

GRM7-02

# Gullet

## A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup> Gran March Regional Adventure

Version 0.9

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With Gran March preparing for battle with bullywogs and their allies, all intelligence on their sacred and military sites is important information to gather. One such place of interest has been recently discovered in the Rushmoors. A dangerous Gran March Regional adventure for APLs 2-12. Part two of the Homefront series.

**Note:** This adventure will be of particular interest to military and veteran characters. Halfling and Gnome Meta-Org characters may also benefit. Many centaur characters will have difficulties with this game.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at [scon40@aol.com](mailto:scon40@aol.com). For LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

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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.

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

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## 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 non-player characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

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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.

Gran March pay one Time Unit per round, all others pay two Time Units per round.

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

A character who 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 (bow making). 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

### THE WELL OF DISHONOR

Wastri always been one of the gods the Bullywogs followed, though at times his hold on this amphibian people have waned. Wastri holds that humans are superior to all others, but that some races have a point. The bullywogs fall into this category, though the liturgy they are taught probably keeps "the humans are superior to you" at a minimum. Wastri especially does not like elves, halflings, gnomes and dwarves, and it is part of its teaching among the orcs, goblins and bullywogs.

As might be expected, Wastri is mostly a religion for humans. Such human Wastrians are often, but not always, lawful-evil. There came to be a group of powerful non-evil Wastians; they called themselves the Garden of Men (members had the title Gardener). They saw much evil in the world. They decided that the world would be a better place if the souls of the evil ones did not ever get reborn into the world. This same place

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-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 Gran March. Characters native to the

could be a place to take heretics and other trouble makers to remove them from society. They placed a Shrine to Wastri in this place to give the trapped ones something to guard. And the Gardeners recognized that their protectors or Keepers would be defeated overtime, or that the trapped souls might wander. They placed the Earth Harp into the ground so their descendants could call new Keepers from below. Finally they called the help of their less polite brethren, and with carefully scripted orders, the first Keepers came. The Gardeners named this place the Well of Dishonor. That the Well also held a place of worship was not circulated outside their membership, that this was a place to bring the evil, disruptive, treacherous or uncontrollable for an eternal stay was circulated among the human and non-human clergy alike. It was recommended that the new residents be drugged, unarmed, without book or component, and even unconscious.

The Well of Dishonor is known among those few remaining Wastrians as a place where those beings that have the darkest souls are put so that they will neither escape nor be reborn into the population. This task is completed by having the complex inhabited by incorporeal undead (the Keepers), that kill those sent inside, and then order the spawn to go to a place deep underground and wait until their turn when the Earth Harp sounds and then fill in as the Keeper's role. The Earth Harp ritual is a way to restart the process should the Keeper be slain. The undead wait in a water-filled chamber far below the temple that is only really accessible by incorporeal or ethereal travel.

Recently as more and more Vecna clergy have been found among their number, the Bullywogs have made more and more journeys to the Well. Their teachings said only the most evil of people, but it has been a convenient place to put the troublemakers. A few other groups of humanoids or humans have noticed the processions, and have put their own troublemakers into the Well. As recently as a few years ago, some of the less pleasant Wastrian have put a few Dwarven heroes into the Well so they could not be reborn.

The Bullywogs were bringing one such dark soul to the Well when the Cattail Scouts saw them. They saw the moving off the vines from the giant toad sculpture and the placement of the bound body of the drugged or unconscious person in the mouth, and the disappearance of the body. The Bullywogs held a reverent ceremony and then put

the vines and plants back around the toad, before departing.

Clearly the site is revered by the Bullywogs. With plans in the works for an assault on bullywog strongholds, knowledge of special places is important. An investigation team is being sent.

The investigation team is being sent in as short files in the hope that small groups of people can find their way there without problems with bullywogs, lizardmen, hobgoblins or hostile Flan.

## **ADVENTURE SUMMARY**

### **INTRODUCTION**

The characters receive instructions or orders requiring them to report to Captain Teliz. Non-military characters have the option of being paid to go on the mission.

### **ENCOUNTER ONE**

The player characters meet with Captain Teliz. He relates their mission and their objectives. He describes the short file method for getting his scouting force to the location. He also has a medical potion developed by the Merciful Order that should help against Swamp Fever.

### **ENCOUNTER TWO**

This encounter involves travel to the site using the rough map provided by Captain Teliz. The player characters deal with a hobgoblin ambush. With care the player characters can rescue a relative of an Elector from the hobgoblins and get the Elector's favor. The characters can also determine that important information related to the buildup of troops in Fort Tribulation is known to the hobgoblins.

### **ENCOUNTER THREE**

The player characters arrive at the sacred site to find Captain Teliz setting up a camp. He informs the player characters that he will be selecting a group of people to scout in the complex tonight, but everyone else will be going in the next morning when people have had a chance to recover from getting to this site. Some of the files had encountered denizens of the swamp on their way to this place. The characters can choose at this point to volunteer to scout the complex. The

scouting mission is the intended path of this game. However, many will want to rest up a night before going in, and those are given a spot on the perimeter to rest and keep watch. The Captain has some resources to give to the campers, but more resources to give to the scouts

Encounters four & five apply to those camping outside.

Encounters six & seven apply to the scouting mission.

The Intent of this game is that the player characters take the Scouting mission.

### **ENCOUNTER FOUR**

The camping player characters are attacked by a selection of water elementals. These elementals are under orders to support the undead attack, but when they arrive ahead of the undead, they attack anyway. Their intent is to disable the watch party, and possibly leave food for the undead. How the players set their camp could have a great deal to do with how this encounter works out.

### **ENCOUNTER FIVE**

The camping player characters receive the second part of the attack after the first arrives. The Undead were supposed to arrive with the water elementals, but were delayed by either denizens of the swamp or of the swamp itself. These attackers use stealth to get close to the player characters. How the players set their camp could have a great deal to do with how this encounter works out.

### **ENCOUNTER SIX**

The scouting player characters enter the Gullet of the Toad. They deal with the sliding ramp, corridors infested with traps, and roving undead who seek to stop them from advancing or exiting.

### **ENCOUNTER SEVEN**

At the end of the corridors is a temple to Wastri. Here there are holy texts and offerings. There is a watering system to keep the walls wet. There is also the Earth Harp. Taking offerings from Wastri's basin, removing other offerings and putting them in bags and such (or leaving them), or damaging the shrine of Wastri, calls forth the Guardians of the Shrine. These are Lawful Good

guardians, so negotiations are possible. A complicating factor is that one of the treasure items is intelligent and wants to leave. There is also a prophecy regarding the Hellscepter that implies the sword is involved.

### **ENCOUNTER EIGHT**

In the morning, the Captain calls all teams to him. Only half the number of people that gathered in the camp the day before now answer the Captain's call. There are also two Cattail Clan also present that were not here the night before. The Captain will explain (if the player characters camped) regarding the inside of the complex and about the hobgoblin force coming. The group will remain together exiting the Rushmoors. Teleporting NPCs will transport the serious wounded and dead back.

## **PREPARATION FOR PLAY**

Have each character provide three Spot, three Listen, three Sense Motive, and three Fort saves.

It could also be useful to know the armor check penalty and encumbrance level for each character should they go swimming. Many characters underestimate the weight they carry, so if the encumbrance level sounds low for the equipment carried, ask the player to double check.

Ask the characters if they are wearing any holy symbols openly. Pay particular interest to Pelor, Obad-Hai and Geshtai.

Determine if any character has an open marking showing them as touched by Vecna (the Whispered One).

Determine if any character played Exigency, a year six Intro Module. There is a favor in that game that could be expended in this game.

## **INTRODUCTION**

### **GHOSTGATE**

#### **From the adaptation of ADP2-02**

The city of Ghostgate is located on the military road south of Shibolet, on Gran March's side of the Sheldomar River. In the early days of Keoish expansion it was a border outpost protecting the Kingdom of Keoland from the Flan and Paynim tribes inhabiting the land beyond. As the Empire began to spread north and west into what is now Gran March Ghostgate became a military and

civilian supply depot. As Gran March became established Ghostgate became a center of trade between Gran March and Keoland. As barge traffic on the Sheldomar and Lort rivers increased, it became an important 'port' for Gran March as cargo was shipped downriver to southern Keoland. Ghostgate's other primary business is the storage of cargo in its large warehouse district, and it is a popular practice to do so for a night before setting out downriver to Keoland (in order to avoid a portion of that country's large excise taxes).

Technically this game begins in Ghostgate (should any character have a boon or bane regarding this starting location).

### **PART A - MILITARY CHARACTERS:**

Military characters are given temporary orders putting them under the command of Knight Captain Gregorik Teliz. They are ordered to meet him at a staging camp between Shibolet and Fort Tribulation on the edge of the Rushmoors (**player handout #1**)

### **PART B – VETERAN CHARACTERS**

Veteran characters receive **player handout #2**, stating that their special skills are needed for a mission of importance for Gran March. They are reactivated immediately and put under the command of Knight Captain Gregorik Teliz. They are ordered to meet him at a staging camp between Shibolet and Fort Tribulation on the edge of the Rushmoors

### **PART-C – NON-MILITARY OR NON-VETERAN CHARACTERS**

***You found yourself in the settlement of Ghostgate, Gran March. This small town is just south of Shibolet on the Sheldomar River and seems to have more docks and warehouses than places that people gather. Still the Shining Song Inn is a pleasant place. It seems that barge masters and works come here to drink, dine and live between routes.***

***Your late meal is coming to a close when a halfling lad dressed in fine clothing steps to your table. "Excuse me [sir or ma'm depending on character sex], I have a message for you, and I was told to wait for a reply," the halfling says. He holds out a message tube with both hands. When you take it, it seems heavier than a simple message should be.***

Inside is player handout #3 and 100 gp.

The halfling takes what ever reply the character gives, bows, and takes his leave. He will not eat or drink with the PC. If the PC asks his name, it is Icewing.

If the character does not go to the staging camp, given them their AR. They will have earned 100 gp.

### **FOR ALL THREE PARTS**

At this point, players might want to change the spells that their characters know. This is a point where they might do so.

Knight Colonel Watcher Rhodderch Kygan, Elder Dominant Gorgon is the Commander of the Commandant's Own, the 1st Battle. A **Profession (Soldier) check DC 12** or **Knowledge (Local – Sheldomar Valley MR) DC 17** can determine this. Active Duty Military get +5 to the either check.

For Gran March characters (others need to make a DC 10 check) Gravedigger's Union is a small Guild recognized by Gran March that was formed in CY590.

## **ENCOUNTER 1: ASSEMBLY**

All player characters will find themselves on the path to the assembly site at the same time. Only those characters staying at the Shining Song had the opportunity to have breakfast together (if their players want to do so).

***It is mid-morning, a couple hours after sunrise, and you are fresh from a good night sleep and good meal. There are others apparently traveling to the same destination....***

At this point have the character introductions take place.

***As you arrive to your destination, men are hard at work disassembling tents and breaking down a camp on the edge of the Rushmoors. Besides the men working to break up the camp, there are another group of people gathering around a still burning fire. One unarmed man of sueloise descent is staring towards the swamp, but when your arrival is witnessed by some of the others and they call out, he turns quickly, and strides to meet you.***

***There is no battle or unit designation on his uniform, but his Captain rank is quite clear.***

**He is an older man, in his mid-thirties, and if not pure-blooded suel, then most of his ancestors have of been of that stock.**

**“You are almost too late, “he begins. “But I am glad to see that you made it. We’ve already broken into short files, so you all will make up a short file yourself. There will be a final briefing over there, “he waves towards the gathering of people,” before we go in.”**

**And without waiting for any response on your part he turns and walks back to the where he was staring into the swamp. One of the gathered men, carrying a satchel, stands and moves towards you as the Captain leaves.**

This is Sergeant Azar Taloan. He is a Baklunish man, 5’7” tall, with the golden skin of his race. He is in his early twenties (He appeared in Exigency, a year 6 Intro module, where he was a Corporal). He will be appropriately deferential to those higher rank than he, and polite to those of lower rank (he was promoted at the end of year 6). He will ask for names, and assuming they give correct names, will tell them a courier arrived in the morning attaching them to this mission. He will tell them that the Captain has asked for everyone to assemble for a final briefing. He will give each person three vials.

**“These are a special preparation that the Merciful Order has provided to us on this mission.” Sergeant Taloan begins, “It should keep the insects away in the Rushmoors and it is believed to help people resist the Swamp Fever. Each vial is good for a day. The Merciful Order has not yet been able to make a lot of this, but they have made it available for us. Any ointment not used needs to be returned to me, Captain’s orders.**

Putting this ointment on gives a +10 to the fortitude save vs. Swamp Fever or other insect born diseases, and for this adventure is enough to make all members not catch it. The ointment has a not unpleasant (but not really pleasant either) odor.

The Sergeant will leave them and approach the Captain and speak with him quietly (those who want to read lips, can do so DC 20, to learn that the Sergeant is telling the Captain that your party are the ones they got a courier message on in the morning. All are present an assembled), after which the Captain nods and walks with the Sergeant to the assembled men.

While the Captain and Sergeant are speaking, the player characters can look over the people gathered at this site. While most of them are military or activated veterans, there are a few civilians, mostly women, as well.

**“Greetings, “the Captain begins, “I am Captain Teliz. You have been assigned to this mission because of your special skills or expertise. You will notice that this is not exclusively a military mission. We have a number of civilian advisors coming along. To those civilians I must say, this is a military operation, and if I give you an order, I expect you to also obey. I will be careful when I give such orders to you, but be assured that if I do so, there is a good reason.**

**Not long ago, Cattail scouts came across a procession of bullywogs with a heavily armed escort. They carried a two bullywogs with much ceremony. The scouts followed them to a large patch of relatively dry ground, and there the bullywogs began to clear vines from what had been taken to be a small hill. What they uncovered was a huge toad head sculpted from a rock outcropping. After completing some rituals, the bullywogs from the biers were helped into to the toad head. Only the helpers returned from within the head. They waited another ten minutes or so, had another ceremony, put the vines back into their previous places where they could, and then left.**

**The scouts started to investigate the toad’s head, but heard sounds of battle. They found the bullywogs fighting hobgoblins. With more than fifty combatants on a side, the scouts decided it was not safe to remain nearby and brought what they had seen to their clan chieftain. He in turn made his contact in the 9th Battle aware of the location.**

**Our task is to get to this holy site of the bullywogs, to determine its significance and to suppress any bullywog activity there.**

**These hobgoblins have been seen in numbers by the scouts before, but they have left alone the allied clan hunting parties. They have attacked larger forces of bullywogs and Ottar clansmen. It is believed these hobgoblins were forced from the Dim Forest and have settled in the Rushmoors.**

**You all have been broken into short files. I will be sending you by short files, to assemble**

**at the holy site by your own means. The hobgoblins have left alone small units in the past, and there is no reason to believe they will not continue to do so. Certainly this large group would provoke a response, and while we would easily defeat them, we might take casualties that would hamper our primary mission. Sergeant Taloan has rough maps created by the clan chieftain from his scouts' descriptions. I would estimate that all short files should be able to make it to the site before nightfall. Everyone, put on the ointment from the Merciful Order, we cannot afford casualties from swamp fever. For civilians who might not recognize it, this is an order.**

**Once we are assembled at the bullywog holy site, I will decide how to proceed. The description is very rough, and the clansmen had to estimate where we would be setting off from. You are looking for a substantial plot of dry ground with what looks to be a vine covered small hill. I will lead the first file, so I hope to uncover the head to make it easier to find.**

**Just west of here, about an hour, is what the clansmen called Three Croc Pond on the rough map, you'll note the large reptile skeletons marking the pond.**

Give Player Handout #4.

Some characters may claim they don't need the Merciful Order's preparation, and don't use it. It will be clear from the lack of odor that they have not done so. Military and veteran characters that do not explain to the Captain or Sergeant why they have not applied the ointment when order to do so, will receive a demerit (being immune to disease being the only acceptable reason). Civilians will note that the Captain is displeased with them for not obeying his order but no in-game action against them is taken (*Sgt Taloan will not give his favor to civilians who disobey this order; likewise Captain Teliz will not recommend said civilians for the Fist of Honor*).

The Captain will set an order in which the short files enter the Rushmoors. His group will be first, two files will follow, then the player characters, and then the others.

The rough map (player handout #4) is enough to get to the site. Characters could use it with wind walk or similar spell to arrive quickly and without incident. Skip encounter 2 for characters that do so.

Likewise, player characters might wait until the Captain or others they have met arrive at the site and then use scrying to see the area and teleport there. These too would skip encounter 2. If the party does not enter the swamp at least a little bit, they are technically in violation of his order for entry to the swamp, but there is nothing that would be done. Going early is an honor that player characters could ignore.

Encounter 2 has significance for this game and the region. The experience and treasure skipped are not gained by characters skipping encounter 2.

Captain Teliz had asked that the allied clan scouts to return to close to the holy site (to stop when they saw hobgoblins or bullywogs in numbers) and wait. A member of the Captain's short file scryed the clansman, and has a location close to the holy site in mind. Captain Teliz's short HQ file of four people will be the first group to enter the Rushmoors, but they will travel a short time and then teleport to the site. Thus even if a spell such as Wind Walk is used, the Captain is already in place for Encounter 3.

Short files will leave every ten minutes or so, the player characters will be sent as the fourth file into the swamps. The second and third file will decide not to follow the map and cut across the swamp. Sergeant Taloan's short file will be the last to leave.

#### **Favor of Azar Taloan**

Azar Taloan may owe some characters a favor (from Exigency (GRM6 Intro Mod)). If a character expends this favor (crosses off the favor on the AR), Sergeant Taloan will not have any more information to provide, but he will provide some scrolls and potions for their use. These are his own personal possessions. Each such favor expended by a PC can choose three of the items for their use (if they do not use them, he wants them back; they do not count as treasure earned in this game). He has a bulls strength potion (CL 3; 300 gp), bear's endurance potion (CL 3; 300 gp), mage armor potion (CL 3; 150gp), make whole scroll (CL 3; 150 gp), align weapon scroll (CL 3; 150 gp), two cure moderate wounds potions (CL 3; 300 gp each), elixir of sneaking (250 gp), a see invisible scroll (CL 3; 150 gp) and a cure serious wounds scroll (CL 5; 375 gp).

Characters may purchase these items outright from the Sergeant for the gold cost listed with each item. Note that at this point in the game

there is no gold over the CAP, so the characters would be spending their money.

A character of a higher rank might try and order the Sergeant to give up these items, but they are his personal possessions. Such a character can require them to be sold to the PC, but they may not steal them by ordering them handed over.

### Under-strength Parties

Parties of four characters, or where the majority (more than half) of characters are less than the APL they are playing the game, can get assistance from Sergeant Taloan without expending the Exigency favor. He can offer the characters a few of his items to use (he wants back anything not used). The character(s) that agree will "owe him a favor." Each character can choose three items from the list above to use (or return to him). Essentially these characters are using their favor from Sgt Taloan in advance.

### Three Croc Pond

Traveling about an hour west of the camp site, the characters will come to a body of open water about 500 feet across. Along the north edge are the large petrified skeletons of two gargantuan giant crocodiles and one colossal giant crocodile.

#### ALL APLS

**Captain Gregorik Teliz (Greg-OR-ik Teh-LEEZ):** Male Human (Suel) Fighter4 Monk6 (Fort +12, Reflex +10, Will +7; 87 hit points). Detached from Battle on Special Assignment was with 19<sup>th</sup> before detachment. Has been captain for eight years. Long Spear, Long Sword, Light Crossbow, (Spot +12, Sense Motive +12). ["Phyton" (Preserver's Church)]

**Sergeant Azar Taloan (Ay-ZAR Tah-LOH-ahn):** Male Human (Baklunish) Fighter4 (Fort +6, Reflex +3, Will +2; 36 hit points). 15<sup>th</sup> Battle, 1<sup>st</sup> Pikeline. Chain shirt, Long Spear, Long Sword, Light Crossbow, (Profession Soldier +5). [St Cuthbert]]. Has been Sergeant since start of year 7.

## ENCOUNTER 2: DRY FINGERS

*The Dry Fingers area is an area of relatively shallow water (for a human, usually knee deep) with long, narrow, stretches of dry land slightly raised above the water level. A finger would*

*end; requiring crossing 30 feet of shallow water, and then another finger would be available. The ointment has been effective in keeping away insects and it seems the leeches and fish don't much like it either. You have been following the Dry Fingers for almost an hour when around a patch of reeds you see ahead a person apparently nailed to a dead tree. The young man is wearing the remains of a Gran March military uniform and has a satchel. Both this uniform and satchel are marked with a running horse symbol.*

Anyone who is in or has been a Sheldomar Valley military will recognize the symbol of the Couriers without a roll. The satchel is a courier satchel. A **Knowledge (Local – Sheldomar Valley MR) DC 10** or **INT check DC 10**, will also recognize this.

Use the first of the three Spot checks you asked for to Spot characteristics of the spiked Courier.

Each of these items **does not** include the distance the player characters are away from the courier (add +1 to the DC for every 10 feet the character is away).

**DC 5** The seal on the satchel has not been broken.

**DC 10** the young man is breathing very shallowly (without closer observation a **Heal check DC 10** might suspect the young man is close to dying).

**DC 15** The spikes have been cleverly placed, none of them are actually going through flesh, though each has cut flesh enough to bleed. The young man is tied to the tree, but not spiked.

Use the second of the three requested Spot checks to determine if the PCs can see any of the Hobgoblins when they breach the thick reeds and cover.

It is difficult to predict where the player characters will be when they attempt spot checks. Below is a list of how far each hobgoblin is from the Courier on the dead tree (E). The distance the player characters are from (E) and the numbers below can give a good estimate of the distance and modifier to spot checks.

- |              |                       |
|--------------|-----------------------|
| (A) Agaroo   | 45 feet [AH-gah-roo]  |
| (B) Fomak    | 25 feet [FOH-mak]     |
| (C) Samanoff | 50 feet [SAM-ahn-off] |
| (D) Kamak    | 30 feet [KA-mak]      |

The list below shows the Hide checks of the Hobgoblins by APL. APL 8-12 the hobgoblins have

used elixirs of hiding. Samanoff and Kamak do not appear for APL 2.

APL 2

- Agaroo Hide 12
- Fomak Hide 12

APL 4

- Agaroo Hide 12
- Fomak Hide 12
- Samanoff Hide 10
- Kamak Hide 10

APL 6

- Agaroo Hide 12
- Fomak Hide 12
- Samanoff Hide 10
- Kamak Hide 11
- 

APL 8-12

- Agaroo Hide 22
- Fomak Hide 22
- Samanoff Hide 20
- Kamak Hide 21

Once the characters that the hobgoblins can see are within 20 feet of the courier the hobgoblins will spring their ambush. If the courier is cut down and the hobgoblins don't spot anyone there, Fomak will start off the ambush with a glitterdust (if he has it yet). It is quite likely the player characters will see one or more of the hobgoblins and the fight will start without a real ambush.

**DM Note:** Unless the player characters actually spot particular hobgoblins themselves the hobgoblins have total concealment against them. Samanoff in particular will remain hiding until he takes offensive action, casting his spells on Agaroo. A Listen check DC 0 +1 per 10 feet away can tell what square she is in by her spellcasting.

**Conditions:** It is mid-afternoon, around 2pm when this takes place. The weather is clear, cool, with no wind.

On DM Map #1, the grey areas are dry land. The white areas are water areas. The water is 2-3 feet deep for APL 4-12. APL 2 these areas are only a few inches deep and only prevent running or charging.

- Small creatures will need to swim or fly over these areas.
- Medium creatures and Horses move at half speed and cannot run or charge.
- Large two legged creatures can move at full speed but cannot run.

DM Map #1 also has a key with distances between each combatant and the courier, as well as a common starting point for the PCs marked with an asterisk.

According to the DMG (pgs 88-89) the sighting distance for a swamp is 2D8 x 10 feet. In this encounter that is defined as 100 feet off-map. Once any being leaves the area of DM Map #1, the sight visibility is at most 100 feet, and creatures on/off the map have enough concealment for hiding. All terrain off the map is difficult terrain unless the characters are flying or water walking or something similar.

Most of the plant matter is enough to provide concealment and cover for hiding but does not provide cover bonuses to AC. Two full squares does provide total cover. There are really only a few places providing total cover. The patch that the player characters turn to see the courier, the patch of reeds in open water, and at odd angles to the islands with reeds are examples of these places.

APL 2 EL 5

(A) Agaroo, Male Hobgoblin Ranger4: hp 30; see *Appendix 1*.

(B) Fomak, Male Hobgoblin Sorcerer2: hp 11; see *Appendix 1*.

APL 4 EL 7

(A) Agaroo, Male Hobgoblin Ranger4: hp 30; see *Appendix 2*.

(B) Fomak, Male Hobgoblin Sorcerer2: hp 11; see *Appendix 2*.

(C) Samanoff, Female Hobgoblin Cleric3: hp 24; see *Appendix 2*.

(D) Kamak, Female Hobgoblin Ranger1 Fighter2: hp 28; see *Appendix 2*.

APL 6 EL 9

(A) Agaroo, Male Hobgoblin Ranger5 Occult Slayer1: hp 45; see *Appendix 3*.

(B) Fomak, Male Hobgoblin Sorcerer4: hp 21; see *Appendix 3*.

(C) Samanoff, Female Hobgoblin Cleric5: hp 41; see *Appendix 3*.

(D) Kamak, Female Hobgoblin Ranger1 Fighter4: hp 47; see *Appendix 3*.

**APL 8 EL 11**

**(A) Agaroo, Male Hobgoblin Ranger5 Occult Slayer3:** hp 63; see *Appendix 4*.

**(B) Fomak, Male Hobgoblin Sorcerer6:** hp 32; see *Appendix 4*.

**(C) Samanoff, Female Hobgoblin Cleric6 Divine Oracle1:** hp 56; see *Appendix 4*.

**(D) Kamak, Female Hobgoblin Ranger1 Fighter6:** hp 67; see *Appendix 4*

**APL 10 EL 13**

**(A) Agaroo, Male Hobgoblin Ranger5 Occult Slayer5:** hp 82; see *Appendix 5*.

**(B) Fomak, Male Hobgoblin Sorcerer8:** hp 42; see *Appendix 5*.

**(C) Samanoff, Female Hobgoblin Cleric6 Divine Oracle3:** hp 70; see *Appendix 5*.

**(D) Kamak, Female Hobgoblin Ranger1 Fighter8:** hp 86; see *Appendix 5*

**APL 12 EL 15**

**(A) Agaroo, Male Hobgoblin Ranger5 Occult Slayer5:** hp 82; see *Appendix 6*.

**(B) Fomak, Male Hobgoblin Sorcerer12:** hp 63; see *Appendix 6*.

**(C) Samanoff, Female Hobgoblin Cleric7 Divine Oracle4:** hp 87; see *Appendix 6*.

**(D) Kamak, Female Hobgoblin Ranger1 Fighter10:** hp 106; see *Appendix 6*

**Tactics:**

Kamak and Fomak are hidden further along on the next finger. Agaroo and Samanoff are hidden on a small island separated from the player characters finger by open water 2-3 feet deep. At higher APLs Samanoff can cause serious problems in this area with his Control Water spell.

**Agaroo** especially hates elves and arcane casters, and he likes killing Elven arcane casters the best. He does not have precise shot, so will avoid shooting into melee is he can. His favorite targets are usually not in melee. He is quite fanatical in his hatred, so unless he is down to less than half his hit points, he will continue to move away from attackers (5 foot step preferably) to continue to kill his enemies. He will try to stay close to Samanoff to receive his boons to him if he is attacked in melee where he cannot 5 foot step, he will use arrowmind to allow him to fire within

threatened areas. Once he is at half his hit points he will pay closer attention to those in melee with him, dropping his bow, and using his greatsword.

As long as his foes are within a range increments of his long composite bow his favored targets are:

(1a) Elves

(1b) Arcane casters, ones that fly before ones that cast area effect spells before ones that sing.

(2) Other spell casters except those with visible holy symbols of Gethtai or Obad-Hai

(4) Anyone within 30 feet.

(5) Spell casters with visible holy symbols of Gethtai or Obad-Hai.

(6) All others.

The exception to this list is that he will avoid targeting centaurs or asherati if they are not harming him or Samanoff. Those two races taught his clan the worship of the Goddess and he feels he owes them something. If they attack him, then they can be attacked in return. In melee combat, if it does not hurt his effectiveness too much, he would try non-lethal combat with those two races, or anyone wearing a holy symbol of Gethtai openly.

He hates elves and arcane casters about equally so if one gets a particularly good location with cover or while prone, he can easily change to another

**Samanoff** will try and remain out of sight from the player characters and cast helpful spells on Agaroo at first. Later he can cast spells to affect the player characters. In theory he can use melee or ranged combat but he does not have much confidence in them. In the event that both Agaroo and Kamak go down, Samanoff will teleport or dimension door away. At APLs he does not have these spells he will try and stealth away (if he has an elixir of hiding he will use it to escape).

**Kamak** has hidden closer to the courier because he is afraid that Agaroo will drop more targets than he if he starts too far away. Also, being close to the courier might dissuade enemies from using area magic (if they care about human death).

Kamak will especially target anyone who looks like they could be allied with the Whispered One (Vecna), is allied with the Pelor, which of course is wrong, but he didn't know that) or seems to be moving over the water without being slowed down,

but basically he will take down as many people as he can, not waiting to finish anyone off. To anyone openly wearing a holy symbol of Obad-hai, he will say, "brother (or sister) leave here and I will not harm you." Unless such people attack or help others to attack any of the hobgoblins, Kamak will not attack them.

Kamak is supposed to help protect Fomak, but he will forget about that duty. He will use the courier as necessary, striking him with his chain to encourage others to close on him, or threatening his life with a readied attack to get away (he would give up a couple magic items that are easy to get as well).

**Fomak** has mostly crowd-control or delaying spells, and the very last thing he wants is to get anywhere close to melee. Most of his spells do not do damage, so he will target people likely to do him or Kamak the most harm.

### **Diplomacy:**

Once combat has begun all the hobgoblins are Hostile. They believe the player characters are either Vecnans or Pelorites or in their employ and want them dead. Once Kamak or Fomak spots holy symbols of Obad-Hai they will continue to fight, but tell such people to flee and they will not follow.

Agaroo will only stop fighting until all the elves and arcane casters are dead (not just down), so retreat is the best option to avoid further bloodshed.

### **Blown Ambush:**

If all the player characters retreat around the initial reed wall (or out of sight completely) for two or more rounds in a row, this will be a sign for the hobgoblins to change positions. Samanoff will Teleport with Agaroo back to the Hobgoblin camp 1000 yards away, or dimension door part way, or move in that direction (depending on APL). Fomak and Kamak will use their Elixir of Hiding and move back towards their camp.

If anyone decides to follow them back to the camp, they will find 20 standard Monster Manual hobgoblins with longbows and 20 arrows, the survivors of the ambush, plus another two sets of hobgoblins equal to one APL lower than their level (or APL 2), and one APL higher than their APL (or APL 12), all in a semi-permanent camp. They will not be friendly.

**DM Note:** Hobgoblin potions, elixirs and oils are labeled as to what they are (healing, magic weapon, hiding, etc.) in Goblin.

### **Precast hobgoblin spells**

As the read-aloud-text notes, the characters have seen fish, and as important, fish have seen characters. One of them was a hobgoblin druid, who warned the ambush that people were on their way.

Likewise, the sorcerer has placed his familiar roughly 500 yards away, in total cover of reeds, to keep an ear out for passers-by. The sorcerer has promised tasty-bits to the rat, and when people come by, the rat lets his master know, emotionally, that someone is coming.

In all cases however, only hour per level and 10 minute per level spells are pre-cast. Minute per level spells are not cast in advance.

### **JAKOL GARENTI**

Jakol Garenti is a Gran March Courier. He is 17 years old, and is a 5 foot, 100 pound, Oeridian Human. He was captured by Kamak in the last week as he traveled to Fort Tribulation. He has been questioned, sometimes with force, and is no longer needed by the hobgoblin leadership. He has been poisoned/drugged so that his Strength and Dexterity are both 1 (Once a PC can examine him closely for a few rounds a **Heal check DC 15** will determine this). He is barely able to lift his chest to breath in his tied position. He is unable to make Reflex saves

**Jakol Garenti:** Male Human Ranger 3 (Fort +5, Reflex -1\*, Will +2; (24 hit points). Courier rank. (Bluff +3, Sense Motive +3)

If the player characters rescue Jakol alive, they will get the Favor of Elector Garenti item on the AR.

In the event the player characters attempt to raise or reincarnate Jakol, he will decline. If they use speak with dead he can tell them:

He was taken (once he learns today's date) a week ago on a run to Fort Tribulation. He was questioned at length, but since he didn't know much could not tell them anything, but he resisted doing so.

If he is left behind, he will not survive the Rushmoors.

## The Courier Satchel

The Courier Satchel has the seal intact and the leather satchel is intact. A **Spot Check DC 20**, **Search DC 20** (if the PCs say they search the satchel) or **Craft (leatherworking) DC 10** can notice a discoloration of the leather on the bottom of the satchel (members of the Courier meta-org get a **+5** bonus on this check). If Jakol is alive, he will report that the satchel did not have that when he was taken. With this information, **Spellcraft DC 17** could determine that a Make Whole spell might have been used on the satchel, possibly with a different colored piece of leather.

If the player characters open the satchel, the following items can be found:

- Most of the items refer to transfers into the 9<sup>th</sup> Battle, and a note that the Battle should be at full strength and ready in a month.
- There is a letter from Knight Colonel Wistelle Dragus to her daughter Sergeant Ardrani Dragus written in Gnomish, commending her on her recent promotion, and discussing other family issues unrelated to the military. The Knight Colonel also describes some cities in Bissel. Neither the Knight Colonel nor the Sergeant are Gnomish, they just have always written to each other in languages other than common for a little extra privacy.

If Jakol is asked what he is carrying he will say that usually he does not know (Sense Motive DC 13 to determine that this is not the case now).

To a superior ranking character (Sergeant or higher) he will say that he was told to go to the Quartermaster first as there was a list of things that would be arriving soon that he had to make room for. No such item is in the satchel now.

Corporals with at least a year of service in that rank may make a Diplomacy check DC 15 to convince Jakol to provide this information to them.

**Note:** with evidence that the satchel has been tampered with already, it is not so serious that they rifled a courier's satchel.

**Note:** Jakol's answers could be obtained with a Speak with Dead spell. He will resist such as spell. He also will resist Reincarnate or Raise Dead spells.

## TREASURE FOR THIS ENCOUNTER

This is possible treasure. The creatures in this encounter may use some of these items. The value of each item is in the treasure summary at the end of game. This is provided so the DM may know what the PCs may get from the bodies and possibly use themselves. Should they use these items, subtract them from the possible treasure value. It is possible that PCs might use treasure items and still get maximum gold. At some levels there is more possible treasure than is allowed. All potions, oils and elixirs are labeled in goblin. This treasure does not count mundane things such as clothing, spell pouches and the like. Those things can be considered not usable. The jade nuggets are an expensive spell component for one of the sorcerer's spells.

### APL 2

Six 5gp nuggets of jade and 100 gp.

Ring of protection +1, cloak of resistance +1, two elixir of hiding, cure moderate wounds potion, align weapon scroll, oil of magic weapon, mage armor scroll.

MW chain shirt, two adamantine arrows, two great swords, long bow, light crossbow, two spiked gauntlets, 60 arrows, 20 bolts.

### APL 4

Six 5gp nuggets of jade

Ring of protection +1, chain shirt +1, cloak of resistance +1, three elixir of hiding, two cure moderate wounds potions, oil of magic weapon, mage armor scroll.

MW full plate with MW spikes, MW long composite (+3 str) bow, two MW light crossbows, two MW spiked chains, one MW greatsword, one MW morning star, MW chain shirt, two adamantine arrows, greatsword, silver holy symbol of Geshtai, two wooden holy symbols of Geshtai, three spiked gauntlets, 50 bolts, 60 arrows.

### APL 6

Six 5gp nuggets of jade

Full plate +1 with +1 spikes, two rings of protection +1, metamagic rod of lesser extend, ong composite (+3 str) bow +1, falchion +1, quiver of ehlonna, chain shirt +1, three elixirs of hiding, two cure moderate wounds potions, scroll of remove paralysis, three cure light wounds scrolls, scroll of mage armor.

Two MW light crossbows, two MW spiked chains, one MW morning star, MW chain shirt, six adamantine arrows, falchion, long bow, silver holy symbol of Geshtai, silver holy symbol of Obad-Hai, two wooden holy symbols of Geshtai, three spiked gauntlets, 50 bolts, 160 arrows, 2 short bows, and three spears.

#### **APL 8**

Six 5gp nuggets of jade

Full plate +1 with +1 spikes, two rings of protection +1, metamagic rod of lesser extend, one composite (+3 str) bow +1, falchion +1, quiver of ehlonna, chain shirt +1, periapt of wisdom +2, eyes of the eagle, spiked chain +1, amulet of natural armor +1, cloak of resistance +1, two cure moderate wounds potions, scroll of remove paralysis, three cure light wounds scrolls, scroll of mage armor.

Two MW light crossbows, twelve adamantine arrows, MW falchion, MW spiked chain, MW morning star, MW chain shirt, five adamantine bolts, long bow, , silver holy symbol of Geshtai, silver holy symbol of Obad-Hai, two wooden holy symbols of Geshtai, three spiked gauntlets, 50 bolts, 160 arrows, 2 short bows, and three spears.

#### **APL 10**

Six 5gp nuggets of jade

Full plate +1 with +1 spikes, composite (+3 str) bow +2, cloak of resistance +3, periapt of wisdom +2, cloak of resistance +2, cloak of charisma +2, gauntlets of ogre power +2, gloves of dexterity +2, eyes of the eagle, falchion +1, spiked chain +1, amulet of natural armor +1, chain shirt +1, two cure moderate wounds potions, scroll of remove paralysis, three cure light wounds scrolls, scroll of mage armor.

Twenty adamantine arrows, two MW light crossbows, MW falchion, MW spiked chain, MW morning star, MW chain shirt, long bow, five adamantine bolts, silver holy symbol of Geshtai, silver holy symbol of Obad-Hai, two wooden holy symbols of Geshtai, three spiked gauntlets, 50 bolts, 160 arrows, two short bows, and three spears.

#### **APL 12**

Six 5gp nuggets of jade

Two cloaks of resistance +3, cloak of charisma +4, periapt of wisdom +4, full plate +3 with +1 spikes, composite (+3 str) bow +2, two pairs gloves of dexterity, ring of protection +2, vest of escape,

gauntlets of ogre power +2, eyes of the eagle, falchion +1, spiked chain +1, hewards handy haversack, chain shirt +1, ring of protection +1, quiver of ehlonna, two cure moderate wounds potions, three cure moderate wounds scrolls, one scroll of remove paralysis.

Twenty adamantine arrows, two MW light crossbows, MW falchion, MW spiked chain, MW morning star, MW chain shirt, long bow, five adamantine bolts, silver holy symbol of Geshtai, silver holy symbol of Obad-Hai, two wooden holy symbols of Geshtai, three spiked gauntlets, 50 bolts, 160 arrows, two short bows, and three spears.

### **NOT FOLLOWING THE MAP – ALTERNATE ENCOUNTER 2**

If the player characters decide not to follow the map, they will not be ambushed in the Dry Fingers. They will skip Encounter 2 (and its treasure and experience)

The player characters will be the last file to arrive, and the scouting option will not be available. Skip the first sentence of the Read Aloud text for Encounter 3. And the Senior Trailblazer will report that they are the last file to arrive.

## **ENCOUNTER 3: ARRIVAL**

*The Dry Fingers eventually lead to a tall rock that with imagination could look like a pair of goats, and later to a rock painted yellow on the south side.*

*After more hours of plodding through the swamp a Gran March Pathfinder stands up from behind the reeds to your right. He waves you towards him. Just beyond him, you can see the vines and plants drop away from a huge toad head sculpted from a huge rock outcropping. The toad has its head canted slightly back so it appears to be looking above the horizon behind you.*

After the player characters approach the Gran March soldier

*Senior Trailblazer Anjuk, who you recognize as one of the Captain's short file, directs you to the toad itself, where others have gathered near its mouth.*

**DM Note:** If the PCs wind-walked to the site, or some other group fast transport, then you might

cut back the numbers of people already here. If the PCs walked, there should be only the 3 files here.

**DM Note:** it takes two hours after the Dry Fingers Encounter for them to reach the Toad Island.

Senior Trailblazer Anjuk will greet each person as appropriate to their rank. He will tell them that the Captain would like to see each short file as they arrive.

If anyone asks about the situation, Anjuk can tell them that so far there have been two files that arrived ahead of the PCs (not counting the Captain's group), but they did not follow the map but believed they knew a shorter route. Both groups have gotten rather hurt by denizens (really big Giant Crocodile with red eyes) of the swamp, and by a tongue lashing by the Captain.

If asked about the Captain's plans, he will reply that he knows that strategic points on this island are being determined, and that this force would likely be camping on this island tonight before going in, depending on what resistance other files met.

If told about the ambush of the hobgoblins, he will listen intently and suggest the Captain will want to hear this.

When the party moves towards the Captain read:

***As you draw closer to the Captain, you can see more detail about the giant toad head. There is a short set of wide stairs leading to the mouth, with holes at the edges, as if long torches might be placed there for light. The surface of the rock is pitted with erosion where the plants have been pulled away. There are six people standing on the staircase, one of which is the Captain.***

***As you arrive, Captain Teliz turns and strides down the stairs meeting you at the bottom. "Do you have anything to report on your journey?" he asks.***

Here the PCs should explain what happened. If they have the courier explanations of them as well. After their report, if they brought the bullywog or courier with them, the Captain will order two of the men from the stairs to take custody or care of either person.

***"I am having each short file as they arrive setup a position on a perimeter around this***

***central point. Many of our groups have encountered either resistance from the swamp or from its denizens. The general entry into the complex will begin tomorrow morning after everyone gets some recovery time.***

***One short file will be sent to scout the top levels of the complex and to gauge what sort of resistance is likely. With this command, I doubt there will be a shortage of volunteers for such a mission.***

This is the point the PCs should volunteer. They might not. The Captain will not ask them to volunteer, he has made it clear he expects volunteers (him inquiring about their volunteering almost makes it an order to do so). If a party with a large Centaur character volunteers, the Captain will say that he does not believe the Centaur will fit in the narrow space that is needed for travel (which is the reason for the disclaimer in the blurb).

**DM Note:** The players might debate a while about volunteering. Going on the Scouting mission is likely to take longer than the outside encounters (not counting the optional encounter). So keep an eye on the clock, but don't cut the debate. If the PCs split on volunteering, you can then, and only then, make it clear that half the party doing either part might not be survivable.

### **IF CHARACTERS DO NOT VOLUNTEER FOR SCOUTING MISSION**

***"Trailblazer Hannah will show you to your place along the perimeter. My orders are for a cold camp. We do not need fires to tell those in the swamp that we are here.***

***Keep an eye out for Cattail scouts. I am expecting a few of them before dawn. If they come to your camp, have one of your number bring them to me.***

These PCs will meet Encounters Four and Five and skip Encounters Six and Seven.

The PCs are led to a spot on the far northern perimeter. Give them player handout #5 to plan their locations for camping and the like. Visibility range in this part of the Rushmoors is 120 feet from the edge of the dry land. Treat the dry land as plains for such purposes. Any character with ranks Knowledge (Nature), Profession (Gardener), or Profession (Herbalist) would know the two rows of bushes were planted in this pattern. It is not natural growth.

Once in place, Trailblazer Hannah will give the highest rank three cure light wounds (CL1) scrolls and one cure light wound (CL 1) potion to keep, in case.. These items will be taken back if not used. In addition to the scrolls she will offer 4 uses of her cure light wounds wand (CL 1) for the party before she leaves (if they are still wounded).

ALL APLs

Three Cure Light Wounds Scrolls (CL 1)

One Cure Light Wounds Potion (CL 1)

### **IF CHARACTERS VOLUNTEER FOR SCOUTING MISSION**

*“I think you’ll make others regret they were not faster, “Captain Teliz begins, “to you this first honor goes. At the top of these stairs you look into the mouth of this great toad. At the back of the mouth is a narrow hole, 5 feet wide, that slopes sharply downward and turns right almost as sharply. The stone is well polished, so it looks like it is slide more than a stair to descend. We’ve not dropped anything down the hole to avoid alerting anyone within. I plan to have the other files search this solid ground for any secret exits, as it seems unlikely this slide is used for leaving this place.”*

*“I need you to look around, look for signs of life and such. If you come upon overwhelming odds return, but the deeper you can scout out for us, the more information we will have for tomorrow. The bullywogs escorted here were are done so with great ceremony, so we have no idea how many or how powerful the enemies might be within this place.”*

*“I have some resources I have reserved for the scouting team. Not much, but considering all that has happened to the teams so far, it could be helpful.”*

The Captain will have Topaz Willowsmiter cast the last of her spells upon the PCs going on the stealth mission.

#### **ALL APLS:**

Topaz Willowsmiter casts the following spells upon the people she is directed to cast.

One Freedom of Movement cast at 10<sup>th</sup> level

One Greater Magic Weapon cast at 7<sup>th</sup> level (arcane 3<sup>rd</sup> level spell)

One Cure Serious Wounds cast at 10<sup>th</sup> level

Two charges from a Cure Light Wounds Wand (CL 1)

Four Cure Light Wound Scrolls (CL 1)

#### **APL 2 & 4**

Captain Teliz will unclip a sheath from his side, and lend the lowest military ranked fighter-type his +1 silver dagger. If there is no military or veteran character present or no fighter types, he will lend it to the “most military like” person.

#### **APL 2-6**

Topaz Willowsmiter additionally casts the following spells upon the people she is directed to cast.

Bull’s Strength cast at 7<sup>th</sup> level (lasts 7 minutes)

Mage Armor cast at 7<sup>th</sup> level

#### **ALL APLs**

In addition, if the characters suffered a death on the arrival, Captain Teliz has a Reincarnate scroll available.

One Reincarnate Scroll cast at 7<sup>th</sup> level\*\*

\*\* This spell is cast off a scroll by Senior Trailblazer Falan Anjuk (he rolls high enough for success).It is the power of Wastri at this holy place that only races truly acceptable to him are possible. This means that only Half-Orc, or Human can result from this spell. Re-roll until either result is obtained. Humans are Suel. Half-Orcs are half Suel...Non-worshippers of Wastri change sex. Character appears as the minimum age to play the race in the campaign.

### **Turning Down the Mission after Volunteering**

If the PCs turn down the mission once they see the hole they go down, the Captain Teliz will be disappointed in them. They will not obtain Captain Teliz’s favor on the AR. If the PCs turn down the mission after receiving the resources, then the Captain will not recommend the characters for either medal and Captain Teliz’s favor cannot be gained. Military and veteran characters will also receive a demerit.

In either case the character will be assigned a post on the perimeter and go to Encounter 4.

#### **ALL APLS:**

**Trailblazer Aila Hannah (AH-lee-ah HAH-nah):** Female Human (Flan) Ranger 6 (Fort +7, Reflex +7, Will +4; 45 hit points).

Pathfinder. Longbow, scimitar, buckler, studded leather (Phyton) [Heal +7].

**Senior Trailblazer Falan Anjuk (FAH-lan ahn-JOOK):** Male Human (mixed) Ranger6 Rogue2 (Fort +8, Reflex +10, Will +4; 60 hit points). Pathfinder. Longbow, great sword, chain shirt (Rao) [Spot +12 (+14 vs. Orcs); Use Magic Device +18]].

**Captain Gregorik Teliz:** Male Human (Suel) Fighter4 Monk6 (Fort +12, Reflex +10, Will +7; 87 hit points). Detached from Battle on Special Assignment was with 19<sup>th</sup> before detachment. Has been captain for eight years. Long Spear, Long Sword, Light Crossbow, (Spot +12, Sense Motive +12). ["Phyton" (Preserver's Church)]

**Combat Specialist Topaz Willowsmiter:** Female Deep Halfling Wizard3 Cleric3 Mystic Thuerge4 (Fort +7, Reflex +5, Will +10; 50 hit points). 7<sup>th</sup> Battle. Small long spear (Ulaa). She has no other spells left save the spells the Captain gives the party. She has the Practiced Spell caster feat for her clerical spells.

These scouting characters will skip Encounters Four and Five, and take on Encounters Six and Seven instead.

## ENCOUNTER 4: SWAMP REBELLION

The hobgoblins that sent this attack meant for it to take place at the same time as Encounter 5. However, they did not take into account the undead trying to sneak by things in the swamp. Make sure the players have determined watches if any. If they use a rope trick (or similar spell) to avoid the encounter, this encounter will bypass the PCs and attack the interior files. Military or veteran characters will receive a demerit, and not get a recommendation for a medal. All characters will not get Captain Teliz's favor. This encounter attacks one hour into the night (or after they begin watches).

The water elementals make little attempt at stealth, allow characters to make listen checks, DC 10 (sleeping characters get a -10 to their roll), to hear the water elementals approach. Persons making their checks will get a regular set of actions. The Water Elementals will move to the water's edge during this time. Depending on where the party set up camp, will depend how

quick the elementals are able to attack. Roll initiative. There is no surprise round.

The letters A-D correspond to the locations on the map where the Elementals reach shore.

**DM Note:** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block in the Monster Manual)

### APL 2: EL 4

**(A) Small Water Elemental (1):** hp 13 see *Monster Manual*, page 100.

**(B) Medium Water Elemental (1):** hp 33; see *Monster Manual*, page 100

### APL 4 EL 5

**(A) Large Water Elemental (1):** hp 72 see *Monster Manual*, page 100.

### APL 6 EL 7

**(A & B) Large Water Elementals (2):** hp 72 each; see *Monster Manual*, page 100

### APL 8 EL 9

**(A & B) Huge Water Elemental (2):** hp 156, see *Monster Manual*, page 100

### APL 10 EL 11

**(A) Elder Water Elemental (1):** hp 231 see *Monster Manual*, page 100.

### APL 12 EL 13

**(A, B) Elder Water Elemental (2):** hp 231 see *Monster Manual*, page 100.

### ALL APLS:

**Trailblazer Aila Hannah:** Female Human (Flan) Ranger 6 (Fort +7, Reflex +7, Will +4; 45 hit points). Pathfinder. Longbow, scimitar, buckler, studded leather (Phyton) [Heal +7].

**Tactics:** The elementals have been given instructions to work with the undead in defeating the people. So their intent is not to kill everyone outright but to leave some live meat for the undead. This will mean that staggered characters or characters that are disabled but still on their feet will be struck with non-lethal attacks.

A PC that looks like an undead will be left alone until that PC attacks an elemental. Note that familiars moving about are fair game for the elementals.

A blind elemental will attempt to withdraw into the water and swim away to wait until its sight comes back. If prevented from retreating it will attack enemies around it will half maximum power attack until it can move.

**Aftermath:** If the elementals are successful in dropping all PCs (use PC bluff versus Elementals Wisdom if pretending unconsciousness), then they will continue into the center camp.

If a party is actually reduced to all unconscious characters or dead ones, then Trailblazer Hannah will arrive a few minutes later to use the last charge on the Cure Light Wounds wand on the most clerical looking member of the party.

If there are inquiries as to how other teams fared on the perimeter, they will have fared worse than the PCs did. If there are queries to Captain Teliz about pulling back. He will say that everyone is to remain in place. "We must give the scouts the time to return before considering any retreat".

It is possible characters will leave anyway; military and veteran characters should be reminded of the penalties possible for such actions. Non-military characters doing such should also be warned of consequence. DM should collect character and players names, RPGA numbers, and a description of actions and send to the Gran March Triad.

## ENCOUNTER 5: INFESTATION

The second wave of attacks comes after the elementals. The intent is that they should come long after the elemental attack. However, if the party have very little of their resources left (spells, hit points, etc); the DM may bring the undead after the party is healed to the degree that they are able, but before their buff spells expire. Otherwise, the undead strike 3 hours later.

These undead will attempt to sneak up on the party to begin their attacks. The map will mark the initial starting point of the undead unless circumstances change due to PC actions.

Spot and Listen checks are given in score +1 per 10 feet, because it is not known where the PCs will setup their camp.

Visibility range into this swamp is 120 feet off the edge of the dry land. At 120 feet, the PCs could also make Listen checks to tell something is out in the

Undead turned will return until killed. Note that Evolved Undead have fast healing so it is possible any damage taken will be healed on the fleeing or the return trip.

**APL 2 EL 3**

**(E & F) Ghouls (2):** hp 18 each; see *Monster Manual*, page 118.

E – This ghoul carries but does not use two short swords (one regular, one adamantine; the materials are not clear until drawn from scabbard).

**APL 4 EL 6**

**(E) Evolved Gravetouched Ghoul Hobgoblin Ranger2 Rogue1 (1):** hp 27; see *Appendix 2*,

**APL 6 EL 8**

**(E & F) Evolved Gravetouched Ghoul Hobgoblin Ranger2 Rogue1 (2):** hp 27 each; see *Appendix 3*.

**APL 8 EL 10**

**(E & F) Evolved Gravetouched Ghoul Hobgoblin Ranger2 Rogue3 (2):** hp 45 each; see *Appendix 4*.

**APL 10 EL 12**

**(E & F & G) Evolved Gravetouched Ghoul Hobgoblin Ranger2 Rogue4 (3):** hp 54 each; see *Appendix 5*.

**APL 12 EL 14**

**(E & F & G) Evolved Gravetouched Ghoul Hobgoblin Fighter2 Ranger2 Rogue4 (3):** hp 72 each; see *Appendix 6*.

**Tactics:** All the undead will try and sneak into position at the positions labeled on DM Map #3. Their intent is to sneak into the party to attack, so if the PCs camp too close, they will try another angle.

**APL 2:** At this APL the undead are not quite so successful at moving silently.

Ghoul	Spot DC 16 +1 per 10 ft
	Listen DC 11 +1 per 10 ft

#### APL 4

Evol Grav Ghoul Spot DC 20 +1 per 10 ft  
Listen DC 20 +1 per 10 ft

#### APL 6

Evol Grav Ghoul Spot DC 20 +1 per 10 ft  
Listen DC 20 +1 per 10 ft

#### APL 8

Evol Grav Ghoul Spot DC 24 +1 per 10 ft  
Listen DC 24 +1 per 10 ft

#### APL 10

Evol Grav Ghoul Spot DC 25 +1 per 10 ft  
Listen DC 25 +1 per 10 ft

#### APL 12

Evol Grav Ghoul Spot DC 26 +1 per 10 ft  
Listen DC 26 +1 per 10 ft

## ENCOUNTER 6: GULLET

THIS IS THE FIRST ENCOUNTER OF THE SCOUTING MISSION

When the PCs enter the toad's mouth, read the following:

*The cavernous mouth holds six people easily, with only those at the back of the mouth needing to bend a little. The tongue of this toad is not sticky or pliable, but the stone is carved to show where the tongue would be. At the back of the open mouth, a five foot wide tunnel can be seen. The walls and ceiling of this tunnel seem to be the same rock as that of the sculpture, as if this hole was melted through the rock. The floor of the tunnel is covered in black stone that glistens with moisture. At the entrance, this tunnel slopes sharply downward, dropping at least fifty feet for the fifty feet it goes forward. Then the tunnel turns sharply to the left out of sight. Oddly, the black stone floor widens in the turn covering part of the lower level wall as well as the floor.*

Dwarves or Gnomes would know the black stone is black marble. Others would know it with an INT check DC 10.

**Detect Magic:** The black stone floor does radiate magic. In times past the laid stone has been enchanted to resist erosion. This counts as a magic item, caster level 10. This enchantment also triples the slippery penalties for climbing.

The tunnel goes 50 feet and turns to the left where one can no longer see where it goes. See DM Map #3 for the tunnel path and later complex.

A character sliding down all or part of the tunnel will take their APL in non-lethal damage. A **Tumble check DC 15, Balance check DC 15** or **INT check DC 12** by creatures with INT 6+ can cut the damage in half (the character leans properly in the turns).

**DC 15 Climb to climb down or up.** (0 - slope too steep to walk up & triple slipperiness penalty) Make a check each quarter move. Failure by 4 means no progress, failure by 5 or more is a fall (take tunnel damage and slide to the bottom [they also get the Tumble, Balance or INT check to reduce damage]). Moving at half speed is possible but at a -5 penalty to the roll. Apply armor check or encumbrance penalty to the check roll as well. A person with a climbing kit gets a +2 bonus to climb checks.

**DM Note:** Some animals are not suited to climbing. Applying an extra penalty to them is appropriate. Nothing larger than Medium can make it down this tunnel.

Setting pitons is quite loud and will alert the Keepers that people are coming.

The end of the tunnel ends in an apparent black stone wall. For anyone sliding down the tunnel, this wall opens automatically and then closes. A **STR check DC 5** can push this weighted wall. Detecting Magic on this door reveals that it has lead in it, as the detect magic will not go through it. A disable device check DC 15 can keep this door open. It has hardness 10 and 50 hit points if someone wants to destroy it to keep it open (which has ramifications to the campaign). Disabling the door is not noisy, but damaging the door will alert the Keepers.

### ROOM ONE

*The tunnel ends in a twenty foot by thirty foot room that has the same black stone for floor, ceiling and walls. The tunnel end door also has this black stone. The ceiling is nine feet high. To your right there is a passage, lined with this same stone, that is ten feet wide and nine feet*

**high. The room appears empty except for yourselves and any objects you have brought.**

The walls, ceiling and floor are lined with this black marble. It has a different enchantment upon it that the stone on the slide, and is not especially slick (beyond that of polished marble). Behind this stone is a thin layer of lead. This effectively means that this complex is lined with lead, so divination spells will not reach beyond this space. Each panel of stone (and back of tunnel door) is an enchanted object of caster level 17<sup>th</sup>. It radiates conjuration (DC 20) and transmutation magic (DC 20). These stone walls exist on both the Material and Ethereal Plane, and they prevent the passage of incorporeal creatures through it. This latter property can only be told with an Identify or similar spells/abilities.

A basic search of the room notes that at the edges of the room, spaced 5 feet apart are one inch diameter holes. There are no other objects in the room except that which the PCs brought, or were tossed down the tunnel. Stonecunning can recognize that the floor of the room is slightly higher in the center than the edge. Knowledge (architecture & engineering) DC 15 (+5 if someone has noticed the slope of the floor) can determine that this appears to be a way for water to drain from this room.

**DM Note:** Each stone panel has hardness 10 and 80 hit points before they crack enough to eliminate their magical powers. This will mean that incorporeal undead will be able to pass through these points and potentially spring from walls.

**DM Note:** If the PCs do not attempt to move silently then as they travel the passage the Keepers will hear them and be ready.

## **THE PASSAGE**

Depending on APL, there are a variety of traps in the passage besides the Keepers. Once the PCs set off a trap, if they are not in initiative, go ahead and roll initiative for all parties. Keep track of the number of rounds in initiative, as it will help with computing the duration of PC spells and allow Keepers to move in positions. DM Map #4 has letters that correspond to the trap locations. The Keepers know the location of the traps.

### **Pit Trap**

All APLs have a Pit Trap. The covering of the pit trap is the same material as the walls. This means that magic cannot be detected through the pit trap

doors. The sides and bottom of the pit trap are NOT likewise covered.

At the bottom of the Pit Trap is a small Backpack (the pit trap doors must be open for detection spells to locate the small backpack. This was removed by someone who fell in the pit trap so she could climb unencumbered. Unfortunately she was slain by the undead. All of the items on her turned to her incorporeal form as is typical, but the backpack was disconnected from her. This Halfling sized backpack contains the following items:

- 2 sun rods
- 2 vials of holy water
- 1 Restoration scroll (CL 7)
- 1 Lesser Restoration Potion (CL 3)
- 2 Cure Light Wounds scrolls (CL 1)
- Small cold iron heavy mace

Most of these items will not be particularly useful to the party, but the sun rod and holy water might remind the players about alchemy items when fighting the archons (important at low APL) and the potions & scrolls might come in handy too.

### **Inflict Wounds Traps**

Some APLs have Mass Inflict Wounds traps. Keepers can set off these traps to heal themselves, but they would much rather the PCs set them off and they be in the effect. Alternatively unless they are below a third of their hit points, the Keepers will try to have at least one PC within range before they set off the trap. The area of effect of a mass inflict wound trap requires the all recipients of the spell be within 30 feet of each other. The trap will target the maximum number of people keeping within that stricture. If there are multiple waves to accomplish to most beings in the spell, the trap favors the Keepers over the living, and the living near Keepers over living that are far. If there is still a tie, hit the PCs with the MOST Hit Points left.

### **Visual Trigger Traps**

There are two types of visual trigger traps in this encounter. Those visual triggers powered by arcane eye are NOT triggered by invisible creatures or creatures that look like the Keepers. The visual triggers powered by true sight bypass all invisibility or illusions.

## The Keepers

The Keepers are incorporeal undead set to guard this place. If anyone is wearing a gold holy symbol of Wastri, the Keepers will avoid fighting that person until that person helps a PC not wearing such a Holy Symbol or attacks a Keeper or Disables a Trap. Their orders are to kill any who come within the passage and turn them into undead and send them to a place far below to wait until it is their turn to become Keepers. They know to look for the gold holy symbol of Wastri.

The Keepers are the key part of the Well of Dishonor. Bullywogs too evil or too upsetting to the culture were put here without support or items (and sometimes without consciousness) for the undead to kill and turn into undead and wait far below. In this way the souls of these bad bullywogs were not reborn into later bodies. Other peoples have learned that those that come in here asleep don't leave. A number of LE Human Wastrian Clergy have also started dropping troublesome elves, gnomes and Halflings down the Gullet.

When a Keeper is turned, it cannot go through the walls of this place to flee. It will instead flee away from the turner until it is trapped and cowers or it can find its way to the Temple or if the trap doors remain open it can go into the stone of the pit trap sides. The cold iron of the Earth Harp penetrates the barrier so the turned Keeper can follow the long tang of the Earth Harp to where the future Keepers dwell. They can then return the same way.

**Turn Resistance:** While in the corridors, all Keepers have an additional +2 turn resistance. They lose this if they go into Room One or the Temple.

### Light at the End of the Tunnel

At the far end of the tunnel is an opening in the wall. Light is spilling out from that room giving the passage in front of the opening full normal light. The light is quite visible the entire length of this particular hallway. The light flickers as if from flame sources.

#### APL 2 (EL 5)

**(A) Pit Trap (1):** Search DC 18; mechanical; location trigger; see *Appendix 1*.

**(z) Shadow (1):** hp 22; see *Monster Manual*, page 221.

#### APL 4 (EL 7)

**(A) Pit Trap (1):** Search DC 18; mechanical; location trigger; see *Appendix 2*.

**(B) Dispel Magic Trap CL 7 (1):** Search DC 28; spell trap; visual trigger (arcane eye); see *Appendix 2*.

**(y & z) Shadow (2):** hp 22; see *Monster Manual*, page 221.

#### APL 6 (EL 9)

**(A) Pit Trap (1):** Search DC 18; mechanical; location trigger; see *Appendix 3*.

**(B) Dispel Magic Trap CL 9 (1):** Search DC 28; spell trap; visual trigger (arcane eye); see *Appendix 3*.

**(C) Mass Inflict Light Wounds Trap CL 11 (1):** Search DC 30; spell trap; visual trigger (true seeing); see *Appendix 3*.

**(y & z) Wraith (2):** hp 40; see *Monster Manual*, page 258.

#### APL 8 (EL 11)

**(A) Pit Trap (1):** Search DC 18; mechanical; location trigger; see *Appendix 4*.

**(B & D) Greater Dispel Magic Trap CL 13 (2):** Search DC 31; spell trap; visual trigger (arcane eye); see *Appendix 4*.

**(C) Mass Inflict Light Wounds Trap CL 11 (1):** Search DC 30; spell trap; visual trigger (true seeing); see *Appendix 4*.

**(E) Mass Inflict Moderate Wounds Trap CL 15 (1):** Search DC 31; spell trap; visual trigger (true seeing); see *Appendix 4*.

**(z) Greater Shadow (1):** hp 81; see *Monster Manual*, page 221.

#### APL 10 (EL 13)

**(A) Pit Trap (1):** Search DC 18; mechanical; location trigger; see *Appendix 5*.

**(B & D) Greater Dispel Magic Trap CL 13 (2):** Search DC 31; spell trap; visual trigger (arcane eye); see *Appendix 5*.

**(C) Mass Inflict Light Wounds Trap CL 11 (1):** Search DC 30; spell trap; visual trigger (true seeing); see *Appendix 5*.

**(E) Mass Inflict Critical Wounds Trap CL 18 (1):** Search DC 33; spell trap; visual trigger (true seeing); see *Appendix 5*.

**(F) Heightened Fireball Trap CL 13 (1):** Search DC 31; spell trap; visual trigger (arcane eye); see *Appendix 5*.

**(L) Maximized Ice Storm Trap CL 15 (1):** Search DC 29; spell trap; visual trigger (arcane eye); see *Appendix 5*

**(y & z) Greater Shadow (1):** hp 81; see *Monster Manual*, page 221.

#### APL 12 (EL 15)

**(A) Pit Trap (1):** Search DC 24; mechanical; location trigger; see *Appendix 6*.

**(B & D & G) Greater Dispel Magic Trap CL 13 (2):** Search DC 31; spell trap; visual trigger (arcane eye); see *Appendix 6*.

**(C) Empowered Mass Inflict Serious Wounds Trap CL 18 (1):** Search DC 32; spell trap; visual trigger (true seeing); see *Appendix 6*.

**(E & H) Mass Inflict Critical Wounds Trap CL 18 (2):** Search DC 33; spell trap; visual trigger (true seeing); see *Appendix 6*.

**(F) Heightened Fireball (10D6) Trap CL 13 (1):** Search DC 31; spell trap; visual trigger (arcane eye); see *Appendix 6*.

**(L) Sculpted Maximized Ice Storm Trap CL 15 (1):** Search DC 29; spell trap; visual trigger (arcane eye); see *Appendix 6*

**(x & z) Greater Shadows (2):** hp 81; see *Monster Manual*, page 221

**(y) Twice Evolved Advanced Specter (1):** hp 99; see *Appendix 6*

**Tactics:** The Keepers are well aware of all the traps and their locations. The traps with visual triggers will go off when something they see, that is not a Keeper (nor a Gold Wastrian Holy Symbol, which the PCs are unlikely to have, but it is how certain NPCs make it through), enters the square.. Note that with the exception of the fireball and ice stormtrap, these traps do not have a negative effect on the Keepers. The Keepers will not venture down the fireball trap hallway within range of the trap unless the PCs have already done so and set off the trap, or unless they have more than half their hit points (note that their 50% chance to ignore damage applies to the fireball trap). Likewise they will keep out of the area effect of the ice storm trap (higher APLs) The Keepers WILL NOT ENTER the temple unless they are forced to

do so by turning, but will return the someplace in the passage to ambush the PCs on their way out.

The Keepers also will not leave the complex if the PCs leave the complex.

By default, area effect trap effects are centered on the lower right corner of the square they are in, unless otherwise specified.

## ENCOUNTER 7: TEMPLE

*Peering through the opening reveals a completely different room. It is wider on your end than it is across the room. The stone covering these walls is pale green in color and coated with a thin film of water that comes from line of piping that leads to a small fountain, and drains in holes along the floor.. The room is quite humid and the temperature is much warmer than the rest of this complex. There does not appear to be another exit. Heatless flames spaced ten feet apart above the piping along the walls, provide the light.*

*In the center of the room is a strange “Y” shaped cold iron object that is five feet tall. Across the arms of the “Y” are 4 wires apparently pulled taut evenly spaced down the length of the arms*

*Beyond the strange metal object is clearly a temple or shrine. There is an altar that holds a small toad’s head with a mouth filled with sharp stone teeth.*

*Beyond the altar is a eight and a half foot tall statue. It appears to be a very muscular human, with the toad’s head. He bears a weapon that appears to be a combination of a glaive and guisarme across his back, and carries a wide crystal white basin in his hands. He is wearing a sleeveless robe that is yellow on his right, and red of his left.*

*To either side of the altar are two additional very large crystal basins. The one to your left is yellow crystal and the one to your right is red crystal, matching the colors on the robe. If there is anything in any basin it does not show above the rim.*

The Wastri statute is number 1 on the map.

**Knowledge: Religion: DC 15:** Wastri, The Hopping Prophet, the Hammer of False Humans. He believes that humans are superior to all races, but that some races such as orcs, goblins and amphibian races such as the bullywog have a

place in the world to help humans (the non-human liturgies probably don't include the humans are better than us concept, but the we are better than others is probably key). Wastri does not like elves, dwarves, gnomes and halflings in particular. Wastri is LN (LE) meaning many of his followers are Lawful/Evil. Those that are lawful evil, and some who are lawful neutral (where laws permit) seek out to slay elves, dwarves, gnomes and Halflings whenever they can.

There are no exits in this room save the one the characters came through.

The pale green stone has the same properties as the black stone. It is also backed with lead.

## **THE FOUNTAIN**

The fountain is powered by a decanter of endless water. The soft metal fountain was formed around the decanter as an integral part. To get to the decanter, the fountain will have to be damaged and disassembled. Disassembling the fountain will stop the water flowing along the walls. The fountain is seven feet off the ground (2 feet from the ceiling). It takes 40 damage (6 hardness) to remove the decanter of endless water.

The fountain is number **5** on the map..

## **THE EARTH HARP**

This cold iron object extends more than two dozen feet into the stone. It's taut wire strings are difficult to pluck (a wooden pick is used to pluck the strings in ceremonies), but with a Strength check DC 15 a clear low note can be heard and felt throughout the room. Each note going down the "Y" shape produces a higher note, that also can be felt.

The Earth Harp is under an enchantment to keep it from rusting or corroding (Caster Level 17, Universal 0<sup>th</sup> level spell), but is not otherwise magical. It has hardness 10, and 210 hit points to break off an arm; hardness 10 and 360 hit points to break the base. Once the base is broken it will be clear that the thickness goes into the ground.

With a **Lore check DC 15** (Bard or Loremaster) a character can determine this as an Earth Harp. The sound from an Earth Harp penetrates deep into the ground. Traditionally it is used to call things that are in or underground.

The Earth Harp is number **6** on the map.

## **THE YELLOW BASIN**

This yellow crystal basin is eight feet long, four feet wide and four feet deep. Nothing in this basin is magical. This basin is half filled with books and scrolls. Over half of these items are clearly intended for small hands. Looking through the books the normal sized books all seem to be books on the culture or history of Halfling or Elven societies. These books are written in Common, Draconic, or Sueloise. The smaller books and scrolls are written in Halfling or Gnomish and describe herbcraft and healing techniques, or other practical skills.

There are several dozen small scrolls, tied closed by silver cord. The scrolls don't seem to be alike in construction except that they are small sized and have this elaborate silver cord.

Each of these scrolls has the same passage written into it, but by different authors and different scripts. They are written in Celestial, Common, Halfling or Gnome. The authors affirm they have copied the prophecy correctly, and they sign and date their scrolls. The most recent is 200 years old. The oldest is 300 years old.

The text of these scrolls that is the same reads:

***When the Cup overflows with the Invincible's Pride,***

***When the valorous knight's house is infested with pests,***

***When effortless evil is law in Hookhill,***

***The Hellscepter will make itself known.***

***Pity the people where its master does dwell***

***For his thought is spoken as action,***

***His disfavor is death, if one's lucky.***

***Many will rise to defeat him,***

***But a little sword will lay him low.***

Provide Player Handout #6

To completely damage this object could take a long time, it has hundreds of hit points, just to break it off a piece takes 100 hit points with a 10 hardness.

The Yellow Basin is number **3** on the map.

About one in four books have some value which is difficult to judge (100 books worth of value 5 gp each; appraise DC 10; roll in groups of 20 to

determine if they find all the valuable books; each book weighs on average 2 pounds). Putting fire in basin will damage books beyond value, as would a fireball or other fire or water spread in this area.

## **THE RED BASIN**

This red crystal basin is ten feet long, four feet wide and four feet deep. There is a bottom layer of books about a foot deep. These are all holy texts of Wastri. Most are in Orcish, Goblin, and bullywog, and deal with the semi-human liturgy. A few are in Sueloise and deal with human superiority aspect of the faith. The bullywog documents seem to be on a water resistant material.

To completely damage this object could take a long time, it has hundreds of hit points, just to break it off a piece takes 100 hit points with a 10 hardness.

The Red Basin is number 4 on the map.

About one in two books have some value which is difficult to judge (100 books worth of sale value 10 gp each; appraise DC 10; roll in groups of 20 to determine if they find all the valuable books; each book weighs on average 2 pounds). Putting fire in basin will damage books beyond value, as would a fireball or other fire or water spread in this area.

## **THE ALTAR**

The altar itself is a chunk of basalt rock, and nearly indestructible, but the claw toad on the altar has hardness 1 and 5 hit points. The many sharp teeth are stained with blood (worshippers would spill their blood so Wastri could taste to verify they were not the bad races). The two flames are continual flame spells, at caster level 17.

## **THE WHITE BASIN**

To completely damage this object could take a long time, it has hundreds of hit points, just to break off a piece takes 50 hit points with a 15 hardness.

Other than the continual flame spells, decanter of endless water and the Earth Harp, the only other magical item in this room is in the white basin that the statue of Wastri holds. The rim of the basin is 4 feet off the ground.

In this basin is a small sized adamantine longsword. It has crossed longswords on one side

of the blade, and a cornucopia on the other side of the blade (Arvoreen and Yondalla). There is no scabbard for this sword named Hellbreaker.

This is a basin for special offerings to Wastri. To remove items from the basin is to steal from the Wastri and his temple.

## **HELLBREAKER**

Hellbreaker is an intelligent weapon (a small adamantine longsword). He speaks (but does not read) Common, Halfling, Gnomish, Elven, Dwarven, Celestial. His range for hearing is only 60 feet (as is his Darkvision). Hellbreaker's alignment is Lawful Good. He will remain quiet until it is clear (either by being removed from the basin so he can see, or wee voices speak in their native tongue, or one of those folks stands or flies so he can see them) that there are halflings, gnomes, dwarves or elves around. If the PCs fought the keepers just outside the opening (within 60 feet of the basin), then Hellbreaker will speak to those who fought.

A non Elf, Halfling, Dwarf, Gnome party would notice the negative level received when picking up Hellbreaker (if they are not the appropriate alignment), but otherwise he will remain silent until it is clear that they are not Wastrians (in temperament if not religion).

Hellbreaker wants to be gone from this place. Even if no one wants to be his wielder, he asks to be removed from this unspeakable place. Perhaps they can find him a home in a Halfling or Gnomish place.

If Hellbreaker is used in the fight in this room, he counts as a +1 adamantine long sword, with Knowledge (Planes) +12 (10 ranks). If wielded by a Lawful Good Halfling or Gnome in this battle, the sword will bond with that character.

## **THEFT, DESTRUCTION AND DESECRATION**

Theft, here defined as taking anything from the Wastri Basin, taking anything from the Yellow or Red Basin out of the room, putting anything from the Yellow Basin into their own belongings. It does not matter how these items are moved, the action for this Temple counts as theft.

Damaging anything in this room, including, but not limited to, the fountain, water pipe system, basins, books, scrolls, altar, statue, wall panels, and Earth Harp, counts as destruction.

Desecration here defined as non-destructive actions to denigrate or disrespect the temple and objects. This does not include saying anything about Wastri but includes things such as urination or defecation on the altar, or in the basins.

Theft, destruction or desecration will provoke a response. The few Lawful Good Gardeners made a pact with denizens of Celestia to protect their temple from theft, destruction and desecration. Such actions will cause these being(s) to appear. They appear at the first damage and demand the offenders cease. If the particular action doesn't immediately cease (things are returned to basin, damage or desecration stops) the archon(s) will attack the offenders (and anyone who helps the offenders in the battle or attacks them).

The Archons will talk (though the lantern archon is not all that smart) with the party. As long as theft, desecration and destruction does not continue they are not compelled to attack. Once they appear they will remain in the area for a day.

Should the first damage to an object actually breaks it (very possible with the fountain at higher APLs, or with fire spells affecting the book basins), then the Archons will attack immediately without demanding the actions stop. They will not pull their damage in any way, but they will not strike the unconscious.

The sword if aware that the player characters are not Wastrian, will want to leave. It will say that it has devils and demons to kill.

Technically, this temple/chapel (a temple without a dedicated priest is defined as a chapel in Gran March) exists in violation of Gran March law. Only the standard faiths are allowed to have permanent structures. **Knowledge (Local – Sheldomar Valley MR) DC 10** or **INT Check DC 10** can know of this law. Bringing this up to the Archons will not help much, as they have been told to ask for a representative of the King to mediate. In this case they are talking about the King of Keoland. This facility existed before Gran March received its autonomy. Refusal to do this or claims that Gran March isn't under the King's authority, will not sway them (technically the Commandant swears fealty to the King, something any military member or veteran knows). A representative of Keoland will not make it in the scope of this adventure so the characters will need to leave without taking anything to avoid further conflict.

This encounter is an EL = APL, and should not be too difficult (except perhaps at the lower APLs). This can be an intense role-playing encounter. To

remove or damage anything from the room requires defeating one or more Lawful Good outsiders.

The Archons will appear in spaces **w** and **x** on the map. If those spaces are filled they will appear adjacent to either location. Arriving for them is a move action.

If people question the Archons why they are defending the temple, they will state they have an agreement with the Garden of Men to protect their temple. With a **Lore check DC 20** (Bard or Loremaster) or **Knowledge (Religion) DC 25** a character can determine that the Garden of Men was a very old association of non-evil Wastrian Humans who believe that removing all non-human influences from Human Society and segregating the non-humans away from true Humans was enough to keep humans untainted by non-humans. Their members were mostly Lawful Neutral but some were Lawful Good.

**Knowledge (Planes) DC 11** to identify the Lantern Archon.

**Knowledge (Planes) DC 16** to identify the Hound Archon(s).

Divine Casters of Lawful Good Dieties may make a **Knowledge (Religion) DC 16** (Lantern) or **DC 21** (Hound) to determine what they are. It still takes Knowledge (Planes) to get properties, weaknesses, attacks, etc on the checks.

## **NOT A PLACE THEY WANT TO BE**

While the arrangement to guard was made in the past and still stands, the perversion of this place by those who are Evil Wastri worshipers does not sit well with those from Celestia. They would prefer not to be in this position, and it is reflected in their physical state at lower APLs.

At **APL 2, 4 and 6**, the DR of the Archons will drop one point per round to a minimum of DR 5. There will be no physical manifestation of this loss except that more damage gets through. A **Sense Motive DC 15** can detect sadness and desire to be elsewhere. If the characters at this level use an Evil spell, this reduction in DR stops.

## **APL 2 (EL 2)**

**(w) Lantern Archon (1):** hp 6; see *Monster Manual*, page 16.

#### **APL 4 (EL 4)**

(w) **Hound Archon (1)**: hp 41; see *Monster Manual*, page 16.

#### **APL 6 (EL 6)**

(w) **Archoni Male Hound Archon Hero Monk2**: hp 66; see *Appendix 3*.

#### **APL 8 (EL 8)**

(w) **Archoni Male Hound Archon Hero Monk4**: hp 83; see *Appendix 4*.

#### **APL 10 (EL 10)**

(w) **Archoni Male Hound Archon Hero Monk4**: hp 83; see *Appendix 5*.

(v) **Choni Female Hound Archon Hero Monk4**: hp 83; see *Appendix 5*.

#### **APL 12 (EL 12)**

(w) **Archoni Male Hound Archon Hero Monk4**: hp 98; see *Appendix 6*.

(v) **Choni Female Hound Archon Hero Monk4**: hp 98; see *Appendix 6*.

**Tactics:** Unless the player characters have actually broken something, the Archons fight until the person stops the bad thing he/she is doing, or they knock the person unconscious and take the item back to its original location. If objects are broken or destroyed, the Archons will fight until the destroyer and his helpers are down. They will not strike unconscious persons. In the case of destroyed objects, the Archons would take from the unconscious funds to repair the object (150 GP for a Make Whole scroll or 10 GP per book or scroll destroyed). They can take equipment if there is no gold, non-magic first. Total sale value equals the "fine" for breaking. This goes in the White Basin and the rules for taking from the White Basin apply.

#### **APL 2:**

The Lantern Archon has DR that is likely able to resist most everything an APL 2 do with missile or melee weapons. However alchemical items such as alchemical fire or acid are not affected by that DR. Likewise, spells that do damage can affect the Archon. Also, for all it looks like a ball of light, it can be grappled, and then rogue sneak attacks may be effective. The ceiling is too low for it to rise out of reach. Nevertheless its two D6 attacks each round can be very damaging at APL 2. Spread around the damage as much as possible. If the PCs get seriously damaged, have

the Archon move at least 10 feet each round so it can only get one shot, and incurs attack of opportunity.

#### **APL 4**

Likely the most dangerous APL in this encounter, there are many APL 4 parties that will have trouble bypassing the DR. The items discussed in APL 2 (grappling and rogues, alchemical and magic) all apply, though a Hound Archon does have SR. Still there are plenty of spells that do not allow SR.

#### **Align Weapon**

Align Weapon (Evil) is an Evil spell and constitutes an Evil act. This is true even in the spell is cast from a scroll. Any character using such a spell should have the Evil acted noted on the AR. The DM need not inform the Triad of this act unless they feel it is especially bad.

### **EXITING THE COMPLEX**

Leaving this place requires a series of climb checks. To save time allow the characters to exit without rolling, unless they are fighting the Archons in retreat.

Captain Teliz will be on hand to find out what they have learned. With him will be two clan scouts (Flan) that were not part of the assembly earlier that day. If he is asked about them, he'll say they have brought news that will affect our plans. He will direct the party to sleep the rest of the night; he and his short file will keep watch. This will allow the party to recover spells and get a good sleep that night.

## **ENCOUNTER 8: CONCLUSION**

### **FOR CAMPING CHARACTERS ONLY:**

Trailblazer Hannah will arrive to keep watch so characters can get a full night sleep and have the time pass to recover all spells (8 hours). Sergeant Taloran will come by to tell the characters that the Captain is ordering everyone to assemble before the Toad head.

### **FOR ALL PLAYER CHARACTERS**

When the characters arrive, the player characters will notice that there is only half the

number of people assembled than had the day before at the start of the mission. Every perimeter camp was attacked by elementals and undead. There are also two Flan clansmen (Clan Cattails) in muddy leathers at the assembly that were not present the day before.

The Captain will explain that the Complex is much smaller than anticipated, and the scouts completed a full circuit removing all resistance (if this is true for the player characters; if not, he'll say that enough has been scouted to report back). He will also indicate that the two scouts have detected a large group of hobgoblins and creatures making their way in this direction. Many of them are flying or walking across the water. Their primary mission is completed, he intends to withdraw as a single force out of the Rushmoors. He has already ordered two members of this group to teleport back to Shibolet or Hookhill with the seriously wounded and most of the dead.

There is enough healing in this group to heal hit point damage on all player characters. There is also a lesser restoration and restoration available for each character (in addition to their own resources).

At the end of the briefing, the clan scouts will point out birds flying high above the island (three eagles, two ravens and an owl), and say I think those are familiars. Their vanguard is very close, we need to leave.. Captain Teliz will order everyone to leave.

As a group the Gran March forces have no further incident before they exit the Rushmoors. Once they reach Ghostgate, Captain Teliz releases veterans from their activation, and military personal are released back to their original assignments with a few days leave.

### The End

## ADJUDICATING HELLBREAKER

Only one non-cohort character could get the special AR for this weapon (though his value is split normally). If he is not used in battle by a Lawful Good Gnome or Halfling, and the party cannot unanimously agree upon whom he leaves with [character MUST be Good] (any dissent activates this list):

- 1) Lawful Good Halfling Paladin, Knight, Fighter, or Marshal
- 2) Lawful Good Gnome Paladin, Knight, Fighter, or Marshal

- 3) Lawful Good Halfling who is proficient with long sword
- 4) Lawful Good Gnome who is proficient with long sword
- 5) Lawful Good character proficient with long sword
- 6) Lawful Good character who is not proficient with long sword
- 7) Neutral Good Halflings or Gnomes
- 8) Lawful Neutral Halflings or Gnomes
- 9) Other Neutral Good characters
- 10) Other Lawful Neutral characters
- 11) Other Non-Chaotic characters;

Ties on this list are resolved by comparing the total ability modifiers without enhancement, and whoever has the highest number, wins. If this still does not resolve the issue, and the ones contending for the sword cannot agree, then the sword remains with no one. Knight listed here is the Knight base class, not members of a meta-org.

If there are no Good characters in the party or no non-Chaotic characters in the party, then the sword remains with no one.

If the character turns down the sword and there are others interested, the sword will switch its attention according to the list above.

## ADJUDICATING SPECIAL ITEMS ON AR

The character that gets Hellbreaker will get the Hellbreaker AR. If the character cannot afford Hellbreaker at this time, then Syrloch holds the sword for study until which time the character can come up with the initial cost of the item.

All military and veteran characters (except where exceptions are noted in the game) will receive the Baronial Medal of Valor.

All military and veteran characters who took part in the Scouting mission and reached the Temple will **also** receive the Commandant's Shield..

All non-military and non-veteran characters who took part in the Scouting mission and reached the Temple will receive the Fist of Honor.

If the characters told the military authorities about the documents missing from the courier satchel, then military and veteran characters will also receive a commendation.

If the characters rescued Jakol Garenti and he survived the ordeal (he will refuse raise dead or reincarnate), then they get the favor of Elector Garenti.

Active Duty Military characters who rescued Jakol Garenti, or returned his body to his Uncle, get the Elector Garenti Request.

All characters who performed their duties receive the gratitude of Captain Teliz.

All characters get the favor of Sergeant Azar Taloan (unless they used the favor in advance as per "Understrength Parties.")

### **ADJUDICATING TREASURE ITEMS ON AR**

Cross off access to Decanter of Endless Water if the characters did not go into the Temple and disassemble or destroy the fountain.

Cross off access to the Adamantine Short Sword if the characters did not face the Elementals and Undead outside.

Some of the items on the AR represent items that "other teams" found on their mission or items the military have made available to the characters. With the exception of the two items above all remain on the AR, even if the particular NPC might have used or gotten away with the item.

There are 1500 gp (750 when sold (125gp per character)) value in books that the characters may or may take out. Without appraising, each yellow basin book has a 1 in 4 chance of being worth 5 gp (sell for 2.5gp) and each red basin book has a 1 in 2 chance of being worth 10 gp (sell for 5gp). Using fire or water spread attacks in the area of either basin makes their value worthless. There are possible 100 yellow basin books of value (42 gp per character), and a possible 100 red basin books of value (83 gp per character).

Military and veteran characters did not get 100 gp to volunteer for this mission. Subtract that coin from the totals for the game.

## **CAMPAIGN CONSEQUENCES**

**Econocon and April 2007 DMs:** Please fill out the Critical Event summary at the end of this game and turn them into your convention coordinator or send it to the Triad directly.

**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 role-playing) to each character.

### **Encounter 2**

Defeat Hobgoblins.

APL 2: 150 xp

APL 4: 210 xp

APL 6: 270 xp

APL 8: 330 xp

APL 10: 390 xp

APL 12: 450 xp

### **NON-SCOUTING ROUTE**

Kill Water Elementals

APL 2: 120 xp

APL 4: 180 xp

APL 6: 210 xp

APL 8: 270 xp

APL 10: 330 xp

APL 12: 390 xp

Kill Undead

APL 2: 90 xp

APL 4: 150 xp

APL 6: 240 xp

APL 8: 300 xp

APL 10: 360 xp

APL 12: 420 xp

### **SCOUTING ROUTE**

Defeat Keepers

APL 2: 150 xp

APL 4: 210 xp

APL 6: 270 xp

- APL 8: 330 xp
- APL 10: 390 xp
- APL 12: 450 xp

#### Defeat Archons

- APL 2: 60 xp
- APL 4: 120 xp
- APL 6: 180 xp
- APL 8: 240 xp
- APL 10: 300 xp
- APL 12: 360 xp

#### Story Award

Detected and Reported the Missing Document from Courier Satchel

- APL 2: 30 xp
- APL 4: 45 xp
- APL 6: 60 xp
- APL 8: 75 xp
- APL 10: 90 xp
- APL 12: 105 xp

#### Discretionary Role-playing Award

- APL 2: 60 xp
- APL 4: 90 xp
- APL 6: 120 xp
- APL 8: 150 xp
- APL 10: 180 xp
- APL 12: 210 xp

#### Total possible experience

- APL 2: 450 xp.
- APL 4: 675 xp.
- APL 6: 900 xp.
- APL 8: 1,125 xp.
- APL 10: 1,350 xp.
- APL 12: 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 adventure, 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.

#### Introduction

ALL APL: L: 0 gp; C: 100 gp; M 0 gp

## Encounter 2:

APL 2: L: 50 gp, C: 130 gp, M: *ring of protection +1* (167gp), *cloak of resistance +1* (83 gp), *two elixir of hiding* (42 gp), *cure moderate wounds potion* (25gp), *align weapon scroll* (13 gp), *oil of magic weapon* (4 gp), *mage armor scroll*. (2 gp).

APL 4: L: 433 gp, C: 30 gp, M: *Ring of protection +1* (167 gp), *chain shirt +1* (104 gp), *cloak of resistance +1* (83 gp), *three elixir of hiding* (63 gp), *two cure moderate wounds potions* (50 gp), *oil of magic weapon* (4gp), *mage armor scroll* (2 gp).

APL 6: L: 212 gp, C: 30 gp, M: *Full plate +1 with +1 spikes* (417 gp), *two rings of protection +1* (333 gp), *meta-magic rod of lesser extend* (250 gp), *long composite (+3 str) bow +1* (225 gp), *falchion +1* (198 gp), *quiver of Ehlonna* (150 gp), *chain shirt +1* (104 gp), *three elixirs of hiding* (63 gp), *two cure moderate wounds potions* (50 gp), *scroll of remove paralysis* (13 gp), *three cure light wounds scrolls* (6 gp), *scroll of mage armor*. (2 gp).

APL 8: L: 245 gp, C: 30 gp, M: *Full plate +1 with +1 spikes* (417 gp), *two rings of protection +1* 333 gp), *metamagic rod of lesser extend* (250gp), *one composite (+3 str) bow +1* (225 gp), *falchion +1* (198 gp), *quiver of ehlonna* (150 gp), *chain shirt +1* (104 gp), *periapt of wisdom +2* (333 gp), *eyes of the eagle* (208 gp), *spiked chain +1* (194 gp), *amulet of natural armor +1* (167 gp), *cloak of resistance +1* (83 gp), *two cure moderate wounds potions* (50 gp), *scroll of remove paralysis* (13 gp), *three cure light wounds scrolls* (6 gp), *scroll of mage armor*. (2 gp).

APL 10: L: 307 gp, C: 30 gp, M: *Full plate +1 with +1 spikes* (417 gp), *composite (+3 str) bow +2* (725 gp), *cloak of resistance +3* (750 gp), *periapt of wisdom +2* (333 gp), *cloak of resistance +2* (333 gp), *cloak of charisma +2* (333 gp), *gauntlets of ogre power +2* (333 gp), *gloves of dexterity +2* (333 gp), *eyes of the eagle* (208 gp), *falchion +1* (198 gp), *spiked chain +1* (194 gp), *amulet of natural armor +1* (167 gp), *chain shirt +1* (104 gp), *two cure moderate wounds potions* (50 gp), *scroll of remove paralysis* (13 gp), *three cure light wounds scrolls* (6 gp), *scroll of mage armor*. (2 gp).

APL 12: L: 307 gp, C: 30 gp, M: *Two cloaks of resistance +3* (1500 gp), *cloak of charisma +4* (1333 gp), *periapt of wisdom +4* (1333 gp), *full*

*plate +3 with +1 spikes* (1083 gp), *composite (+3 str) bow +2* (725 gp), *two pairs gloves of dexterity +2* (667 gp), *ring of protection +2* (667 gp), *vest of escape* (450 gp), *gauntlets of ogre power +2* (333 gp), *eyes of the eagle* (208 gp), *falchion +1* (198 gp), *spiked chain +1* (194 gp), *hewards handy haversack* (167 gp), *chain shirt +1* (104 gp), *ring of protection +1* (167 gp), *quiver of ehlonna* (150 gp), *two cure moderate wounds potions* (50 gp), *three cure moderate wounds scrolls* (38 gp), *one scroll of remove paralysis* (13 gp).

## Encounter 5:

APL 2: L: 252 gp, C: 0 gp, M: (0 gp).

APL 4: L: 253 gp, C: 0 gp, M: (0 gp).

APL 6: L: 504 gp, C: 0 gp, M: (0 gp).

APL 8: L: 504 gp, C: 0 gp, M: *two studded leather +1* (196 gp).

APL 10: L: 756 gp, C: 0 gp, M: *three studded leather +1* (294 gp)

APL 12: L: 756 gp, C: 0 gp, M: *three studded leather +1* (294 gp)

PCs get treasure for ENC 5 **OR** ENC 7. They cannot get both:

## Encounter 7:

ALL APLs: L: 131 gp, C: 0 gp, M: *Hellbreaker* (925 gp), *decanter of endless water* (740 gp), *lesser restoration potion* (25 gp), *restoration scroll* (67 gp), *two cure light wound scrolls* (4 gp)

## Total Possible Treasure with Scouting Mission (Maximum Reward Allowed)

APL 2: L: 181 gp, C: 230 gp, M: 2106 gp – Total: 2517 gp (450 gp).

APL 4: L: 564 gp, C: 130 gp, M: 2244 gp – Total: 2938 gp (650 gp).

APL 6: L: 343 gp, C: 130gp, M: 3581 gp – Total: 4054 gp (900 gp).

APL 8: L: 376 gp, C:130 gp, M: 4609 gp – Total: 5115 gp (1,300 gp).

APL 10: L: 438 gp, C: 130 gp, M: 6604 gp – Total: 7172 gp (2,300 gp).

APL 12: L: 438 gp, C: 130 gp, M: 11150 gp –  
Total: 11718 gp (3,300 gp).

### **Total Possible Treasure with Outside Camping (Maximum Reward Allowed)**

APL 2: L: 302 gp, C: 230 gp, M: 335 gp –  
Total: 867 gp (450 gp).

APL 4: L: 686 gp, C: 130 gp, M: 473 gp –  
Total: 1289 gp (650 gp).

APL 6: L: 716 gp, C: 130gp, M: 1810 gp –  
Total: 2656 gp (900 gp).

APL 8: L: 749 gp, C:130 gp, M: 3034 gp –  
Total: 3913 gp (1,300 gp).

APL 10: L: 1063 gp, C: 130 gp, M: 5127 gp –  
Total: 6320 gp (2,300 gp).

APL 12: L: 1063 gp, C: 130 gp, M: 9673 gp –  
Total: 10866 gp (3,300 gp).

## **ITEMS FOR THE ADVENTURE RECORD**

### **Special AR for Hellbreaker**

Hellbreaker is a small adamantine long sword, with the symbol of Arvoreen (two swords) on one side and Yondalla (cornucopia) on the other. Hellbreaker is an intelligent weapon. It has Int 15, Wis 15, and Cha 10. It speaks (but does not read) Common, Elven, Dwarven, Halfling, Gnomish, and Celestial.

Hellbreaker has 60 foot Darkvision and 60 foot Hearing. His alignment is Lawful Good.

Hellbreaker bonds to one character in the game. Only one, non-cohort character, may take this special AR. If the character is unable to pay the purchase price for Hellbreaker, the sword will remain under the care of Syrloch until such time that the character comes for the weapon (i.e. pays the initial cost)

If the character is already attuned to an intelligent weapon, whether or not they have actually paid for the item, they are not qualified for Hellbreaker unless they agree to void the other AR (without seeing this AR)

Initially Hellbreaker is a +1 adamantine longsword, It has one lesser power, Fairie Fire three times a day. Hellbreaker's initial cost is 11,100 gp, Its initial Ego rating is 6.

The sword can be advanced in powers on its own under the path described below. It cannot be enhanced in any other way except in this path.

There are two lesser powers the sword can gain as well as two enhancements. The sword must have both lesser powers before it can add the Holy enhancement. The two possible lesser powers can be added in either order. These lesser powers are: Spellcraft: 10 ranks and Knowledge (Planes): 10 ranks. Each lesser power costs 5,000 gp to add to Hellbreaker. Each lesser power adds one to its ego rating.

The first enhancement must be Bane (Evil Outsiders). This will cost 6,000 gp. This adds one to its ego rating.

The second enhancement must be Holy. This will cost 24,000 gp. This adds two to its ego rating.

There can be only one Hellbreaker at any table. If there are two swords, the sword further enhanced is the real sword and the other is a +1 adamantine long sword. If the swords are enhanced to the same degree, and the players cannot agree on who has the real sword, the both have the +1 small adamantine long swords.

### **Special**

**Military Commendation:** this character has received this commendation for detecting an intelligence breach.

**The Baronial Medal of Valor:** For courage, heroism and steadfast determination above and beyond the duty of all soldiers, the character has been awarded the Baronial Medal of Valor..

**The Commandant's Shield:** For extreme courage, heroism and bravery above and beyond the duty of all soldiers, the character has been awarded The Commandant's Shield.

**The Fist of Honor:** For courage and heroism on the field of battle in defense of Gran March by non-military personnel.. This character has been awarded the Fist of Honor. This award conveys a permanent influence point with the Gran March Military, as well as a +2 circumstance bonus to Diplomacy and Profession (Soldier) when dealing with members of the Gran March Military

**Favor of Elector Gerenti:** Elector Gerenti is thankful for the return of his nephew. This counts as an influence point with Elector Gerenti. In addition, Elector Gerenti will help pay for items

bought on this AR. All items purchased on this AR have a 10% discount.

**Elector Garenti's Request:** If the character is interested, Elector Garenti will formally request this character be assigned to this Elector's File. Space in an Elector's File is very limited. Check with the Military Point of Contact to determine if there are openings in the file. Cross off this request when the character transfers. Elector Garenti is located east of Ghostgate,.

**Gratitude of Captain Teliz:** Captain Gregorik Teliz is very grateful. He uses his family connections to make items available to the characters. In addition, two items from the Item access at the APL played (or below) may be made Regional Access (Circle the items before this AR is signed).

**Favor of Sergeant Azar Taloan:** It is not clear what the favor of a Sergeant is worth. Nevertheless he feels he owes you a favor

**Recommendation:** Captain Teliz was impressed by your actions in defense of the island. He will write a letter of recommendation on your behalf. At your next Promotion Review Board he will strongly recommend you receive a promotion to at least the next non-commissioned rank. Cross off this favor after you have attended a Promotion Review Board. For non-Gran March military characters, this letter may or may not be given credence.

### Item Access

#### APL 2

- Adamantine Arrow Adventure; DMG)
- Adamantine Short Sword (Adventure; DMG)
- Elixir of Hiding (Adventure, DMG)
- Align Weapon Scroll (Adventure; PHB)
- Decanter of Endless Water (Adventure; DMG)
- Scroll of Reincarnate (Adventure; DMG)

#### APL 4 (all of APL 2 plus)

- Restoration Scroll (Adventure; DMG)
- Quiver of Ehlonna (Adventure, DMG)

#### APL 6 (all of APL 2 & 4 plus)

- Boots of Striding and Springing (Adventure; DMG)
- Horseshoes of a Zephyr (Adventure; DMG)
- Eyes of the Eagle (Adventure; DMG)

#### APL 8 (all of APL 2 & 4 & 6 plus)

Ring of Swimming, Improved (Adventure; DMG)

Adamantine Bolt (Adventure; DMG)

#### APL 10 (all of APL 2 & 4 & 6 & 8 plus)

Boots of Speed (Adventure; DMG)

Ring of Water Walking (Adventure; DMG)

#### APL 12 (all of APL 2 & 4 & 6 & 8 & 10 plus)

Wand of Restoration (Adventure; DMG)

## APPENDIX 1 – APL 2

### ENCOUNTER 2

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#### AGAROO CR 4

Male Hobgoblin Ranger 4  
LE Medium Humanoid (goblin)  
**Init** +3; **Senses** Listen +1, Spot +8  
**Languages** Common, Goblin

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**AC** 17, touch 13, flat-footed 14  
(+3 *Dex*, +4 *armor*)

**hp** 30 (4d8+8 HD);  
**Fort** +7 **Ref** +8, **Will** +5

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**Speed** 30 ft. 6 squares).

**Melee** greatsword +7 (2d6+4) or spiked gauntlet +7  
(1d4+3) or

**Ranged** long bow +8 (D8) or long bow +6/+6 (D8)

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

**Base Atk** +4; **Grp** +7

**Combat Gear** masterwork chain shirt, long bow, 60 arrows, 2 adamantine arrows, greatsword, greatsword, spiked gauntlet, cloak of resistance +1

**God:** Geshtai

**Ranger Spells Prepared** (CL 2nd):  
1st— Arrowmind

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**Abilities** Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8

**SQ** Darkvision 60 ft

**Feats** Iron Will, Track, Rapid Shot, Endurance, Weapon Focus (Long bow).

**Skills** Spot +8, Knowledge (Arcana) +3, Spellcraft +3, Escape Artist +4, Tumble +4, Move Silently +9, Survival +5,

**Possessions** combat gear plus cure moderate wounds potion, oil of magic weapon, align weapon scroll and elixir of hiding

---

**Favored Enemy: Elves** : (Ex) +2 damage vs. elves, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

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**Sources** Spell Compendium

#### FOMAK CR 2

Female Hobgoblin Sorcerer 2  
LN Medium Humanoid (Goblin)  
**Init** +6; **Senses** Listen +1, Spot +1  
**Languages** Common

---

**AC** 17, touch 13, flat-footed 15  
(+2 *Dex*, +4 *armor*, +1 *deflection*)

**hp** 11 (2d4+6)  
**Fort** +5 **Ref** +2, **Will** +4

#### Weakness

---

**Speed** 30 ft. (6 squares),;

**Melee** spiked gauntlet +0 (D4-1) or

**Ranged** light crossbow +3 (1D8)

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

**Base Atk** +1; **Grp** +0

**Combat Gear** spiked gauntlet, light crossbow, 20 bolts, ring of protection +1

**Sorcerer Spells Known** (CL 2nd):

1st (5/day)— color spray, shield

0 (6/day)— detect magic, read magic, detect poison, acid splash, ray of frost

‡ Already cast: mage armor from scroll

---

**Abilities** Str 8, Dex 15, Con 16, Int 10, Wis 12, Cha 15

**SQ** Darkvision 60 ft, Rat Familiar

**Feats** Improved Initiative

**Skills** Concentration +8, Spellcraft +5

**Possessions** combat gear plus mage armor scroll, elixir of hiding, six 5gp nuggets of jade, 100 gp.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision

---

Unless the situation forces a change Fomak will likely cast shield first and then move up to cover Kamak with color spray.

### ENCOUNTER 4

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**Small Water Elemental (1):** hp 13 see *Monster Manual*, page 100.

**Medium Water Elemental (1):** hp 33; see *Monster Manual*, page 100

### ENCOUNTER 5

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**Ghouls (2):** hp 18 each; see *Monster Manual*, page 118. One ghoule carries but does not use two short swords (one regular, one adamantine).

### ENCOUNTER 6

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**Shadow (1):** hp 22 each; see *Monster Manual*, page 221

#### PIT TRAP CR 3

**Description** A 5' x 10' pit trap covering the width of the passage way, that drops 20 feet to stone floor. Each 5 foot section opens independently to the same space underneath.

**Search** DC 18; **Type** mechanical,

---

**Trigger** location,

**Effect** 2d6 fall (20 feet deep) in two adjacent squares independently

**Duration** trap resets in 1 minute (10 rounds)

---

**Destruction** hardness 8, 25 hit points per square

**Disarm** Disable Device 21

## **ENCOUNTER 7**

---

**Lantern Archon (1):** hp 6; see *Monster Manual*, page 16.

.

## APPENDIX 2 – APL 4

### ENCOUNTER 2

#### AGAROO

CR 4

Male Hobgoblin Ranger 4

LE Medium Humanoid (goblin)

**Init** +7; **Senses** Listen +1, Spot +8

**Languages** Common, Goblin

**AC** 17, touch 13, flat-footed 14  
(-3 *Dex*, +4 *armor*)

**hp** 30 (4d8+8 HD);

**Fort** +6 **Ref** +7, **Will** +2

**Speed** 30 ft. 6 squares).

**Melee** masterwork greatsword +8 (2d6+4) or spiked gauntlet +7 (1d4+3) or

**Ranged** masterwork long composite (Str +3) bow +9 (D8+3) or masterwork long composite (Str +3) bow +7/+7 (D8+3)

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

**Base Atk** +4; **Grp** +7

**Combat Gear** masterwork chain shirt, masterwork long composite bow (Str +3), 60 arrows, 2 adamantine arrows, masterwork greatsword, greatsword, spiked gauntlet

**God:** Geshtai

**Ranger Spells Prepared** (CL 2nd):  
1st— Arrowmind

**Abilities** Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8

**SQ** Darkvision 60 ft

**Feats** Improved Initiative, Track, Rapid Shot, Endurance, Weapon Focus (Long bow).

**Skills** Spot +8, Knowledge (Arcana) +3, Spellcraft +3, Escape Artist +4, Tumble +4, Move Silently +9, Survival +5,

**Possessions** combat gear plus cure moderate wounds potion, oil of magic weapon, and elixir of hiding

**Favored Enemy: Elves** : (Ex) +2 damage vs. elves, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Sources** Spell Compendium

#### FOMAK

CR 2

Female Hobgoblin Sorcerer 2

LN Medium Humanoid (Goblin)

**Init** +6; **Senses** Listen +1, Spot +1

**Languages** Common

**AC** 17, touch 13, flat-footed 15  
(+2 *Dex*, +4 *armor*, +1 *deflection*)

**hp** 11 (2d4+6 HD)

**Fort** +5 **Ref** +2, **Will** +4

**Weakness**

**Speed** 30 ft. (6 squares)t.;

**Melee** spiked gauntlet +0 (D4-1) or

**Ranged** masterwork light crossbow +4 (1D8)

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

**Base Atk** +1; **Grp** +0

**Combat Gear** spiked gauntlet, masterwork light crossbow, 20 bolts, ring of protection +1

**Sorcerer Spells Known** (CL 2nd):

1st (5/day)— color spray, distract

0 (6/day)— detect magic, read magic, touch of fatigue, acid splash, ray of frost

‡ Already cast: mage armor from scroll

**Abilities** Str 8, Dex 15, Con 16, Int 10, Wis 12, Cha 15

**SQ** Darkvision 60 ft, Rat Familiar (roughly 500 yards away)

**Feats** Improved Initiative

**Skills** Concentration +8, Spellcraft +5

**Possessions** combat gear plus mage armor scroll, and elixir of hiding, six 5gp nuggets of jade

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision

**Sources** Spell Compendium

Unless the situation forces a change Fomak will likely cast distract first.

#### SAMANOFF

CR 3

Male Hobgoblin Cleric 3 (Geshtai

N Medium Humanoid (Goblinoid)

**Init** +6; **Senses** Listen +2, Spot +2

**Languages** Common, Goblin

**AC** 17, touch 12, flat-footed 17  
(+2 *Dex*, +5 *armor*)

**hp** 24 (3D8+9)

**Fort** +6, **Ref** +1, **Will** +5

**Weakness**

**Speed** 50 ft. in light armor (10 squares) base movement 40 ft.

**Melee** masterwork morning star +4 (D8+1) or spiked gauntlet +3 (D4+1)

**Ranged** MW light crossbow +5 (D8)

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

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

**Combat Gear** chain shirt +1, masterwork morning star, spiked gauntlet, masterwork light crossbow, 30 bolts

**Cleric Spells Prepared** (CL 3rd):

2nd— silence, close wounds, cat's grace (d)

1st— cure light wounds x2, bless, longstrider-(d)

0— cure minor wounds x2, virtue, detect magic

**D:** Domain spell. Deity: Geshtai. Domains: Travel, Celerity

**Already Cast:** longstrider on self

---

Unless the situation forces a change Samanoff will likely the following spells. She will also use her immediate action spells to help heal Agaroo during battle.:

- 1 Cat's Grace on Agaroo.
- 2 Silence on an area
- 3 Bless

---

**Abilities** Str 12, Dex 15, Con 16, Int 10, Wis 15, Cha 8  
**SQ** Channels negative energy: can spontaneous cast inflict spells, Darkvision 60 feet

**Feats** Improved Initiative, Mobile Spell Casting,  
**Skills** Spellcraft +6, Concentration +9,  
**Possessions** combat gear, silver holy symbol of Geshtai around neck and two wooden ones on belt, plus cure moderate wounds potion

---

**Travel Domain (Su)** For a total time per day of 3 rounds, she can act normally regardless of magical effects that impede movement as if she was affected by the spell freedom of This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds)

**Celerity Domain (Su):** Her land speed is faster than norm for your race by 10 feet. The benefit is lost if she wears medium or heavy armor, or carries a medium or heavy load..

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision

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**Sources** Spell Compendium

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**KAMAK** **CR 3**

Male Hobgoblin Ranger 1 Fighter 2  
NE Medium Humanoid (Goblinoid)

**Init** +1; **Senses** Listen +5, Spot +6

**Languages** Common, Goblin

---

**AC** 19, touch 11, flat-footed 18  
(+1 Dex, = +8 armor)

**hp** 28 (D8+2D10+9)

**Fort** +8 **Ref** +3, **Will** +1

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** spiked chain +6 (2d4+3) or armor spikes +6 (d6+2)

**Ranged** long bow +4 (D8)

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

**Base Atk** +3; **Grp** +5

**Atk Options** Trip Attack (+7 on Trip check; on successful trip gets a follow-up attack), Trip doesn't provoke AoO.

**Combat Gear** masterwork spiked full plate (both plate & spikes), two masterwork spiked chains

---

**Abilities** Str 15, Dex 12, Con 16, Int 13, Wis 12 Cha 8

**SQ**

**Feats** Exotic Weapon: Spiked Chain, Track, Combat Expertise, Improved Trip, Combat Reflexes

**Skills** Swim -2, Move Silently +0, Hide +0, Balance -1, Spot +6, Listen +5, Survival +5

**Possessions** combat gear plus elixir of hiding

---

**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

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## ENCOUNTER 4

**Large Water Elemental (1):** hp 72 see *Monster Manual*, page 100

**Medium Water Elemental (1):** hp 33; see *Monster Manual*, page 100

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## ENCOUNTER 5

**EVOLVED GRAVETOUCHED GHOUL HOBGOBLIN**  
**RANGER2 ROGUE1** **CR 5**

CE Medium Undead

**Init** +3; **Senses** Listen +3, Spot +9

**Languages** Common, Goblin

---

**AC** 18, touch 15, flat-footed 13  
(+5 Dex, +3 natural)

**hp** 27 (3D12)

**Fort** +3 **Ref** +10, **Will** +3

---

**Speed** 30 ft. in light armor (6 squares),

**Melee** Short Sword +5/+5 (D6+4/19-20 x2 and D6+2/19-20 x2) or Bite +7 (D6+4/x2) and 2 claws +5/+5D4+2/x2)

**Ranged** javelin +5 (D6+4)

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

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

**Sp Atk** Sneak Attack +1D6, Ghoul Fever, Paralysis, Favored Enemy,

**Combat Gear** one short sword, one adamantite short sword, six javelins

---

**Abilities** Str 18, Dex 21, Con --, Int 12, Wis 17 Cha 12

**SQ** Turn Resistance +6, Darkvision, Fast Healing 3, see *invisibility* 1/day (CL 3)

**Feats** Weapon Finesse, Track, Two Weapon Fighting Improved Turn Resistance Multiattack

**Skills** Swim +7, Move Silently +11, Hide +11, Balance +10, Escape Artist +8, Spot +9, Survival +8 **Favored Enemy: Magical Beasts:** (Ex) +2 damage vs. magic beasts, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against magical beasts.

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Ghoul Fever** (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves have immunity to this paralysis. The save DC is Charisma-based.

**Turn Resistance (Ex):** A gravetouched ghoul has +6 turn resistance.

**Fast Healing (Ex):** An evolved gravetouched ghoul heals 3 points of damage each round so long as it has at least one hit point.

## **ENCOUNTER 6**

---

**Shadow (2):** hp 22 each; see *Monster Manual*, page 221.

### **PIT TRAP CR 3**

**Description** A 5' x 10' pit trap covering the width of the passage way, that drops 20 feet to stone floor. Each 5 foot section opens independently to the same space underneath.

**Search** DC 18; **Type** mechanical,

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**Trigger** location,

**Effect** 2d6 fall (20 feet deep) in two adjacent squares independently

**Duration** trap resets in 1 minute (10 rounds)

---

**Destruction** hardness 8, 25 hit points per square

**Disarm** Disable Device 21

### **DISPEL MAGIC TRAP CR 3**

**Description** A 5' x 10' pit trap covering the width of the passage way, that drops 20 feet to stone floor. Each 5 foot section opens independently to the same space underneath.

**Search** DC 28; **Type** spell,

---

**Trigger** spell, (visual arcane eye) keepers nor gold Wastri holy symbol wearers activate

**Effect** Centered at the trap location an area dispel magic is cast, at caster level 7

**Duration** instant (trap resets outside the scope of this game)

---

**Disarm** Disable Device 28

**Dispel:** A Targeted Dispel Magic DC 18 shuts off trap for caster level in rounds

## **ENCOUNTER 7**

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**Hound Archon (1):** hp 41; see *Monster Manual*, page 16

## APPENDIX 3 – APL 6

### ENCOUNTER 2

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#### AGAROO

CR 6

Male Hobgoblin Ranger 5, Occult Slayer 1

N Medium Humanoid (goblin)

**Init** +7; **Senses** Listen +1, Spot +9

**Languages** Common, Goblin

---

**AC** 17, touch 13, flat-footed 14

(+3 *Dex*, +4 *armor*)

**hp** 45 (6d8+12 HD);

**Fort** +7 **Ref** +8, **Will** +5

---

**Speed** 30 ft. 6 squares).

**Melee** +1 falchion +10/+5 (2d6+5) or spiked gauntlet +9/+4 (1d4+3) or

**Ranged** masterwork long composite (Str +3) bow +11/+6 (D8+4+[1d6 vs. spell casters]) or masterwork long composite (Str +3) bow +9/+9/+4 (D8+4+[1d6 vs. spell casters])

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

**Base Atk** +6; **Grp** +8

**Combat Gear** masterwork chain shirt, BONDED long composite bow (Str +3) +1, 60 arrows, 6 adamantite arrows, falchion +1, falchion, spiked gauntlet, quiver of ehlonna (containing 60 arrows, 3 spears, two short bows)

**Ranger Spells Prepared** (CL 2nd):

1st— Arrowmind

Agaroo is under the effects of a water walking spell from Samanoff

---

**Abilities** Str 16, Dex 16, Con 15, Int 10, Wis 12, Cha 8

**SQ** Darkvision 60 ft

**Feats** Improved Initiative, Track, Rapid Shot, Endurance, Weapon Focus (Long bow), Power Critical (Long Bow).

**Skills** Spot +9, Knowledge (Arcana) +4, Spellcraft +6, Escape Artist +5, Tumble +5, Move Silently +10, Survival +5,

**Possessions** combat gear plus cure moderate wounds potion and elixir of hiding

---

**Favored Enemy: Elves:** (Ex) +4 damage vs. elves, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Favored Enemy: Reptilian Humanoid:** (Ex) +2 damage vs. elves, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Magical Defense (Ex):** An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell like abilities. This bonus is +1 at 1<sup>st</sup> level, and it increase to +2 at 3<sup>rd</sup> level and to +3 at 5<sup>th</sup> level.

**Weapon Bond (Su):** An occult Slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with her chosen weapon that imbues it with the force of her hatred for

spell casters. Thereafter, any successful attack she makes with the chosen weapon against a spell caster or a creature with spell-like abilities deals extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else--no adventuring) to create a new weapon bond.

**Sources** Spell Compendium, Complete Warrior

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#### FOMAK

CR 4

Female Hobgoblin Sorcerer 4

LN Medium Humanoid (Goblin)

**Init** +6; **Senses** Listen +1, Spot +1

**Languages** Common

---

**AC** 17, touch 13, flat-footed 15

(+2 *Dex*, +4 *armor*, +1 *deflection*)

**hp** 21 (4d4+12 )

**Fort** +6 **Ref** +3, **Will** +5

**Weakness**

---

**Speed** 30 ft. (6 squares),

**Melee** spiked gauntlet +1 (D4-1) or

**Ranged** masterwork light crossbow +5 (1D8)

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

**Base Atk** +2; **Grp** +1

**Combat Gear** spiked gauntlet, masterwork light crossbow, 20 bolts, ring of protection +1, metamagic rod of lesser extend

**Sorcerer Spells Known** (CL 4th):

2nd (4/day)— *glitterdust*

1st (7/day)— *color spray*, *distract*, *hail of stone*

0 (6/day)— *detect magic*, *read magic*, *touch of fatigue*, *acid splash*, *ray of frost*, *flare*

‡ Already cast: Mage Armor from scroll

---

Unless the situation forces a change Fomak will likely cast initial spells in the following order:

1 *glitterdust*

2 *distract*

---

**Abilities** Str 8, Dex 15, Con 16, Int 10, Wis 12, Cha 16

**SQ** Darkvision 60 ft, Rat Familiar (500 yds away)

**Feats** Improved Initiative, Silent Spell,

**Skills** Concentration +10, Escape Artist +3, Spellcraft +5

**Possessions** combat gear plus mage armor scroll, , six 5gp nuggets of jade

---

**Sources** Spell Compendium

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#### SAMANOFF

CR 5

Male Hobgoblin Cleric 5 (Geshtai)

N Medium Humanoid (Goblinoid)  
**Init** +6; **Senses** Listen +2, Spot +2  
**Languages** Common, Goblin

---

**AC** 18, touch 13, flat-footed 16  
(+2 *Dex*, +5 *armor*, +1 *deflection*)

**hp** 41 (5D8+15)  
**Fort** +7, **Ref** +3, **Will** +7

---

**Speed** 50 ft. in light armor (10 squares) base movement 40 ft.

**Melee** masterwork morning star +5 (D8+1) or spiked gauntlet +4 (D4+1)

**Ranged** light crossbow +6 (D8)

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

**Base Atk** +3; **Grp** +4

**Combat Gear** chain shirt +1, masterwork morning star, spiked gauntlet, MW light crossbow, 30 bolts, ring of protection +1

**Cleric Spells Prepared** (CL 5th):

3rd— ~~water walking~~, invisibility purge, fly (d)

2nd— silence, close wounds, ~~resist energy~~, cat's grace (d)

1st— cure light wounds x2, bless, inhibit, ~~longstrider~~ (d)

0— cure minor wounds x2, virtue, detect magic x2

**D:** Domain spell. Deity: Geshtai. Domains: Travel, Celerity

**Already Cast:** longstrider and resist energy (10 fire) on self, water walking on Agaroo

---

Unless the situation forces a change Samanoff will likely the following spells. She will also use her immediate action spells to help heal Agaroo during battle.:

- 1 Cat's Grace on Agaroo.
- 2 Silence on an area
- 3 Fly on herself (she will not leave Agaroo's side by much distance) or invisibility purge

---

**Abilities** Str 12, Dex 15, Con 16, Int 10, Wis 16, Cha 8

**SQ** Channels negative energy: can spontaneous cast inflict spells, Darkvision 60 feet

**Feats** Improved Initiative, Augment Healing,

**Skills** Spellcraft +4, Concentration +11, Heal +7,

**Possessions** combat gear plus three cure light wounds scrolls, one remove paralysis scroll and one cure moderate wounds potion, holy symbol of Geshtai around neck and two wooden ones on belt,

---

**Travel Domain (Su)** For a total time per day of 3 rounds, she can act normally regardless of magical effects that impede movement as if she was affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds)

**Celerity Domain (Su):** Her land speed is faster than norm for your race by 10 feet. The benefit is lost if she wears medium or heavy armor, or carries a medium or heavy load..

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision

---

**Sources** Spell Compendium

## KAMAK

CR 5

Female Hobgoblin Ranger 1 Fighter 4

NE Medium Humanoid (Goblinoid)

**Init** +1; **Senses** Listen +5, Spot +11

**Languages** Common, Goblin

---

**AC** 20, touch 11, flat-footed 19  
(+1 *Dex*, +9 *armor*)

**hp** 47 (D8+4D10+15)

**Fort** +9 **Ref** +4, **Will** +2

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** spiked chain +9 (2d4+4) or armor spikes +10(d6+4)

**Ranged** long bow +6 (D8)

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

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

**Atk Options** Trip Attack (+7 on Trip check; on successful trip gets a follow-up attack), Disarm Attack +18 on Disarm Check (+5 BAB, +3 Str, +4 feat, +4 2h weapon, +2 spiked chain). Neither Trip nor Disarm provoke AoO; Disarm does not allow a counter disarm.

**Combat Gear** +1 spiked full plate (both plate & spikes), two masterwork spiked chains, long bow, 40 arrows

---

**Abilities** Str 16, Dex 12, Con 16, Int 13, Wis 12 Cha 8  
**SQ**

**Feats** Exotic Weapon: Spiked Chain, Track, Combat Expertise, Improved Trip, Combat Reflexes, Improved Disarm

**Skills** Swim +1, Move Silently +0, Hide +1, Balance +0, Spot +11, Listen +5, Survival +5

**Possessions** combat gear plus eyes of the eagle, silver holy symbol of Obad-Hai (worn openly around neck)

---

**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

## ENCOUNTER 4

**Large Water Elemental (2):** hp 72 see *Monster Manual*, page 100

## ENCOUNTER 5

EVOLVED GRAVETOUCHED GHOUL HOBGOBLIN  
RANGER2 ROGUE1 CR 5

CE Medium Undead

**Init** +3; **Senses** Listen +3, Spot +9

**Languages** Common, Goblin

---

**AC** 18, touch 15, flat-footed 13  
(+5 *Dex*, +3 *natural*)

**hp** 27 (3D12)

**Fort +3 Ref +10, Will +3**

**Speed** 30 ft. in light armor (6 squares),

**Melee** Short Sword +5/+5 (D6+4/19-20 x2 and D6+2/19-20 x2) or Bite +7 (D6+4/x2) and 2 claws +5/+5D4+2/x2)

**Ranged** javelin +5 (D6+4)

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

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

**Sp Atk** Sneak Attack +1D6, Ghoul Fever, Paralysis, Favored Enemy,

**Combat Gear** one short sword, one adamantine short sword, six javelins

**Abilities** Str 18, Dex 21, Con --, Int 12, Wis 17 Cha 12

**SQ** Turn Resistance +6, Darkvision, Fast Healing 3, see *invisibility* 1/day (CL 3)

**Feats** Weapon Finesse, Track, Two Weapon Fighting Improved Turn Resistance Multiattack

**Skills** Swim +7, Move Silently +11, Hide +11, Balance +10, Escape Artist +8, Spot +9, Survival +8 **Favored Enemy: Magical Beasts:** (Ex) +2 damage vs. magic beasts, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against magical beasts.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Ghoul Fever (Su):** Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves have immunity to this paralysis. The save DC is Charisma-based.

**Turn Resistance (Ex):** This evolved gravetouched ghoul has +6 turn resistance

**Fast Healing (Ex):** An evolved gravetouched ghoul heals 3 points of damage each round so long as it has at least one hit point.

## ENCOUNTER 6

**Wraith (2):** hp 40 each; see *Monster Manual*, page 257.

### PIT TRAP CR 3

**Description** A 5' x 10' pit trap covering the width of the passage way, that drops 20 feet to stone floor. Each 5 foot section opens independently to the same space underneath.

**Search** DC 18; **Type** mechanical,

**Trigger** location,

**Effect** 2d6 fall (20 feet deep) in two adjacent squares independently

**Duration** trap resets in 1 minute (10 rounds)

**Destruction** hardness 8, 25 hit points per square

**Disarm** Disable Device 21

### DISPEL MAGIC TRAP CR 3

**Description** A dispel magic (caster level 9) cast in an area centered at trap location. This affects the highest level spell on all targets in area of effect..

**Search** DC 28; **Type** spell,

**Trigger** spell, (visual arcane eye) keepers nor gold Wastri holy symbol wearers activate

**Effect** Centered at the trap location an area dispel magic is cast, at caster level 9

**Duration** instant (trap resets outside the scope of this game)

**Disarm** Disable Device 28

**Dispel:** A Targeted Dispel Magic DC 18 shuts off trap for caster level in rounds

### MASS INFLICT LIGHT WOUNDS TRAP CR 5

**Description** At a location that the Keepers are well aware, a mass inflict light wounds trap covers targets within 30 feet.

**Search** DC 30; **Type** spell,

**Trigger** spell, (visual true sight)

**Effect** Centered at the trap location up to 11 targets within 30 feet of trigger location. A mass inflict light wounds, 1D8+11 Will DC 17, save for half. Undead will fail save and be cured D8+11. undead are first targets of spell after triggering creature.

**Duration** instant (trap resets outside the scope of this game)

**Disarm** Disable Device 30

**Dispel:** A Targeted Dispel Magic DC 23 shuts off trap for 1D4+1

## ENCOUNTER 7

### ARCHONI

CR 6

Male Hound Archon Hero Monk 2

LG Medium Outsider (Extraplanar, Good, Lawful)

**Init** +7; **Senses** Listen +12, Spot +2

**Aura** Good, Lawful

**Languages** Celestial, (tongues)

**AC** 24, touch 15, flat-footed 21

(+3 *Dex*, +2 *class*, +9 *natural*)

**hp** 66 (8d8 + 24); **DR** 10/evil

**Immune** Petrification, Electricity

**SR** 18

**Fort** +13 (+17 against poison), **Ref** +13, **Will** +12

**Weakness**

**Speed** 40 ft. (8 squares),

**Melee** greatsword +11/+6 (2d6+4/19-20) and bite +5 (1d8+1)

Or

unarmed strike +8/+8/+3 (1d6+3) and bite +5 (1d8+1)

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

**Base Atk** +7; **Grp** +14

**Combat Gear** greatsword +1, cloak of resistance +2

**Spell-Like Abilities** (CL 6th):

3rd— continual flame (at will)

2nd— aid (at will)

1st— detect evil (at will), message (at will)

---

**Abilities** Str 17, Dex 16 Con 16, Int 8, Wis 14, Cha 10

**SQ** Evasion, Aura of menace, change shape, Darkvision 60 ft. scent, magic circle against evil, tongues,

**Feats** Improved Initiative, Power Attack,, Track, Improved Unarm Strike, Improved Grapple , Combat Reflexes

**Skills** Concentration +12, Listen +12, Sense Motive +12, Jump +12, Tumble +11, Diplomacy+8

**Possessions** combat gear

A hound archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

---

**Aura of Menace (Su):** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a DC 16 Will Save to resist its effects Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

**Change Shape (Su):** A hound archon hero can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolf like animal of the animal type.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil Darkvision

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

## APPENDIX 4 – APL 8

### ENCOUNTER 2

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#### AGAROO CR 8

Male Hobgoblin Ranger 5, Occult Slayer 3

NE Medium Humanoid (goblin)

**Init** +7; **Senses** Listen +1, Spot +10

**Languages** Common, Goblin

---

**AC** 18, touch 13, flat-footed 18

(+3 *Dex*, +5 *armor*)

**hp** 63 (8d8+24 HD);

**Fort** +10 **Ref** +10, **Will** +7

---

**Speed** 30 ft. 6 squares).

**Melee** +1 falchion +12/+7 (2d6+5) or spiked gauntlet +11/+5 (1d4+3) or

**Ranged** +1 long composite (Str +3) bow +13/+8 (D8+4+[1d6 vs. spell casters]) or +1 long composite (Str +3) bow +11/+11/+6 (D8+4+[1d6 vs. spell casters])

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

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

**Combat Gear** chain shirt +1, BONDED +1 long composite bow (Str +3), 50 arrows, 12 adamantite arrows, +1 falchion, MW falchion, spiked gauntlet, quiver of ehlonna (containing 60 arrows, 3 spears, two short bows)

**Ranger Spells Prepared** (CL 2nd):

1st— Arrowmind

Agaroo is under the effects of a water walking, freedom of movement and resist energy (20 fire) spells from Samanoff

---

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

**SQ** Darkvision 60 ft

**Feats** Improved Initiative, Track, Rapid Shot, Endurance, Weapon Focus (Long bow), Power Critical (Long bow)

**Skills** Spot +10, Knowledge (Arcana) +4, Spellcraft +8, Escape Artist +5, Tumble +5, Move Silently +10, Survival +5

**Possessions** combat gear plus cure moderate wounds potion

---

**Favored Enemy: Elves** : (Ex) +4 damage vs. elves, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Favored Enemy: Reptilian Humanoid** : (Ex) +2 damage vs. reptilian humanoids, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against reptilian humanoids.

**Magical Defense (Ex)**: An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell like abilities. This bonus is +1 at 1<sup>st</sup> level, and it increase to +2 at 3<sup>rd</sup> level and to +3 at 5<sup>th</sup> level.

**Weapon Bond (Su)**: An occult Slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection,

she immediately forms a bond with her chosen weapon that imbues it with the force of her hatred for spell casters. Thereafter, any successful attack she makes with the chosen weapon against a spell caster or a creature with spell-like abilities deals extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else--no adventuring) to create a new weapon bond.

**Mind over Magic (Su)**: Starting at 2<sup>nd</sup> level, and occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2<sup>nd</sup> level and twice per day at 4<sup>th</sup> level.

**Vicious Strike (Ex)**: At 2<sup>nd</sup> level and higher, an occult slayer who readies an attack action to disrupt a spell caster deals double damage if the attack hits.

---

**Sources** Spell Compendium, Complete Warrior

#### FOMAK CR 6

Female Hobgoblin Sorcerer 6

NE Medium Humanoid (Goblin)

**Init** +6; **Senses** Listen +1, Spot +1

**Languages** Common

---

**AC** 18 touch 13, flat-footed 16

(+2 *Dex*, +4 *armor*, +1 *deflection*, +1 *natural*)

**hp** 32 (6d4+18 )

**Fort** +7 **Ref** +4, **Will** +6

**Weakness**

---

**Speed** 30 ft. (6 squares);

**Melee** spiked gauntlet +2 (D4-1) or

**Ranged** masterwork light crossbow +6 (1D8)

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

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

**Combat Gear** spiked gauntlet, masterwork light crossbow, 20 bolts, ring of protection +1, metamagic rod of lesser extend, amulet of natural armor +1

**Sorcerer Spells Known** (CL 6th):

3rd (4/day)— *slow*

2nd (6/day)— *glitterdust*, *resist energy*

1st (7/day)— *mage armor*, *distract*, *hail of stone*, *grease*

0 (6/day)— *detect magic*, *read magic*, *touch of fatigue*, *acid splash*, *ray of frost*, *flare*

‡ Already cast: *mage armor* on self, *resist energy* (fire 10) on self, *resist energy* (fire 10) on Kanak

---

Unless the situation forces a change Fomak will likely cast initial spells in the following order:

- 1 sculpted or regular glitterdust
- 2 distract or slow

---

**Abilities** Str 8, Dex 15, Con 16, Int 10, Wis 12, Cha 16

**SQ** Darkvision 60 ft, Rat Familiar

**Feats** Improved Initiative, Silent Spell, Sculpt Spell,

**Skills** Concentration +11, Escape Artist +4, Spellcraft +5

**Possessions** combat gear plus mage armor scroll and six 5gp nuggets of jade

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**Sources** Spell Compendium

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**SAMANOFF**

**CR 7**

Male Hobgoblin Cleric 6 Divine Oracle 1 (Geshtai)

N Medium Humanoid (Goblinoid)

**Init** +6; **Senses** Listen +3, Spot +3

**Languages** Common, Goblin

---

**AC** 18, touch 13, flat-footed 16

(+2 Dex, +5 armor, +1 deflection)

**hp** 56 (6D8+1D6+21)

**Fort** +7, **Ref** +3, **Will** +10

---

**Speed** 50 ft. in light armor (10 squares) base movement 40 ft.

**Melee** masterwork morning star +6 (D8+1) or spiked gauntlet +5 (D4+1)

**Ranged** light crossbow +7 (D8)

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

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

**Combat Gear** chain shirt +1, masterwork morning star, spiked gauntlet, MW light crossbow, 30 bolts, ring of protection +1, 5 adamantine bolts, and periapt of wisdom +2

**Cleric Spells Prepared** (CL 7th):

4th— ~~freedom of movement~~, *recitation, haste (d)*

3rd— ~~water walking~~, *cure serious wounds, invisibility purge, fly (d)*

2nd— ~~close wounds x2, resist energy x2, cat's grace (d)~~

1st— *cure light wounds x2, inhibit, bless, bane, longstrider (d)*

0— *cure minor wounds x3, virtue, detect magic x2*

**D:** Domain spell. Deity: Geshtai. Domains: Travel, Celerity

**Already Cast:** longstrider and resist energy (20 fire) on self; water walking, freedom of movement and resist energy (20 fire) on Agaroo

---

Unless the situation forces a change Samanoff will likely the following spells. She will also use her immediate action spells to help heal Agaroo during battle.:

- 1 Cat's Grace on Agaroo
- 2 Recitation
- 2 Silence on an area
- 3 Fly on himself (he will not leave Agaroo's side by much distance) or invisibility purge

---

**Abilities** Str 12, Dex 15, Con 16, Int 10, Wis 18, Cha 8

**SQ** Channels negative energy: can spontaneous cast inflict spells, Darkvision 60 feet

**Feats** Skill Focus (Knowledge: Religion), Improved Initiative, Augment Healing

**Skills** Knowledge (Religion) +11, Concentration +11, Heal +7,

**Possessions** combat gear plus three cure light wounds scrolls, one remove paralysis scroll, and one cure moderate potion, holy symbol of Geshtai around neck and two wooden ones on belt.

---

**Travel Domain (Su)** For a total time per day of 3 rounds, she can act normally regardless of magical effects that impede movement as if she was affected by the spell freedom of This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds)

**Celerity Domain (Su):** Her land speed is faster than norm for your race by 10 feet. The benefit is lost if she wears medium or heavy armor, or carries a medium or heavy load.

**Oracle Domain (Su):** She casts divination spells at +2 caster level.

**Scry Bonus (Su):** A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision

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**Sources** Spell Compendium, Complete Divine (Divine Oracle)

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**KAMAK**

**CR 7**

Female Hobgoblin Ranger 1 Fighter 6

NE Medium Humanoid (Goblinoid)

**Init** +1; **Senses** Listen +5, Spot +11

**Languages** Common, Goblin

---

**AC** 20, touch 11, flat-footed 19

(+1 Dex, +9 armor)

**hp** 67 (D8+6D10+21)

**Fort** +11 **Ref** +6, **Will** +4

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** spiked chain +12/+7 (2d4+5) or armor spikes +11/+6(d6+4)

**Ranged** long bow +8/+3 (D8)

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

**Base Atk** +7; **Grp** +10

**Atk Options** Trip Attack (+7 on Trip check; on successful trip gets a follow-up attack), Disarm Attack +20 on Disarm Check (+7 BAB, +3 Str, +4 feat, +4 2h weapon, +2 spiked chain). Neither Trip nor Disarm provoke AoO; Disarm does not allow a counter disarm.

**Combat Gear** +1 spiked full plate (both plate & spikes, cloak of resistance +1, +1 spiked chain, masterwork spiked chain, long bow, 40 arrows

---

**Abilities** Str 16, Dex 12, Con 16, Int 13, Wis 12 Cha 8

**SQ** Favored Enemy Human, Darkvision

**Feats** Exotic Weapon: Spiked Chain, Track, Combat Expertise, Improved Trip, Combat Reflexes,

Improved Disarm, Weapon Focus: Spiked Chain, Power Attack

**Skills** Swim +3, Move Silently +0, Hide +1, Balance +1, Spot +11, Listen +5, Survival +5, Spellcraft +2

**Possessions** combat gear plus eyes of the eagle, silver holy symbol of Obad-Hai (worn openly around neck)

**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

## ENCOUNTER 4

**Large Water Elemental (2):** hp 72 each see *Monster Manual*, page 100.

**Huge Water Elemental: (1):** hp 156, see *Monster Manual*, page 100

## ENCOUNTER 5

EVOLVED GRAVETOUCHED GHOUL HOBGOBLIN  
RANGER2 ROGUE3 CR 7

CE Medium Undead

**Init** +6; **Senses** Listen +3, Spot +11

**Languages** Common, Goblin

**AC** 23, touch 16, flat-footed 17  
(+6 Dex, +4 armor, +3 natural)

**hp** 45 (5D12)

**Fort** +4 **Ref** +12, **Will** +4

**Speed** 30 ft. in light armor (6 squares),

**Melee** Short Sword +8/+8 (D6+4/19-20 x2 and D6+2/19-20 x2) or Bite +10 (D6+4/x2) and 2 claws +8/+8D4+2/x2)

**Ranged** javelin +10 (D6+4)

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

**Base Atk** +4; **Grp** +8

**Sp Atk** Sneak Attack +2D6, Ghoul Fever, Paralysis, Favored Enemy,

**Combat Gear** studded leather+1, one short sword, one adamantite short sword, six javelins

**Abilities** Str 18, Dex 22, Con --, Int 12, Wis 17 Cha 12

**SQ** Turn Resistance +6, Darkvision, Fast Healing 3, see *invisibility* 1/day (CL 3), Evasion (Ex)

**Feats** Weapon Finesse, Track, Two Weapon Fighting Improved Turn Resistance Multiattack

**Skills** Swim +9, Move Silently +14, Hide +14, Balance +11, Escape Artist +13, Spot +11, Survival +8, Tumble +14 **Favored Enemy: Animals:** (Ex) +2 damage vs. animals, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against animals.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white

only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Ghoul Fever (Su):** Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves have immunity to this paralysis. The save DC is Charisma-based.

**Turn Resistance (Ex):** A gravetouched ghoul has +6 turn resistance.

**Fast Healing (Ex):** An evolved gravetouched ghoul heals 3 points of damage each round so long as it has at least one hit point.

**Evasion (Ex):** At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

## ENCOUNTER 6

**Greater Shadow (1):** hp 81; see *Monster Manual*, page 221.

PIT TRAP CR 3

**Description** A 5' x 10' pit trap covering the width of the passage way, that drops 20 feet to stone floor. Each 5 foot section opens independently to the same space underneath.

**Search** DC 18; **Type** mechanical,

**Trigger** location,

**Effect** 2d6 fall (20 feet deep) in two adjacent squares independently

**Duration** trap resets in 1 minute (10 rounds)

**Destruction** hardness 8, 25 hit points per square

**Disarm** Disable Device 21

GREATER DISPEL MAGIC TRAP CR 6

**Description** A greater dispel magic (caster level 13) cast in an area centered at trap location. This affects the highest level spell on all targets in area of effect..

**Search** DC 31; **Type** spell,

**Trigger** spell, (visual arcane eye) neither keepers nor gold Wastri holy symbol wearers activate

**Effect** Centered at the trap location an area dispel magic is cast, at caster level 13

**Duration** instant (trap resets outside the scope of this game)

**Disarm** Disable Device 31

**Dispel:** A Targeted Dispel Magic DC 21 shuts off trap for 1d4+1 rounds

### MASS INFLICT LIGHT WOUNDS TRAP CR 5

**Description** At a location that the Keepers are well aware, a mass inflict light wounds trap covers targets within 30 feet.

**Search** DC 30; **Type** spell,

**Trigger** spell, (visual true sight)

**Effect** Centered at the trap location up to 11 targets within 30 feet of trigger location. A mass inflict light wounds, 1D8+11 Will DC 17, save for half. Undead will fail save and be cured D8+11. undead are first targets of spell after triggering creature.

**Duration** instant (trap resets outside the scope of this game)

**Disarm** Disable Device 30

**Dispel:** A Targeted Dispel Magic DC 23 shuts off trap for 1D4+1

### MASS INFLICT MODERATE WOUNDS TRAP CR 6

**Description** At a location that the Keepers are well aware, a mass inflict moderate wounds trap covers targets within 30 feet.

**Search** DC 31; **Type** spell,

**Trigger** spell, (visual true sight)

**Effect** Centered at the trap location up to 15 targets within 30 feet of trigger location. A mass inflict light wounds, 2D8+15 Will DC 19, save for half. Undead will fail save and be cured 2D8+15.. Undead are first targets of spell after triggering creature.

**Duration** instant (trap resets outside the scope of this game)

**Disarm** Disable Device 31

**Dispel:** A Targeted Dispel Magic DC 26 shuts off trap for 1D4+1

## ENCOUNTER 7

### ARCHONI CR 8

Male Hound Archon Hero Monk 4

LG Medium Outsider (Extraplanar, Good, Lawful)

**Init** +7; **Senses** Listen +14, Spot +2

**Aura** Good, Lawful

**Languages** Celestial, (tongues)

**AC** 24, touch 15, flat-footed 21  
(+3 *Dex*, +2 *class*, +9 *natural*)

**hp** 83 (10d8 + 30); **DR** 10/evil

**Immune** Petrification, Electricity

**SR** 20

**Fort** +14 (+18 against poison), **Ref** +14, **Will** +13

**Weakness**

**Speed** 50 ft. (10 squares),

**Melee** greatsword +14/+9 (2d6+7/19-20) and bite +8 (1d8+2)

Or

unarmed strike +11/+11/+6 (1d8+4) and bite +8 (1d8+2)

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

**Base Atk** +9; **Grp** +16

**Combat Gear** greatsword +1, cloak of resistance +2

**Spell-Like Abilities** (CL 6th):

3rd— continual flame (at will)

2nd— aid (at will)

1st— detect evil (at will), message (at will)

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

**SQ** Evasion, Still Mind, Aura of menace, change shape, Darkvision 60 ft. scent, magic circle against evil, tongues,

**Feats** Improved Initiative, Power Attack,, Track, Improved Unarm Strike, Improved Grapple , Combat Reflexes , Close Quarters Fighting **Skills** Concentration +14, Listen +14, Sense Motive +12, Jump +13, Tumble +13, Diplomacy+8

**Possessions** combat gear

A hound archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction. His unarmed attacks also count as magic weapons.

**Aura of Menace (Su):** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a DC 16 Will Save to resist its effects Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

**Change Shape (Su):** A hound archon hero can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolf like animal of the animal type.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil Darkvision

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

**Still Mind (Ex):** A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

## APPENDIX 5 – APL 10

### ENCOUNTER 2

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#### AGAROO

CR 10

Male Hobgoblin Ranger 5, Occult Slayer 5

NE Medium Humanoid (goblin)

**Init** +8; **Senses** Listen +1, Spot +10

**Languages** Common, Goblin

---

**AC** 19, touch 14, flat-footed 15

(+4 *Dex*, +5 *armor*)

**hp** 82 (10d8+30 HD);

**Fort** +11 **Ref** +11, **Will** +9

---

**Speed** 30 ft. 6 squares).

**Melee** +1 falchion +12/+7 (2d6+5) or

**Ranged** +2 long composite (Str +3) bow +15/+10 (D8+5+[1d6 vs. spell casters]) or +2 long composite (Str +3) bow +13/+13/+8 (D8+5+[1d6 vs. spell casters])

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

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

**Combat Gear** chain shirt +1, BONDED +2 long composite bow (Str +3), 100 arrows, 20 adamantite arrows, +1 falchion, falchion, gloves of dexterity +2, quiver of ehlonna (containing 60 arrows, 3 spears, two short bows)

**Ranger Spells Prepared** (CL 2nd):

1st— Arrowmind

Agaroo is under the effects of a water walking, freedom of movement and resist energy (20 fire) spells from Samanoff

---

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

**SQ** Darkvision 60 ft

**Feats** Improved Initiative, Track, Rapid Shot, Endurance, Weapon Focus (Long bow), Power Critical (Long bow), Improved Critical (Long Bow)

**Skills** Spot +10, Knowledge (Arcana) +4, Spellcraft +8, Escape Artist +5, Tumble +5, Move Silently +10, Survival +5,

**Possessions** combat gear plus two cure moderate wounds potions

---

**Favored Enemy: Elves** : (Ex) +4 damage vs. elves, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Favored Enemy: Reptilian Humanoid** : (Ex) +2 damage vs. reptilian humanoids, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against reptilian humanoids.

**Magical Defense (Ex)**: An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell like abilities. This bonus is +1 at 1<sup>st</sup> level, and it increase to +2 at 3<sup>rd</sup> level and to +3 at 5<sup>th</sup> level.

**Weapon Bond (Su)**: An occult Slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with her chosen

weapon that imbues it with the force of her hatred for spell casters. Thereafter, any successful attack she makes with the chosen weapon against a spell caster or a creature with spell-like abilities deals extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else--no adventuring) to create a new weapon bond.

**Mind over Magic (Su)**: Starting at 2<sup>nd</sup> level, and occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2<sup>nd</sup> level and twice per day at 4<sup>th</sup> level.

**Vicious Strike (Ex)**: At 2<sup>nd</sup> level and higher, an occult slayer who readies an attack action to disrupt a spell caster deals double damage if the attack hits.

**Nondetection Cloak (Su)**: Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/ clairvoyance, locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

**Blank Thoughts (Ex)**: At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

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**Sources** Spell Compendium, Complete Warrior

#### FOMAK

CR 8

Female Hobgoblin Sorcerer 8

LN Medium Humanoid (Goblin)

**Init** +7; **Senses** Listen +1, Spot +1

**Languages** Common

---

**AC** 19, touch 14, flat-footed 16

(+3 *Dex*, +4 *armor*, +1 *deflection*, +1 *natural*)

**hp** 42 (8d4+24 )

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

**Weakness**

---

**Speed** 30 ft. (6 squares), under fly spell 60 ft (perfect).;

**Melee** spiked gauntlet +3 (D4-1) or

**Ranged** masterwork light crossbow +7 (1D8)

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

**Base Atk** +4; **Grp** +3

**Combat Gear** spiked gauntlet, masterwork light crossbow, 20 bolts, ring of protection +1, cloak of charisma +2, amulet of natural armor +1

**Sorcerer Spells Known** (CL 8th):

4th (3/day)—*greater invisibility*

3rd (6/day)—*slow, dispel magic*

2nd (7/day)—*glitterdust, resist energy, see invisibility*

1st (7/day)—*mage armor, distract, hail of stone, grease, ray of enfeeblement*

0 (6/day)—*detect magic, read magic, flare, acid splash, ray of frost, flare, touch of fatigue*

‡ already cast: *mage armor* on self, *see invisibility*, *Resist Energy* (fire 20) on self, *Resist Energy* (fire 20) on Kanak

---

Unless the situation forces a change Fomak will likely cast initial spells in the following order:

1 sculpted or regular glitterdust

2 greater invisibility

3 slow or dispel magic

---

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

**SQ** Darkvision 60 ft, Rat Familiar

**Feats** Improved Initiative, Still Spell, Sculpt Spell,

**Skills** Concentration +14, Escape Artist +6, Spellcraft +5

**Possessions** combat gear plus mage armor scroll , , six 5gp nuggets of jade

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**Sources** Spell Compendium, Complete Arcane

## SAMANOFF

CR 9

Male Hobgoblin Cleric 6 Divine Oracle 3 (Geshtai)

N Medium Humanoid (Goblinoid)

**Init** +3; **Senses** Listen +4, Spot +4

**Languages** Common, Goblin

---

**AC** 18, touch 14, flat-footed 15

(+3 Dex, +4 armor,, +1 deflection)

**hp** 70 (6D8+3D6+27)

**Fort** +12, **Ref** +9, **Will** +15

---

**Speed** 50 ft. in light armor (10 squares) base movement 40 ft.

**Melee** masterwork morning star +7 (D8+1) or spiked gauntlet +6 (D4+1)

**Ranged** light crossbow +9 (D8)

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

**Base Atk** +5; **Grp** +6

**Combat Gear** masterwork chain shirt, masterwork morning star, spiked gauntlet, MW light crossbow, 30 bolts, 5 adamantine bolts, ring of protection +1, periapt of wisdom +2, cloak of resistance +3

**Cleric Spells Prepared** (CL 9th):

5th—*divine agility, teleport (d)*

4th—~~*freedom of movement*~~, *control water, recitation, haste (d)*

3rd—~~*water walking*~~, *remove blindness/deafness, cure serious wounds, invisibility purge, fly (d)*

2nd—*align weapon, close wounds x2, ~~resist energy~~ x2, cat's grace (d)*

1st—*cure light wounds x2, inhibit, bless, bane, ~~longstrider (d)~~*

0—*cure minor wounds x3, virtue, detect magic x2*

**D:** Domain spell. Deity: Geshtai. Domains: Travel, Celerity, Oracle

**Already Cast:** longstrider and resist energy (20 fire) on self; water walking, freedom of movement and resist energy (20 fire) on Agaroo

---

Unless the situation forces a change Samanoff will likely the following spells. She will also use her immediate action spells to help heal Agaroo during battle.:

1 Divine Agility on Agaroo (+10 enhance Dex)

2 Recitation

2 Silence on an area

3 Control Water or invisibility purge

---

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

**SQ** Channels negative energy: can spontaneous cast inflict spells, Darkvision 60 feet

**Feats** Skill Focus (Knowledge: Religion), Mobile Spell Casting, Augment Healing, Skill Focus (Concentration)

**Skills** Knowledge (Religion) +11, Concentration +18, Heal +7,

**Possessions** combat gear plus three cure light wounds scrolls, one scroll of remove paralysis, holy symbol of Geshtai around neck and two wooden ones on belt,

---

**Travel Domain (Su)** For a total time per day of 3 rounds, she can act normally regardless of magical effects that impede movement as if she was affected by the spell freedom of This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds)

**Celerity Domain (Su):** Her land speed is faster than norm for your race by 10 feet. The benefit is lost if she wears medium or heavy armor, or carries a medium or heavy load.

**Oracle Domain (Su):** She casts divination spells at +2 caster level.

**Scry Bonus (Su):** A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision

**Prescient Sense (Ex):** Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

**Trap Sense (Ex):** At 2nd level, the divine oracle gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

---

**Sources** Spell Compendium, Complete Divine (Divine Oracle)

## KAMAK

CR 9

Female Hobgoblin Ranger 1 Fighter 8

NE Medium Humanoid (Goblinoid)

Init +1; **Senses** Listen +5, Spot +11

**Languages** Common, Goblin

---

**AC** 20, touch 11, flat-footed 19

(+1 *Dex*, +9 *armor*)

**hp** 86 (D8+8D10+27)

**Fort** +13 **Ref** +7, **Will** +5

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** spiked chain +15/+10 (2d4+9) or armor spikes +14/+9(d6+4)

**Ranged** long bow +10/+5 (D8)

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

**Base Atk** +9; **Grp** +13

**Atk Options** Trip Attack (+8 on Trip check; on successful trip gets a follow-up attack), Disarm Attack +21 on Disarm Check (+7 BAB, +4 Str, +4 feat, +4 2h weapon, +2 spiked chain). Neither Trip nor Disarm provoke AoO; Disarm does not allow a counter disarm. Prefers to try to trip persons charging him

**Combat Gear** +1 spiked full plate (both plate & spikes), cloak of resistance +2, +1 spiked chain, and masterwork spiked chain, long bow, 40 arrows, and gauntlets of ogre strength +2

---

**Abilities** Str 18, Dex 12, Con 16, Int 13, Wis 12 Cha 8

**SQ**

**Feats** Exotic Weapon: Spiked Chain, Track, Combat Expertise, Improved Trip, Combat Reflexes, Improved Disarm, Weapon Focus: Spiked Chain, Power Attack, Weapon Specialization: Spiked Chain, Blind Fighting

**Skills** Swim +6, Move Silently +0, Hide +1, Balance +1 (has 5 ranks), Spot +11, Listen +5, Survival +5, Spellcraft +4

**Possessions** combat gear plus eyes of the eagle, silver holy symbol of Obad-Hai (worn openly around neck)

---

**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

## ENCOUNTER 4

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**Greater Water Elemental (1):** hp 205 see *Monster Manual*, page 100.

**Huge Water Elemental: (2):** hp 156 each, see *Monster Manual*, page 100

## ENCOUNTER 5

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EVOLVED GRAVETOUCHED GHOUL HOBGOBLIN  
RANGER2 ROGUE4 CR 8

CE Medium Undead

Init +6; **Senses** Listen +3, Spot +12

**Languages** Common, Goblin

---

**AC** 23, touch 16, flat-footed 17 (+1 dodge vs. one opponent)

(+6 *Dex*, +4 *armor*, +3 *natural*)

**hp** 54 (6D12)

**Fort** +4 **Ref** +13, **Will** +4

---

**Speed** 30 ft. in light armor (6 squares),

**Melee** Short Sword +9/+9 (D6+4/19-20 x2 and D6+2/19-20 x2) or Bite +11 (D6+4/x2) and 2 claws +9/+9D4+2/x2)

**Ranged** javelin +11 (D6+4)

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

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

**Sp Atk** Sneak Attack +2D6, Ghoul Fever, Paralysis, Favored Enemy,

**Combat Gear** studded leather+1, one short sword, one adamantite short sword, six javelins

---

**Abilities** Str 18, Dex 22, Con --, Int 12, Wis 17 Cha 12

**SQ** Turn Resistance +6, Darkvision, Fast Healing 3, see *invisibility* 1/day (CL 3), Evasion (Ex), Uncanny Dodge (Ex)

**Feats** Weapon Finesse, Track, Two Weapon Fighting, Improved Turn Resistance Multiattack, Dodge

**Skills** Swim +9, Move Silently +15, Hide +15, Balance +14, Escape Artist +15, Spot +12, Survival +8, Tumble +15 **Favored Enemy: Animals:** (Ex) +2 damage vs. animals, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against animals.

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Ghoul Fever (Su):** Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves have immunity to this paralysis. The save DC is Charisma-based.

**Turn Resistance (Ex):** This evolved gravetouched ghoul has +6 turn resistance.

**Fast Healing (Ex):** An evolved gravetouched ghoul heals 3 points of damage each round so long as it has at least one hit point.

**Evasion (Ex):** At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A [helpless](#) rogue does not gain the benefit of evasion.

**Uncanny Dodge (Ex):** Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

## ENCOUNTER 6

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**Greater Shadow (2):** hp 81; see *Monster Manual*, page 221

### PIT TRAP CR 3

**Description** A 5' x 10' pit trap covering the width of the passage way, that drops 20 feet to stone floor. Each 5 foot section opens independently to the same space underneath.

**Search** DC 18; **Type** mechanical,

**Trigger** location,

**Effect** 2d6 fall (20 feet deep) in two adjacent squares independently

**Duration** trap resets in 1 minute (10 rounds)

**Destruction** hardness 8, 25 hit points per square

**Disarm** Disable Device 21

### GREATER DISPEL MAGIC TRAP CR 6

**Description** A greater dispel magic (caster level 13) cast in an area centered at trap location. This affects the highest level spell on all targets in area of effect..

**Search** DC 31; **Type** spell,

**Trigger** spell, (visual arcane eye) neither keepers nor gold Wastri holy symbol wearers activate

**Effect** Centered at the trap location an area dispel magic is cast, at caster level 13

**Duration** instant (trap resets outside the scope of this game)

**Disarm** Disable Device 31

**Dispel:** A Targeted Dispel Magic DC 24 shuts off trap for 1d4+1 rounds

### HEIGHTENED FIREBALL TRAP CR 6

**Description** A fireball (caster level 13) cast in an area centered at trap location – 10d6 damage.

**Search** DC 31; **Type** spell,

**Trigger** spell, (visual arcane eye) neither keepers nor gold Wastri holy symbol wearers activate

**Effect** Centered at the trap location a fireball heighten to 6th level, at caster level 13. Reflex DC 19 –save for half

**Duration** instant (trap resets outside the scope of this game)

**Disarm** Disable Device 31

**Dispel:** A Targeted Dispel Magic DC 24 shuts off trap for 1d4+1 rounds

### MAXIMIZED ICE STORM TRAP CR 8

**Description** A maximized ice storm (caster level 15) cast in an area centered at trap location – Does 30 points of damage to all in Area of Effect.

**Search** DC 29; **Type** spell,

**Trigger** spell, (visual arcane eye) neither keepers nor gold Wastri holy symbol wearers activate

**Effect** Centered at the trap location a maximized ice storm, at caster level 15. No Saving Throw

**Duration** instant (trap resets outside the scope of this game)

**Disarm** Disable Device 29

**Dispel:** A Targeted Dispel Magic DC 22 shuts off trap for 1d4+1 rounds

### MASS INFLECT LIGHT WOUNDS TRAP CR 5

**Description** At a location that the Keepers are well aware, a mass inflict light wounds trap covers targets within 30 feet.

**Search** DC 30; **Type** spell,

**Trigger** spell, (visual true sight)

**Effect** Centered at the trap location up to 11 targets within 30 feet of trigger location. A mass inflict light wounds, 1D8+11 Will DC 17, save for half. Undead will fail save and be cured D8+11. undead are first targets of spell after triggering creature.

**Duration** instant (trap resets outside the scope of this game)

**Disarm** Disable Device 30

**Dispel:** A Targeted Dispel Magic DC 23 shuts off trap for 1D4+1

### MASS INFLECT CRITICAL WOUNDS TRAP CR 8

**Description** At a location that the Keepers are well aware, a mass inflict critical trap covers targets within 30 feet.

**Search** DC 33; **Type** spell,

**Trigger** spell, (visual true sight)

**Effect** Centered at the trap location up to 18 targets within 30 feet of trigger location. A mass inflict light wounds, 4D8+18 Will DC 21, save for half. Undead will fail save and be cured 4D8+18.. Undead are first targets of spell after triggering creature.

**Duration** instant (trap resets outside the scope of this game)

**Disarm** Disable Device 33

**Dispel:** A Targeted Dispel Magic DC 28 shuts off trap for 1D4+1

## ENCOUNTER 7

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### ARCHONI CR 8

Male Hound Archon Hero Monk 4

LG Medium Outsider (Extraplanar, Good, Lawful)

**Init** +7; **Senses** Listen +14, Spot +2

**Aura** Good, Lawful

**Languages** Celestial, (tongues)

**AC** 24, touch 15, flat-footed 21

(+3 *Dex*, +2 *class*, +9 *natural*)

**hp** 83 (10d8 + 30); **DR** 10/evil

**Immune** Petrification, Electricity

**SR** 20

**Fort** +14 (+18 against poison), **Ref** +14, **Will** +13

**Weakness**

---

**Speed** 50 ft. (10 squares),

**Melee** greatsword +14/+9 (2d6+7/19-20) and bite +8 (1d8+2)

Or

unarmed strike +11/+11/+6 (1d8+4) and bite +8 (1d8+2)

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

**Base Atk** +9; **Grp** +16

**Combat Gear** greatsword +1, cloak of resistance +2

**Spell-Like Abilities** (CL 6th):

3rd— continual flame (at will)

2nd— aid (at will)

1st— detect evil (at will), message (at will)

---

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

**SQ** Evasion, Still Mind, Aura of menace, change shape, Darkvision 60 ft. scent, magic circle against evil, tongues,

**Feats** Improved Initiative, Power Attack,, Track, Improved Unarm Strike, Improved Grapple , Combat Reflexes , Close Quarters Fighting **Skills** Concentration +14, Listen +14, Sense Motive +12, Jump +13, Tumble +13, Diplomacy+8

**Possessions** combat gear

A hound archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction. His unarmed attacks also count as magic weapons.

---

**Aura of Menace (Su):** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a DC 16 Will Save to resist its effects Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

**Change Shape (Su):** A hound archon hero can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolf like animal of the animal type.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil Darkvision

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

**Still Mind (Ex):** A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

**CHONI**

**CR 8**

Female Hound Archon Hero Monk 4

LG Medium Outsider (Extraplanar, Good, Lawful)

**Init** +7; **Senses** Listen +14, Spot +2

**Aura** Good, Lawful

**Languages** Celestial, (tongues)

---

**AC** 24, touch 15, flat-footed 21

(+3 *Dex*, +2 *class*, +9 *natural*)

**hp** 83 (10d8 + 30); **DR** 10/evil

**Immune** Petrification, Electricity

**SR** 20

**Fort** +14 (+18 against poison), **Ref** +14, **Will** +13

**Weakness**

---

**Speed** 50 ft. (10 squares),

**Melee** greatsword +14/+9 (2d6+7/19-20) and bite +8 (1d8+2)

Or

unarmed strike +11/+11/+6 (1d8+4) and bite +8 (1d8+2)

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

**Base Atk** +9; **Grp** +16

**Combat Gear** greatsword +1, cloak of resistance +2

**Spell-Like Abilities** (CL 6th):

3rd— continual flame (at will)

2nd— aid (at will)

1st— detect evil (at will), message (at will)

---

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

**SQ** Evasion, Still Mind, Aura of menace, change shape, Darkvision 60 ft. scent, magic circle against evil, tongues,

**Feats** Improved Initiative, Power Attack,, Track, Improved Unarm Strike, Improved Grapple , Combat Reflexes , Close Quarters Fighting **Skills** Concentration +14, Listen +14, Sense Motive +12, Jump +13, Tumble +13, Diplomacy+8

**Possessions** combat gear

A hound archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction. His unarmed attacks also count as magic weapons.

---

**Aura of Menace (Su):** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a DC 16 Will Save to resist its effects Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

**Change Shape (Su):** A hound archon hero can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam,

and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolf like animal of the animal type.

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil Darkvision

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

**Still Mind (Ex):** A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

## APPENDIX 6 – APL 12

### ENCOUNTER 2

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#### AGAROO

CR 10

Male Hobgoblin Ranger 5, Occult Slayer 5

NE Medium Humanoid (goblin)

**Init** +8; **Senses** Listen +1, Spot +10

**Languages** Common, Goblin

---

**AC** 19, touch 14, flat-footed 15

(+4 *Dex*, +5 *armor*)

**hp** 99 (10d8+30 HD);

**Fort** +11 **Ref** +11, **Will** +9

---

**Speed** 30 ft. 6 squares).

**Melee** +1 falchion +12/+7 (2d6+5) or

**Ranged** +2 long composite (Str +3) bow +15/+10 (D8+5+[1d6 vs. spell casters]) or +2 long composite (Str +3) bow +13/+13/+8 (D8+5+[1d6 vs. spell casters])

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

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

**Combat Gear** chain shirt +1, BONDED +2 long composite bow (Str +3), 100 arrows, 20 adamantite arrows, +1 falchion, falchion, gloves of dexterity +2, quiver of ehlonna (containing 60 arrows, 3 spears, two short bows), spiked gauntlet

**Ranger Spells Prepared** (CL 2nd):

1st— Arrowmind

Agaroo is under the effects of a water walking, freedom of movement and resist energy (30 fire) spells from Samanoff

---

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

**SQ** Darkvision 60 ft

**Feats** Improved Initiative, Track, Rapid Shot, Endurance, Weapon Focus (Long bow), Power Critical (Long bow), Improved Critical (Long Bow)

**Skills** Spot +10, Knowledge (Arcana) +4, Spellcraft +8, Escape Artist +5, Tumble +5, Move Silently +10, Survival +5,

**Possessions** combat gear plus 2 cure moderate wounds potions

---

**Favored Enemy: Elves** : (Ex) +4 damage vs. elves, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Favored Enemy: Reptilian Humanoid** : (Ex) +2 damage vs. reptilian humanoids, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against reptilian humanoids.

**Magical Defense (Ex)**: An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell like abilities. This bonus is +1 at 1<sup>st</sup> level, and it increase to +2 at 3<sup>rd</sup> level and to +3 at 5<sup>th</sup> level.

**Weapon Bond (Su)**: An occult Slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with her chosen

weapon that imbues it with the force of her hatred for spell casters. Thereafter, any successful attack she makes with the chosen weapon against a spell caster or a creature with spell-like abilities deals extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else--no adventuring) to create a new weapon bond.

**Mind over Magic (Su)**: Starting at 2<sup>nd</sup> level, and occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2<sup>nd</sup> level and twice per day at 4<sup>th</sup> level.

**Vicious Strike (Ex)**: At 2<sup>nd</sup> level and higher, an occult slayer who readies an attack action to disrupt a spell caster deals double damage if the attack hits.

**Nondetection Cloak (Su)**: Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/ clairvoyance, locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

**Blank Thoughts (Ex)**: At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

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**Sources** Spell Compendium, Complete Warrior

#### FOMAK

CR 12

Female Hobgoblin Sorcerer 12

LN Medium Humanoid (Goblin)

**Init** +7; **Senses** Listen +1, Spot +1

**Languages** Common

---

**AC** 20, touch 16, flat-footed 16

(+4 *Dex*, +4 *armor*, +2 *deflection*)

**hp** 66 (12d4+36 )

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

**Weakness**

---

**Speed** 30 ft. (6 squares), under overland flight spell 40 ft (perfect);

**Melee** spiked gauntlet +5/-1 (D4-1) or

**Ranged** masterwork light crossbow +8 (1D8)

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

**Base Atk** +6; **Grp** +5

**Combat Gear** spiked gauntlet, masterwork light crossbow, 20 bolts, ring of protection +2, cloak of charisma +4, gloves of dexterity +2, vest of escape

**Sorcerer Spells Known** (CL 12th):

Saving Throw = 15 + spell level

6th (3/day)— *chain lightning*

5th (5/day)— *wall of force, overland flight*

4th (6/day)— *greater invisibility, dimension door, evard's black tentacles*

3rd (7/day)— *slow, dispel magic, haste, displacement*

2nd (7/day)— *glitterdust, resist energy, see invisibility, scorching ray, mirror image*

1st (7/day)— *mage armor, distract, hail of stone, grease, ray of enfeeblement*

0 (6/day)— *detect magic, read magic, flare, acid splash, ray of frost, flare, touch of fatigue,*

‡ Already cast: mage armor on self, see invisibility, resist energy (fire 30) on self, overland flight on self, resist energy (fire 30) on Kanak

Unless the situation forces a change Fomak will likely cast initial spells in the following order:

1 regular or sculpted evard's black tentacles

2 chain lightning or sculpted heightened glitterdust

**Abilities** Str 9, Dex 18, Con 16, Int 10, Wis 12, Cha 20

**SQ** Darkvision 60 ft, Rat Familiar

**Feats** Improved Initiative, Still Spell, Sculpt Spell, Eshew Materials, Heighten Spell

**Skills** Concentration +18, Escape Artist +13, Spellcraft +5

**Possessions** combat gear plus six 5gp nuggets of jade

**Sources** Spell Compendium, Complete Arcane

## SAMANOFF

CR 11

Male Hobgoblin Cleric 7 Divine Oracle 4 (Geshtai)

N Medium Humanoid (Goblinoid)

**Init** +3; **Senses** Listen +5, Spot +5

**Languages** Common, Goblin

**AC** 18, touch 14, flat-footed 15

(+3 *Dex*, +4 *armor*, +1 *deflection*)

**hp** 88 (7D8+4D6+33)

**Fort** +12, **Ref** +9, **Will** +17

**Speed** 50 ft. in light armor (10 squares) base movement 40 ft.

**Melee** masterwork morning star +9/+4 (D8+1) or spiked gauntlet +8/+3 (D4+1)

**Ranged** light crossbow +10 (D8)

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

**Base Atk** +7; **Grp** +8

**Combat Gear** masterwork chain shirt, masterwork morning star, spiked gauntlet, light crossbow, 30 bolts, 5 adamantite bolts, ring of protection +1, periapt of wisdom +4, cloak of resistance +3

**Cleric Spells Prepared** (CL 11th):

6th— *heal, wind walk (d)*

5th— *divine agility, spell resistance, dispel law, teleport (d)*

4th— ~~*freedom of movement*~~, *freedom of movement, control water, recitation, haste (d)*

3rd— ~~*water walking*~~, *dispel magic, remove blindness/deafness, cure serious wounds, invisibility purge, fly (d)*

2nd— *align weapon, close wounds x2, resist energy x2, cat's grace (d)*

1st— *cure light wounds x2, resurgence, inhibit x2, entropic shield, sanctuary, longstrider (d)*

0— *cure minor wounds x3, virtue, detect magic x2*

**D:** Domain spell. Deity: Geshtai. Domains: Travel, Celerity, Oracle

**Already Cast:** longstrider and resist energy (30 fire) on self; water walking, freedom of movement and resist energy (30 fire) on Agaroo

Unless the situation forces a change Samanoff will likely the following spells. She will also use her immediate action spells to help heal Agaroo during battle.:

1 Divine Agility on Agaroo (+10 enhance Dex)

2 Recitation

3 Control Water or invisibility purge

4 dispel magic or Fly or freedom of movement

**Abilities** Str 12, Dex 16, Con 16, Int 10, Wis 20, Cha 8

**SQ** Channels negative energy: can spontaneous cast inflict spells, Darkvision 60 feet, Uncanny Dodge, Prescient Sense

**Feats** Skill Focus (Knowledge: Religion), Mobile Spell Casting, Augment Healing, Skill Focus (Concentration)

**Skills** Knowledge (Religion) +11, Concentration +20, Heal +9, Spellcraft +2

**Possessions** combat gear plus three cure moderate wounds scrolls, one remove paralysis scroll, hewards handy haversack, Holy symbol around neck, plus two wooden ones on belt.

**Travel Domain (Su)** For a total time per day of 3 rounds, she can act normally regardless of magical effects that impede movement as if she was affected by the spell freedom of This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds)

**Celerity Domain (Su):** Her land speed is faster than norm for your race by 10 feet. The benefit is lost if she wears medium or heavy armor, or carries a medium or heavy load.

**Oracle Domain (Su):** She casts divination spells at +2 caster level.

**Scry Bonus (Su):** A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision

**Uncanny Dodge (Ex):** Starting at 4th level, a divine oracle gains the ability to react to danger before her senses would normally allow her to do so. The divine oracle retains her Dexterity modifier to AC (if any)

regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity modifier to AC if immobilized.)

**Prescient Sense (Ex):** Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

**Trap Sense (Ex):** At 2nd level, the divine oracle gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

---

**Sources** Spell Compendium, Complete Divine (Divine Oracle)

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### **KAMAK** **CR 9**

Female Hobgoblin Ranger 1 Fighter 10

NE Medium Humanoid (Goblinoid)

**Init** +1; **Senses** Listen +5, Spot +12

**Languages** Common, Goblin

---

**AC** 22, touch 11, flat-footed 21

(+1 Dex, +11 armor)

**hp** 106 (D8+10D10+33)

**Fort** +15 **Ref** +9, **Will** +7

---

**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft;

**Melee** spiked chain +17/+12/+7 (2d4+9/19-20) or armor spikes +16/+11/+6(d6+5)

**Ranged** long bow +12/+7/+2 (D8)

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

**Base Atk** +11; **Grp** +14

**Atk Options** Trip Attack (+8 on Trip check; on successful trip gets a follow-up attack), Disarm Attack +25 on Disarm Check (+11 BAB, +4 Str, +4 feat, +4 2h weapon, +2 spiked chain). Neither Trip nor Disarm provoke AoO; Disarm does not allow a counter disarm. Prefers to try to trip persons charging him

**Combat Gear** +3 spiked full plate (+ 3 plate & +1 spikes), +3 cloak of resistance, +1 spiked chain, masterwork spiked chain, long bow, 40 arrows, and gauntlets of ogre strength +2

---

**Abilities** Str 18, Dex 12, Con 16, Int 13, Wis 12 Cha 8

**Feats** Exotic Weapon: Spiked Chain, Track, Combat Expertise, Improved Trip, Combat Reflexes, Improved Disarm, Weapon Focus: Spiked Chain, Power Attack, Weapon Specialization: Spiked Chain, Blind Fighting, Improved Critical: Spiked Chain

**Skills** Swim +8, Move Silently -1, Hide +1, Balance +1, Spot +12, Listen +5, Survival +5, Spellcraft +4

**Possessions** combat gear plus eyes of the eagle, silver holy symbol of Obad-Hai (worn openly around neck)

---

**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.

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**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

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## **ENCOUNTER 4**

**Elder Water Elemental (2):** hp 231 see *Monster Manual*, page 100.

---

## **ENCOUNTER 5**

**EVOLVED GRAVETOUCHED GHOUL HOBGOBLIN**

**FIGHTER2 RANGER2 ROGUE4** **CR 10**

CE Medium Undead

**Init** +10; **Senses** Listen +3, Spot +12

**Languages** Common, Goblin

---

**AC** 23, touch 16, flat-footed 17 (+1 dodge vs. one opponent)

(+6 Dex, +4 armor, +3 natural)

**hp** 72 (8D12)

**Fort** +7 **Ref** +13, **Will** +4

---

**Speed** 30 ft. in light armor (6 squares),

**Melee** Short Sword +12/+12/+7 (D6+4/19-20 x2 and D6+2/19-20 x2) or Bite +13 (D6+4/x2) and 2 claws +11/+11D4+2/x2)

**Ranged** javelin +13 (D6+4)

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

**Base Atk** +7; **Grp** +11

**Sp Atk** Sneak Attack +2D6, Ghoul Fever, Paralysis, Favored Enemy,

**Combat Gear** studded leather+1, one short sword, one adamantite short sword, six javelins

---

**Abilities** Str 18, Dex 22, Con --, Int 12, Wis 17 Cha 12

**SQ** Turn Resistance +6, Darkvision, Fast Healing 3, see *invisibility* 1/day (CL 3), Evasion (Ex), Uncanny Dodge (Ex)

**Feats** Weapon Finesse, Track, Two Weapon Fighting, Improved Turn Resistance Multiattack, Dodge, Improved Initiative, Weapon Focus: Short Sword

**Skills** Swim +12, Move Silently +16, Hide +16, Balance +14, Escape Artist +15, Spot +12, Survival +8, Tumble +15 **Favored Enemy: Animals:** (Ex) +2 damage vs. animals, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against animals.

---

**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil darkvision.

**Ghoul Fever (Su):** Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves have

immunity to this paralysis. The save DC is Charisma-based.

**Turn Resistance (Ex):** A gravetouched ghoul has +6 turn resistance.

**Fast Healing (Ex):** An evolved gravetouched ghoul heals 3 points of damage each round so long as it has at least one hit point.

**Evasion (Ex):** At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A **helpless** rogue does not gain the benefit of evasion.

**Uncanny Dodge (Ex):** Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

## ENCOUNTER 6

**Greater Shadows (2):** hp 81; see *Monster Manual*, page 221

### TWICE EVOLVED ADVANCED SPECTRE CR 10

Female Spectre

LE Medium Undead (Incorporeal)

Init +7; Senses Listen +14, Spot +14

Languages Bullywog

AC 20, touch 20, flat-footed 17  
(+3 Dex, +7 deflection)

**50% to Ignore Damage** (except force or positive energy)

**Resist** Positive Energy 10

**hp** 99 (11d12); fast healing 6

**Fort** +3 **Ref** +6 **Will** +9

**Weakness** Sunlight Powerlessness (Ex)

**Speed** 40 ft. (8 squares), fly 80 ft. (perfect)

**Melee** incorporeal touch +8 (1d8 plus energy drain)

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

**Base Atk** +5; **Grp** --

**Spell-Like Abilities** (CL 11)

4th—Unholy blight 1/day (Will DC 19)

2<sup>nd</sup>—See Invisibility 1/day

**Abilities** Str --, Dex 16, Con --, Int 14, Wis 14, Cha 20

**SQ** Darkvision 60 ft., incorporeal traits, undead traits, +2 turn resistance, sunlight powerlessness, unnatural aura

**Feats** Alertness, Blind fight, Improved Initiative, Positive Energy Resistance,

**Skills** Hide +17, Intimidate +12, Knowledge(religion) +12, Listen +17, Search +12, Spot +18, Survival +2, Escape Artist +9

**Energy Drain(Su)** Living creatures hit by a spectre's incorporeal touch attack gain two negative levels.

The DC is 18 for the Fortitude save to remove a negative level (charisma based). For each negative level bestowed the spectre gains 5 temporary hit points.

**Create Spawn (Su)** Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remains enslaved until its death. They do not possess any of the abilities they had in life.

**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Sunlight Powerlessness (Ex)** Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in natural sunlight cannot attack and can take only a single move or attack action in a round.

**Description** *This entity looks like a bullywog but with a diaphanous and faintly luminous body.*

**Sources** *Monster Manual, Libris Mortis*

### PIT TRAP CR 9

**Description** A 5' x 10' pit trap covering the width of the passage way, that drops 40 feet to water 20 feet deep. Water begins to swirl once trap is triggered so after 1 round it is rough water and after 2 rounds it is stormy water for 5 minutes. Each 5 foot section opens independently to the same space underneath.

**Search** DC 24; **Type** mechanical,

**Trigger** location,

**Effect** 4d6 fall (40 feet deep) in two adjacent squares independently

**Duration** trap resets in 1 minute (10 rounds), but swirling water does not reset in time frame of game.

**Destruction** hardness 8, 25 hit points per square, but this leaves the opening and activates swirling water

**Disarm** Disable Device 24

### GREATER DISPEL MAGIC TRAP CR 6

**Description** A greater dispel magic (caster level 13) cast in an area centered at trap location. This affects the highest level spell on all targets in area of effect..

**Search** DC 31; **Type** spell,

**Trigger** spell, (visual arcane eye) neither keepers nor gold Wastri holy symbol wearers activate

**Effect** Centered at the trap location an area dispel magic is cast, at caster level 13

**Duration** instant (trap resets outside the scope of this game)

**Disarm** Disable Device 31

**Dispel:** A Targeted Dispel Magic DC 24 shuts off trap for 1d4+1 rounds

**HEIGHTENED FIREBALL TRAP CR 6**

**Description** A fireball (caster level 13) cast in an area centered at trap location – 10d6 damage.

**Search** DC 31; **Type** spell,

**Trigger** spell, (visual arcane eye) neither keepers nor gold Wastri holy symbol wearers activate

**Effect** Centered at the trap location a fireball heighten to 6th level, at caster level 13. Reflex DC 19 –save for half

**Duration** instant (trap resets outside the scope of this game)

**Disarm** Disable Device 31

**Dispel:** A Targeted Dispel Magic DC 24 shuts off trap for 1d4+1 rounds

**MAXIMIZED SCULPTED ICE STORM TRAP CR 9**

**Description** A maximized sculpted ice storm (caster level 15) cast four 10x10 cubes– Does 30 points of damage to all in Area of Effect.

**Search** DC 29; **Type** spell,

**Trigger** spell, (visual arcane eye) neither keepers nor gold Wastri holy symbol wearers activate

**Effect** Four consecutive 10x10 cubes filling the 10 foot wide corridor area - a maximized ice storm, at caster level 15. No Saving Throw, doing 30 points of damage (18 bludgeoning & 12 cold)

**Duration** instant (trap resets outside the scope of this game)

**Disarm** Disable Device 29

**Dispel:** A Targeted Dispel Magic DC 22 shuts off trap for 1d4+1 rounds

**EMPOWERED MASS INFLECT SERIOUS WOUNDS TRAP CR 9**

**Description** At a location that the Keepers are well aware, a mass inflict critical trap covers targets within 30 feet.

**Search** DC 32; **Type** spell,

**Trigger** spell, (visual true sight)

**Effect** Centered at the trap location up to 18 targets within 30 feet of trigger location. A mass inflict serious wounds, 1.5 x (3D8+18) Will DC 19, save for half. Undead will fail save and be cured like amount. Undead are first targets of spell after triggering creature. Wearers of gold Wastri holy symbol wearers do not activate

**Duration** instant (trap resets outside the scope of this game)

**Disarm** Disable Device 32

**Dispel:** A Targeted Dispel Magic DC 28 shuts off trap for 1D4+1

**MASS INFLECT CRITICAL WOUNDS TRAP CR 8**

**Description** At a location that the Keepers are well aware, a mass inflict critical trap covers targets within 30 feet.

**Search** DC 33; **Type** spell,

**Trigger** spell, (visual true sight)

**Effect** Centered at the trap location up to 18 targets within 30 feet of trigger location. A mass inflict light wounds, 4D8+18 Will DC 21, save for half. Undead will fail save and be cured 4D8+18.. Undead are first targets of spell after triggering creature.

**Duration** instant (trap resets outside the scope of this game)

**Disarm** Disable Device 33

**Dispel:** A Targeted Dispel Magic DC 28 shuts off trap for 1D4+1

**ENCOUNTER 7****ARCHONI & CHONI CR 10**

Male Hound Archon Hero Monk 6

LG Medium Outsider (Extraplanar, Good, Lawful)

**Init** +7; **Senses** Listen +14, Spot +2

**Aura** Good, Lawful

**Languages** Celestial, (tongues)

**AC** 25, touch 16, flat-footed 22

(+3 *Dex*, +3 *class*, +9 *natural*)

**hp** 98 (12d8 + 30); **DR** 10/evil

**Immune** Petrification, Electricity

**SR** 22

**Fort** +15 (+19 against poison), **Ref** +15, **Will** +14

**Weakness**

**Speed** 60 ft. (12 squares),

**Melee** greatsword +15/+10 (2d6+7/19-20) and bite +9 (1d8+2)

Or

unarmed strike +13/+13/+8 (1d8+4) and bite +9 (1d8+2)

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

**Base Atk** +10; **Grp** +17

**Atk Options:** On trip attack is +8 to Trip Check, does not provoke attacks of opportunity to make touch trip attack. If trip is successful, gets an immediate attack on prone foe.

**Combat Gear** greatsword +1, cloak of resistance +2

**Spell-Like Abilities** (CL 6th):

3rd— continual flame (at will)

2nd— aid (at will)

1st— detect evil (at will), message (at will)

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

**SQ** Evasion, Still Mind, Aura of menace, change shape, Darkvision 60 ft. scent, magic circle against evil, tongues,

**Feats** Improved Initiative, Power Attack,, Track, Improved Unarmed Strike, Improved Grapple , Combat Reflexes , Close Quarters Fighting Dodge,Improved Trip**Skills** Concentration +14, Listen +14, Sense Motive +12, Jump +13, Tumble +19, Diplomacy+8

**Possessions** combat gear

A hound archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and

lawful-aligned for the purpose of overcoming damage reduction. His unarmed attacks also count as magic weapons.

---

**Aura of Menace (Su):** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a DC 16 Will Save to resist its effects. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

**Change Shape (Su):** A hound archon hero can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolf like animal of the animal type.

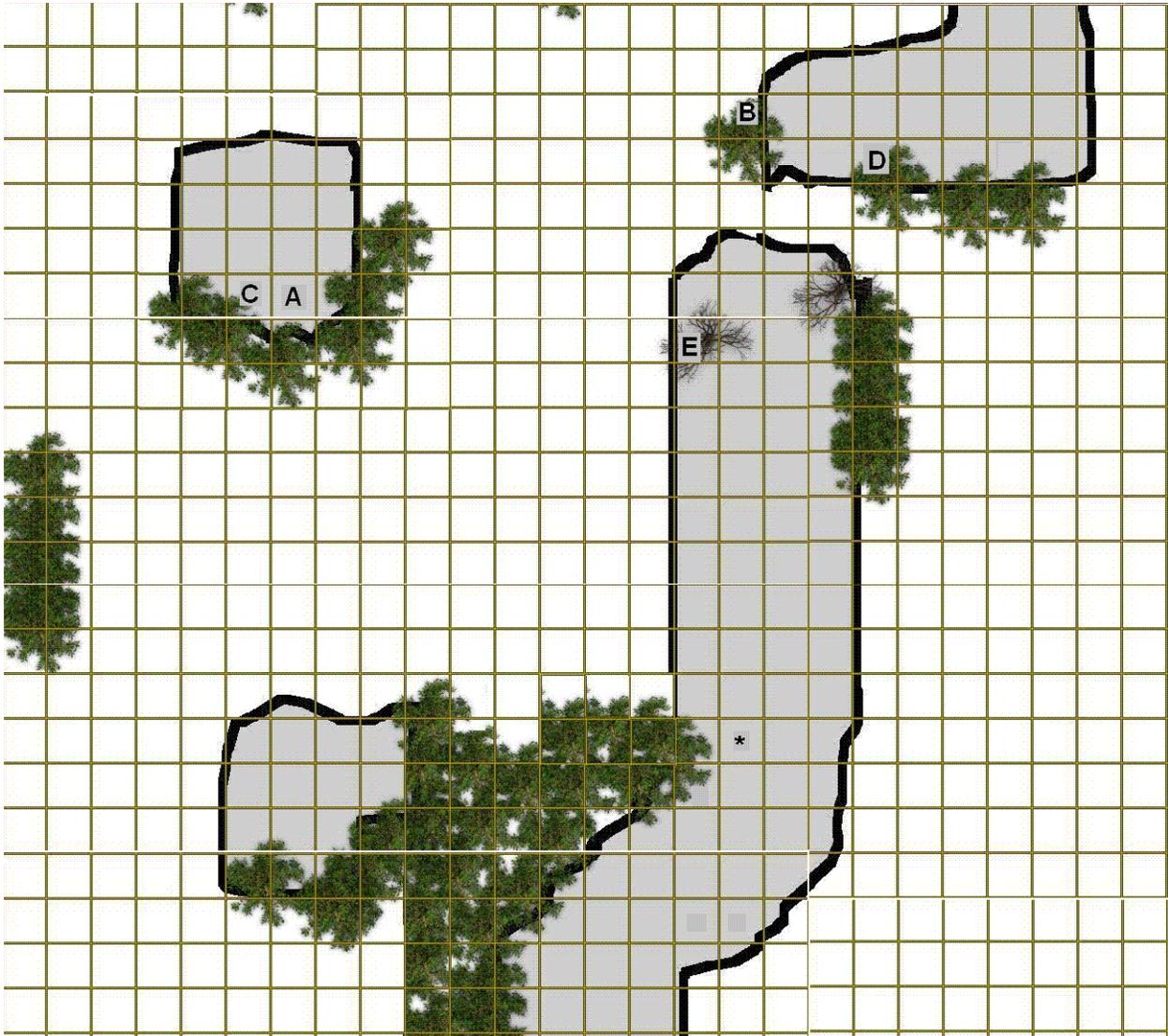
**Darkvision (Ex):** Able to see with no light source at all, out to a 60 foot range. Darkvision is black and white only (colors cannot be discerned). The presence of light does not spoil Darkvision.

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

**Still Mind (Ex):** A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

**Purity of Body (Su):** At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

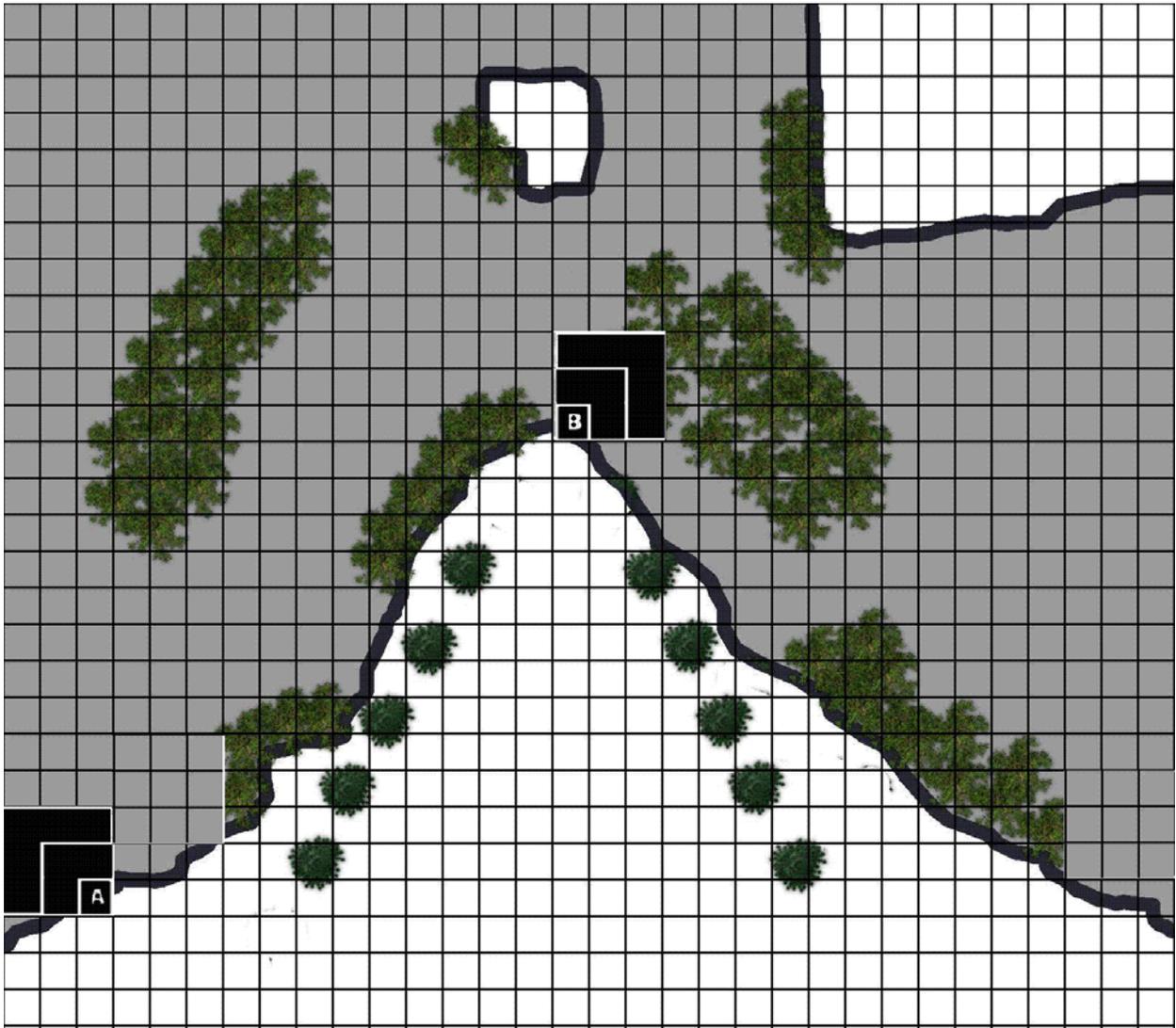
## DM AID: MAP #1 – ENCOUNTER 2



Five feet per square

A	Agaroo	40 feet from E	75 feet from *
B	Kamak	25 feet from E	85 feet from *
C	Samanoff	45 feet from E	80 feet from *
D	Fomak	30 feet from E	70 feet from *
E	Courier (Jakol Garenti)	---	45 feet from *
*	measuring point	45 feet from E	---

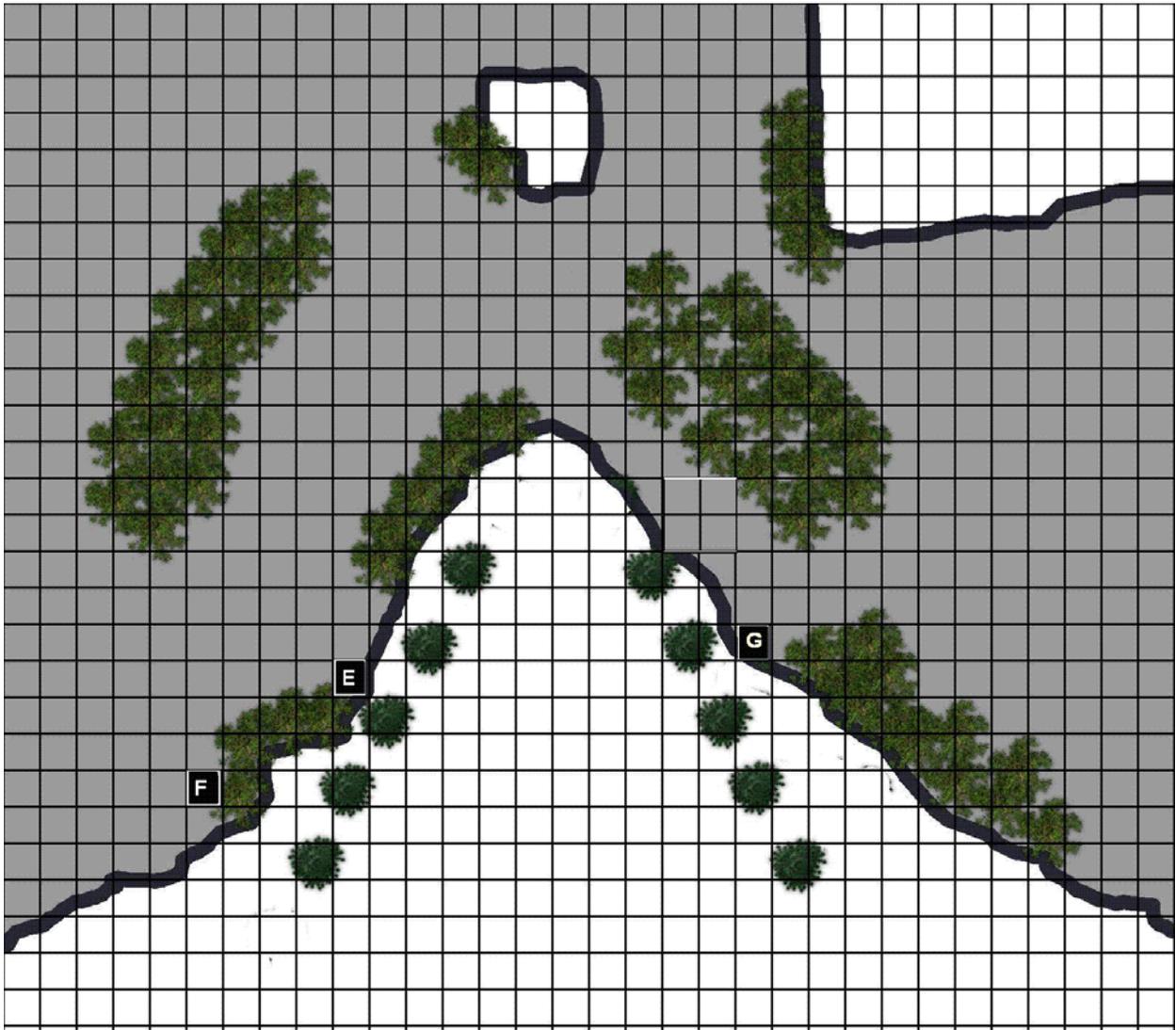
## DM AID: MAP #2 – ENCOUNTER 4



Grey areas are water areas from 2-4 feet deep. Plants symbols in the water area are water plants and reeds that provide cover but do not impede movement more than the water does. Two or more full squares of these plants provides total cover. Plants on dry ground (white areas) are large bushes. Each square is 5'x5.

A & B are the landing spots for the two elementals. The size of the elementals vary by APL

## DM AID: MAP #3 – ENCOUNTER 5



Grey areas are water areas from 2-4 feet deep. Plants symbols in the water area are water plants and reeds that provide cover but do not impede movement more than the water does. Two or more full squares of these plants provides total cover. Plants on dry ground (white areas) are large bushes. Each square is 5'x5'

E, F, and G are the Ghouls or the Gravetouched Ghouls, depending on APL



## **DM AID #4 MAP KEY**

The sloped tunnel is 185 feet in length from entrance to the doors

The long corridor containing F is 80 feet from bend to temple opening

- A Pit Trap Squares APL 2-10; 20 feet deep. APL 12 40 feet deep to 20 feet deep water that swirls
- B **APL 2:** Nothing; **APL 4:** Dispel Magic Trap (CL 7); **APL 6:** Dispel Magic Trap (CL 9); **APL 8:** Greater Dispel Magic Trap (CL 13); **APL 10:** Greater Dispel Magic Trap (CL 13); **APL 12:** Greater Dispel Magic Trap (CL 13);
- C **APL 2 & 4:** Nothing; **APL 6, 8, & 10:** Mass Inflict Light Wounds Trap CL 11; **APL 12:** Empowered Mass Serious Light Wounds Trap CL 18
- D **APL 2, 4, & 6:** Nothing; **APL 8, 10 & 12:** Greater Dispel Magic Trap (CL 13)
- E **APL 2, 4, & 6:** Nothing; **APL 8:** Mass Inflict Moderate Wounds Trap CL 15; **APL 10 & 12:** Mass Inflict Critical Wounds Trap CL 18
- F **APL 2, 4, 6, 8:** Nothing; **APL 10 & 12:** Heightened Fireball Trap CL 13
- G **APL 2, 4, 6, 8, & 10:** Nothing; **APL 12:** Greater Dispel Magic Trap (CL 13)
- H **APL 2, 4, 6, 8, & 10:** Nothing; **APL 12:** Mass Inflict Critical Wounds Trap CL 18
- L **APL 2, 4, 6, 8:** Nothing; **APL 10:** Maximized Ice Storm Trap CL 15; **APL 12:** Sculpted Maximized Ice Storm Trap CL 18
- 1 Toad-headed man statue holding opaque white crystal bowl
- 2 Altar with small toad object on it
- 3 Yellow crystal basin with confiscated demi-human works; where silver tied scrolls are
- 4 Red crystal basin with Wastri holy texts
- 5 Location of water fountain for water pipes
- 6 Earth Harp
- w location of 1<sup>st</sup> archon arrival
- v location of 2<sup>nd</sup> archon arrival (APL 10 & 12 only)
- x 3<sup>rd</sup> incorporeal undead
- y 1<sup>st</sup> incorporeal undead
- z 2<sup>nd</sup> incorporeal undead

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## DM AID: NEW RULES

### NEW FEATS

#### **Augment Healing (*Complete Divine*)**

**Prerequisite:** Heal 4 ranks.

**Benefit:** Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

#### **Improved Turn Resistance (*Libris Mortis*)**

**Prerequisite:** Undead Type

**Benefit:** You are less easily affected by clerics or paladins than you normally would be. When resolving a turn, rebuke, command or bolster attempt add +4 to your character level (monster hit dice plus levels) to determine your Hit Dice for turn, rebuke, command and bolter attempts. This stacks with innate turn resistance.

#### **Positive Energy Resistance (*Libris Mortis*)**

**Prerequisite:** Undead Type

**Benefit:** You gain resistance 10 against positive energy effects, such as *cure* spells.

#### **Practiced Spell caster [General] (*Complete Arcane*)**

You can cast a spell to maximum effect without special preparation.

**Prerequisites:** Spellcraft 4 ranks

**Benefit:** Your caster level for the chosen spell casting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't gain from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spell casting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

**Special:** You may select this feat multiple times. Each time you choose it, you must apply it to a different spell casting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

#### **Sculpt Spell [Metamagic] (*Complete Arcane*)**

**Prerequisite:** Any metamagic feat.

**Benefit:** You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

## **NEW SPELLS**

### ***Arrow Mind (Spell Compendium)***

Divination

**Level:** Ranger 1, Sorcerer/Wizard 1

**Components:** V, S, M

**Casting Time:** 1 immediate action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level

You sharpen your senses and focus your mind on the use of a bow. While this spell is in effect and you are wielding a longbow, short bow, great bow\*, composite great bow\*, composite short bow, or composite longbow, you threaten all squares within your normal melee reach (5 feet if Small or Medium, 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square. \* See *Complete Warrior*.

*Material Component:* A flint arrowhead.

### ***Close Wounds (Spell Compendium)***

Conjuration (Healing)

**Level:** Clr 2

**Components:** V

**Casting Time:** 1 immediate action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless); see text

**Spell Resistance:** Yes (harmless)

*Your ally falls from a crushing blow, but you don't have time to reach him. You quickly speak words of power, and the worst of his injuries glow golden and begin to heal.*

This spell cures 1d4 points of damage +1 point per caster level (maximum +5). If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points but stable. Used against an undead creature, *close wounds* deals damage instead of curing the creature (which takes half damage if it makes its Will saving throw).

### ***Distract (Spell Compendium)***

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Sorcerer/Wizard 1

**Components:** S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft per level)

**Target:** One creature per level, no two of which is more than 30 ft. apart

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*This spell arouses a zest and appreciation for life in the targets. The targets are distracted as they study the shapes of the clouds, the texture of tree bark, the patterns carved in the stone wall, the temperature and scent of a breeze – anything and everything gets their attention, if just for a moment.*

The targets of this spell must succeed on Will save or lose themselves to the urge to experience nearly everything. Failure indicates the creatures take a -4 penalty on all Concentration, Listen, Search and Spot checks, and can take only a single standard or move action each round, but not both. Creatures with more than 6 HD are not affected.

### ***Divine Agility (Spell Compendium)***

Transmutation

**Level:** Cleric 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living Creature Touched

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

*Calling on the divine power of your patron, you imbue a living creature with agility and skill in combat. You grant the subject a +10 enhancement bonus to Dexterity.*

### ***Hail of Stone (Spell Compendium)***

Conjuration (Creation)[Earth]

**Level:** Sorcerer/Wizard 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft + 10 ft per level)

**Area:** Cylinder (5 ft radius, 40 ft high)

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects in the area.

Material Component: a piece of jade worth at least 5gp.

### ***Inhibit (Spell Compendium)***

Enchantment (Compulsion)[Mind Affecting]

**Level:** Bard 1, Cleric 1, Sorcerer/Wizard 1

**Components:** V, S,

**Casting Time:** 1 standard action

**Range:** Medium (100 ft + 10 ft per level)

**Area:** One Creature

**Duration:** Instantaneous

**Saving Throw:** Will Negates

**Spell Resistance:** Yes

You inhibit your foe from acting. The subject is forced to delay until the following round, acting immediately before you on your initiative count.

### ***Recitation (Spell Compendium)***

Conjuration (Creation)

**Level:** Clr 4, Purification 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** All allies within a 60-ft.-radius burst centered on you

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

*By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies.*

The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

*Divine Focus:* In addition to your holy symbol, the spell requires a sacred text as a divine focus.

### ***Resurgence (Spell Compendium)***

Abjuration

**Level:** Blackguard 1, Clr 1, Pal 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*By laying hands on your ally and saying a brief prayer, you convince a higher power to grant him a second chance.*

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of *resurgence* is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated, that were caused by the spell, spell-like ability, or supernatural ability. If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), the *resurgence* won't help the subject recover.

## **PLAYER HANDOUT #1 – MILITARY CHARACTERS**

### **Attention to Orders**

**You are temporarily detached from your current assignment and placed in the command of Captain Gregorik Teliz. When Captain Teliz releases you from this duty you will return to your original assignment.**

**The assembly point for Captain Teliz's command is just outside the Rushmoors halfway between Shibolet and Fort Tribulation.**

**Make all haste to make it to the assembly point. Captain Teliz will brief you on the specific mission when you arrive. However you should be prepared for extensive travel in the Rushmoors.**

**Knight Colonel Watcher Rhodderch Kygan, Elder Dominant Gorgon**

## **PLAYER HANDOUT #2 – VETERAN CHARACTERS**

**Gran March has a need for your capabilities. You are hereby activated to your former rank.**

**You are temporarily placed in the command of Captain Gregorik Teliz. When Captain Teliz releases you from this duty you will be deactivated.**

**The assembly point for Captain Teliz's command is just outside the Rushmoors halfway between Shiboletth and Fort Tribulation.**

**Make all haste to make it to the assembly point. Captain Teliz will brief you on the specific mission when you arrive. However you should be prepared for extensive travel in the Rushmoors.**

**Knight Colonel Watcher Rhodderch Kygan, Elder Dominant Gorgon**

## **PLAYER HANDOUT #3 – NON-MILITARY & NON-VETERAN CHARACTERS**

**Greetings Friend,**

**Mutual acquaintances between us have recommended your ever capable “problem solving” skills to my attention. I would like you to “volunteer” to become civilian advisors to a military expedition.**

**The Gran March military is initiating an investigation regarding some ruins in the Rushmoors. While the military is very well skilled in things military and with fighting, I believe that such ruins could affect everyone in the Sheldomar Valley if not handled appropriately. I believe that a non-military presence there would help mitigate any excesses that the military might evoke.**

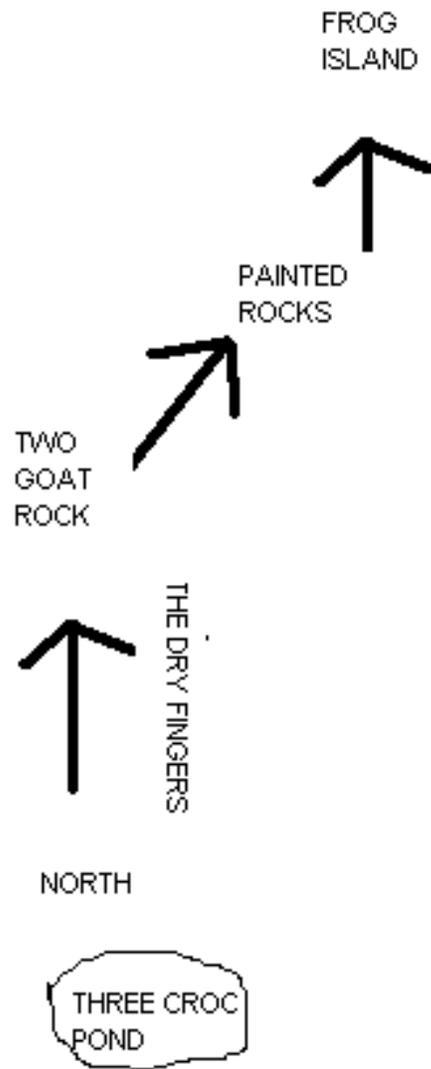
**I have included a fee of 100 gp to encourage you to volunteer to be a civilian advisor. Please tell the messenger if you intent to volunteer and I will make the necessary arrangements so that the military commander, a Captain Teliz, will be expecting you. His staging site is half-way between Shiboeth and Fort Tribulation along the swamps.**

**You may, at your discretion, tell Captain Teliz that you were paid to volunteer, or not. I would be honored to learn about the ruins to the degree you feel comfortable to enlighten me on your exploits. I can often be found in the Shining Song Inn in Ghostgate.**

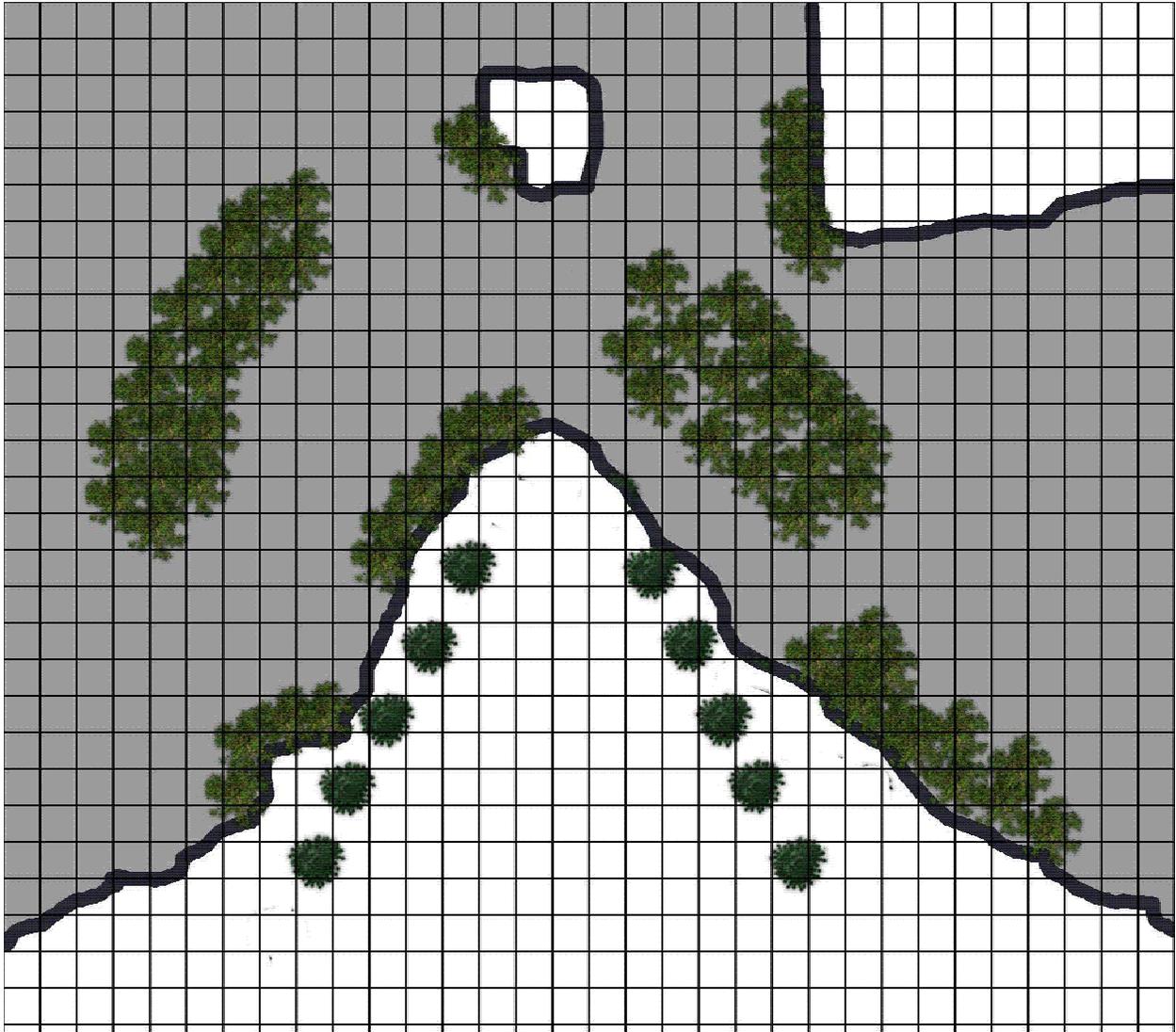
**You are of course, under no obligation to help me in this matter. If you decide not to take me up on this offer, keep the gold and go about your way.**

**Guildsman Salah Shimano  
Gravedigger’s Union**

# PLAYER HANDOUT #4 – ROUGH MAP



## PLAYER HANDOUT #5 – GUARD LOCATION



Grey areas are water areas from 2-4 feet deep. Plants symbols in the water area are water plants and reeds that provide cover but do not impede movement more than the water does. Two or more full squares of these plants provides total cover. Plants on dry ground (white areas) are large bushes. Each square is 5'x5.

## PLAYER HANDOUT #6 – PROPHECY

***When the Cup overflows with the Invincible's Pride,  
When the valorous knight's house is infested with pests,  
When effortless evil is law in Hookhill,  
The Hellscepter will make itself known.***

***Pity the people where its master does dwell  
For his thought is spoken as action,  
His disfavor is death, if one's lucky.  
Many will rise to defeat him,  
But a little sword will lay him low.***

## CRITICAL EVENT SUMMARY: GRM7-02 GULLET

For use only at ECONOCON 2007 and Games played in April 2007.

1. Did the characters determine that the documents were missing from the courier satchel?  
Yes No

2. Did the characters tell anyone about the missing documents?  
Yes No

Who did they tell (list who here)?

3. Did Jakol Garenti survive?  
Yes No

4. Did the characters go on the scouting mission?  
Yes No

5. Did the characters kill the Archons?  
Yes No

6. Did the characters destroy the Earth Harp?  
Yes No

7. Was Hellbreaker taken out of the Temple?  
Yes No

8. Did any PC get the Hellbreaker AR?  
Yes No

Name of Character: \_\_\_\_\_

9. Did any character tell Salah Shimano what happened on the mission?  
Yes No

**Notes:** (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):