8, Ref +2, Will +1; ABL Str 21, Dex 12, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Craft (weaponsmithing) +2, Hide -6, Knowledge (arcana) +4, Listen +4, Spellcraft +3; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword)

Rage (Ex): Once per day as a free action, Mordoc can fly into a rage, temporarily gaining +4 to Strength, +4 to Constitution, a +2 morale bonus to Will saves, and a -2 penalty to his armor class. This lasts for a number of rounds equal to 3 + his modified Constitution score.

Possessions: +1 *bastard sword*, longbow, chainmail

Amarra Greenhome: Female human Clr5; CR 5; medium humanoid (human); HD 5d8+5; hp 33; Init +0; Spd 20 ft.; AC 24*; touch 13*; flat-footed 24*; Base Atk +3; Grp +4; Atks +5 melee (1d8+1, masterwork morningstar) or +3 ranged (1d10 [19-20x2] heavy crossbow); SQ rebuke undead; AL NE; SV Fort +5, Ref +1, Will +7; ABL Str 12, Dex 10, Con 12, Int 10, Wis 17, Cha 14.

Skills and Feats: Bluff +10, Concentration +9, Hide +1; Divine Spell Power, Greater Spell Focus (enchantment), Spell Focus (enchantment)

Cleric Spells Prepared: (5/4+1/3+1/2+1; save DC 13 + level) 0—*detect magic, guidance, light, mending, read magic*; 1—*bless, cause fear, command** (DC 17), *resurgence, ~~shield of faith~~*; 2—*hold person* (DC 18), *invisibility**, *silence, wave of grief* (DC 17); 3—*corona of cold, dispel magic, invisibility**

*Domain spell; *Deity*: Iuz; *Domains*: Trickery (Bluff, Disguise, and Hide are class skills); Tyranny (+1 to save DC for all compulsion spells)

Possessions: +1 full plate, masterwork morningstar, heavy crossbow, heavy wooden shield

**Includes bonus from *shield of faith*, caster level 7.

APL 8

Encounter Two

Dire Wolf Zombie: CR 2; large undead; HD 6d12+3; hp 50; Init +1; Spd 50 ft.; AC 15; touch 10; flat-footed 14; Base Atk +3; Grp +15; Atks +10 melee (1d8+12, bite); SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL CE; SV Fort +2, Ref +3, Will +4; ABL Str 27, Dex 13, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Toughness

Single actions only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Human archer: Male and Female human Ftr4; CR 4; medium humanoid (human); HD 4d10+8; hp 39; Init +4; Spd 30 ft.; AC 18; touch 14; flat-footed 14; Base Atk +4; Grp +6; Atks +7 melee (2d6+3 [19-20x2] masterwork greatsword) or +10 ranged (1d8+5 [20x3] +1 composite [str +2] longbow) or +9/9 ranged (1d8+6 [20x3] +1 composite [str +2] longbow, with Rapid Shot and Point-blank Shot); AL CE; SV Fort +6, Ref +5, Will +3; ABL Str 14, Dex 18, Con 14, Int 9, Wis 10, Cha 8.

Skills and Feats: Craft (bowmaking) +6, Handle Animal +6, Iron Will, Point-blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)

Possessions: +1 composite [str +2] longbow, chain shirt, masterwork greatsword

Note: One of the archers is the recipient of Bald Damor's second *shield of faith*, giving her an AC of 21, touch 17, and flat-footed 17.

Bald Damor: Male human Clr7; CR 7; medium humanoid (human); HD 7d8+14; hp 52; Init +0; Spd 20 ft.; AC 21**; touch 12**; flat-footed 21**; Base Atk +5; Grp +7; Atks +8 melee (1d8+3, masterwork longspear) or +5 ranged (1d10 [19-20x2] heavy crossbow); SQ rebuke undead; AL NE; SV Fort +7, Ref +2, Will +8; ABL Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 16.

Skills and Feats: Concentration +12, Knowledge (religion) +10, Spellcraft +10; Divine Quicken Spell, Extra Turning, Extra Turning, Quicken Spell

Cleric Spells Prepared: (6/5+1/4+1/3+1/1+1; save DC 13 + level) 0—*detect magic* (2), *guidance*, *light*, *mending*, *read magic*; 1—*bless*, *cause fear*, *command** (DC 15),

resurgence, *shield of faith* (2); 2—*hold person* (DC 16), *desecrate**, *silence*, *spiritual weapon*, *summon monster II*; 3—*blindness/deafness*, *magic circle against good**; *mass lesser vigor*, *summon monster III*; 4—*confusion** (DC 18), *recitation*

*Domain spell; *Deity:* Iuz; *Domains:* Evil (+1 to caster level for all spells with Evil descriptor); Tyranny (+1 to save DC for all compulsion spells)

Possessions: +1 full plate, cloak of charisma +2, masterwork longspear, heavy crossbow

**Includes bonus from *shield of faith*.

Note: Bald Damor has used 4 of his daily rebuke attempts to bolster all of the Dire Wolf Zombies to get them effectively to 11 HD. This leaves Bald Damor with 10 rebuke attempts, enough to Divine Quicken 2 spells.

Encounter Five

Orc minion: Male orc Bbn1; CR 1; medium humanoid (orc); HD 1d12+3; hp 15; Init +0; Spd 30 ft.; AC 17; touch 10; flat-footed 17; Base Atk +1; Grp +5; Atks +6 melee (1d10+5 [19-20x2] masterwork bastard sword) or +8 melee (1d10+7 [19-20x2] masterwork bastard sword, raging) or +1 ranged (1d6+5 [20x2] javelin); SA rage; SQ darkvision 60'; AL CE; SV Fort +5, Ref +0, Will +1 (+3 while raging); ABL Str 20, Dex 10, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Listen +5, Ride –1, Survival +5; Exotic Weapon Proficiency (bastard sword)

Rage (Ex): Once per day as a free action, Mordoc can fly into a rage, temporarily gaining +4 to Strength, +4 to Constitution, a +2 morale bonus to Will saves, and a –2 penalty to his armor class. This lasts for a number of rounds equal to 3 + his modified Constitution score.

Possessions: masterwork bastard sword, breastplate, heavy steel shield

Note: These bastard swords bear the stamp of Bright Sentry.

Encounter Six

Durgo: Male goblin Drd5/Beastmaster1; CR 6; small humanoid (goblin); HD 5d8+1d10+12; hp 46; Init +3; Spd 20 ft.; AC 19; touch 14; flat-footed 16; Base Atk +4; Grp +0; Atks +7 melee (1d6+1 [20x3] longspear) or +5 melee (1d4+1 [18-20x2] scimitar) or +6 ranged (1d3+1, sling); SQ animal companion, darkvision 60 ft., nature sense, resist nature's lure, trackless step, wild empathy, wild shape

1/day, woodland stride; AL NE; SV Fort +7, Ref +6, Will +5; ABL Str 12, Dex 16, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Concentration +10, Handle Animal +8, Hide +6, Move Silently +6, Ride +15, Spot +9, Survival +6; Mounted Combat, Ride-By Attack, Spirited Charge

Animal companion (Ex): Durgo has a dire wolf animal companion, Sparky.

Druid Spells Prepared: (5/4/3/1; save DC 12 + level) 0—*cure minor wounds, flare, guidance, resistance, virtue*, 1—*enrage animal, entangle, magic fang, produce flame*, 2—*barkskin, brambles, flame blade*, 3—*mass lesser vigor*

Possessions: masterwork longspear, masterwork chain shirt barding, caltrops (2), tanglefoot bag (2), +1 leather armor, +1 light wooden shield, cloak of resistance +1

Sparky: Dire wolf; CR —; large animal; HD 8d8+32; hp 69; Init +3; Spd 50 ft.; AC 21; touch 12; flat-footed 18; Base Atk +6; Grp +18; Atks +13 melee (1d8+12, bite); SA trip; SQ evasion, link, lowlight vision, scent, share spells; AL N; SV Fort +10, Ref +9, Will +6; ABL Str 26, Dex 16, Con 18, Int 2, Wis 12, Cha 10.

Evasion (Ex): Whenever Sparky successfully makes a Reflex save against an effect that would normally allow half damage, he instead takes no damage.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +9, Survival +2; Alertness, Run, Track, Weapon Focus (bite)

Dingo: Male goblin Drd4; CR 4; small humanoid (goblin); HD 4d8+8; hp 31; Init +3; Spd 20 ft.; AC 17; touch 14; flat-footed 14; Base Atk +3; Grp -2 Atks +3 melee (1d4-1 [18-20x2] scimitar) or +6 ranged (1d3-1, sling); SQ animal companion, darkvision 60 ft., nature sense, resist nature's lure, trackless step, wild empathy; AL NE; SV Fort +6, Ref +4, Will +6; ABL Str 8, Dex 16, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Concentration +9, Handle Animal +5, Hide +6, Move Silently +6, Ride +13, Spot +10; Augment Summoning, Spell Focus (conjunction)

Animal companion (Ex): Dingo has a dire bat animal companion, Screech.

Druid Spells Prepared: (5/3/2; save DC 13 + level) 0—*cure minor wounds, flare, guidance, resistance, virtue*, 1—*enrage animal, entangle* (DC 15), *magic fang*,

produce flame, 2—*brambles, flame blade, soften earth and stone*

Possessions: masterwork leather armor, masterwork light wooden shield, caltrops (2), tanglefoot bag (2), +1 leather armor barding

Screech: Dire bat; CR —; large animal; HD 4d8+12; hp 30; Init +6; Spd 40 ft.; AC 22; touch 15; flat-footed 16; Base Atk +3; Grp +10; Atks +5 melee (1d8+4, bite); SA; SQ blindsense 40 ft., link, share spells; AL N; SV Fort +7, Ref +10, Will +6; ABL Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +12, Move Silently +11, Spot +8; Alertness, Stealthy

Encounter Seven

Lystratus Vale: Male human Evk6/Wilz/Fatr1; CR 9; medium humanoid (human); HD 9d4+18; hp 46; Init +1; Spd 30 ft.; AC 19*; touch 12; flat-footed 18*; Base Atk +4; Grp +3; Atks +4 melee (1d4-1 [19-20x2] masterwork dagger) or +5 ranged touch; SQ summon familiar, random deflector 1/day, spin fate, wild magic; AL NE; SV Fort +6, Ref +8, Will +9; ABL Str 8, Dex 12, Con 14, Int 22, Wis 10, Cha 8.

Skills and Feats: Concentration +14, Knowledge (arcana) +18, Knowledge (nature) +14, Knowledge (planes) +16, Knowledge (local: IBS) +10, Profession (gambler) +5, Sleight of Hand +6, Spellcraft +22, Use Magic Device +7; Born of the Three Thunders, Energy Substitution (electricity), Magical Aptitude, Quicken Spell, Scribe Scroll, Spell Focus (evocation), Sudden Maximize

Random deflector (Su): Once per day, as an immediate action, Lystratus Vale can activate a random deflector which lasts until the beginning of his next turn. The random deflector redirects ranged attacks, ranged touch attacks, and individually targeted spells so that they instead attack or affect a random target within 20 feet of him. Lystratus includes himself and his allies among the possible new targets. Any creature targeted by a deflected attack is attacked or affected normally as though the attack or affect had originally targeted him or her.

Spin fate (Ex): Can “spin” number of fate points equal to Fatespinner class level each day. As a free action, can use stored spin to boost save DC of a spell he casts, adding some or all stored fate points. Spin is replenished whenever Lystratus successfully rests for the day.

Wild magic: Lystratus Vale casts spells differently from any other arcane spellcaster. His caster level is reduced by 3; however, every time he casts a spell, his use of wild magic adds 1d6 to his adjusted caster level.

Wizard Spells Prepared: (5/7/7/5/4/3; save DC 16 + lvl; his prohibited schools are Enchantment and Necromancy; 0—*detect magic* (2), *light*, *ray of frost*, *resistance*; 1—(*electric*) *burning hands* (DC 18), *fist of stone*, *lesser orb of electricity*, ~~*mage armor*~~, *magic missile*, *nerveskitter*, *shield*; 2—*fireburst*, *glitterdust*, ~~*invisibility*~~, ~~*mirror image*~~, (*electric*) *scorching ray*, ~~*see invisibility*~~, *shatter* (DC 19); 3—~~*arcane sight*~~, (*electric*) *fireball* (DC 20), ~~*fly*~~, *haste*, *lightning bolt* (DC 20); 4—*defenestrating sphere* (DC 21), *dimension door*, *Evard's black tentacles*, *orb of cold*; 5—(*electric*) *cone of cold* (DC 22), *greater dimension door*, *quicken magic missile*

Possessions: *headband of intellect* +2, *cloak of resistance* +2

*Includes bonuses from *mage armor* and *shield*.

Mordoc the Ripper: Male orc Bbn1/Ftr4/Occ1/Exo1; CR 7; medium humanoid (orc); HD 1d12+5d10+1d8+14; hp 61; Init +5; Spd 30 ft.; AC 16; touch 11; flat-footed 15; Base Atk +7; Grp +13; Atks +15/10 melee (1d10+15 [19-20x2] +1 *bastard sword*) or +10/5 melee (1d10+33 [19-20x2] +1 *bastard sword*, rage, full power atk) or +9 ranged (1d8+4 [20x3] masterwork composite [str +4] longbow); SA rage 1/day, uncanny blow; SQ darkvision 60', daylight sensitivity, magical defense +1, weapon bond; AL CE; SV Fort +10, Ref +2, Will +3; ABL Str 23, Dex 12, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Craft (weaponsmithing) +5, Hide –6, Knowledge (arcana) +4, Listen +4, Spellcraft +4; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Rage (Ex): Once per day as a free action, Mordoc can fly into a rage, temporarily gaining +4 to Strength, +4 to Constitution, a +2 morale bonus to Will saves, and a –2 penalty to his armor class. This lasts for a number of rounds equal to 3 + his modified Constitution score.

Magical defense (Ex): Mordoc the Ripper's constant training in countering magic of all types has manifested itself as a +1 bonus against spells and spell-like abilities.

Weapon bond (Su): Mordoc the Ripper has chosen to bond with his bastard sword, imbuing it with the force of his hatred for spellcasters. Any successful attack he

makes with his bastard sword or a creature with spell-like abilities deals an extra 1d6 points of damage.

Possessions: +1 *bastard sword*, *gauntlets of ogre power*, longbow, chainmail

Amarra Greenhome: Female human Clr7; CR 7; medium humanoid (human); HD 7d8+7; hp 45; Init +0; Spd 20 ft.; AC 24**; touch 13**; flat-footed 24**; Base Atk +5; Grp +6; Atks +7 melee (1d8+1, masterwork morningstar) or +5 ranged (1d10 [19-20x2] heavy crossbow); SQ rebuke undead; AL NE; SV Fort +6, Ref +2, Will +9; ABL Str 12, Dex 10, Con 12, Int 10, Wis 19, Cha 14.

Skills and Feats: Bluff +12, Concentration +11, Hide +3; Divine Spell Power, Greater Spell Focus (enchantment), Quicken Spell, Spell Focus (enchantment)

Cleric Spells Prepared: (6/5+1/4+1/3+1/2+1; save DC 14 + level) 0—*detect magic* (2), *guidance*, *light*, *mending*, *read magic*; 1—*bless*, *cause fear*, *command** (DC 18), *resurgence* (2), *shield of faith*; 2—*cure moderate wounds*, *hold person* (DC 19), *invisibility**, *silence*, *wave of grief* (DC 18); 3—*corona of cold*, *dispel magic*, *invisibility**, *tremor*; 4—*confusion** (DC 21), *divine power*, *recitation*

*Domain spell; *Deity:* Iuz; *Domains:* Trickery (Bluff, Disguise, and Hide are class skills); Tyranny (+1 to save DC for all compulsion spells)

Possessions: +1 *full plate*, *periapt of wisdom* +2, masterwork morningstar, heavy crossbow, heavy wooden shield

**Includes bonus from *shield of faith*, caster level 9.

APL 10

Encounter Two

Spiked Chain Tripper: Male vampire Ftr6/Exo1; CR 9; medium undead (augmented human); HD 7d12; hp 54; Init +8; Spd 30 ft.; AC 24; touch 14; flat-footed 20; Base Atk +7; Grp +14; Atks +16/11 melee (2d4+13, +1 *spiked chain*) or +12/7 ranged (1d8+2 [20x3] masterwork composite [str +2] longbow); SA blood drain, children of the night, create spawn, dominate, energy drain, trip attack; SQ alternate form, damage reduction 10/silver and magic, fast healing 5, gaseous form, resist cold 10 and electricity 10, spider climb, turn resistance +4; AL; SV Fort +7, Ref +8, Will +2; ABL Str 24, Dex 18, Con -, Int 16, Wis 10, Cha 16.

Skills and Feats: Craft (weaponsmithing) +13, Intimidate +13; Alertness, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Trip, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (spiked chain), Whirlwind Attack, Weapon Specialization (spiked chain)

Blood drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the night (Su): Vampires command the lesser creatures and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 16) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD or a vampire if it had 5 or more HD.

Energy drain (Su): Living creatures hit by a vampire's slam attack gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once

per round. (The Fortitude DC to remove a negative level is 16.)

Alternate form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except the vampire does not regain hit points for changing form and must choose among the forms mentioned here. A vampire in alternate form loses its natural slam attack and dominate ability.

Gaseous form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider climb (Ex): A vampire can climb sheer surfaces as though with the *spider climb* spell.

Possessions: armbands of might, +1 spiked chain, masterwork chain shirt, masterwork composite [str +2] longbow

Notes: Typically uses Power Attack for 2 to trigger *armbands of might* for an additional 2 damage (total: 2d4+19). Opposed trip check at a bonus of +15.

Asha the Radiant: Female human Nec9; CR 9; medium humanoid (human); HD 9d4+27; hp 55; Init +3; Spd 30 ft.; AC 23*; touch 13; flat-footed 20*; Base Atk +4; Grp +3; Atks +4 melee (1d4-1 [19-20x2] masterwork dagger) or +8 ranged touch (with Point-blank Shot); SQ summon familiar; AL NE; SV Fort +6, Ref +6, Will +6; ABL Str 8, Dex 16, Con 16, Int 18, Wis 10, Cha 8.

Skills and Feats: Concentration +15, Knowledge (various) avg +9, Spellcraft +18; Black Lore of Moil, Quicken Spell, Point-blank Shot, Precise Shot, Spell Focus (Necromancy), Split Ray

Wizard Spells Prepared: (5/6/6/5/4/2; save DC 14 + lv); her prohibited schools are Evocation and Conjunction; 0—*daze, detect magic, mage hand, message, touch of fatigue* (DC 15); 1—*chill touch* (DC 16), ~~*disguise self, magic missile, protection from good, ray of enfeeblement, shield*~~; 2—~~*alter self, blindness/deafness*~~ (DC 17), *mirror image, phantasmal assailants, touch of idiocy, wall of gloom*; 3—*displacement, fly, haste, mass curse of impending blades, split ray of enfeeblement*; 4—*enervation* (2), *fear* (DC 19), *greater invisibility*; 5—*quicken true strike, split ray of exhaustion* (DC 18)

Possessions: headband of intellect +2, runebones (2 for +1d6, 3 for +2d6, 4 for +3d6; see Black Lore of Moil)

*Includes bonuses from *alter self* and *shield*. Against good PCs, Asha the Radiant gains an additional +2 deflection bonus to AC and +2 resistance bonus to saves.

Encounter Five

Orc shock trooper: Male orc Bbn4; CR 4; medium humanoid (orc); HD 4d12+12; hp 45; Init +0; Spd 30 ft.; AC 19; touch 10; flat-footed 19; Base Atk +4; Grp +9; Atks +11 melee (1d10+5 [19-20x2] masterwork bastard sword) or +13 melee (1d10+7 [19-20x2] masterwork bastard sword, raging) or +4 ranged (1d6+5 [20x2] javelin); SA rage; SQ darkvision 60', uncanny dodge; AL CE; SV Fort +7, Ref +1, Will +2 (+4 while raging); ABL Str 21, Dex 10, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Listen +8, Ride +2, Survival +8; Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword)

Rage (Ex): Once per day as a free action, Mordoc can fly into a rage, temporarily gaining +4 to Strength, +4 to Constitution, a +2 morale bonus to Will saves, and a -2 penalty to his armor class. This lasts for a number of rounds equal to 3 + his modified Constitution score.

Possessions: masterwork bastard sword, +1 breastplate, +1 heavy steel shield

Note: These bastard swords bear the stamp of Bright Sentry.

Iuzian cleric: Male human Clr4; CR 4; medium humanoid (human); HD 4d8+14; hp 52; Init +5; Spd 20 ft.; AC 25**; touch 14**; flat-footed 24**; Base Atk +3; Grp +5; Atks +6 melee (1d8+2, masterwork morningstar) or +4 ranged (1d10 [19-20x2] heavy crossbow); SQ rebuke undead; AL NE; SV Fort +6, Ref +2, Will +7; ABL Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +9, Knowledge (religion) +7, Spellcraft +7; Divine Spell Power, Improved Initiative, Toughness

Cleric Spells Prepared: (5/4+1/3+1; save DC 13 + level) 0—*detect magic, guidance, light, mending, read magic*; 1—*bless, cure light wounds, protection from good*, resurgence, shield of faith*; 2—*cure moderate wounds, hold person, invisibility*, silence*

*Domain spell; *Deity*: Iuz; *Domains*: Evil (+1 to caster level for all spells with Evil descriptor); *Trickery* (Bluff, Disguise, and Hide are class skills)

Possessions: heavy steel shield, +1 full plate

**Includes bonus from *shield of faith*, with Divine Spell Power, at caster level 6.

Encounter Six

Durgo: Male goblin Drd5/Beastmaster3; CR 8; small humanoid (goblin); HD 5d8+3d10+16; hp 62; Init +3; Spd 20 ft.; AC 19; touch 14; flat-footed 16; Base Atk +6; Grp +2; Atks +9/4 melee (1d6+1 [20x3] longspear) or +7/2 melee (1d4+1 [18-20x2] scimitar) or +8/3 ranged (1d3+1, sling); SQ animal companion, darkvision 60 ft., nature sense, resist nature's lure, *speak with animals* 1/day, trackless step, wild empathy, wild shape 1/day, woodland stride; AL NE; SV Fort +8, Ref +7, Will +6; ABL Str 12, Dex 16, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +10, Handle Animal +10, Hide +6, Listen +5, Move Silently +6, Ride +17, Spot +13, Survival +8; Alertness, Mounted Combat, Ride-By Attack, Spirited Charge

Animal companion (Ex): Durgo has a dire wolf companion, Sparky.

Druid Spells Prepared: (5/4/3/1; save DC 13 + level) 0—*cure minor wounds, flare, guidance, resistance, virtue*; 1—*enrage animal, entangle, magic fang, produce flame*; 2—*barkskin, brambles, flame blade*; 3—*mass lesser vigor*

Possessions: masterwork longspear, masterwork chain shirt barding, caltrops (2), tanglefoot bag (2), +1 leather armor, +1 light wooden shield, cloak of resistance +1

Sparky: Dire wolf; CR -; large animal; HD 8d8+32; hp 69; Init +3; Spd 50 ft.; AC 21; touch 12; flat-footed 18; Base Atk +6; Grp +18; Atks +13 melee (1d8+12, bite); SA trip; SQ evasion, link, lowlight vision, scent, share spells; AL N; SV Fort +10, Ref +9, Will +6; ABL Str 26, Dex 16, Con 18, Int 2, Wis 12, Cha 10.

Evasion (Ex): Whenever Sparky successfully makes a Reflex save against an effect that would normally allow half damage, he instead takes no damage.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +9, Survival +2; Alertness, Run, Track, Weapon Focus (bite)

Dingo: Male goblin Drd6; CR 6; small humanoid (goblin); HD 6d8+12; hp 45; Init +3; Spd 20 ft.; AC 17; touch 14; flat-footed 14; Base Atk +4; Grp -1 Atks +4 melee (1d4-1 [18-20x2] scimitar) or +7 ranged (1d3-1,

sling); SQ animal companion, darkvision 60 ft., nature sense, resist nature's lure, trackless step, wild shape 2/day, wild empathy; AL NE; SV Fort +7, Ref +5, Will +7; ABL Str 8, Dex 16, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Concentration +11, Handle Animal +7, Hide +6, Move Silently +6, Ride +15, Spot +12; Augment Summoning, Rapid Spell, Spell Focus (conjuraton)

Animal companion (Ex): Dingo has a dire wolf animal companion, Razor.

Druid Spells Prepared: (5/4/4/3; save DC 13 + level) 0—*cure minor wounds, flare, guidance, resistance, virtue*, 1—*enrage animal, entangle* (DC 15), *magic fang, produce flame*, 2—*brambles, bull's strength, flame blade, soften earth and stone*, 3—*call lightning* (DC 17), *mass lesser vigor, spike growth*

Possessions: masterwork leather armor, masterwork light wooden shield, caltrops (2), tanglefoot bag (2), +1 chain shirt barding, brooch of shielding

Razor: Dire wolf; CR —; large animal; HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 19; touch 12; flat-footed 17; Base Atk +4; Grp +15; Atks +11 melee (1d8+10, bite); SA trip; SQ link, lowlight vision, scent, share spells; AL N; SV Fort +8, Ref +7, Will +6; ABL Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2; Alertness, Run, Track, Weapon Focus (bite)

Encounter Seven

Lystratus Vale: Male human Evk6/Wil2/Fat3; CR 11; medium humanoid (human); HD 11d4+22; hp 56; Init +1; Spd 30 ft.; AC 19*; touch 12; flat-footed 18*; Base Atk +5; Grp +4; Atks +5 melee (1d4-1 [19-20x2] masterwork dagger) or +6 ranged touch; SQ summon familiar, fickle finger of fate, random deflector 1/day, spin destiny, spin fate, wild magic; AL NE; SV Fort +7, Ref +9, Will +10; ABL Str 8, Dex 12, Con 14, Int 24, Wis 10, Cha 8.

Skills and Feats: Concentration +16, Knowledge (arcana) +21, Knowledge (nature) +15, Knowledge (planes) +17, Knowledge (local: IBS) +11, Profession (gambler) +10, Sleight of Hand +11, Spellcraft +25, Use Magic Device +7; Born of the Three Thunders, Energy Substitution (electricity), Magical Aptitude, Quicken Spell, Scribe Scroll, Spell Focus (evocation), Sudden Maximize

Fickle finger of fate (Ex): Once per day as an immediate action, Lystratus can force any other creature—friend or enemy—to reroll a roll that it has just made. He must have line of sight to the creature to be affected, and that creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Random deflector (Su): Once per day, as an immediate action, Lystratus Vale can activate a random deflector which lasts until the beginning of his next turn. The random deflector redirects ranged attacks, ranged touch attacks, and individually targeted spells so that they instead attack or affect a random target within 20 feet of him. Lystratus includes himself and his allies among the possible new targets. Any creature targeted by a deflected attack is attacked or affected normally as though the attack or affect had originally targeted him or her.

Spin destiny (Ex): Before making the roll, Lystratus can apply any number of available spin points to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. The spin utilized comes from the same limited reservoir of karma that allows him to adjust the DC of his spells.

Spin fate (Ex): Can “spin” number of fate points equal to Fatespinner class level each day. As a free action, can use stored spin to boost save DC of a spell he casts, adding some or all stored fate points. Spin is replenished whenever Lystratus successfully rests for the day.

Wild magic: Lystratus Vale casts spells differently from any other arcane spellcaster. His caster level is reduced by 3; however, every time he casts a spell, his use of wild magic adds 1d6 to his adjusted caster level.

Wizard Spells Prepared: (5/7/7/7/5/4/3; save DC 17 + lvl; his prohibited schools are Enchantment and Necromancy; 0—*detect magic* (2), *light, ray of frost, resistance*; 1—*(electric) burning hands* (DC 19), *fist of stone, lesser orb of electricity, ~~mage armor~~, magic missile, nerveskitter, shield*; 2—*fireburst, glitterdust, invisibility, mirror image, (electric) scorching ray, see invisibility, shatter* (DC 20); 3—*arcane sight, (electric) fireball* (DC 21), ~~fly~~, *haste, lightning bolt* (DC 21), *shadow binding, slow*; 4—*defenestrating sphere* (DC 22), *dimension door, Evard's black tentacles, orb of cold, Otiluke's resilient sphere* (DC 22); 5—*(electric) cone of cold* (DC 23), *greater dimension door, quickened magic missile, reciprocal gyre*; 6—*chain lightning* (DC 24), *greater dispel magic, quickened glitterdust*

Possessions: headband of intellect +4, cloak of resistance +2

*Includes bonuses from *mage armor* and *shield*.

Mordoc the Ripper: Male orc Bbn1/Ftr4/Occ3/Exo1; CR 9; medium humanoid (orc); HD 1d12+5d10+3d8+18; hp 75; Init +5; Spd 30 ft.; AC 21*; touch 14*; flat-footed 20*; Base Atk +9; Grp +16; Atks +18/13 melee (1d10+17 [17-20x2] +1 *bastard sword*) or +15/10 melee (1d10+31 [17-20x2] +1 *bastard sword*, rage, 5 power atk) or +11 ranged (1d8+4 [20x3] masterwork composite [str +4] longbow); SA rage 1/day, uncanny blow, vicious strike; SQ darkvision 60', daylight sensitivity, auravision, magical defense +2, mind over magic 1/day, weapon bond; AL CE; SV Fort +11, Ref +3, Will +4; ABL Str 24, Dex 12, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Craft (weaponsmithing) +5, Hide –6, Knowledge (arcana) +4, Listen +4, Spellcraft +8; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Rage (Ex): Once per day as a free action, Mordoc can fly into a rage, temporarily gaining +4 to Strength, +4 to Constitution, a +2 morale bonus to Will saves, and a –2 penalty to his armor class. This lasts for a number of rounds equal to 3 + his modified Constitution score.

Vicious strike (Ex): If Mordoc readies an attack to disrupt a spellcaster, the attack deals double damage if it hits.

Auravision (Su): Mordoc the Ripper has the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell, except he cannot use the ability to determine anything but the number of magical auras present.

Magical defense (Ex): Mordoc the Ripper's constant training in countering magic of all types has manifested itself as a +2 bonus against spells and spell-like abilities.

Mind over magic (Su): Once per day, Mordoc can cause a spell or spell-like ability targeting him to rebound onto the originator as a free action.

Weapon bond (Su): Mordoc the Ripper has chosen to bond with his bastard sword, imbuing it with the force of his hatred for spellcasters. Any successful attack he makes with his bastard sword or a creature with spell-like abilities deals an extra 1d6 points of damage.

Possessions: +1 *bastard sword*, *gauntlets of ogre power*, +2 *chainmail*, longbow

*Includes bonus from *shield of faith*, caster level 9.

Amarra Greenhome: Female human Clr9; CR 9; medium humanoid (human); HD 9d8+9; hp 57; Init +0; Spd 20 ft.; AC 26**; touch 13**; flat-footed 28**; Base Atk +6; Grp +7; Atks +8/3 melee (1d8+1, masterwork morningstar) or +6 ranged (1d10 [19-20x2] heavy crossbow); SQ rebuke undead; AL NE; SV Fort +7, Ref +3, Will +10; ABL Str 12, Dex 10, Con 12, Int 10, Wis 20, Cha 16.

Skills and Feats: Bluff +15, Concentration +13, Hide +5; Divine Quicken Spell, Divine Spell Power, Greater Spell Focus (enchantment), Quicken Spell, Spell Focus (enchantment)

Cleric Spells Prepared: (6/6+1/5+1/4+1/3+1/2+1; save DC 15 + level) 0—*detect magic* (2), *guidance*, *light*, *mending*, *read magic*; 1—*bless*, *cause fear*, *command** (DC 19), *resurgence* (2), ~~*shield of faith*~~ (2); 2—*cure moderate wounds*, *deific vengeance*, *hold person* (DC 20), *invisibility**, *silence*, *wave of grief* (DC 19); 3—*corona of cold*, *dispel magic*, *invisibility**, ~~*magic vestment*~~, *tremor*; 4—*confusion** (DC 22), *divine power*, *freedom of movement*, *recitation*; 5—*flame strike*, *greater command** (DC 23), ~~*true seeing*~~

*Domain spell; *Deity:* Iuz; *Domains:* Trickery (Bluff, Disguise, and Hide are class skills); Tyranny (+1 to save DC for all compulsion spells)

Possessions: +1 *full plate*, *peripart of wisdom* +2, *cloak of charisma* +2, masterwork morningstar, heavy crossbow, heavy wooden shield

**Includes bonus from *shield of faith*, caster level 9, and *magic vestment*, caster level 12.

Note: Amarra has used 1 of her 6 daily rebuke undead attempts, leaving her able to either Quicken one spell (her preferred method) or use Divine Spell Power on up to 5 spells.

APL 12

Encounter Two

Spiked Chain Tripper: Male vampire Ftr6/Exo1; CR 9; medium undead (augmented human); HD 7d12; hp 54; Init +8; Spd 30 ft.; AC 29*; touch 19*; flat-footed 29*; Base Atk +7; Grp +14; Atks +16/11 melee (2d4+13, +1 *spiked chain*) or +12/7 ranged (1d8+2 [20x3] masterwork composite [str +2] longbow); SA blood drain, children of the night, create spawn, dominate, energy drain, trip attack; SQ alternate form, damage reduction 10/silver and magic, fast healing 5, gaseous form, resist cold 10 and electricity 10, spider climb, turn resistance +4; AL; SV Fort +7, Ref +8, Will +2; ABL Str 24, Dex 18, Con -, Int 16, Wis 10, Cha 16.

Skills and Feats: Craft (weaponsmithing) +13, Intimidate +13; Alertness, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Trip, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (spiked chain), Whirlwind Attack, Weapon Specialization (spiked chain)

Blood drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the night (Su): Vampires command the lesser creatures and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 16) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD or a vampire if it had 5 or more HD.

Energy drain (Su): Living creatures hit by a vampire's slam attack gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once

per round. (The Fortitude DC to remove a negative level is 16.)

Alternate form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except the vampire does not regain hit points for changing form and must choose among the forms mentioned here. A vampire in alternate form loses its natural slam attack and dominate ability.

Gaseous form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider climb (Ex): A vampire can climb sheer surfaces as though with the *spider climb* spell.

Possessions: armbands of might, +1 *spiked chain*, masterwork chain shirt, masterwork composite [str +2] longbow

*Includes +5 bonus from *shield of faith*, caster level 17.

Notes: Typically uses Power Attack for 2 to trigger *armbands of might* for an additional 2 damage (total: 2d4+19). Opposed trip check at a bonus of +15.

One of the Spiked Chain Trippers wields a +4 *spiked chain*, enhanced by *greater magic weapon* at caster level 17. This grants the Tripper an additional +3 to hit and damage.

Timor Maegrom the Cruel: Male human Clr13; CR 13; medium humanoid (human); HD 13d8+26; hp 94; Init +0; Spd 20 ft.; AC 33**; touch 15**; flat-footed 33**; Base Atk +9; Grp +11; Atks +12/7 melee (1d8+2, masterwork morningstar) or +9 ranged (1d10 [19-20x2] heavy crossbow); SQ rebuke undead; AL NE; SV Fort +13, Ref +7, Will +15; ABL Str 14, Dex 10, Con 14, Int 10, Wis 19, Cha 16.

Skills and Feats: Concentration +18, Knowledge (religion) +16, Spellcraft +16; Divine Quicken Spell, Divine Spell Power, Extra Turning, Extra Turning, Extra Turning, Quicken Spell

Cleric	Spells	Prepared:
(6/6+1/6+1/5+1/5+1/3+1/2+1/1+1; save DC 14 + level)		0— <i>detect magic</i> (2), <i>guidance</i> , <i>light</i> , <i>mending</i> , <i>read magic</i> ; 1— <i>bless</i> , <i>cause fear</i> , <i>command</i> * (DC 16), <i>resurgence</i> , <i>shield of faith</i> (3); 2— <i>hold person</i> (DC 17), <i>desecrate</i> *, <i>silence</i> , <i>sound burst</i> , <i>spiritual weapon</i> (2), <i>summon monster II</i> ; 3— <i>blindness/deafness</i> , <i>magic circle against good</i> *, <i>magic vestment</i> (2), <i>mass lesser vigor</i> ,

summon monster III; 4—*confusion** (DC 19), ~~*death ward*~~, *freedom of movement*, ~~*greater magic weapon*~~, *recitation*, *spell immunity*; 5—*flame strike*, *greater command** (DC 20), ~~*true seeing*~~, *unhallow*; 6—*create undead**, *harm*, *mass inflict moderate wounds*; 7—*blasphemy**; *mass bull's strength*

*Domain spell; *Deity*: Iuz; *Domains*: Evil (+1 to caster level for all spells with Evil descriptor); Tyranny (+1 to save DC for all compulsion spells)

Possessions: +1 *full plate*, *scepter of obedience*, *lesser metamagic rod of silent*, *periap of wisdom +2*, *cloak of charisma +2*, *vest of resistance +3*, masterwork morningstar, heavy wooden shield, heavy crossbow

**Includes bonus from *shield of faith*, caster level 20, *magic vestment*, caster level 17, and *greater magic weapon*, caster level 17.

Note: Timor Maegrom the Cruel has used 1 of his daily rebuke attempts to bolster all the vampires to 17 effective hit dice, and he has used an additional 4 daily rebuke attempts to cast spells as a 17th level caster with Divine Spell Power. This leaves him with 14 daily rebuke attempts remaining, enough to Quicken 2 spells and use Divine Spell Power on 3.

Encounter Five

Iuzian bear warrior: Male human
Bbn1/Drd6/Nat2/Bear1; CR 10; medium humanoid (half-orc); HD 2d12+6d8+2d10+20; hp 81; Init -1; Spd 40 ft.; AC 13; touch 9; flat-footed 13; Base Atk +8; Grp +17 (+21 while in bear form [black]); Atks +13/+8 melee (1d6+5 [20x2] club); SA claws of the grizzly, rage, serpent's coils; SQ animal companion (dire wolf), bear form (black); AL CE; SV Fort +13, Ref +1, Will +6 (+8 while raging); ABL Str 20, Dex 8, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Concentration +8, Knowledge (nature) +8, Survival +8; Improved Grapple, Improved Unarmed Strike, Lion's Pounce, Power Attack, Track

Rage (Ex): Once per day as a free action, a Barbarian can fly into a rage, temporarily gaining +4 to Strength, +4 to Constitution, a +2 morale bonus to Will saves, and a -2 penalty to his armor class. This lasts for a number of rounds equal to 3 + his modified Constitution score.

Stats in black bear form: hp 101; Init +1; Spd 50 ft.; AC 14; touch 8; flat-footed; Base Atk +8; Grp +21; Atks +17 melee (1d4+12 [20x2] 2 claws) and +12 melee (1d6+7 [20x2] bite)

Possessions: +1 *beastskin hide armor*

Malebol, Blackguard: Male human
Ftr2/Hex3/Rgr1/Bgd2; CR 8; medium humanoid (human); HD 7d10+1d8+24; hp 74; Init +0; Spd 20 ft.; AC 22; touch 10; flat-footed 22; Base Atk +8; Grp +10; Atks +11/6 melee (1d8+3+purple worm poison* [19-20x2] +1 *longsword*) or +9/4 ranged (1d8+2 [20x3] masterwork composite longbow [+2 Str bonus]); SA hexblade's curse, smite good 3/day; SQ aura of evil, dark blessing (Cha bonus to saves), *detect good*, favored enemy (elf), mettle, poison use; AL NE; SV Fort +15, Ref +7, Will +10; ABL Str 14, Dex 10, Con 14, Int 8, Wis 12, Cha 18.

Skills and Feats: Bluff +7, Climb -2, Concentration +13, Hide -1, Jump +0, Knowledge (religion) +1, Listen +5, Spot +5, Survival +5; Cleave, Extra Smiting, Improved Sunder, Improved Toughness, Iron Will, Power Attack, Track

Favored enemy (Ex): Due to his extensive study on elves, Malebol gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival against elves, as well as a +2 bonus on weapon damage rolls against them.

Aura of evil (Ex): The power of Malebol's aura of evil is equal to his class level.

Detect good (Sp): Malebol can use *detect good* at will as a spell-like ability.

Poison use: Malebol is skilled in the use of poison and never risks accidentally poisoning himself when applying poison to a blade.

Hexblade's curse (Su):

Smite good (Su): 3/day may attempt to smite good with one normal melee attack, adding +4 to attack and +2 to damage

Blackguard Spells Prepared (2; save DC 11 + level)
1—*cure light wounds*, *divine sacrifice*

Possessions: masterwork composite longbow (+2 Str bonus), purple worm poison, +1 *longsword*, +1 *full plate*, +1 *heavy steel shield*

*Purple worm poison: 1d6 Str/2d6 Str, Fort save (DC 24) negates. Market value 700 gp.

Encounter Six

Durgo: Male goblin Drd5/Beastmaster5; CR 10; small humanoid (goblin); HD 5d8+5d10+20; hp 78; Init +7; Spd 20 ft.; AC 19; touch 14; flat-footed 16; Base Atk +8; Grp +4; Atks +11/6 melee (1d6+1 [20x3] *longspear*) or +9/4 melee (1d4+1 [18-20x2] *scimitar*) or +10/5 ranged (1d3+1, sling); SQ animal companion, darkvision 60 ft., extra animal

companion (-3), lowlight vision, nature sense, resist nature's lure, *speak with animals* 1/day, trackless step, wild empathy, wild shape 1/day, woodland stride; AL NE; SV Fort +9, Ref +8, Will +6; ABL Str 12, Dex 16, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +10, Handle Animal +12, Hide +6, Listen +7, Move Silently +6, Ride +19, Spot +15, Survival +8; Alertness, Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge

Animal companion (Ex): Durgo has a dire wolf companion, Sparky.

Extra animal companion (Ex): As a beastmaster, Durgo has a second dire wolf companion, Grumble.

Druid Spells Prepared: (5/4/3/1; save DC 13 + level) 0—*cure minor wounds, flare, guidance, resistance, virtue*, 1—*enrage animal, entangle, magic fang, produce flame*, 2—*barkskin, brambles, flame blade*, 3—*mass lesser vigor*

Possessions: masterwork longspear, masterwork chain shirt barding, caltrops (2), tanglefoot bag (2), +1 leather armor, +1 light wooden shield, cloak of resistance +1

Sparky: Dire wolf; CR –; large animal; HD 10d8+40; hp 87; Init +3; Spd 50 ft.; AC 23; touch 12; flat-footed 20; Base Atk +7; Grp +17; Atks +14 melee (1d8+12, bite); SA trip; SQ devotion, evasion, link, lowlight vision, scent, share spells; AL N; SV Fort +11, Ref +10, Will +7; ABL Str 27, Dex 17, Con 18, Int 2, Wis 12, Cha 10.

Evasion (Ex): Whenever Sparky successfully makes a Reflex save against an effect that would normally allow half damage, he instead takes no damage.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +9, Survival +2; Alertness, Power Attack, Run, Track, Weapon Focus (bite)

Grumble: Dire wolf; CR –; large animal; HD 8d8+32; hp 69; Init +3; Spd 50 ft.; AC 21; touch 12; flat-footed 18; Base Atk +6; Grp +18; Atks +13 melee (1d8+12, bite); SA trip; SQ evasion, link, lowlight vision, scent, share spells; AL N; SV Fort +10, Ref +9, Will +6; ABL Str 26, Dex 16, Con 18, Int 2, Wis 12, Cha 10.

Evasion (Ex): Whenever Grumble successfully makes a Reflex save against an effect that would normally allow half damage, he instead takes no damage.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +9, Survival +2; Alertness, Run, Track, Weapon Focus (bite)

Dingo: Male goblin Drd8; CR 8; small humanoid (goblin); HD 8d8+16; hp 59; Init +3; Spd 20 ft.; AC 17; touch 14; flat-footed 14; Base Atk +6; Grp +1 Atks +6 melee (1d4-1 [18-20x2] scimitar) or +9 ranged (1d3-1, sling); SQ animal companion, darkvision 60 ft., nature sense, resist nature's lure, trackless step, wild shape 3/day, wild shape (large), wild empathy; AL NE; SV Fort +8, Ref +5, Will +10; ABL Str 8, Dex 16, Con 14, Int 10, Wis 20, Cha 8.

Skills and Feats: Concentration +11, Handle Animal +7, Hide +6, Move Silently +6, Ride +15, Spot +14; Augment Summoning, Rapid Spell, Spell Focus (conjuraction)

Animal companion (Ex): Dingo has a dire wolf companion named Razor.

Druid Spells Prepared: (6/5/4/4/3; save DC 15 + level) 0—*cure minor wounds* (2), *flare, guidance, resistance, virtue*, 1—*cure light wounds, enrage animal, entangle* (DC 17), *magic fang, produce flame* (2); 2—*brambles, bull's strength, flame blade, soften earth and stone*, 3—*call lightning* (DC 19), *greater magic fang, mass lesser vigor, spike growth*; 4—*flame strike* (2), *freedom of movement*

Possessions: masterwork leather armor, masterwork light wooden shield, caltrops (2), tanglefoot bag (2), +1 chain mail barding, brooch of shielding, periapt of wisdom +2

Razor: Dire wolf; CR –; large animal; HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 19; touch 12; flat-footed 17; Base Atk +4; Grp +15; Atks +11 melee (1d8+10, bite); SA trip; SQ link, lowlight vision, scent, share spells; AL N; SV Fort +8, Ref +7, Will +6; ABL Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2; Alertness, Run, Track, Weapon Focus (bite)

Encounter Seven

Lystratus Vale: Male human Evk6/Wil3/Fat4; CR 13; medium humanoid (human); HD 12d4+26; hp 66; Init +1; Spd 30 ft.; AC 22*; touch 14; flat-footed 21*; Base Atk +6; Grp +5; Atks +6 melee (1d4-1 [19-20x2] masterwork dagger) or +7 ranged touch; SQ summon familiar, deny

fate, fickle finger of fate, random deflector 1/day, resist fate, spin destiny, spin fate, student of chaos, wild magic; AL NE; SV Fort +8, Ref +9, Will +12; ABL Str 8, Dex 12, Con 14, Int 25, Wis 10, Cha 8.

Skills and Feats: Concentration +18, Knowledge (arcana) +23, Knowledge (nature) +15, Knowledge (planes) +17, Knowledge (local: IBS) +11, Profession (gambler) +11, Sleight of Hand +12, Spellcraft +27, Use Magic Device +13; Born of the Three Thunders, Energy Substitution (electricity), Magical Aptitude, Quicken Spell, Practiced Caster, Scribe Scroll, Spell Focus (evocation), Sudden Maximize

Deny fate (Ex): Once per day, on the first occasion when Lystratus must make a check to become stable while dying, the check automatically succeeds.

Fickle finger of fate (Ex): Once per day as an immediate action, Lystratus can force any other creature—friend or enemy—to reroll a roll that it has just made. He must have line of sight to the creature to be affected, and that creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Random deflector (Su): Once per day, as an immediate action, Lystratus Vale can activate a random deflector which lasts until the beginning of his next turn. The random deflector redirects ranged attacks, ranged touch attacks, and individually targeted spells so that they instead attack or affect a random target within 20 feet of him. Lystratus includes himself and his allies among the possible new targets. Any creature targeted by a deflected attack is attacked or affected normally as though the attack or affect had originally targeted him or her.

Resist fate (Ex): Once per day, Lystratus can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than the original roll.

Spin destiny (Ex): Before making the roll, Lystratus can apply any number of available spin points to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. The spin utilized comes from the same limited reservoir of karma that allows him to adjust the DC of his spells.

Spin fate (Ex): Can “spin” number of fate points equal to Fatespinner class level each day. As a free action, can use stored spin to boost save DC of a spell he casts, adding some or all stored fate points. Spin is replenished whenever Lystratus successfully rests for the day.

Student of chaos (Ex): Whenever Lystratus uses a magic item that offers a randomly determined effect, he can roll twice and choose between the two results.

Wild magic: Lystratus Vale casts spells differently from any other arcane spellcaster. His caster level is reduced by 3; however, every time he casts a spell, his use of wild magic adds 1d6 to his adjusted caster level.

Wizard Spells Prepared: (5/7/7/7/6/5/4/3; save DC 17 + lvl; his prohibited schools are Enchantment and Necromancy; 0—*detect magic* (2), *light*, *ray of frost*, *resistance*; 1—(*electric*) *burning hands* (DC 19), *fist of stone*, *lesser orb of electricity*, ~~*mage armor*~~, *magic missile*, *nerveskitter*, ~~*shield*~~; 2—*fireburst*, *glitterdust*, ~~*invisibility*~~, ~~*mirror image*~~, (*electric*) *scorching ray*, ~~*see invisibility*~~, *shatter* (DC 20); 3—~~*arcane sight*~~, (*electric*) *fireball* (DC 21), ~~*fly*~~, *haste*, *lightning bolt* (DC 21), *shadow binding*, *slow*; 4—*defenestrating sphere* (DC 22), *dimension door*, *Evard's black tentacles*, ~~*stoneskin*~~, *orb of cold*, *Otiluke's resilient sphere* (DC 22); 5—*arc of lightning*, (*electric*) *cone of cold* (DC 23), *greater dimension door*, *quicken magic missile*, *reciprocal gyre*; 6—*chain lightning* (DC 24), ~~*contingency@*~~, *greater dispel magic*, *quicken glitterdust*; 7—*Bigby's grasping hand*, ~~*spell turning*~~, *stun ray*

Possessions: *headband of intellect +4*, *cloak of resistance +2*, *ring of counterspells (greater dispel magic)*, *metamagic rod of enlarge*

*Includes bonuses from *mage armor* and *shield*, as well as bonus from *shield of faith*, caster level 11.

@*contingency* in effect: If anyone targets Lystratus with a physical attack, he receives *stoneskin*.

Mordoc the Ripper: Male orc Bbn1/Ftr4/Occ5/Exo1; CR 11; medium humanoid (orc); HD 1d12+5d10+5d8+33; hp 100; Init +5; Spd 30 ft.; AC 21*; touch 14*; flat-footed 20*; Base Atk +11; Grp +18; Atks +20/15/10 melee (1d10+17+vicious [17-20x2] +1 *bastard sword*) or +17/12/7 melee (1d10+31+vicious [17-20x2] +1 *bastard sword*, rage, 5 power atk) or +13 ranged (1d8+4 [20x3] masterwork composite [str +4] longbow); SA rage 1/day, uncanny blow, vicious strike; SQ darkvision 60', daylight sensitivity, auravision, blank thoughts, magical defense +3, mind over magic 2/day, nondetection cloak, weapon bond; AL CE; SV Fort +12, Ref +3, Will +5; ABL Str 24, Dex 12, Con 16, Int 10, Wis 10, Cha 6.

Skills and Feats: Craft (weaponsmithing) +5, Hide -6, Knowledge (arcana) +4, Listen +4, Spellcraft +12; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Rage (Ex): Once per day as a free action, Mordoc can fly into a rage, temporarily gaining +4 to Strength, +4 to

Constitution, a +2 morale bonus to Will saves, and a -2 penalty to his armor class. This lasts for a number of rounds equal to 3 + his modified Constitution score.

Vicious strike (Ex): If Mordoc readies an attack to disrupt a spellcaster, the attack deals double damage if it hits.

Auravision (Su): Mordoc the Ripper has the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell, except he cannot use the ability to determine anything but the number of magical auras present.

Blank thoughts (Ex): Mordoc the Ripper can induce in himself a state of mental absence, thereby becoming immune to mind-affecting effects. He can suppress or resume this ability as a free action.

Magical defense (Ex): Mordoc the Ripper's constant training in countering magic of all types has manifested itself as a +3 bonus against spells and spell-like abilities.

Mind over magic (Su): Twice per day, Mordoc can cause a spell or spell-like ability targeting him to rebound onto the originator as a free action.

Weapon bond (Su): Mordoc the Ripper has chosen to bond with his bastard sword, imbuing it with the force of his hatred for spellcasters. Any successful attack he makes with his bastard sword or a creature with spell-like abilities deals an extra 1d6 points of damage.

Possessions: +1 vicious bastard sword, gauntlets of ogre power, amulet of health +2, +2 chainmail, longbow

*Includes bonus from *shield of faith*, caster level 11.

Amarra Greenhome: Female human Clr11; CR 11; medium humanoid (human); HD 11d8+11; hp 69; Init +0; Spd 20 ft.; AC 26**; touch 13**; flat-footed 28**; Base Atk +8; Grp +9; Atks +10/5 melee (1d8+1, masterwork morningstar) or +8 ranged (1d10 [19-20x2] heavy crossbow); SQ rebuke undead; AL NE; SV Fort +8, Ref +3, Will +11; ABL Str 12, Dex 10, Con 12, Int 10, Wis 20, Cha 16.

Skills and Feats: Bluff +17, Concentration +15, Hide +7; Divine Quickened Spell, Divine Spell Power, Greater Spell Focus (enchantment), Quickened Spell, Spell Focus (enchantment)

Cleric	Spells	Prepared
(6/7+1/5+1/5+1/4+1/3+1/1+1; save DC 15 + level)	0— <i>detect magic</i> (2), <i>guidance</i> , <i>light</i> , <i>mending</i> , <i>read magic</i> ;	
1— <i>bless</i> , <i>cause fear</i> , <i>command</i> * (DC 19), <i>resurgence</i> (2),	<i>shield of faith</i> (3);	2— <i>cure moderate wounds</i> , <i>deific</i>

vengeance, *hold person* (DC 20), ~~*invisibility*~~*, *silence*, *wave of grief* (DC 19); 3—*corona of cold*, *cure serious wounds*, *dispel magic*, ~~*invisibility*~~*, ~~*magic vestment*~~, *tremor*; 4—*confusion** (DC 22), ~~*death ward*~~, *divine power*, *freedom of movement*, *recitation*; 5—*flame strike*, *greater command** (DC 23), *righteous might*, ~~*true seeing*~~; 6—~~*heroes' feast*~~, *mislead**

*Domain spell; *Deity:* Iuz; *Domains:* Trickery (Bluff, Disguise, and Hide are class skills); Tyranny (+1 to save DC for all compulsion spells)

Possessions: +1 full plate, *periapt of wisdom* +2, *cloak of charisma* +2, *lesser metamagic rod of empower*, masterwork morningstar, heavy crossbow, heavy wooden shield

**Includes bonus from *shield of faith*, caster level 11, and *magic vestment*, caster level 14.

Note: Amarra has used 1 of her 6 daily rebuke undead attempts, leaving her able to either Quickened one spell (her preferred method) or use Divine Spell Power on up to 5 spells.

Appendix G

All APLs

Vox Dolorous: Male human Mar3/Brd3/Wrc5; CR 11; medium humanoid (half-orc); HD 8d8+3d6+22; hp 76; Init +10*; Spd 30 ft.; AC 19; touch 13; flat-footed 17; Base Atk +9; Grp +9; Atks +11/+6 (1d8+1+vicious [20x3] +1 vicious longspear) or +12/+7 (1d8 [20x3] masterwork longbow); SQ auras, bardic knowledge, bardic music, combine songs, *fascinate*, inspire courage +1, inspire recklessness, inspire toughness; AL NE; SV Fort +10, Ref +7, Will +6; ABL Str 11, Dex 14, Con 14, Int 14, Wis 8, Cha 18.

Skills and Feats: Bluff +9, Concentration +12, Diplomacy +16, Gather Information +10, Handle Animal +9, Intimidate +20, Jump +4, Listen +4, Perform (song) +18, Ride +10, Sense Motive +9, Sleight of Hand +6, Spot +4, Tumble +8; Combat Expertise, Improved Initiative, Mounted Combat, Ride-By Attack, Skill Focus (diplomacy), Weapon Focus (longspear)

Auras (Ex): Vox Dolorous may continually harangue, order, direct, encourage, and cajole all allies within 60 feet who can hear him, giving them the benefits of one minor aura and one major aura. Vox Dolorous may choose to use either *motivate dexterity* or *force of will* as a minor aura. His major aura is always *motivate urgency*.

Force of will (Ex): Grants allies within 60 feet, including himself, a +4 bonus to Will saves.

Motivate dexterity (Ex): Grants allies within 60 feet, including himself, a +4 bonus to Dexterity checks, Dexterity-based skills, and initiative checks.

Motivate urgency (Ex): Increases the base land speed of all allies within 60 feet, including himself, by 5 feet.

Combine song (Su): Vox Dolorous can combine two types of bardic music or war chanter music to provide the benefits of both.

Inspire recklessness (Su): Vox Dolorous can grant all allies within 60 feet able to hear him, including himself, the ability to subtract a number from his or her Armor Class and add the same number to all melee attack rolls by a number up to or equal to his or her base attack. This effect lasts for as long as the ally hears Vox Dolorous and for 5 rounds thereafter.

Inspire toughness (Su): Vox Dolorous can use his song to impart a berserk resiliency on his allies, granting them +10 temporary hit points. To be affected, an ally

must be able to hear Vox sing. This effect lasts for as long as the ally hears Vox sing and for 5 rounds thereafter.

Possessions: masterwork longbow, +1 mithril chainmail, ring of protection +1, +1 chain shirt barding, +1 vicious longspear, cloak of charisma +2

*Includes the +4 bonus from *motivate dexterity*.

Pynchon Tiberian: Male human Wlk8; CR 8; medium humanoid (half-orc); HD 8d8+16; hp 59; Init +10*; Spd 30 ft.; AC 17; touch 12; flat-footed 15; Base Atk +6; Grp +7; Atks +9/+4 (1d4+1 [20x2] masterwork spiked gauntlet) or +8 ranged touch (4d6+invocation [20x2] *eldritch blast*); SA *eldritch blast*, invocations; SQ deceive item, *detect magic*, DR 2/cold iron, fiendish resilience 1; AL NE; SV Fort +5, Ref +5, Will +7; ABL Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 19.

Skills and Feats: Concentration +18, Spellcraft +11, Use Magic Device +15; Ability Focus (*eldritch blast*), Improved Initiative, Point-blank Shot, Precise Shot

Eldritch blast (Sp): Ray with a range of 60 feet. Ranged touch attack with no saving throw. Equivalent of a spell of 4th level. Subject to spell resistance. Deals half damage to objects.

Invocations (Sp): Pynchon Tiberian does not prepare or cast spells as other wielders of arcane magic do. Instead, he can use any invocation he knows at will, with the following qualifications: An invocation is a spell-like ability; therefore, using an invocation is a standard action that provokes attacks of opportunity. An invocation can be disrupted like a spell. Pynchon is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking. Pynchon can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. Invocations are subject to spell resistance, and Pynchon's caster level is equal to his warlock level (8).

The save DC for Pynchon's invocations is equal to 16 + effective spell level.

Some invocations, known as *eldritch essence* invocations, affect Pynchon's *eldritch blast*. Pynchon can apply only one invocation to his *eldritch blast*, choosing from any of the *eldritch essence* invocations he knows. When he applies an *eldritch essence* invocation to his *eldritch blast*, the spell level equivalent of the modified blast is equal to the level of the *eldritch blast* or the *eldritch essence* invocation, whichever is higher.

Eldritch chain (Sp): Blast can “jump” to one secondary target within 30 feet of the primary target. If Pynchon misses either target, the attack ends there. A secondary target takes half the damage dealt to the first target. Pynchon must make a separate spell penetration check for each target, if applicable.

Eldritch spear (Sp): *Eldritch blast* range increased to 250 feet with no range increment.

Flee the scene (Sp): Use *dimension door* as a spell-like ability, though range is limited to 45 feet, and leaves behind a *major image* of caster that lasts for 1 round. The image reacts appropriately to attacks as if you were concentrating on it.

Frightful blast (Sp): Any creature struck by an *eldritch blast* modified by *frightful blast* must succeed on a Will save (DC 20) or become shaken for 1 minute.

See the unseen (Sp): Gain ability to see invisible creatures (as *see invisibility*). Also gain darkvision 60' for 24 hours.

Possessions: masterwork spiked gauntlet, *tunic of steady spellcasting*, *cloak of charisma +2*, *vest of resistance +1*, *+1 chain shirt*, *wand of ray of enfeeblement (caster level 1)*

*Includes the +4 bonus from *motivate dexterity*.

Mounted orc fighter: Male orc Ftr4; CR 4; medium humanoid (orc); HD 4d10+8; hp 36; Init +4*; Spd 20 ft.; AC 20; touch 11; flat-footed 19; Base Atk +4; Grp +9; Atks +11 melee (1d10+5 [20x3] masterwork lance) or +4 ranged (1d6+5 [20x2] javelin); SA rage; SQ darkvision 60', uncanny dodge; AL CE; SV Fort +6, Ref +2, Will +1; ABL Str 21, Dex 12, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Handle Animal +5, Ride +5; Mounted Combat, Ride By Attack, Spirited Charge, Weapon Focus (lance)

Possessions: light warhorse, masterwork lance, battle axe, composite longbow, *+1 chain shirt*, *+1 heavy steel shield*

*Includes the +4 bonus from *motivate dexterity*.