

GRM8-01

Consequences

A One-Round D&D[®] LIVING GREYHAWK[™] Gran March Regional Adventure

Version 0.9.0

by **P. Dennis Waltman**

Reviewers: Gran March Triad Circle Reviewer: Steven Conforti

Playtesters: Albert Degenaar, Austin "Trae" Cooper III, Daniel Buchmueller,
David J. Lillethun, Michael J. Roderick Sr.

Heroes faced with two choices, chose the easy way seeking short term good and ignoring long term evil. Now it is time to pay the piper and it's the Hellscepter that calls the tune. For many it's the second visit to a gnomish village on the border with Veluna. Will it be the easy way or the hard way this time? A Gran March regional adventure for APLs 4-16. At some APLs this game can run long.

This game contains spoilers for GRM 7-1 Gnome Friends and should be played after that game.. GRM 8-1 Consequences is part eight of the Homefront series (*GRM 7-1 Gnome Friends, GRM 7-2 Gullet, GRM 7-4 The Threat Within, GRM 7-IN2 The Hard Road to Peace, GRM 7-5 Currents, GRM 7-IN3 Troubled Waters, GRM 7-9 The Lost and the Found*).

Members of the Church of Pholtus and Church of Obad-Hai and characters that played GRM 7-IN5 Hammerstrike, and GRM 7-IN6 Hammerfall, persons bonded to Hellbreaker or the Hellscepter may find this adventure useful. Large creatures might not be able to finish this game.

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

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

RPGA[®] SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior game master. 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 game master. The person who sanctions the event is called the senior game master, 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 game master is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your

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

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.

1 before the ke to play a heir choice, nt APL.

erience and venture. If a els or more : which this ter receives and gold for at either the nal or relied

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 (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

In GRM 7-1, the characters sought the killers of many gnomes and tracked them down to a cave where the fiendish dwarves had opened a portal to their home. They had been sent to Oerth from Malbolge, the sixth of the Nine Hells, years ago, and only wanted to get home. The PCs had the choice to kill these dwarves and leave the portal open and dormant, or let them go, and the dwarves would destroy the portal from the other side. At the premier, no table let them go. So a dormant portal to the sixth of the nine remains. The dwarves had originally been sent to the gnomes by Nolar Thotec, who had hoped they would open the portal and not close it behind them. The dwarves had planned to close it anyway, but the PCs helped Nolar with his plans.

Now with no Commandant, and It looks like Nolar Thotec (through one of his alternate identities) has an excellent chance to be elected Commandant in an immediate election, but the other candidates were causing the election to be delayed. Nolar thought by summoning forth hordes of devils with no military leader that the nobles would get together and elect a leader. He thought this was his idea but the fact that he would do something this fierce came from the Hellscepter who has started to influence Nolar Thotec's actions.

The Hellscepter has rings on its base that restrict the amount that the item can influence its wielder. However, Nolar has found that he can use the rings to expand the Hellscepter's power and keep tabs on many aspects of his domain. This has

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Gran March.

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

indeed made the Hellscepter powerful as Hells Rings are removed.

BRINGERS OF TRUTH

When the Penbrooke Massacre forced the Church of Pholtus to change their teachings or be banished from Gran March, there was a subset of the faith who felt they should stick to their ways and go underground. This ultra-conservative group usurped a small non-violent group of Pholtian scholars who saved old books and made it into an underground HQ for “real” Pholtus worship. Pholtus has always been an anti-Chaos church (first Chaos and then Evil), and banishing Chaos from the land was a main goal. The current church’s focus on evil was heresy.

However, the Bringers of Truth did not take their anger and ways out on their own people; that might come later. They struck out at the Chaotic faiths and cults in the world. They also struck at rivals such as Pelorites. For more than twenty years the Bringers were a force of change but their numbers were dwindling (there have only been a couple PC Bringers of Truth. They had to get a form filled out showing that they either killed certain church types or allowed them to die).

Now, the new Shining Master is a member of their fellowship, and he decided it was time that the Bringers were out in the open. Probably with no less a fervor for their work, but more political and less violent. As is the right of a Class 1 Church, the Church of Pholtus tried the Bringers members for the crimes that were committed. It was unfortunately that so few witnesses could be found, but a group of six members pled guilty for many of the crimes so trial was not needed.

One of the main hide-outs for the Bringers was far into the Lortmills where people would not think to look for them. It was a place where many Mystic Thurge Bringers resided and learned. As the Bringers become legitimate and the discovery of the dormant gate was made, this complex became one of Syloch and Pholtus and had more fighting defenders.

HOBGOBLINS

After the gnomes moved out of this area a number of hobgoblin bands moved in. Unfortunately members who died, didn’t always stay dead, but were again productive members of their society, These hobgoblins have been mostly converted to the ways of Obad-Hai, as much because Obad-Hai

keeps picking their members as his servants (favored souls become, they do not train for it), as their teachings.

Jakka is special to Obad-Hai and there are plans for her in the future.

ADVENTURE SUMMARY

INTRODUCTION

The characters have arrived previously to Topaz Pass (as explained in a handout). They have an interesting portion of a dream when they are awakened by the innkeeper needing their help, which when they go to meet him, he shows them. Topaz Pass is under attack.

They characters see a large fiend fight and slay a number of defenders when a Staff Sergeant appears next to the door. He tells them that he was sent by a Ridemaster to get help. The Ridemaster, some merchants and two injured guests, one a Master of Syrloch on a mission of urgency, are in a sphere of force cast from a scroll and he fears that the sphere will go down soon. There are fiends outside the sphere, but the sphere is in an area where the fiends teleportation doesn’t work.

ENCOUNTER 1

The PCs make their way there, possibly stopping to make sure those who fought the big fiend are dead, and they find one survivor who is unconscious. They probably heal him and either send him back to the inn or bring him along.

The PC fight the fiends and rescue the people, though one has already died from fiend poison.

ENCOUNTER 2

The PCs learn that a dormant portal further in the Lortmills has been opened and some people stationed nearby apparently have failed in their effort to stop it. The Master came to warn people but his teleport went astray. Now clearly the portal has hoped. The Captain (who the staff sergeant had first met as a Ridemaster) asks/orders the characters to investigate the portal and close it if they can.

Master Elozan knows of a complex near the portal to which he can teleport to with an excellent chance of success. He can take the entire party, though perhaps without their animals. There are some 2 foot wide spaces to squeeze through.

The PCs go there, and the Master tells them the passwords for the Forbiddances and how to turn off the spell turret closer to the front. He also tells them how to get out of the complex and where to go towards the portal.

ENCOUNTER 3

Exploring their way out the PCs find signs of a long battle having taken place. There are dead men and dead hobgoblins. At the long hall where the spell turret is a man is dropped, and they see a hobgoblin that was following him.

To escape the PCs must get past the hobgoblins who have not been well treated by the inhabitants and will fight back. A negotiated settlement is possible, especially after the Evil opponents are killed.

ENCOUNTER 4

Exiting the complex the PCs quickly make it to the portal, where they find what is apparently a half-fiendish frost giant. He is apparently waiting for someone or something. If given the chance, he will explain that he needs to close this portal. There is an item attached to it that puts a compulsion on those who come into this realm. Such a compulsion such that those who resist still get a lesser effect.

He knows how to close it, but he needs someone from this plane to be on this side while holding hands with him, and both willing it to be closed. If they want it closed temporarily they can do it; if it is to be permanently closed then both people, him and the other must die irrevocably.

ENCOUNTER 5

Encounter 5 happens if the portal is not closed permanently. A number of devils and half-dragon devils arrive to exit this land, and they fight those they find here.

ENCOUNTER 6

Encounter 6 happens if the portal is closed permanently, thus meaning the party is automatically down one person. A number of devils and half-dragon devils arrive to exit this land, and they fight those they find here.

CONCLUSION

Returning to Topaz Pass they relate their experiences and are rewarded.

PREPARATION FOR PLAY

Have all players choose their spells. There will be no time to rest in this game before it gets going.

The DM should get an accounting of the weapons the characters use, while you cannot release why you want to know, finding out about any undead bane or sacred weapons or mage-bane weapons is key to add damage to the respective creatures without telling the characters what they face. In most situation when they know that undead bane or magebane works well, players manage to make all the right choices later on, and then clerics sometimes turn, just in case, and such. Knowing this information allows the judge to add the damage in cases where the characters might not know. When adding damage for these weapons, use +4 for weapons that are +1d6, 7 for +2d6, and 9 for bane weapons +2D6, because they get the extra hit and damage as well.

A LITTLE EXTRA HELP

If there are only 4 player characters and no cohorts in the party for APLs 4-12 OR APL 4 is made up all characters less than 4th level, then the appropriate level NPC can join the party, if the players agree. They do not know what the NPC is like, only that it is constructed as an NPC with some fighting skills.

One of these NPCs by APL can be added to the party, with the PC controlling him.

This NPC will not lead the party, nor go first unless there are no other fighting class characters in the party. He will not work with Alexander to end of the portal. Oddly enough, when the Captain activates all the PC veterans, he does not activate this NPC.

READER'S NOTE:

This game had a much shorter proofing cycle than is typical for Gran March games. If you note an error or typo, please, send it along to grimnim@yahoo.com and the game will be updated.

INTRODUCTION

Provide Player Handout #1, the text of which also appears below.

Each character received the following message accompanied by 50 gold pieces (if the character was unable to read, there was actually only 45 gold

pieces in the message but a person to read it aloud to the character)

Greetings,

I am Rennet Iceflower, a merchant and owner of several gem mines high in the Lortmills near the village of Topaz Pass. I have a business proposition for persons of your excellent problem solving abilities. Please be my guest at the Topaz Overlook Inn outside of Topaz Pass until we can meet one week from today an hour after dawn; where my chaplain will prepare a special breakfast, a hero's feast, for us all before our meeting. This high quality Inn has quite amazing views of the terrain and serves the best food and drink for miles around. I have directed Gross Gleason to provide you his best rooms. I have enclosed a few coins as an initial payment (or for expenses) of your journey to see me.

Rennet Iceflower

The journey to Topaz Pass was uneventful, it is a couple days travel from Anders Falls deep in the mountains. The village, which in terms of buildings is quite large, has a large stream running along side it, and is mostly made up with businesses that deal with mining, smelting or working with gemstones, buildings for workers to stay and large homes for the wealthy. There were two public stables that would take all manner of beasts, even monstrous huge centipedes, that were a little downstream from the village proper. On the upstream side of the village up a few flights of steps cut into the rock, is the Topaz Overlook Inn. The inn was built into a large cliff and is completely underground. Your inn rooms were quite fine, if a little short on ceiling space (normal rooms have a six foot six inch ceiling, the centaur rooms are bigger than that). Dinner and drinks were good, and there were plenty of dwarves for conversation and merriment. Medium and smaller animals were allowed to accompany their masters to their rooms; larger creatures must stay in one of the two public stables.

DM Note: This constitutes free High Lifestyle for this game, and you should let the player characters know this.

Players may object that they would not do these things. DMs should find out what aspects they object to, and it may be that the character gets the AR before the game even begins. If this would be the case, then allow the player to change his character if it would not affect the APL or if all the table agrees to the change.

The public stables are not licensed to be inns. They will not allow people to stay there. People may decide to stay there anyway, perhaps with stealth. The original story was that when things went downhill with the devils someone let all the animals out. If PCs are staying at the stables, they can be the ones to let their animals out before the Pit Fiend kills everything there (use Pit Fiend from Appendix 8, introduction). And provide the character with their AR as they are separated from the PCs and the actions of those PCs.

There is no other inn in the village. Most workers live in dorms provided by the leaders of commerce.

Animals and creatures left to wander will die when the onslaught comes, but if the PCs want to do this, they can do so. Chances are the local constabulary will confiscate the creatures and put them in the public stables looking for owners to charge or they will kill them.

DMs should ask if the player wanted their ARs at that point, and provide them if they feel so strongly about it. Do not spend much time at it. If they want to complain about the game, give them this email address for complaints (grimnim@yahoo.com).

During the night, the characters dream (unless they have a mind blank cast on them, and then they do not dream).

FOR THE PERSON WITH HELLBREAKER OR ANY KNIGHT OF THE WATCH (OR DISPATCH)

Hookhill lies in ruins. Most buildings that remain are on fire. Those not on fire have extinguished on their own because there is nothing left to burn. The dead lie everywhere, and where they do not lie, they shamble. One building, the seat of the government, lies untouched. In this building, there sits a new Commandant (his face hidden from you), he is stroking the Hellscepter, a rod of gold and cold iron, saying, "You were wasted on Nolar...."

FOR A MILITARY/VETERAN CHARACTER WITH HELL'S FIFTH RING

Commandant Nolar Thotec lays his hand upon your shoulder and confirms you as the new Baron Farvale once your next task is done. He commands that you lead the 3rd, 13th, 11th, 15th and 22nd Battles against Arweth. To take the lands from the Knights, burn all structures to

the ground and hand the land back to Geoff. You accept the Knight Field Marshal rank and are happy to be in his service....

FOR A NON-MILITARY/VETERAN CHARACTER WITH HELL'S FIFTH RING

Commandant Nolar Thotec lays his hand upon your shoulder and confirms you as the new Baron Manthus once your next task is done. You are to organize work parties to dismantle the Shining Spire of Pholtus and Cathedral Valorous of Heironeous leaving no stone touching another. You have three score devils and demons to help you. You accept the charge and are happy to be in his service.....

FOR THE PEOPLE WITHOUT HELLBREAKER

The air is sweet with the pleasant scents of your childhood. The atmosphere and sounds are those most soothing to you, with your favorite music at just the right volume in the background. A beautiful person of the appropriate sex and race is coming to

FOR EVERYONE

The rapid pounding on the inn room door breaks you from this dream, or nightmare, depending on your perspective. The hammering is not the polite tap of a breakfast warning but more the rapid tattoo of panic.

The short ceiling and window-free inn room are a reminder to you that you are in the village high in the Lortmills, called Topaz-something.

The rapping stops, a faint voice that you recognize as the innkeeper from the night before plaintively says "please come down to the common room, I need your help." Then, before you can get to the door, you hear a fainter rapping sound, with the same rhythm, as the innkeeper begins knocking on your neighbor's door.

This happens for each PC. It happens for other NPCs as well, but for the most part, they don't answer whatever frightens the innkeeper so much.

If any player characters come out to talk to the innkeeper while he is knocking, he will direct them to the common room, and he will be there shortly.

The characters have fifteen minutes to get gear on and the like, but any longer and the encounter can begin without them.

If the player characters go down to answer the summons

The common room holds only a few other patrons. It seems most people did not answer the innkeeper's summons

Character descriptions go here

It is possible the characters will open the door outside before the innkeeper arrives, in which case modify the read aloud text.

Flustered and harried, the dwarven innkeeper arrives to the common room. Worry melts from his face when he finds people waiting for him. "I knew Master Iceflower was right, you are heroes of a high caliber," he says. "I have a problem. I don't know if I need to evacuate my inn, or just hunker down and hope things pass."

Hopefully the characters will ask what is the matter or some sort of question. It is also possible the player characters will open the front door. When the PCs ask, the innkeeper will open the door for a response::

The scene outside is quite different than the night before. Dawn is peaking its nose into the night spreading the first glimpse of light in the day. Such light is not really needed to see, as most of the buildings in Topaz Pass are on fire. Clearly destruction had been visited upon the village while you slept. The cause of the destruction is not immediately clear until the figured steps into view, two hundred feet away.

It is tall, twice as tall as any human, and walks on two legs. It has wicked claws and fangs dripping venom. Its tail whips back and forth knocking a building wall in as it walked past. As to why it was walking when it has great wings wrapped around it like a cloak, it is anyone's guess.. Now and then that leathery cloak parts to show dense and hard scales.

An organized group of men and women turned the corner, crossbows at the ready. They see this creature and approach. This beast ignores them until the group opens fire. Then the beast moves closer to the assembled soldiers and speaks a short phrase, and all but two of the assembled soldiers crumple to the ground; dead before they hit the ground.. One of the two surviving men flees, while the other bravely draws his sword and charges the beast. It takes little effort for this beast to drop the man with a single swipe of his claw.

As the creature ambles past, a mostly Flan soldier materializes beside the door. He wears the tabard of a senior staff sergeant, with the Army of Victory HQ as his unit. He wears no armor, though he carries a great sword across his back.

Pause here.

Spellcraft DC 22 to note the spell-like ability used: Blasphemy.

Spellcraft DC 20 to note the man just teleported to this point

Heal DC 16 to note the fallen man appears to be alive but unconscious.

Knowledge (the Planes) DC 30 to note that this creature is a Pit Fiend.

Continue

“By Phyton’s Hairy Butt,” the man exclaims, “that is a Pit Fiend! Let’s get inside before he takes notice that this place is still undamaged.”

And then he steps into the common room, unless someone is blocking him,

The Pit Fiend stat-block is in Appendix 9 Introduction. It is possible that the APL 14 or 16 tables might want to take him on. It is allowed. Such an attack may slow down the game, so the DM will need to keep an eye on time, or it might be very short. The rounds of tactics are in the stat-block and quickly the fiend teleports away (unless he is prevented and then it is a fight to the death). DMs may make it clear that this Pit Fiend is stat-blocked and is not merely a DMG entry in the game. That could give some people pause.

If the player characters decide not to tangle with the pit fiend, then continue. They also could go out to help the fellow who was knocked down by the pit fiend claw, see Encounter 1 about this person.

ENCOUNTER 1: RESCUE

The man continues.

“It is sure good to see people up and uninjured,” the man continues, “Oh, where are my manners. I am Senior Staff Sergeant Albert Tass, originally on leave from the Army of Victory, but recently I was pressed back to duty under the command of the Ridemaster. He has authorized me to activate all veterans to come to the defense of Topaz Pass. He is trapped with others at the remains of the Rocktail mansion.

The Ridemaster was meeting with a few local leaders and a Master who came to warn of a serious problem a few days away. Then this flock of devils moved through the village spreading destruction. The devils ripped through the mansion walls, but the Ridemaster and others made it to a safe area and the someone cast a spell from a scroll to keep them safe. They are all in a sphere of force, and safe for now, but there are devils gathered around them. Apparently the safe area of this merchant involved some sort of dimensional lock preventing the devils from teleporting inside the sphere, but I think it works both ways.

I’ll see about organizing everyone in the town to evacuate and repair, but I need someone to rescue the Ridemaster. He is in the ruins of the big house about 600 feet from here.” he points what you would guess is north east.

If someone wants to get paid to rescue the Ridemaster, or know what a Ridemaster is, Albert will be exasperated. He will explain that a Ridemaster is a Courier officer equal to a Captain. For those who want pay, he’ll say he will go looking for the real heroes, he has only 10 gold pieces on him.

Albert figures that 5 minutes of duration has gone past since the spell was cast. He doesn’t know how long the scroll was for, but he knows the spell lasts only minutes, depending on how powerful the writer of the scroll made it.

Spellcraft DC 19 to know that the spell sounds like an Otiluke’s Resilient Sphere, and the minimum duration is 7 minutes.

The terrain between the inn and the manor is rocky and it prevents running or charging until they get within 100 feet of the manor.

The stables, should people want to go there are a couple thousand feet away. When they arrive, the stables have burned to the ground but there will be people nearby who will say (assuming no PCs stayed there) that the creatures within were rescued and taken to safe places.

If the PCs take too long getting ready

If the player characters take more than ten minutes to make it to the encounter (this includes the 600 feet of movement there), the sphere went down and the devils killed everyone except the living Master. He used spells to get away.

The creatures of this encounter will meet the player characters as they return. If the PCs defeat the devils, Master Elozan will find them, and reveal

his information. DMs will need to modify Encounter to reflect this changed circumstances. The characters will not get the Favor of a Noble Family or Gem Merchants' Favor from the AR.

The Heroic Man

If the player characters check out the man who charged the Pit Fiend, he is unconscious and not dead. He is at -3 hit points where he stabilized (he is 7th rogue (28 hit points; he had already taken a wound this day). He is wearing no armor, has single manacle ring on his left ankle and left wrist. He wears as an odd yellow tabard with the Gran March symbol on the back. Looking among the dead men, most of them wear such tabards and manacle rings, though a few have more standard tabards and sergeant and corporal rank tabs (with a yellow 4 where unit would go).

Profession Soldier or Sailor DC 15, or Knowledge (Local - Sheldomar Valley MR) DC 20 or Knowledge (Geography) DC 15. Gran March characters get +5 to the check; Members of the Cattail Meta-Organization get an additional +5 to the check.

The yellow tabard with the back Gran March symbol is one of the long-term Penal Battalion uniform. It is either the 2nd Penal Battalion or the 4th. While many work gangs get some people who have broken the law, both Battalions are made up of workers that are serving long or eternal sentences.

. Indeed most of the dead people have 4th Penal Work Battalion flashes on their tunics, and arm and leg rings, but a few are Sergeants and have Battalion tabards.

If they bring him conscious, he is Bernard Jabbar. He will admit to serving a long sentence in the 4th Penal Battalion but once he was a Squire of Dispatch. If he is asked of his crime or sentence, he will say he is serving 4 years for murdering a couple hundred undesirables, who didn't obey his call to surrender (he will not mention calling out to the goblins in dwarven unless he is specifically asked).

Their Sergeant said that time would be taken off their sentence if they agreed to help defend Topaz Pass. The Sergeant that is now dead. He can go with them, but he will not take part, except possibly to drag out unconscious people from harms way. He will not go with them on Master Elozan's teleportation.

It is possible they will just leave the unconscious man out in the open because he is stable, but something will wander by and eat him. If he is not helped, either to consciousness or to the inn, he will

die, and the PCs lose the favor of Knight Colonel Jabbar.

If the PCs ask him if he knows Norris Jabbar or Knight Colonel Jabbar, the former is his older brother and the latter is his father, but he believes (falsely) that he has been disowned.

Bernard Jabbar does detect as faint evil. He is presently LE alignment. Killing him is murder of a noble, technically (leaving him to die would be technically a crime too, but with the chaos going on, it would be missed). A sentence of 1080 TUs unless the character goes outlaw. That would only happen at the end of the game. The characters would have no idea who he is unless they talk with him, unless they have played SHE 7-7 Prophecies, GRM 7-IN5 Hammerstrike or GRM 7-IN6 Hammerfall. Then an INT check, DC 14 can see some resemblance to either Norris Jabbar (SHE 7-7) or Knight Colonel Jabbar (the two Gran March interactive/missions games). Bards and Loremasters who played SHE 7-7 Prophecies will know of the relationship automatically from their Lore ability.

ROCKTAIL MANOR

At one time this was a stately above ground house. Now its two wings lie in ruin with the central courtyard mostly unscathed except for the missing roof. Inside that courtyard is a fifteen foot diameter sphere containing five people (one of which is lying lifeless on the ground. Waiting patiently nearby are various fiendish looking creatures.

Note: All devils have used their summon powers for the day

APL 4 (EL 6)

Chain Devil (1) {B}: hp 60; vest of resistance +2, giving +2 on all saving throws;; see *Monster Manual*, page 53.

APL 6 (EL 8)

Chain Devil (2) {B}{E}: hp 60; vest of resistance +2, giving +2 on all saving throws;; see *Monster Manual*, page 53.

APL 8 (EL 10)

Erinyes (1) {B}: hp 88; shock bow instead of flaming bow; see *Monster Manual*, page 53.

Chain Devil (2) {C}{D}: hp 60; vest of resistance +2, giving +2 on all saving throws; see *Monster Manual*, page 53.

APL 10 (EL 12)

Erinyes (2) {A}{E}: hp 88; shock bow instead of flaming bow; see *Monster Manual*, page 53.

Advanced Hellcat (1) {B}: hp 118; see Appendix 4.

APL 12 (EL 14)

Barbed Devil (2) {B}{C}: hp 144; vest of resistance +2, giving +2 on all saving throws; see *Monster Manual*, page 53.

Erinyes (3) {A}{D}{E}: hp 88; shock bow instead of flaming bow; see *Monster Manual*, page 53.

APL 14 (EL 17)

Horned Devil (1) {C}: hp 168; see *Monster Manual*, page 55.

Barbed Devil (3) {A}{D}{E}: hp 144; vest of resistance +2, giving +2 on all saving throws; see *Monster Manual*, page 53.

APL 16 (EL 20)

Pit Fiend {A}: hp 225; has already cast Unholy Aura; see *Monster Manual*, page 55.

Tactics

These devils all want the tender morsels in the sphere. They have shaken loose of the compulsions on them and want to have a bit of fun. Tender morsels outside the sphere will interest them even more (the player characters) so they will leave their first prey alone.

At APLs where there are Erinyes, they will engage flying opponents or spell casters. Before they shook loose the compulsion they lost their entangling ropes.

Retreat

It is very possible that the PCs will be unprepared or not ready for the fight before them. Should they retreat, the devils will chase for only 3 rounds, before returning to wait for the bubble to drop. If the PCs come up a second time, then the devils will pursue (taking to flight if possible until they or the PCs are done).

ONCE THE BATTLE IS DONE

The Sphere will go down several minutes after the player characters finish the fight (unless they took their time to get there). Inside is Captain Acres, Master Elozan, Torak Rocktail, and Felspar Armstrong, and the dead Quiver Sergeant Margan.

If the player characters ask about the Ridemaster that was supposed to be here, Captain Acres will say nothing, but Torak Rocktail (a dwarf) will explain that until a month ago, the Captain was a Ridemaster. After an incident he was transferred to the command of the 4th Penal Work Battalion.

(all military will know it is very unusual for someone to leave the couriers. Someone would have to screw up very badly, and be very noble, to survive being a member of the military).

The Captain will interrupt saying his personal history is not important. Master Elozan has important news. And perhaps these new people are just the sorts to take on this mission (if they are military or veterans, he will order it; he has been Captain rank longer than the LG campaign, he ranks even captains). If the people are not military, he will ask that they do it for the good of the Land.

STABLES AND ICEFLOWER MANOR

After the battle, if the PCs go to the stables they will find the buildings gone. A local towns person will direct the PCs to where NPCs risk their lives to save the animals. The PCs can get their large mounts and animal companions.

The PCs may also want to find Iceflower manor. It has been totally destroyed and the locals around will say that no one left the building before the total destruction.

APL 4: L: 0 gp, C: 0 gp, M: *vest of resistance +2* (333 gp)

APL 6: L: 0 gp, C: 0 gp, M: two *vest of resistance +2* (666 gp)

APL 8: L: 0 gp, C: 0 gp, M: two *vest of resistance +2* (666 gp), *long composite bow (str +5) +1, shock* (742 gp)

APL 10: L: 0 gp, C: 0 gp, M: two *long composite bow (str +5) +1, shock* (1484 gp)

APL 12: L: 0 gp, C: 0 gp, M: two *vest of resistance +2* (666 gp), three *long composite bow (str +5) +1, shock* (2226 gp)

APL 14: L: 0 gp, C: 0 gp, M: two *vest of resistance +2* (666 gp)

APL 16: L: 0 gp, C: 0 gp, M: 0 gp

ENCOUNTER 2: THE PLOT THICKENS

Master Elozan tells his tale:

A few days travel, by normal means, is a hidden place where my brothers and I have trained and lived for many years. Not far from that hidden place a dormant portal to the sixth plane of hell was discovered. Recently, at the direction of the Shining Master, members of Syrloch took up residence at our place to monitor activity related to that portal.

Three days ago, a man wrapped in violet flames, carrying a scepter or rod similarly wrapped in flames called for the portal from the mountain, and it came to him. Many of my brothers, plus the non-religious Syrloch people went to stop the flaming man from opening the portal.

I was part of those left behind to keep the facility manned, though I had specific orders. When a day passed and none of our people came back, my orders said to inform others of this fact. Unfortunately my teleport didn't work right and I ended up in the middle of no-where. Well, actually, a somewhere far too close to a Wyvern. After that was done, I carefully walked to Topaz Pass saving my last teleport for really big emergencies

I came to talk to the authorities, which included the Captain and town citizens when the devil horde came through. Clearly my brothers and our Syrloch allies failed and the portal to the 6th plane of hell is open.

Master Elozan looks very pale, and seems quite shaken with his ordeal. A DC 15 Heal check can determine he is suffering from the effects of poison received many hours earlier. A DC 20 Heal check can the Wyvern poison nearly killed him outright (down 11 of 15 constitution).

Captain Acres will order (for military and activated veterans) the characters to travel to this place as quickly as possible, staring at the Master. They are to investigate the situation and to close it if they can. Even if the method to close it is not possible, any information about the location, what is coming through, why it remains open and such will be useful for those who must deal with it. Master Elozan will use his last teleport to take you to the complex in the mountains that you can use as an operations base if you need it.

The Torak Rocktail and Felspar Armstrong speak up that they would post a reward for that information and more reward if they closed the portal.

The Master can teleport them to the hidden place. He actually doesn't have permission to do it,

but he believes he would if he did ask. Still he will ask that the player characters not disclose the location or nature of the place unnecessarily; alert him or the Shining Master to whom you feel necessary to inform. Until a few months ago, it was hidden even from Syrloch and Gran March because of some misunderstandings. If the character press about this location, Master Elozan will admit it was a safe house and lodging for the Bringers of Truth.

Knowledge (Religion) DC 20, Knowledge (Local – Sheldomar Valley MR) DC 25, Knowledge (History) DC 15; Bardic/Loremaster Lore DC 15, with Gran March characters getting a +5 insight modifier to these checks.

Members of the Church of Pholtus or Church of Saint Cuthbert meta-organization do not need to roll, they know this information.

More than 25 years ago, in inflamed by a sermon, a couple dozen rogue Pholtians burned down a Church of Saint Cuthbert with the worshipers locked inside. This was called the Penbrooke Massacre. As a result the Commandant required that the liturgy of Pholtus in Gran March change. No longer would they denounce churches by name, but speak of Evil and Chaos, and the liturgy changed to "first Evil, then Chaos" rather than the standard "first Chaos, then Evil." The Bringers of Truth thought that the Church should have gone underground rather than knuckle down to the pressure. They retained the old ways, and followed the old guides, even to killing and dispatching followers of Chaos. They were a secret society with few open members, many of whom were not clergy (the Shining Master being one of them). Recently, upon being made Shining Master, the church tried the Bringers of Truth for their crimes. Those found guilty were sent to the Work Gangs; those found not-guilty became part of an open organization that works legally to change the Church back to the way it was.

MASTER ELOZAN'S TELEPORT

Master Elozan is a Wayfarer Guide (prestige class).

He can take 10 creatures with him on his teleport. Each medium and smaller creature (such as familiars) count as one creature. Each Large creature counts as two medium creatures. He will tell the characters that only three large creatures will fit in the teleport room (unless all the large creatures are centaurs).

He will tell the group that there are many 5 foot wide passages to traverse, and at least one 2 foot wide crawl to undertake.

The Captain will allow the party to delay up to a 90 minutes to get ready, but they need to leave by mid-morning. The village of Topaz Pass is very small, and there is no temple here.

Players Could Decline to Travel That Day

If the player characters decline, and say they will leave the following day, the Master and Captain will say, very well, and leave the characters. The Master, the Captain, and eight of his men will teleport themselves that day, and all die. If the characters hang around town they can hear that the Captain is organizing a raid in the next hour so they can know that, and they can volunteer to leave that day, or let him go.

Many characters will have played Gnome Friends, so they will know the way to the village and the portal. It is three days travel by land. Day two they will fight Encounter 5 monsters in the morning and Encounter 1 monsters in the evening. They will arrive to the portal site and behold a massive number of devils (Alexander (who looks like a half-fiendish frost giant), two regular pit fiends, four horned devils, eight ice devils, twelve barbed devils, and sixty bearded devils), assembling in a formation. They march due south. Alexander will have Hell's Seventh Ring and be under the control of the Hellscepter. The portal will be open, but not controlling devils that come through. There is nothing they can do to stop the portal.

The PCs can return to the powers that be with the information. The fights described here will give the PCs full experience but will likely give them much less treasure than usual.

PC's Could Teleport themselves

Many characters will have played Gnome Friends, so they will know the way to the village and the portal. They could teleport themselves to the village location near where the portal resides. The PCs will skip the hobgoblin encounter and lose access to that treasure and value, as well as any Special AR access.

Traveling that same day will have the PCs find Alexander. They can make the same deal and close the portal. In this situation, in the village the PCs will find the same monsters they fought in Encounter One here. And then they will face Encounter 5 monsters or Encounter 6 monsters depending on how they handle the portal. If both of these fights are dealt with, the characters can get full experience, but the treasure will be less.

Traveling the next day or two will find the same characters fighting both the Encounter Five monsters followed a minute later with a second

wave consisting of the Encounter One monsters they have already fought, at the old gnome village (or where ever the exit their teleport).

They will arrive to the portal site and behold a massive number of devils (Alexander (who looks like a half-fiendish frost giant), two regular pit fiends, four horned devils, eight ice devils, twelve barbed devils, and sixty bearded devils), assembling in a formation. They march due south. Alexander will have Hell's Seventh Ring and be under the control of the Hellscepter. The portal will be open, but not controlling devils that come through. There is nothing they can do to stop the portal.

The PCs can return to the powers that be with the information. The fights described here will give the PCs full experience but will likely give them much less treasure than usual.

Accepting Master Elozan's Teleport

The most likely occurrence is for the PCs to accept the teleport offered to them. The previous variations are provided in case the players take the game in a different direction.

When all is ready (within the 90 minute window), Elozan teleports them. They end up in a room twenty feet by twenty feet with a 10x10 holy symbol of Pholtus in the floor with the room swept clean. There is a door to the north. He will point out it is to the north. If they keep to east and then north, they will get to the way out, and in the second big room there will be garrison to help them. He gives the leader, a gold holy symbol of Pholtus that has two rubies in the center. If anyone asks why they are here, show them that, but considering you are coming from the inner areas they will not question much.

Red Tiles he will tell them, are areas covered with a Forbiddance with password "Pretty Wings" and Green tiles have a Forbiddance with password "Baked Rat." The Baked Rat password will also shut down the spell turret at inside end of the long hall for one minute, after which it will remain on for a minute or two before it can be turned off, again. He will wait here, or if pressed he will check the inner spaces, but not with them around. Tomorrow, when he gets to study his books, he will memorize more teleports to take them back out.

He will continue to tell them, the way out of these inner spaces, is two NE corner secret doors and then the middle east wall (knowledge of this will give player characters a +4 to check to find the doors).

Other characteristics of the space

All the Forbiddances are set to Lawful Neutral. If people don't say the password, then LN take no damage, LG, N, CN take 6D6, and others take 12D6

Once the player characters get to (4) they find the first bodies. There are city of Orlane Militia, Human Mercenaries with a Black Star patch, a few Gran March military uniforms (a dozen total) and eighteen dead hobgoblins.

There are more mixed garrison bodies and hobgoblin up to room 5. When the player characters look down the long hall skip to Encounter 3

Some characters will recognize the black star patch as those of the Black Star mercenary group, the some met in the Pomarj.

Exploring the Complex

It is possible the PCs will want to explore the complex rather than try and exit and get to their mission. The DM Map #2 details most of the features on the map.

ENCOUNTER 3: THE LONG HALL

You see a hallway, five feet wide, only a bit taller than that, its red tile covered in places by more garrison bodies. As you watch, a man, dressed in chain shirt carrying a bow and a short sword dashes into the hallway. He has several arrows in his flesh. His mouth is moving like he is shouting but there is no sound. You hear a whine as the Large Pholtian holy symbol ten feet down the hall, begins to spin. Just as the man shouts "Baked", this time audible, the spell turret lets loose its first volley. The man says "Rat" as the burst cuts into him, dropping him lifelessly to the ground. At the password, the spell turret halts for its minute.. Briefly at the far end of the hallway, a hobgoblin head looks around the corner.

It is clear the man had been wounded badly before entering the hall, he had many arrows in him.

THE SPELL TURRET

The turret is fashioned from adamantine and is made integral to the wall. It is a +1 spell turret in addition to its other features and so has a hardness of 22. It has 200 hit points. In the event the Spell

turret is destroyed or damaged at least 100 hit points, the PCs would lose the Shining Master's Favor. Its commands are to fire if anything mobile is in the hallway, or it cannot see the far wall. In this manner the gust of wind every pass should eliminate a lot of coverings. Note that gust of wind has a duration of one round, so extended it has a duration of two rounds.

APL 4 - 6

Spell Turret; true Seeing (3rd level spell slots; CL 5)

- 1) Enlarged Non-lethal substituted Lesser Lightning Orb (+5 hit)
- 2) Heighten Gust of Wind (DC 14)
- 3) Suggestion (to retreat and come back when you are recovered fully) (DC 14)
- 4) Unluck (DC 14)

APL 8-10

Spell Turret : true seeing (4th level spell slots, all CL 7)

- 1) Orb of Lightning (+7 hit)
- 2) Extended Heighten Gust of Wind (DC 15)
- 3) Heighten Suggestion (to retreat and come back when you are recovered fully) (DC 16)
- 4) Enlarged Unluck (DC 15)

APL 12 - 16

Spell Turret : true seeing (6th level spells, all CL 11)

- 1) Empowered Orb of Lightning (+11 hit)
- 2) Extended Heighten Gust of Wind (DC 18)
- 3) Heighten Suggestion (to retreat and come back when you are recovered fully) (DC 19)
- 4) Heighten Enlarged Unluck (DC 18)

THE HOBGOBLINS

The hobgoblins are a mixed group of hobgoblin and grave-touched ghouls. The grave-touched ghouls have been living among this hobgoblin band using disguise skill to keep themselves hidden. Jakka actually knows that they are undead (but she thinks Necropolitans), but they have saved the lives of her people so much, she doesn't really care, and that has been affecting her alignment.

While Cork, Daniel and Archer have hats of disguise, they only use them to enhance their disguise ability. Generally their people assist everyone else, so the PCs have a DC 29 Spot

check to notice that these two are disguised to look like hobgoblins. According to the disguise skill description, people do not get a Spot check unless the disguised person acts in such a way that the characters distrust what they are seeing. Cork and Archer fight as a hobgoblin team; indeed they were hobgoblins who woke up after they died as grave-touched ghouls.

Jakka will save her close wounds and healing spells for herself and those she knows are living. She knows that Cork has natural fast healing so she will not waste vigor spells on him, again.

Note that at some levels the hobgoblins all have the healthful rest spell upon them. For some judges, this does not double fast healing or vigor curing, and thus it won't for PCs or NPCs. Should the judge rule it does affect those spells then Cork's fast healing 3 is doubled, and vigor spells work extra well.

All the hobgoblins are wearing holy symbols of Obad-Hai (the mask of oak leaves and acorns) though Jakka's is silver. The grave-touched were of Obad-Hai before they changed and they are not so sure he loves them any more.

Not fighting to the "death:"

The fighting has been fierce and the Syloch, military, Pholtians have not been very merciful to their people. This group was one of the last serious fighting forces to enter, and they know there are several dozen more non-combatants on their way. Cork and Archer will be no in mood to negotiate, but once both of them are killed, one of the surviving living hobgoblins, will make an offer of truce

If the PCs ask before Cork is dead, both Cork and Archer will clearly say no, and then the female hobgoblin Jakka will apologize, as those who don't want to talk outnumber those who do (outnumber in fighting sense is what she is thinking).

All they want is a place of safety against the horde of devils. They tried to act peacefully but they were attacked outright. If the PCs agree to let the rest of them move aside and let them pass, and the PCs are OK with letting the hobgoblins and their non-combatants wait out the devil horde in this place, they will allow the PCs to pass. Any demand for treasure, will be turned down and fighting will resume. If an agreement is made and then the PCs turn on Jakka or her people, then they will fight those who damage or participate in damaging them will receive the curse of Obad-Hai. This curse also applies to anyone who kills an unconscious Jakka or incapacitated Jakka (and should also get an evil act marked on their AR).

In the event that Cork is killed, and the PCs offer a possibility to stop the fighting, this too is possible. As above, except that the PCs will need a DC 12 + APL Diplomacy check to convince Archer to go along with this.

In the event the PCs do indeed negotiate and maintain a truce where the hobgoblins and their people take cover here and the PCs can leave, AND the PCs are down to 3 or fewer characters, then Tory (or Jakka at APL 4) will offer to go with them to help them fight the devils. Turning on either of these after such a truce is made and help offered will also give the curse.

The hobgoblins will accept surrenders by PCs. They will need to drop their weapons on the ground by Cork and crawl into the next room and be quiet. Once the hobgoblins have two such PCs, she can convince Cork and Archer that they can trade them for their people and a truce without death is possible.

TACTICS AND RESOURCES

It is entirely possible that as the minute winds down on the spell turret that the PCs will back up (if able) and wait out the spell turret time. Durations on spells for NPCs need to be kept track of, as well as ones for PCs. The Hobgoblins will keep looking out (especially anyone who is immune or highly resistant to lightning), to make sure no one is coming down during the time. Indeed one might stand out an extra round to make sure.

The hobgoblins have many of their spells left, as they have been using a lot of scrolls, either captured or their own. Jakka can more easily cast defensively with her own spells than with scrolls so in the between time, these scrolls and potions can also be used for healing.

In all but APL 14 and 16, there is enough treasure in other parts of the game for PCs to max-out on gold received. So DMs should not be shy in using these resources. Even for APL 14 and 16, these one shot items are unlikely to matter in the treasure scope of things (assuming the encounter is not over in 3-7 rounds that is typical for these levels)

If characters take advantage of the truce opportunities, they will not get the treasure from the hobgoblins, but that actually has very little impact on the AR (most of what they have are core items).

DM Note: If the PCs are very much behind at this point it may be necessary to have the hobgoblins offer a truce ahead of the normal conditions just to get the game moving along.

REGARDING CORK, ARCHER AND DANIEL

These three persons appear to be hobgoblins and act like them, so there is little cause for a spot check to detect their disguises. It is possible that someone is using an undead bane weapon. Adding 9 damage per hit (and lowering their AC 2 points against the weapon) does the same thing without informing the PCs that there is undead here. In this author's and judge's experience Miraculous things often are attempted "just in case" once Players not the characters learn there are possible undead involvement.

It is possible that a PC might notice, after a while, something, but undead don't really show stun, fatigue, and other such effects. And for the most part Jakka will be using Vigor like spells to heal them in combat. At very urgent times, at higher APL, she might use an inflict spell to cure, and then a spell craft success will tell the tale. HOWEVER, Jakka would prefer a truce and no more fighting, and she knows that Pholtian can get upset with undead and so she is not likely to openly use inflicts spells if she can help it.

THE FORBIDDANCES DISPELLED

It is possible that the forbiddances could be dispelled by the PCs after one or more tries. When it goes down, the a few spells of the NPCs might also be able to work. The spells are at caster level 22. Dispelling one or more of the forbiddances or hallow in the complex constitutes vandalism, and the PCs would lose the Shining Master's Favor.

If the Forbiddances are dispelled, and it is clear to the NPCs, then they will use their spells halted by dimensional blockage, and possibly Neela will greater teleport them all out of the area to the outside (perhaps the devils are safer).

APL 4 (EL 7)

Archer. Male Grave touched Hobgoblin Ghoul Ranger1 Fighter2 hp 27 see *Appendix 1*

Jakka, Female Hobgoblin Favored Soul 4 hp 33 each; see *Appendix 1*.

Daniel, Male Grave touched Hobgoblin Ghoul Ranger1 Fighter2 hp 27 see *Appendix 1*

APL 6 (EL 9)

Jakka, Female Hobgoblin Favored Soul 5 hp 37; see *Appendix 2*

Cork, Male Evolved Grave touched Hobgoblin Ghoul Ranger1 Fighter2 hp 27 see *Appendix 2*

Archer. Male Grave touched Hobgoblin Ghoul Ranger1 Fighter3 hp 36 see *Appendix 2*

Tory, Female Hobgoblin Marshal Bard4 Marshal1 hp 31; see *Appendix 2*.

APL 8 (EL 11)

Jakka, Female Hobgoblin Favored Soul 7 hp 53; see *Appendix 3*

Cork, Male Evolved Grave touched Hobgoblin Ghoul Ranger1 Fighter4 hp 45 see *Appendix 3*

Archer. Male Grave touched Hobgoblin Ghoul Ranger2 Fighter4 hp 54 see *Appendix 3*

Tory, Female Hobgoblin Marshal Bard4 Marshal3 hp 46; see *Appendix 3*.

APL 10 (EL 13)

Jakka, Female Hobgoblin Favored Soul 9 hp 68; see *Appendix 4*

Cork, Male Evolved Grave touched Hobgoblin Ghoul Ranger1 Fighter6 hp 63 see *Appendix 4*

Archer. Male Grave touched Hobgoblin Ghoul Ranger2 Fighter4 Occult Slayer2 hp 72 see *Appendix 4*

Tory, Female Hobgoblin Bard4 Marshal5 hp 61; see *Appendix 4*

APL 12 (EL 16)

Jakka, Female Hobgoblin Favored Soul 12 hp 99; see *Appendix 5*

Cork, Male Evolved Grave touched Hobgoblin Ghoul Ranger1 Fighter10 hp 99 see *Appendix 5*

Archer. Male Grave touched Hobgoblin Ghoul Ranger2 Fighter4 Order of Bow Initiate2 Occult Slayer4 hp 108 see *Appendix 5*

Tory, Female Hobgoblin Bard4 Marshal6 hp 69; see *Appendix 5*

APL 14 (EL 18)

Jakka, Female Hobgoblin Favored Soul 12
hp 99; see *Appendix 6*

Archer. Male Grave touched Hobgoblin Ghoul Ranger2 Fighter4 Occult Slayer5 Order of Bow Initiate3 hp 126 see *Appendix 6*

Neela, Female Hobgoblin Sorcerer 12 hp 62; see *Appendix 6*

Cork, Male Evolved Grave touched Hobgoblin Ghoul Ranger1 Fighter12 hp 117 see *Appendix 6*

Tory, Female Hobgoblin Bard4 Marshal8 hp 90; see *Appendix 6*

APL 16 (EL 20)

Jakka, Female Hobgoblin Favored Soul 16
hp 132; see *Appendix 7*

Archer. Male Grave touched Hobgoblin Ghoul Ranger2 Fighter4 Occult Slayer5 Order of Bow Initiate3 hp 126 see *Appendix 7*

Neela, Female Hobgoblin Sorcerer 18 hp 150 see *Appendix 7*

Cork, Male Evolved Grave touched Hobgoblin Ghoul Ranger1 Fighter12 hp 117 see *Appendix 7*

Tory, Female Hobgoblin Bard4 Marshal8 hp 90; see *Appendix 7*

Tactics

At APL 4 to 12, Cork will move to the space that leads to the opening and Archer (or Daniel at APL 4) will move to the far end of the long tunnel with Cork between him and the long tunnel. Cork's tactic is to ready an action to hit someone who comes within range, and if the lead person has a reach weapon it will be ready to step and attack. Cork in these situations will expertise and try to trip (with attacking being a touch attack, the reduction from Combat Expertise or Improved Combat Expertise is less an impact). When PCs are prone and attempt to stand, he will take his attack of opportunity (when he has Improved Disarm) to disarm the character (which is an opposed attack roll where the character is also at -4).

Note with disarming the PCs get a +4 to the check if the weapon is one of those on the Two-Handed Melee Weapons chart in PHB page 117,

and that bows get a -4 check on disarming. Also note that only crossbows and shrunken can be used as ranged attacks when prone (PHB 151).

Note that at higher level Cork has Shield Ward, which applies the shield bonus to touch attacks and adds for him resisting trips, disarms, bull rushes and sunders.

Cork's goal is not so much to damage, but to delay and allow the others to damage. Archer is the real damage dealer in this grouping.

At APL 14 and higher, Cork will leave that space right by the opening apparently open. This is where Neela will fly into invisible. Neela will try not to allow others to know exactly where she is, so she will often use spells without visible effect at her end, such as dispel magics and such. She especially like the idea of using a wall spell to block off retreat or assistance of characters down the hall. The wall spells also may half the spell turret effects as well.

Jakka will assist with her spells, and fight only if absolutely necessary. She can help with buffs and defensive spells, but she is well aware this combat could involve several passes or charges down the hallway, so she will use her spells sparingly, especially ones with a round per level duration.

APL 4: L: 419 gp, C: 0 gp, M: +1 *composite longbow str +3 (225 gp)*, +1 *light crossbow (195 gp)*, two *cat's grace potions (50 gp)*, , two *inflict moderate wounds potions (50 gp)*, two *hats of disguise (300 gp)*, , *oil of shillelagh (4 gp)*, *inflict moderate wounds scroll (13 gp)*, two *bull's strength potion (50 gp)*, two *cure moderate wounds scrolls (26 gp)*, *resist energy scroll (cl 7) (29 gp)*

APL 6: L: 397 gp, C: 0 gp, M: +1 *composite longbow str +3 (225 gp)*, +1 *breastplate (113 gp)*, +1 *light crossbow (195 gp)*, +1 *chain shirt (1-4 gp)*, *vest of resistance +2 (333 gp)*, two *resist energy scrolls CL7 (58 gp)*, *vest of resistance +1 (83 gp)*, *inflict moderate wounds scroll (13 gp)*, *oil of shillelagh (4 gp)*, five *cure moderate wounds scrolls (65 gp)*, two *cat's grace potion (50 gp)*, three *bull's strength potions (75 gp)*, two *inflict moderate wounds potion (50 gp)*, two *hats of disguise (300 gp)*

APL 8: L: 217 gp, C: 0 gp, M: two +1 *mithril chain shirt (350 gp)*, *chain shirt +1 (104 gp)*, +2 *breastplate (363 gp)*, +1 *heavy wooden shield*

(96 gp), +1 composite longbow (str +3) (225 gp), vest of resistance +2 (333 gp), cloak of resistance +1 (83 gp), vest of resistance +1 (83 gp), two ring of protection +1 (333 gp), two cat's grace potion (50 gp), three bull's strength potion (75 gp), four inflict moderate wound potions (100 gp), two hats of disguise (300 gp), align weapon scroll (13 gp), owl's wisdom potion (25 gp), two inflict serious scrolls (62 gp), two cure serious scrolls (62 gp), cure moderate wounds scroll (13 gp), two oil of shillelagh (8 gp), resist energy scroll (cl 7) (29 gp).

APL 10: L: 212 gp, C; 0 gp, M: two +1 mithril chain shirt (350 gp), +1 breastplate (113 gp), +1 chain shirt (104 gp), buckler +1 (97 gp), gauntlets of ogre power +2 (333 gp), gloves of dexterity +2 (333 gp), +1 composite longbow long str+3 (225 gp), two hat of disguise (300 gp), vest of resistance +2 (333 gp), cloak of resistance +1 (83 gp), vest of resistance +1 (83 gp), two cloaks of charisma +2 (666 gp), two rings of protection +1 (333 gp), three inflict moderate wounds potions (75 gp), align weapon scroll (13 gp), owl's wisdom potion (25 gp), two bull's strength potion (50 gp), two oil of shillelagh (8 gp), two cure serious wounds scroll (62 gp), three inflict serious scrolls (93 gp), resist energy scroll (cl 7) (29 gp), two cure moderate wounds scrolls (26 gp)

APL 12: L: 192 gp, C; 0 gp, M: +1 composite longbow long str+3 (225 gp), +3 mithril chain shirt (842 gp), +1 mithril chain shirt (175 gp), +1 breastplate (113 gp), +1 chain shirt (104 gp), +1 buckler (97 gp), +3 heavy wooden shield (763 gp), two sets gauntlets of ogre power +2 (666 gp), gloves of dexterity +4 (1333 gp), amulet of health +2 (333 gp), two cloaks of charisma +2 (666 gp), cloak of resistance +3 (gp), vest of resistance +3 (750 gp), vest of resistance +2 (333 gp), two hats of disguise (300 gp), ring of counter spells (333 gp), three ring of protection +1 (500 gp), incandescent blue sphere ioun stone (667 gp), four inflict serious potions (252 gp), one vigor potion (63 gp), three inflict critical scrolls (156 gp), three cure critical scrolls (156 gp), three vigor scrolls (156 gp), two oil of shillelagh (8 gp),. resist energy scroll (cl 7) (29 gp), two cure moderate wounds scrolls (26 gp), align weapon scroll (13 gp).

APL 14: L: 192 gp, C; 0 gp, M: +1 magebane composite longbow long str+3 (725 gp), +3 mithril chain shirt (842 gp), +1 mithril chain shirt (175 gp), +1 breastplate (113 gp), +1 chain shirt (104 gp), +1 buckler (97 gp), +3 heavy wooden shield (763 gp), two hats of disguise (300 gp), ring of counter spells (333 gp), two gloves of

dexterity +4 (2666 gp), four ring of protection +1 (666 gp), gloves of dexterity +2 (333 gp), belt of giant strength +4 (1333 gp), cloak of resistance +4 (1333 gp), two vest of resistance +3 (1500 gp) , two vest of resistance +2 (666 gp), cloak of turn resistance (917 gp), amulet of health +2 (333 gp), two cloaks of charisma +2 (666 gp), cloak of charisma +4 (1333 gp), gauntlets of ogre power +2 (333 gp), two vest of resistance +2 (666 gp), incandescent blue sphere ioun stone (667 gp), broach of shielding (125 gp), four inflict serious potions (252 gp), two vigor potion (126 gp), three inflict critical scrolls (156 gp), three cure critical scrolls (156 gp), three vigor scrolls (156 gp), two oil of shillelagh (8 gp),. resist energy scroll (cl 7) (29 gp), three cure moderate wounds scrolls (39 gp), align weapon scroll (13 gp), four cure moderate wounds potions (100 gp), scroll of wind wall (31 gp)

APL 16: L: 127 gp, C; 0 gp, M: +1 magebane composite longbow long str+3 (725 gp), +3 mithril chain shirt (842 gp), +1 mithril chain shirt (175 gp), +1 breastplate (113 gp), +1 chain shirt (104 gp), +1 buckler (97 gp), +3 heavy wooden shield (763 gp), two hats of disguise (300 gp), ring of counter spells (333 gp), three ring of protection +1 (500 gp), ring of protection +2 (667 gp), broach of shielding (125 gp), amulet of health +2 (333 gp), incandescent blue sphere ioun stone (667 gp), cloak of turn resistance (917 gp), three vest of resistance +3 (2250 gp) , cloak of resistance +4 (1333 gp), vest of resistance +4 (1333 gp), two cloak of charisma +4 (2666 gp), gloves of dexterity +2 (333 gp), gloves of dexterity +4 (1333 gp), gloves of dexterity +6 (3000 gp), cloak of charisma +6 (3000 gp), amulet of health +6 (3000 gp), belt of giant strength +4 (1333 gp), greater metamagic rod of extend (2042 gp), iridescent spindle ioun stone (1500 gp), four inflict serious potions (252 gp), two vigor potion (126 gp), three inflict critical scrolls (156 gp), three cure critical scrolls (156 gp), three vigor scrolls (156 gp), two oil of shillelagh (8 gp),. resist energy scroll (cl 11) (46 gp), five cure moderate wounds scrolls (65 gp), align weapon scroll (13 gp), four cure serious potions (250 gp), four cure moderate wounds potions (100 gp), scroll of wind wall (31 gp)

ENCOUNTER 4: GATE

They exit the complex and travel the few miles to the old gnomish village (within a mile Hellbreaker

says the Hellscepter is within a mile), and for those who played Gnome Friends it is the same village, in great disrepair. And a little recent damage. Not far from the village stands a black circle rimmed with silver. Standing in front of it, back to the player characters, is a Giant humanoid with bat wings and fiendish features (**Knowledge (Nature) DC 20** to know it looks like a part Frost Giant; **Knowledge (the Planes) DC 25** to know it is a half-fiendish frost giant.)

He says as the player characters arrive, "I cannot be in two places at once, so I don't know how to dispatch this abomination."

If the player characters decide to fight Alexander, he actually will let them start, delaying if he gets initiative, hopefully ending things with a power word stun.

He will try and talk to them. If given a chance, he will tell them about the piece of an item holding the portal open and adding the compulsion to those who pass from his land to here (if anyone possesses Hell's Fifth Ring, he will say it looks similar to that ring). Even if one resists the compulsion, there is a lesser compulsion that takes effect, unless like he, the creature is resistant to such lesser effects.

He is a disguised pit fiend Hexblade 3 monk 2, un-tiered CR 25. His disguise check is in the high 50s, so even if people have cause to spot his disguise, it will be difficult.

He will tell them that he can think of some ways to disrupt it, but it needs someone on both sides of the gate. Also there is, he believes a weapon someplace that might disrupt the gate with the destruction of the weapon. If the PCs ask how he found out, he will say that someone owed him a Wish and he called the favor (this is partly a bluff, he actually gets a Wish once a year and he used it for this).

Two can link hands, one stand in the hell and one in this plane and exert their will. He has a much stronger will, but he needs someone to link through that is both from this plane and on this plane. Together they can close it temporarily, and loosen the item. Or together they can close it permanently if they both sacrifice their life to the task. In such a case, the item is also destroyed.

Close to the gate, hellbreaker knows it is not the whole Hellscepter in the gate but a piece of it.

If the PC with hellbreaker enters the gate, makes a Spot DC 10, sees Hell's Seventh Ring, and successfully does 1 hit points to the ring (hardness

5), then hellbreaker is utterly destroyed, Hell's Seventh Ring is dislodged, and the portal goes back to being dormant. Anyone making a knowledge (the planes) DC 10 would know that the portal is not gone, only dormant.

The options are:

Breaking Hellbreaker

Someone with Hellbreaker use the sword to disrupt the portal but leave it in its dormant state and the party gets Hell's Seventh Ring. The PC who sacrificed Hellbreaker gets the Favor of Yondalla (the PCs will fight encounter five once Alexander leaves, but before the PCs leave)

Temporarily Closing the Portal

Someone works with Alexander to temporarily close the portal by grasping arms, one on each side of the portal and willing it closed. Have the PC make three Will saves, and three level checks (roll D20 and add their level). Ask the player if he is indeed trying to close the portal, and if he consents, then he feels the flesh ripping from his bones for a brief moment and then his head feels like there are massive hammers hitting his brain (the DM can invent the horrors based on how bad the rolls are, but the rolls actually mean nothing). When it is done, the portal is closed, the party has Hell's Seventh Ring. They do not know how long it is closed, but it will be for some time before it could be used again. The PC who joined with Alexander will get the Band of Brothers AR item, and will be at -3 skill checks, ability checks and initiative for the rest of the game from a throbbing head-ache that does not go away. A minute after the portal closes (with Alexander on other side), Encounter 5 occurs.

If the wearer of Hell's Fifth Ring is the person to join with Alexander in this fashion, the ring will slip from the character's finger and disappear. They get the lost the Fifth Ring AR item.

Permanently Closing the Portal

Someone works with Alexander to permanently close the portal. The character is told that he will be irreparably killed. That every item that he has had in his possession except very recent things, will also be utterly destroyed. Alexander will join the character in destruction to permanently remove the portal and destroy the item.

The DM should have the player roll three will saving throws, three fortitude saving throws and three reflex saving throws. Depending on which ones are low, the DM can describe the pain, the flesh flowing on the bones, the twitching, the

crushing and twisting of bones. Have them roll several more saving throws and provide graphic horrific visions of bad things happening. If the player does intend to sacrifice fully, the final result happens with a huge explosion knocking everyone in the party, prone, stunned and blind for APL in rounds, no saving throw. The character is obliterated completely plus all items that have been in the character's possession up to the third to last AR (things purchased on the last two ARs will remain for the rest of the party to borrow; items created by the character are gone regardless of how recent). That player and Character gets the Hero of the Gran march AR. All surviving characters get Alexander's Gift on the AR.

Three rounds after the characters recover from the stun, Encounter Six begins.

If the bearer of Hell's Fifth Ring was the person to sunder the gate, then not only is the Seventh ring destroyed, so is the Fifth Ring.

If more than one wants to close

If more than one person wants to do this, and join with destroying the portal, rather than let a lot of time spent in deciding who does the act, allow each of them to participate. Have them all make a character level check (1D20 + their level) after the first part of the flesh-melting description. The character with the LOWEST character level check will be the person TAKEN. The others will be cast away from the portal and will survive (they will get the Band of Brothers AR item and will be at -3 skill checks, ability checks and initiative for the rest of the game.

The party decides to do nothing and leaves

It is possible that the party will not work with Alexander and will leave with the information. Alexander will teleport away, and Encounter 5 will begin for them.

The party decides to Fight Alexander

The party fights Alexander until they all die, or kill Alexander. The portal remains open. Alexander will try and talk during the fight and if he is allowed to leave, he will teleport or fly away when he is down to a third of his hit points because he needs to figure a way to close the portal)

In such a case encounter 5 begins after Alexander leaves.

Alexander, Disguised as Half-Fiendish Frost Giant, Pit Fiend Hexblade3, Rogue 2 hp 289; see *Appendix 9*

ENCOUNTER 5: NO AFTERMATH

If the Gate is not permanently sundered, then this encounter happens shortly after Alexander leaves or is dispatched. Generally about a minute should pass.

Note, the Half-Dragon devils are NOT evil-outsiders for purposes of Bane and similar effects. They are of type **Dragon**. Only the Half-Dragon More Advanced Bearded Devil has wings (it is Large).

Those creatures with greater teleport ability teleport to 150 feet from the portal, while the hellcats have been flying back for some time and happen to arrive at the same time.

Note that Hellcats have a natural camouflage ability so that in daylight people cannot see them. It is not invisibility.

These creatures broke free from their compulsions and have returned to go home. They, being generally unhelpful beings will fight the PCs and not take prisoners.

The Bearded Devils, Ice Devils, Half-Dragon Bearded Devils and Half-Dragon Hellcats are not "comrades." They are all lawful evil being but they have not fought with each other before, nor do they have much care about each others welfare besides the usual "us vs. them" mentality. Judges should not coordinate tactics and activities between them. If a creature gets in a breath weapon it was their fault. They all understand this, and will not retaliate for accidental strikes of damage unless it is convenient for their purpose.

Note: All devils and dragons have used their summon powers for the day

APL 4 (EL 5)

Bearded Devil (1): hp 60; non-standard items; see *Monster Manual*, page 53.

APL 6 (EL 8)

Half-Dragon Bearded Devil (1): hp 62 see *Appendix 2*.

Bearded Devil (1): hp 60; see *Monster Manual*, page 54.

APL 8 (EL 10)

Half-Dragon Bearded Devil (2): hp 62 each; see *Appendix 3*

Hellcat (1): hp 60; see *Monster Manual*, page 53

APL 10 (EL 12)

Half-Dragon More Advanced Bearded Devil (1): hp X each; see *Appendix 4*

Half-Dragon Advanced Bearded Devil (1): hp X each; see *Appendix 4*

Half-Dragon Bearded Devil (1): hp 62 see *Appendix 2*.

APL 12 (EL 14)

Half-Dragon Advanced Hellcat (1): hp X each; see *Appendix 5*

Half-Dragon More Advanced Bearded Devil (1): hp X each; see *Appendix 5*

.Barbed Devil (1): hp 97; see *Monster Manual*, page 53.

APL 14 (EL 16)

Half-Dragon Very Advanced Hellcat (1): hp X each; see *Appendix 2*.

Half-Dragon Advanced Hellcat (1): hp X each; see *Appendix 5*

Ice Devil (1): hp 147; see *Monster Manual*, page 53.

APL 16 (EL 18)

Half-Dragon Very Advanced Hellcat (3): hp X each; see *Appendix 2*.

Ice Devil (2): hp 147; see *Monster Manual*, page 53.

Treasure: See Encounter 6

ENCOUNTER 6: AFTERMATH

With the permanent destruction of the gate, many of the compulsions upon the devils break.

Note, the Half-Dragon devils are NOT evil-outsiders for purposes of Bane and similar effects. They are of type **Dragon**. Only the Half-Dragon More Advanced Bearded Devil has wings (it is Large).

Those creatures with greater teleport ability teleport to 150 feet from the portal, while the hellcats have been flying back for some time and happen to arrive at the same time.

Note that Hellcats have a natural camouflage ability so that in daylight people cannot see them. It is not invisibility.

These creatures broke free from their compulsions and have returned to go home. They, being generally unhelpful beings will fight the PCs and not take prisoners.

The Bearded Devils, Ice Devils, Half-Dragon Bearded Devils and Half-Dragon Hellcats are not “comrades.” They are all lawful evil devils but they have not fought with each other before, nor do they much care about each others welfare besides the usual “us vs. them” mentality. Judges should not coordinate tactics and activities between them. If a creature gets in a breath weapon it was their fault. They all understand this, and will not retaliate for accidental strikes of damage unless it is convenient for their purpose.

Also note, for this encounter to take place, **ONE** of the PCs is gone. The party is down one member and that member may be integral to the survival of the group. The DM is instructed to go easy on the PCs, without throwing the competition. It should be scary but not a death match. The devils want to live too. The hellcats will not pounce except on the first attack, unless the PCs are having NO trouble with the encounter.

APL 4 (EL 5)

Bearded Devil (1): hp 40; he has no glaive; see *Monster Manual*, page 54.

APL 6 (EL 7)

Half-Dragon Bearded Devil (1): hp 50 see *Appendix 2*.

APL 8 (EL 9)

Half-Dragon Bearded Devil (2): hp 50 each; see *Appendix 3*

APL 10 (EL 11)

Half-Dragon More Advanced Bearded Devil (1): hp X-10 each; see *Appendix 4*

Half-Dragon Advanced Bearded Devil (1): hp X-10 each; see *Appendix 4*

APL 12 (EL 13)

Half-Dragon Advanced Hellcat (1): hp X each; see *Appendix 5*

Half-Dragon More Advanced Bearded Devil (1): hp X each; see *Appendix 5*

APL 14 (EL 15)

Half-Dragon Very Advanced Hellcat (1): hp X each; see *Appendix 2*.

Half-Dragon Advanced Hellcat (1): hp X each; see *Appendix 5*

APL 16 (EL 17)

Half-Dragon Very Advanced Hellcat (3): hp X each; see *Appendix 2*.

Treasure:

APL 4: L: 0 gp, C; 0 gp, M: 0 gp

APL 6: L: 83 gp, C; 0 gp, M: 0 gp

APL 8: L: 25 gp, C; 0 gp, M: two *heavy repeating crossbow +1* (450 gp), two *ring of protection +1* (333 gp)

APL 10: L: 108 gp, C; 0 gp, M: *heavy repeating crossbow +1* (225 gp), two *ring of protection +1* (333 gp), *cloak of resistance +2* (333 gp)

APL 12: L: 83 gp, C; 0 gp, M:., *ring of protection +1* (167 gp), *cloak of resistance +2* (333 gp), *necklace of adaptation* (750 gp).

APL 14: L: 0 gp, C; 0 gp, M:., two *necklace of adaptation* (1500 gp).

APL 16: L: 0 gp, C; 0 gp, M:., three *necklace of adaptation* (2250 gp).

CONCLUSION

There are a number of concluding threads the PCs may want to take care of: the hobgoblins, left over devils wandering the landscape, Alexander, for examples. Their mission is to gather information and report back. Their likely transport to the complex told them that the following day, he could teleport them back, but the PCs may decide to walk out. All of this is acceptable.

The PCs could also come back and further explore the Bringers of Truth location. When they return, the hobgoblins that survived their fight have been joined by another two dozen female and children hobgoblins/undead in the outer areas before the long tunnel. They will be let to pass. If it looks like it is going to come to blows have the extra hobgoblins be APL 6, 8, 10, & 12, with them all being female.

Moving deeper into the complex will find a few people in the chapel holding a Pholtus service. Just

use the APL 16 Jakka and Neela as templates for these people (two of each). They also will take action if the PCs feel like damaging the area (also illegal; the Church would press charges, and PCs would be charged with cost of recasting the Forbiddances/Hallow, plus any TUs that apply. The four Pholtians will deal with the hobgoblins, and they are allowed to wait in some of the unoccupied quarters, until their transport arrives.

BACK AT TOPAZ PASS

Once back at Topaz Pass, the Captain will thank the PCs for whatever they did. Any information they have he will pass along to the military. The Rocktail and Armstrong merchants will also be thankful, but will be sorrowful to mention that the Iceflowers who sought to hire them were all slain.

In addition to access to the product of their mines the Rocktail and Armstrong concerns pay the PCs on the following scale:

Information about the portal without closing it:

ALL APLs: L: 400 gp, C; 0 gp, M: 0 gp

Information about the portal and closing it temporarily:

ALL APL6: L: gp, C; 1000 gp, M: 0 gp

Information about the portal and closing it permanently:

APL 4-16: L: 0gp, C; 1500 gp, M: 0 gp

If the PCs decide after returning that they want to go beat up on the hobgoblins after the game, when they arrive, the Bringers of Truth have, for now given them sanctuary, as defenders of the place until they can recruit more troops. If the PCs attack, the full force of Bringers of Truth comes down on their head and they are killed, dismembered, bodies burned and ashes scattered. Not to mention getting the Curse of Obad-Hai.

GAME CONSEQUENCES (AR SPECIALS)

There is a Baron Cragmor's Thanks on the AR. Different actions can get portions of that favor. The DM should cross out portions of the favor that do not apply to the characters.

Introduction or Encounter 1

If Bernard Jabbar was saved (i.e. not left out unconscious after the pit fiend strike), likely either healed or taken back to the inn, then the PCs get: **Favor of Knight Colonel Jabbar.** Additional favors

of the Knight Colonel could have been gained in GRM 7-IN5, GRM 7-IN6 and SHE 7-7.

If the PCs saved the Captain and Gem Merchants from the devils in Encounter 1, then the PCs get: **Favor of a Noble Family & Merchants Favor**

Encounter 3

If Two or more of the living hobgoblins survived the battle in Encounter 2, then the PCs get: **Favor of Church of Obad-Hai**. Characters not of the Church of Obad-Hai meta-organization have that section crossed off.

If the characters did not vandalize or excessively damage the Bringers Complex (such as pulling up tiles so edge of Forbiddance can't be told where it is, or dispelling forbiddances or hallows, or excessively damaging or breaking spell turret, or defacing chapel or holy symbols), then the PCs get **Favor of Shining Master**. Note, in the case of dispelling the forbiddances or destroying the spell turret this applies to the whole party. Other lesser damage will result in the only the vandals losing the favor.

If any PC makes a truce or negotiated settlement with the hobgoblins and then breaks it by damaging or harming them, those that fight after that receive the **Obad-Hai Curse**.

If any PC kills an incapacitated or unconscious Jakka, they get the **Obad-Hai Curse**.

If the PCs allow an unconscious Jakka bleed out without saving her, then the people who damaged her receive the **Obad-Hai Curse**.

If the PCs encounter the hobgoblins and exit the Bringers of Truth complex, then military/veteran PCs earn the Commendation of Baron Cragmor's Thanks.

Encounter 4

If the PCs make it to Encounter 4, Members of the Church of Pholtus meta-orgs will get : **Bringers of Truth Invite**.

If Hellbreaker was used to destroy Hell's Seventh Ring and itself, then its bonded owner receives the **Blessing of Yondalla**.

If a character worked with Alexander to temporarily destroy the portal, then that PC gets **Band of Brothers**.

If several characters joined to destroy the portal permanently but were not slain in the process (only one gets slain), those PCs get **Band of Brothers**.

If the portal was destroyed permanently, the PC who helped Alexander gets the Special AR.

If the portal was destroyed permanently the other PCs get the **Gift of Alexander** and the Influence Point of Baron Cragmor's Thanks.

If the bearer of Hell's Fifth Ring was the person who destroyed the portal that character gets **Hell's Fifth Ring** (though it won't matter much for the dead character).

Encounter 5/6

If the PCs defeat the devils and half-dragons that arrive AFTER the portal is destroyed (either temporarily or permanently), then military and veteran characters get the Baronial Medal of Valor from the Baron Cragmor's Thanks.

Conclusion

If the party does not turn Hell's Seventh Ring over to an NPC or organization in game, then someone in the party keeps the ring. That character gets **Hell's Seventh Ring**.

CAMPAIGN CONSEQUENCES

Please fill out the Critical event summary, OR contact the Gran March Plots Coordinator with the answers to those questions. There will be a narrow window to allow these events to affect later situations. You can send such reports to grimnim@yahoo.com.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Objective: Defeat Devils and Rescue Captain and Merchants

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.
APL 16: 540 xp

Encounter 3

Defeat Hobgoblins or Arrange Settlement after Partial Combat Negotiated

APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.
APL 16: 540 xp

Encounter 5 or Encounter 6

Defeat Devils and/or Half-Dragons

APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.
APL 16: 540 xp

Story Awards

Save Bernard Jabbar's life

APL 4: 15 xp.
APL 6: 20 xp.
APL 8: 25 xp.
APL 10: 30 xp.
APL 12: 35 xp.
APL 14: 40 xp.
APL 16: 45 xp

Avoid Killing Jakka

APL 4: 15 xp.
APL 6: 20 xp.
APL 8: 25 xp.
APL 10: 30 xp.

APL 12: 35 xp.
APL 14: 40 xp.
APL 16: 45 xp

Close the Portal (Temporarily or Permanently)

APL 4: 75 xp.
APL 6: 100 xp.
APL 8: 125 xp.
APL 10: 160 xp.
APL 12: 175 xp.
APL 14: 200 xp.
APL 16: 225 xp

Discretionary Roleplaying Award

APL 4: 30 xp.
APL 6: 40 xp.
APL 8: 50 xp.
APL 10: 60 xp.
APL 12: 70 xp.
APL 14: 80 xp.
APL 16: 90 xp

Total possible experience

APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.
APL 14: 1,800 xp.
APL 16: 2,025 xp.

TREASURE SUMMARY

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

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

those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

APL 4: L: 0 gp, C; 50 gp, M; 0 gp

Encounter 1:

APL 4: L: 0 gp, C; 0 gp, M: *vest of resistance +2* (333 gp)

APL 6: L: 0 gp, C; 0 gp, M: two *vest of resistance +2* (666 gp)

APL 8: L: 0 gp, C; 0 gp, M: two *vest of resistance +2* (666 gp), *long composite bow (str +5) +1, shock* (742 gp)

APL 10: L: 0 gp, C; 0 gp, M: two *long composite bow (str +5) +1, shock* (1484 gp)

APL 12: L: 0 gp, C; 0 gp, M: two *vest of resistance +2* (666 gp), three *long composite bow (str +5) +1, shock* (2226 gp)

APL 14: L: 0 gp, C; 0 gp, M: two *vest of resistance +2* (666 gp)

APL 16: L: 0 gp, C; 0 gp, M: 0 gp

Encounter Five/Six

APL 4: L: 0 gp, C; 0 gp, M: 0 gp

APL 6: L: 83 gp, C; 0 gp, M: 0 gp

APL 8: L: 25 gp, C; 0 gp, M: two *heavy repeating crossbow +1* (450 gp), two *ring of protection +1* (333 gp)

APL 10: L: 108 gp, C; 0 gp, M: *heavy repeating crossbow +1* (225 gp), two *ring of protection +1* (333 gp), *cloak of resistance +2* (333 gp)

APL 12: L: 83 gp, C; 0 gp, M:, *ring of protection +1* (167 gp), *cloak of resistance +2* (333 gp), *necklace of adaptation* (750 gp).

APL 14: L: 0 gp, C; 0 gp, M:, two *necklace of adaptation* (1500 gp).

APL 16: L: 0 gp, C; 0 gp, M:, three *necklace of adaptation* (2250 gp).

Conclusion

ALL APLs: L: gp, C; 1500 gp, M: 0 gp

Maximum Possible Treasure without Encounter 3 (Hobgoblins) Loot:

APL 4: L: 0 gp, C: 1550 gp, M: 333 gp – Total: 1,883 gp (max 650 gp)

APL 6: L: 83 gp, C: 1550 gp, M: 666 gp – Total: 2299 gp (max 900 gp)

APL 8: L: 25 gp, C: 1550 gp, M: 2291 gp – Total: 3866 gp. (max 1300 gp)

APL 10: L: 108 gp, C: 1550 gp, M: 2375 gp – Total: 4033 gp (max 2300 gp)

APL 12: L: 83 gp, C: 1550 gp, M: 4142 gp – Total: 5775 gp (max 3300 gp)

APL 14: L: 0 gp, C: 1550 gp, M: 2166 gp – Total: 3716 gp (max 6600 gp)

APL 16: L: 0 gp, C: 1500 gp, M: 2250 gp – Total: 3750 gp (max 9900 gp)

Encounter 3 Loot (The Hobgoblins)

APL 4: L: 419 gp, C; 0 gp, M: +1 *composite longbow str +3* (225 gp), +1 *light crossbow* (195 gp), two *cat's grace potions* (50 gp), , two *inflict*

moderate wounds potions (50 gp), two hats of disguise (300 gp), , oil of shillelagh (4 gp), inflict moderate wounds scroll (13 gp), two bull's strength potion (50 gp), two cure moderate wounds scrolls (26 gp), resist energy scroll (cl 7) (29 gp)

APL 6: L: 397 gp, C; 0 gp, M: +1 *composite longbow str +3 (225 gp), +1 breastplate (113 gp), +1 light crossbow (195 gp),+1 chain shirt (1-4 gp), vest of resistance +2 (333 gp), two resist energy scrolls CL7 (58 gp), vest of resistance +1 (83 gp), inflict moderate wounds scroll (13 gp), oil of shillelagh (4 gp), five cure moderate wounds scrolls (65 gp), two cat's grace potion (50 gp), three bull's strength potions (75 gp), two inflict moderate wounds potion (50 gp), two hats of disguise (300 gp)*

APL 8: L: 217 gp, C; 0 gp, M: two +1 *mithril chain shirt (350 gp), chain shirt +1 (104 gp), +2 breastplate (363 gp), +1 heavy wooden shield (96 gp), +1 composite longbow (str +3) (225 gp), vest of resistance +2 (333 gp), cloak of resistance +1 (83 gp), vest of resistance +1 (83 gp), two ring of protection +1 (333 gp), two cat's grace potion (50 gp), three bull's strength potion (75 gp), four inflict moderate wound potions (100 gp), two hats of disguise (300 gp), align weapon scroll (13 gp), owl's wisdom potion (25 gp), two inflict serious scrolls (62 gp), two cure serious scrolls (62 gp), cure moderate wounds scroll (13 gp), two oil of shillelagh (8 gp), resist energy scroll (cl 7) (29 gp).*

APL 10: L: 212 gp, C; 0 gp, M: two +1 *mithril chain shirt (350 gp), +1 breastplate (113 gp), +1 chain shirt (104 gp), buckler +1 (97 gp), gauntlets of ogre power +2 (333 gp), gloves of dexterity +2 (333 gp), +1 composite longbow long str+3 (225 gp), two hat of disguise (300 gp), vest of resistance +2 (333 gp), cloak of resistance +1 (83 gp), vest of resistance +1 (83 gp), two cloaks of charisma +2 (666 gp), two rings of protection +1 (333 gp), three inflict moderate wounds potions (75 gp), align weapon scroll (13 gp), owl's wisdom potion (25 gp), two bull's strength potion (50 gp), two oil of shillelagh (8 gp), two cure serious wounds scroll (62 gp), three inflict serious scrolls (93 gp), resist energy scroll (cl 7) (29 gp), two cure moderate wounds scrolls (26 gp)*

APL 12: L: 192 gp, C; 0 gp, M: +1 *composite longbow long str+3 (225 gp), +3 mithril chain shirt (842 gp), +1 mithril chain shirt (175 gp), +1 breastplate (113 gp), +1 chain shirt (104 gp), +1 buckler (97 gp), +3 heavy wooden shield (763 gp), two sets gauntlets of ogre power +2 (666*

gp), gloves of dexterity +4 (1333 gp), amulet of health +2 (333 gp), two cloaks of charisma +2 (666 gp), cloak of resistance +3 (gp), vest of resistance +3 (750 gp), vest of resistance +2 (333 gp), two hats of disguise (300 gp), ring of counter spells (333 gp), three ring of protection +1 (500 gp), incandescent blue sphere ioun stone (667 gp), four inflict serious potions (252 gp), one vigor potion (63 gp), three inflict critical scrolls (156 gp), three cure critical scrolls (156 gp), three vigor scrolls (156 gp), two oil of shillelagh (8 gp),. resist energy scroll (cl 7) (29 gp), two cure moderate wounds scrolls (26 gp), align weapon scroll (13 gp).

APL 14: L: 192 gp, C; 0 gp, M: +1 *magebane composite longbow long str+3 (725 gp), +3 mithril chain shirt (842 gp), +1 mithril chain shirt (175 gp), +1 breastplate (113 gp), +1 chain shirt (104 gp), +1 buckler (97 gp), +3 heavy wooden shield (763 gp), two hats of disguise (300 gp), ring of counter spells (333 gp), two gloves of dexterity +4 (2666 gp), four ring of protection +1 (666 gp), gloves of dexterity +2 (333 gp), belt of giant strength +4 (1333 gp), cloak of resistance +4 (1333 gp), two vest of resistance +3 (1500 gp) , two vest of resistance +2 (666 gp), cloak of turn resistance (917 gp), amulet of health +2 (333 gp), two cloaks of charisma +2 (666 gp), cloak of charisma +4 (1333 gp), gauntlets of ogre power +2 (333 gp), two vest of resistance +2 (666 gp), incandescent blue sphere ioun stone (667 gp), broach of shielding (125 gp), four inflict serious potions (252 gp), two vigor potion (126 gp), three inflict critical scrolls (156 gp), three cure critical scrolls (156 gp), three vigor scrolls (156 gp), two oil of shillelagh (8 gp),. resist energy scroll (cl 7) (29 gp), three cure moderate wounds scrolls (39 gp), align weapon scroll (13 gp), four cure moderate wounds potions (100 gp), scroll of wind wall (31 gp)*

APL 16: L: 127 gp, C; 0 gp, M: +1 *magebane composite longbow long str+3 (725 gp), +3 mithril chain shirt (842 gp), +1 mithril chain shirt (175 gp), +1 breastplate (113 gp), +1 chain shirt (104 gp), +1 buckler (97 gp), +3 heavy wooden shield (763 gp), two hats of disguise (300 gp), ring of counter spells (333 gp), three ring of protection +1 (500 gp), ring of protection +2 (667 gp), broach of shielding (125 gp), amulet of health +2 (333 gp), incandescent blue sphere ioun stone (667 gp), cloak of turn resistance (917 gp), three vest of resistance +3 (2250 gp) , cloak of resistance +4 (1333 gp), vest of resistance +4 (1333 gp), two cloak of charisma*

+4 (2666 gp), gloves of dexterity +2 (333 gp), gloves of dexterity +4 (1333 gp), gloves of dexterity +6 (3000 gp), cloak of charisma +6 (3000 gp), amulet of health +6 (3000 gp), belt of giant strength +4 (1333 gp), greater metamagic rod of extend (2042 gp), iridescent spindle ioun stone (1500 gp), four inflict serious potions (252 gp), two vigor potion (126 gp), three inflict critical scrolls (156 gp), three cure critical scrolls (156 gp), three vigor scrolls (156 gp), two oil of shillelagh (8 gp), resist energy scroll (cl 11) (46 gp), five cure moderate wounds scrolls (65 gp), align weapon scroll (13 gp), four cure serious potions (250 gp), four cure moderate wounds potions (100 gp), scroll of wind wall (31 gp)

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 419 gp, C: 1550 gp, M: 1275 gp – Total: 3,244 gp (max 650 gp)

APL 6: L: 480 gp, C: 1550 gp, M: 2,334 gp – Total: 3,967 gp (max 900 gp)

APL 8: L: 237 gp, C: 1550 gp, M: 4,998 gp – Total: 6,573 gp. (max 1300 gp)

APL 10: L: 108 gp, C: 1550 gp, M: 6,109 gp – Total: 7,767 gp (max 2300 gp)

APL 12: L: 83 gp, C: 1550 gp, M: 13,951 gp – Total: 15,584 gp (max 3300 gp)

APL 14: L: 0 gp, C: 1550 gp, M: 20,055 gp – Total: 21,615 gp (max 6600 gp)

APL 16: L: 0 gp, C: 1500 gp, M: 33,287 gp – Total: 34,747 gp (max 9900 gp)

ITEMS FOR THE ADVENTURE RECORD

Special

Favor of a Noble Family: The Acre noble family pays 10% of anything bought with access on this AR for the next 3 ARs.

Merchants Favor: You have regional access to armor, shields, barding or melee weapons (circle one form) made from adamantine or mithril (circle one metal).

Favor of Church of Obad-Hai: Members of the Obad-Hai meta-organization advance one rank waiving all requirements including class and costs for this year. Everyone gets access to one set of poison moon ivy armor (A&EG) (cross off when used).

Favor of Knight Colonel Jabbar: You may choose one item/enhancement on this list for which you have regional access (not for CMI): fiercebane (evil outsider) (MIC), impact (MIC), keen, metamagic rod of extend, bronze griffon figurine, dusky rose ioun stone, pink rhomboid ioun stone, orange prism ioun stone, and lantern of revealing. Additional favors expended with the KC will allow more items circled.

Band of Brothers: You have tied your spirit to a pit fiend. You will detect as a lawful evil outsider by spells and items. You have cold resistance 5, lightning resistance 5 and acid resistance 5.

Gift of Alexander: Part of the pit fiend Alexander has become a part of you. You have DR 2/good and silver.

Obad-Hai Curse: All healing spells cast upon you re-roll any dice rolling 7 or 8.

Blessing of Yondalla: All healing spells cast upon you re-roll any dice rolling a 1 or 2.

Favor of Shining Master: You have a completely free resurrection spell casting available to you. Cross off favor when used.

Baron Cragmor Thanks: You have an influence point with Baron Cragmor; a Baronial Medal of Valor, and a commendation.

Bringers of Truth: Members of Pholtus meta-org receive an invitation to join the Bringers of Truth.

Hell's Seventh Ring: You possess Hell's Seventh ring and you do not want to give it up under any circumstance. You will hide it on your person. You are bound to the Hellscepter regardless what happens to the ring..

Hell's Fifth Ring: You have had the ring removed and it is not in your possession.

Hellbreaker's Release: You have a 25% discount to the initial purchase of Hellbreaker if you are bonded to it.

SPECIAL AR

You were awarded the Sign of Trilesimain, posthumously as the award requires.

You were posthumously promoted if you were an officer, or given a commission if you were not.

You were posthumously made a Knight of the March or Watch/Dispatch as appropriate to your character.

There was a great memorial service where a great gaggle of persons of the appropriate sex were crying at the loss of you from the world.

And unfortunately or fortunately your spirit has not gone on to its heavenly or hellish domain.

You are remaining as a sort of ghost until the end of the campaign. You will appear near one of your other PCs or a brand new character. Enter the character name, race, classes, and level below. Circle NEW here, if this is a new character. Add this AR to your character packet. If this is a new character then this is the first AR of that stack.

Name: _____ Race _____

Classes Levels: _____

Once per game for the rest of the campaign a ghost looking like your character (give a short description below that would be known to others):

Will appear in times of need for the character shown above. You must appear within line of sight of the character (or adjacent to the character) and within 100 feet of them. Your ghost has +4 turn resistance and detects as neither good nor evil.

The appearance effects are based on the APL being played at the time. This is what APL means below: The ghost moves at 30 feet fly (perfect). Is an incorporeal AC of 15, and has 3 times APL hit points.

For most tasks, your ghost can appear twice in any game. When your ghost character materializes for your character it can do one of the following tasks:

- You can make an attack at BAB = APL, getting multiple attacks if the BAB allows. You use an incorporeal touch attack at +APL to hit, doing 1d6 damage.. You can move for one round with a 30 feet base move (fly perfect) to get into position. (for a total of 2 round maximum materialization), but the round after you attack the ghost disappears. This uses up BOTH appearance for a game.
- You can assist an attack to give a +2 bonus to attack or to AC. You can move for one round before providing assistance.
- You can appear and use a limited telekinesis to perform a heal check at +APL to the Heal check roll.
- You can appear and provide some needed knowledge. This entails making a knowledge skill at +APL+8, for any Player Handbook knowledge skill.

If you create a brand new character, this character may be one of these special races in addition to the normal options: Wild Elf or Hobgoblin. Both must be members of Gran March military at start and from the Gran March region.

NOTE: This character cannot return by any means. If a means is found any way, the character loses all rank, status, access, and all positive benefits from any Gran March meta-organization or AR.

Item access items with a superscript H are from the Hobgoblins ONLY in Encounter 3, and if the characters negotiated a settlement it is likely they did not get these items.

Item access items with a superscript D are from the devils.

This means that the other items were made available to the PCs by the Gran March authorities and may not have appeared in the game.

Item Access

APL 4:

- Mithril Chain Shirt (Adventure; DMG)*
- Hat of Disguise (Adventure; DMG)^H*
- Lesser Metamagic Rod of Cold substitution [Limit 1] (*Adventure; CA*)
- Instruments of the Bards: Mac-Fuirmidh Cithern [Limit 1] (*Adventure; CA*)

APL 6 (All of APL 4 and)

- Ring of Counterspell (Adventure; DMG)^H*

APL 8: (All of APL 4-6 and)

- Long composite bow (str +5) +1, Shock (Adventure; DMG)^D*

APL 10: (All of APL 4-8 and)

- Necklace of Adaptation (Adventure; DMG)^D*

APL 12: (All of APL 4-10 and)

- Incandescent blue sphere ioun stone (Adventure; DMG)^H*

APL 14: (All of APL 4-12 and)

- +1 magebane composite longbow str +3 (Adventure, MIC)^H*

APL 16: (All of APL 4-14 and)

- greater metamagic rod of extend [limit 1] (Adventure, DMG)^H*

- iridescent spindle ioun stone [limit 1]
(Adventure, DMG)^H

APPENDIX 1 – APL 4

ENCOUNTER 3

ARCHER, GRAVE TOUCHED GHOUL HOBGOBLIN
RANGER1 FIGHTER2 CR 4

CE Medium Undead

Init +5; **Senses** Listen +3, Spot +9 (both +2 with dwarves)

Languages Common, Goblin, Giant

AC 20, touch 15, flat-footed 15

(+5 Dex, +3 natural, armor +3, armor +4)

hp 27 (3D12)

Fort +5 **Ref** +8, **Will** +3

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

Melee heavy flail +7 (D10+4/19-20 x2)

or Bite +7 (D6+4/x2) and 2 claws +5/+5] (D4+2/x2))

or heavy flail +6 (D10+4/19-20 x2) and Bite +4 (D6+2/x2)

Ranged masterwork long composite bow (str +3) +10 (D8+3) or

masterwork long composite bow (str +3) +8/+8 (D8+3)

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

Base Atk +3; **Grp** +6

Sp Atk Ghoul Fever, Paralysis, Favored Enemy,

SQ: Undead Traits

Combat Gear mithril chain shirt, 2 heavy flails, long composite bow (str +3) +1, 65 arrows, cat's grace potion, bull's strength potion, inflict moderate wounds potion (labeled healing in red) , hat of disguise

Abilities Str 16, Dex 22, Con -, Int 14, Wis 17 Cha 10

SQ Turn Resistance +6, Darkvision

Feats Point Blank Shot, Track, Precise Shot, Rapid Shot, Improved Turn Resistance, Multiattack

Skills Knowledge (Arcana) +5, Move Silently +11, Spellcraft +5, Balance +9, Escape Artist +9, Spot +10 , Survival +5 , Listen +6 , Disguise +2**Favored Enemy:** **Dwarves:** (Ex) +2 damage vs. dwarves, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against dwarves

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 gravetouched ghoul has +6 turn resistance

Description: Hat of Disguise – attractive male hobgoblin in chain shirt, with the weapons he has. Basically what he looked like in life, without the loss of hair and more feral features of a gravetouched ghoul. He has not changed the appearance of his equipment or belongings.

JAKKA**CR 4**

Female Favored Soul 4

N Medium Hobgoblin

Init +2; **Senses** Listen -1, Spot -1

Languages Common

AC 17, touch 12, flat-footed 17

(+2 Dex, +5 armor, +0 deflection, +0 insight, +0 natural)

hp 33 (4d8+12)

Fort +8, **Ref** +7, **Will** +4

Weakness

Speed 20 ft. in medium armor (4 squares); base move 30 ft

Melee quarterstaff +8 (1d6+4)

or spiked gauntlet +5 (1d4+3)

Ranged light crossbow +5 (1d8+1/19-20 x2)

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

Base Atk +3; **Grp** +6

Atk Options Single Attack, Generally does not use spells on foes

Special Actions Augment Healing adds +2 times the level of the conjuration(healing) spell to the points healed. Divine Insight is NPC only, it will add +9 to a single skill check.

Combat Gear Breastplate, two masterwork quarterstaff, light crossbow +1, 30 bolts, spiked gauntlet, resist energy Scroll (CL 7), Vest of Resistance +1, bull's strength potion, one inflict moderate wounds scroll, oil of shillelagh, two cure moderate wounds scrolls.

Class Spells Known (CL 4th): Saving throw is 9 + spell level

2nd (4/day)— Silence, Close Wounds, Divine Insight

1st (7/day)— Shield of Faith, Cure Light Wounds, Lesser Vigor, Protection from Chaos

0 (6/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light

‡ Already cast Divine Insight, and 3 0th level, 1 1st level spells (spent 0th and 1st have expired)

Abilities Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 14

Feats Eschew Materials, Augment Healing, Weapon Focus: Quarterstaff

Skills Concentration +10, Heal +6

Possessions combat gear plus silver holy symbol of Obad-Hai, three wooden holy symbols of Obad-Hai.

Common Tactic: Prefers to stay out of combat, but if she must she will try and cast a Shield of Faith (and/or Pro/Chaos depending on what opponents look like),

Description Attractive Hobgoblin female in breastplate with a pair of quarterstaff. Silver holy symbol of a mask made of oak leaves and acorns prominent on her chest.

Sources Favored Soul (Complete Divine), Close Wounds, Lesser Vigor, Divine Insight (Spell Compendium)

DANIEL, GRAVE TOUCHED GHOUL HOBGOBLIN
RANGER1 FIGHTER2 CR 4

CE Medium Undead

Init +5; **Senses** Listen +3, Spot +9 (both +2 with dwarves)

Languages Common, Goblin, Giant

AC 20, touch 15, flat-footed 15

(+5 *Dex*, +3 *natural armor*, +3 *armor* +4)

hp 27 (3D12)

Fort +5 **Ref** +8, **Will** +3

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

Melee great sword +9 (2d6+4+6/19-20 x2)

or Bite +7 (D6+4/x2) and 2 claws +5/+5] (D4+2/x2))

or great sword +9 (2d6+4/19-20 x2) and Bite +4 (D6+2/x2)

Ranged masterwork long composite bow (str +3) +10
 (D8+3) or

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

Base Atk +3; **Grp** +6

Sp Atk Ghoul Fever, Paralysis, Favored Enemy,

SQ: Undead Traits

Combat Gear mithril chain shirt, 2 masterwork great swords, long composite bow (str +3), 65 arrows, cat's grace potion, hat of disguise, inflict moderate wounds potion (labeled healing in red)

Abilities Str 16, Dex 22, Con --, Int 14, Wis 17 Cha 10

SQ Turn Resistance +6, Darkvision

Feats Power Attack, Track, Cleave, Weapon Focus:

Great Sword, Improved Turn Resistance, Multiattack

Skills Knowledge (Arcana) +5, Move Silently +11, Spellcraft +5, Balance +9, Escape Artist +9, Spot +10, Survival +5, Listen +6, Disguise +2

Favored Enemy: Gnomes: (Ex) +2 damage vs. dwarves, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against gnomes

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 gravetouched ghoul has +6 turn resistance

Description: Hat of Disguise – attractive male hobgoblin in chain shirt, with the weapons he has. Basically what he looked like in life, without the loss of hair and more feral features of a gravetouched ghoul. He has not changed the appearance of his equipment or belongings.

APPENDIX 2 – APL 6

ENCOUNTER 3**JAKKA****CR 5**

Female Favored Soul 5

N Medium Hobgoblin

Init +2; **Senses** Listen -1, Spot -1**Languages** Common**AC** 18, touch 12, flat-footed 16

(+2 Dex, +6 armor, +0 deflection, +0 insight, +0 natural)

hp 37 (5d8+10)

Resist ; Fire Resistance 10

Fort +8, **Ref** +7, **Will** +4**Speed** 20 ft. in medium armor (4 squares); base move 30 ft**Melee** quarterstaff +8 (1d6+4)

or spiked gauntlet +5 (1d4+3)

Ranged light crossbow +5 (1d8+1/19-20 x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +6**Atk Options** Single Attack, Generally does not use spells on foes**Special Actions** Augment Healing adds +2 times the level of the conjuration(healing) spell to the points healed. Divine Insight is NPC only, it will add +9 to a single skill check.**Combat Gear** +1 breastplate, two masterwork quarterstaff, light crossbow +1, 30 bolts, spiked gauntlet, resist energy Scroll (CL 7), Vest of Resistance +1, one inflict moderate wounds scroll, oil of shillelagh, two cure moderate wounds scrolls.**Class Spells Known** (CL 4th): Saving throw is 9 + spell level

2nd (5/day)— Silence, Close Wounds, Divine Insight

1st (7/day)— Shield of Faith, Cure Light Wounds, Lesser Vigor, Protection from Chaos, Bless

0 (6/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light

‡ Already cast Divine Insight, and 3 0th level, 1 1st level spells (spent 0th and 1st have expired)

Under the effects of a Healthful Rest (CL 10) from earlier in the day

Abilities Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 14**Feats** Eschew Materials, Augment Healing, Weapon Focus: Quarterstaff**Skills** Concentration +10, Heal +6, Balance +1**Possessions** combat gear plus silver holy symbol of Obad-Hai, three wooden holy symbols of Obad-Hai.**Common Tactic:** Prefers to stay out of combat, but if she must she will try and cast a Shield of Faith (and/or Pro/Chaos depending on what opponents look like),**Description** Attractive Hobgoblin female in breastplate with a pair of quarterstaff. Silver holy symbol of a mask made of oak leaves and acorns prominent on her chest.**Sources** Favored Soul (Complete Divine), Close Wounds, Lesser Vigor, Divine Insight (Spell Compendium)**CORK, EVOLVED GRAVE TOUCHED GHOUL****HOBGOBLIN RANGER1 FIGHTER2 CR 5**

CE Medium Undead

Init +5; **Senses** Listen +8, Spot +9 (both +2 with dwarves)**Languages** Common, Goblin, Giant**AC** 22, touch 15, flat-footed 13

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

hp 27 (3D12)**Fort** +5 **Ref** +5, **Will** +3**Speed** 30 ft. in light armor (6 squares),**Melee** light flail +8 (D8+4/19-20 x2)

or Bite +7 (D6+4/x2) and 2 claws +5/+5] (D4+2/x2))

or light flail +8 (D8+4/19-20 x2) and Bite +6 (D6+4/x2)

Ranged long composite bow (str +2) +8 (D8+2)**Special:** Trip check is +8 (+11 with Marshal aura); with Bard song is either +1 hit/damage or +2 hit/damage**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +7**Sp Atk** Ghoul Fever, Paralysis, Favored Enemy,**SQ:** Undead Traits**Combat Gear** mithril chain shirt, masterwork light flail, 3 light flails, heavy wooden shield, long composite bow (str +2), 35 arrows, cat's grace potion, bull's strength potion, inflict moderate wounds potion (labeled healing in red), hat of disguise

Under the effects of a healthful rest (CL 10) from earlier in the day

Abilities Str 18, Dex 21, Con --, Int 14, Wis 17 Cha 12**SQ** Turn Resistance +6, Darkvision, Fast Healing 3, see *invisibility* 1/day (CL 3)**Feats** Combat Expertise, Track, Improved Trip, Combat Reflexes, Improved Turn Resistance, Multiattack**Skills** Swim +5, Move Silently +11, Hide +11, Balance +7, Escape Artist +7, Spot +9, Survival +6, Listen +8, Disguise +3**Favored Enemy: Dwarves:** (Ex) +2 damage vs. dwarves, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against dwarves.**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 ghouls 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.**Spell Like Ability (Sp):** See *Invisibility* once per day (CL 3)

Common Tactic: Combat Expertise for -2 hit, +2 AC; and then trip with light flail (initial attack is touch attack; and follow up attack usually involves target with -4 AC). Trip contest is +8 (+4 str, +4 feat)

Description: Hat of Disguise with Disguise (see game); an average unattractive hobgoblin male.

ARCHER, GRAVE TOUCHED GHOUL HOBGOBLIN
RANGER1 FIGHTER3 CR 5

CE Medium Undead

Init +6; **Senses** Listen +6, Spot +10 (both +2 with humans)

Languages Common, Goblin, Giant

AC 21, touch 15, flat-footed 15
(+6 Dex, +3 natural, armor +3, armor +4)

hp 36 (4D12)

Fort +5 **Ref** +9, **Will** +4

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

Melee heavy flail +7 (D10+6/19-20 x2)

or Bite +7 (D6+4/x2) and 2 claws +5/+5] (D4+2/x2))

or light flail +6 (D10+6/19-20 x2) and Bite +4 (D6+4/x2)

Ranged magic long composite bow (str +3) +11 (D8+4) or magic long composite bow (str +3) +9/+9 (D8+4)

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

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

Sp Atk Ghoul Fever, Paralysis, Favored Enemy,

SQ: Undead Traits

Combat Gear mithril chain shirt, 2 heavy flails, long composite bow (str +3) +1, 65 arrows, cat's grace potion, bull's strength potion, inflict moderate wounds potion (labeled healing in red), hat of disguise

Under the effects of a Healthful Rest (CL 10) from earlier in the day

Abilities Str 16, Dex 22, Con --, Int 14, Wis 17 Cha 10

SQ Turn Resistance +6, Darkvision

Feats Point Blank Shot, Track, Precise Shot, Rapid Shot, Improved Turn Resistance, Multiattack

Skills Knowledge (Arcana) +5, Move Silently +11, Spellcraft +5, Balance +9, Escape Artist +9, Spot +10, Survival +5, Listen +6, Disguise +2

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.

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 gravetouched ghoul has +6 turn resistance

Description: Hat of Disguise with Disguise (see game); an average unattractive hobgoblin male.

TORY

Female Bard 4 Marshal 1

CR 5

N Medium Hobgoblin

Init +2; **Senses** Listen -1, Spot +3

Languages Common, Goblin, Elven, Dwarven, Draconic

AC 18, touch 12, flat-footed 16

(+2 Dex, +5 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 31 (5 HD)

Fort +6, **Ref** +10, **Will** +5

Speed 30 ft. in light armor (4 squares); base move 30 ft

Melee morning star +6 (1d6+3)

or spiked gauntlet +5 (1d4+2)

Ranged light crossbow +5 (1d8/19-20 x2)

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

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

Atk Options Single Attack, Spells

Special Actions Bard Song (have two songs left), Marshal minor aura, spells

Combat Gear Chain shirt +1, buckler, two masterwork morning stars, light crossbow, 30 bolts, spiked gauntlet, resist energy Scroll (CL 7), Vest of Resistance +2, bull's strength potion, three cure moderate wounds scrolls.

Class Spells Known (CL 4th): Saving throw is 13 + spell level

2nd (1/day)—Eagle's Splendor

1st (3/day)—Inspirational Boost, Grease, Detect Secret Doors

0 (6/day)—Detect Magic, Prestidigitation, Mending, Summon Instrument, Mage Hand, Read Magic,

‡ Already cast 3 0th level spells, 1 1st level spell detect secret doors still has two minutes left.

Minor Aura: Art of War: + charisma bonus (usually +3) to allies disarm, trip, sunder, bull rush rolls

Under the effects of a Healthful Rest (CL 10) from earlier in the day

Abilities Str 14, Dex 15, Con 14, Int 10, Wis 8, Cha 16

Feats Eschew Materials, Lingering Song, Skill Focus: Diplomacy

Skills Concentration +10, Perform (Oratory) +10, Balance +6 [5+ ranks], Diplomacy +10, Bluff, Tumble +9, Extra Speak Languages Elven, Dwarven, Draconic, Perform (Lute) +4, Spot +3

Possessions combat gear plus wood holy symbol of Obad-Hai.

Common Tactic: Prefers to stay out of combat, but if she must she will do her best.

Description Average appearance Hobgoblin female in chain shirt with a pair of morning stars. Wood holy symbol of a mask made of oak leaves and acorns prominent on her chest.

Sources Lingering Song (Complete Arcane), Inspirational Boost (Spell Compendium)

ENCOUNTER 5**HALF-DRAGON BEARDED DEVIL CR 7**

LE Medium Dragon (Extraplanar)

Init +6; **Senses** Listen +9, Spot +9**Languages** Abyssal, Draconic**AC** 23, touch 12 flat-footed 21

(+2 Dex,+11 natural)

hp 62 (6 HD); ; **DR** 5/silver or good**Immune** to fire, lightning, sleep, paralysis effects and poison**Resist** Acid 10, Cold 10 ; **SR** 17**Fort** +9 , **Ref** +7, **Will** +5**Speed** 40 ft. (6 squares), **Melee** glaive +14/+9 (1d10+9+infernal wound/20 x3) and bite +7 (1d6+6)

Or claws +12/+12 (1d6+6) and bite +7 (1d6+6)

Space 5 ft.; **Reach** 5 (10 with glaive) ft.**Base Atk** +6; **Grp** +12**Atk Options** Infernal wound, battle frenzy, beard attack, summon baatzu, heavy repeating crossbow, breath weapon,**Combat Gear** masterwork glaive, masterwork heavy repeating crossbow, 5 loaded clips, 20 bolts**Spell-Like Abilities** (CL 12 th):

Greater Teleport (at will) (self plus 50 lbs of objects only)

Abilities Str 23, Dex 15, Con 19, Int 8, Wis 10, Cha 12**SQ** Darkvision 60 ft, See in Darkness, Telepathy 100 ft**Feats** Improved Initiative, Exotic Weapon Proficiency: Heavy Repeating Crossbow, Weapon Focus: Glaive, Feat, Feat**Skills** Climb+12, Diplomacy +7, Hide +11, Spot +9, , Sense Motive+9, , Listen +9, Move Silently+9,**Possessions** combat gear plus loot**Infernal Wound (Su)** When deals damage with glaive wound continues to bleed for 2 additional hit points each round until stopped by DC 16 Heal chec, cure spell, or heal spell, the latter two requiring a DC 16 Caster Level check or the spell has no effect on injured character. Ability is supernatural based on devil not weapon. DC is constitution based.**Beard (Ex)** If he hits with both claws he automatically hits with its beard. Creature takes 1d8+2 damage and succeed on DC 16 fortitude save or take devils chills (1d4 incubation, 1d4 strength), damage dealt each day until three consecutive saves or cured magically or creature dies.**Battle Frenzy (Ex)** Twice per day, he can work himself into battle frenzy similar to barbarian rage (+4 strength, +4 constitution, +2 morale bonus on Will saves, -2 AC). It lasts 6 rounds and he suffers no ill effects afterwards.**Breath Weapon (Su):** One per day it gets a lightning breath attack along a 60 foot line. Damage is 6D8 with a DC 17 Reflex save for half damage.**Summon Baatzu (Sp)** Once per day has 50% chance to succeed in summoning 2d10 leumures, or 1 bearded devil with 35% chance of success..**Description** this creature bears a massive saw-tooth glaive and heavy repeating crossbow. The creature has pointed ears and dry scaly black and blue skin, with a long

tail, clawed hands and feet and a smoky, disgusting beard with a maw of sharp teeth.

APPENDIX 3 – APL 8

ENCOUNTER 3

CORK, EVOLVED GRAVE TOUCHED GHOUL HOBGOBLIN RANGER1 FIGHTER4 CR 7
CE Medium Undead

Init +6; **Senses** Listen +8, Spot +9 (both +2 with dwarves)

Languages Common, Goblin, Giant

AC 28, touch 17, flat-footed 22

(+6 *Dex*, +3 *natural*, +5 *armor*, +3 *shield*, +1 *aura*)

hp 45 (5D12)

Fort +6 **Ref** +9, **Will** +4

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

Melee light flail +10(D8+4/19-20 x2)

or Bite +9 (D6+4/x2) and 2 claws +7/+7] (D4+2/x2))

or light flail +10 (D8+4/19-20 x2) and Bite +7 (D6+4/x2)

Ranged long composite bow (str +2) +11 (D8+2)

Special: Trip check is +8 (+11 with Marshal aura); with Bard song is either melee/ranged bonus is +1 hit/damage or +2 hit/damage

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

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

Sp Atk Ghoul Fever, Paralysis, Favored Enemy, Trip, Power Attack,

SQ: Undead Traits

Combat Gear +1 *mithril chain shirt*, masterwork light flail, 3 light flails, +1 *heavy wooden shield*, long composite bow (str +2), 35 arrows, cat's grace potion, two inflict moderate wound potions (labeled healing potion in red), hat of disguise

Abilities Str 18, Dex 22, Con --, Int 14, Wis 17 Cha 12

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

Feats Combat Expertise, Track, Improved Trip, Combat Reflexes, Improved Turn Resistance, Multiattack , Improved Disarm

Skills Swim +5, Move Silently +11, Hide +11, Balance +10, Escape Artist +9, Spot +9 , Survival +6 , Listen +8 , Disguise +3

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

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.

Spell Like Ability (Sp): See Invisibility once per day (CL 5)

Common Tactic: Combat Expertise for -3 hit, +3 AC; and then trip with light flail (initial attack is touch attack; and follow up attack usually involves target with -4 AC). Trip contest is +8 (+4 str, +4 feat)

Description: Hat of Disguise with Disguise (see game); an average unattractive hobgoblin male.

ARCHER, GRAVE TOUCHED GHOUL HOBGOBLIN RANGER2 FIGHTER4 CR 7

CE Medium Undead

Init +6; **Senses** Listen +9, Spot +12 (both +2 with humans)

Languages Common, Goblin, Giant

AC 25, touch 17, flat-footed 19

(+6 *Dex*, +3 *natural*, +1 *aura*, +5 *armor*)

hp 54 (6D12)

Fort +9 **Ref** +12, **Will** +5

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

Melee heavy flail +9 (D10+6/19-20 x2)

or Bite +9 (D6+4/x2) and 2 claws +7/+7] (D4+2/x2))

or heavy flail +9/+3 (D10+6/19-20 x2) and Bite +8 (D6+4/x2)

Ranged masterwork long composite bow (str +3) +14/+9 (D8+6) or

masterwork long composite bow (str +3) +10/+10/+5 (D8+6)

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

Base Atk +6; **Grp** +9

Sp Atk Ghoul Fever, Paralysis, Favored Enemy,

Combat Gear mithril chain shirt +1, 2 heavy flails, composite longbow str+3 +1, 85 arrows, cat's grace potion, bull's strength potion, two inflict moderate wounds potions (labeled "healing potion" in red), hat of disguise, cloak of resistance +1

Abilities Str 16, Dex 22, Con --, Int 14, Wis 17 Cha 10

SQ Turn Resistance +6, Darkvision, Undead Traits

Feats Point Blank Shot, Track, Rapid Shot, Precise Shot, Weapon Focus: Long Comp Bow, Weapon Spec: Long Comp Bow, Improved Initiative, Improved Turn Resistance, Multiattack

Skills Knowledge (Arcana) +6, Move Silently +11, Spellcraft +6, Balance +11 [5 ranks], Escape Artist +10, Spot +12 , Survival +6 , Listen +9 , Disguise +2

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.

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 gravetouched ghoul has +6 turn resistance

Description: Hat of Disguise with Disguise (see game); an average unattractive hobgoblin male.

JAKKA**CR 7**

Female Favored Soul 7

N Medium Hobgoblin

Init +2; **Senses** Listen -1, Spot -1**Languages** Common, Goblin**AC** 21, touch 14, flat-footed 19

(+2 Dex, +7 armor, +1 deflection, +1 aura, +0 insight, +0 natural)

hp 53 (7 HD)

Resist ; Fire Resistance 10

Fort +9, **Ref** +8, **Will** +5**Speed** 20 ft. in medium armor (4 squares); base move 30 ft**Melee** quarterstaff +10 (1d6+4)

Or quarterstaff +8/+8 (1d6+3/1d6+1)

or spiked gauntlet +8 (1d4+3)

Ranged light crossbow +6 (1d8/19-20 x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +6**Atk Options** Single Attack, Generally does not use spells on foes; will cast Spikes if needs to fight**Special Actions.** Divine Insight is NPC only, it will add +12 to a single skill check.**Combat Gear** +2 breastplate, two masterwork quarterstaff, two spiked gauntlets, align weapon scroll, Ring of Protection +1, Vest of Resistance +1, owl's wisdom potion, bull's strength potion, two inflict serious scrolls, two cure serious scrolls, two oil of shillelagh**Class Spells Known** (CL 7th): Saving throw is 9 + spell level

3rd (4/day) -- Remove Blindness/Deafness, Dispel Magic, Spikes

2nd (7/day)— Silence, Close Wounds, Divine Insight, Resist Energy

1st (7/day)— Shield of Faith, Cure Light Wounds, Lesser Vigor, Protection from Chaos, Bless, Healthful Rest

0 (6/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light, Detect Poison, Read Magic

‡ Already cast Divine Insight, and 3 0th level, 1 1st level spells (spent 0th and 1st have expired)

Abilities Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 14**Feats** Eschew Materials, Two Weapon Fighting, Weapon Focus: Quarterstaff, Silent Spell**Skills** Concentration +10, Heal +6, Balance +2**Possessions** combat gear plus silver holy symbol of Obad-Hai, three wooden holy symbols of Obad-Hai.**Common Tactic:** Prefers to stay out of combat, but if she must she will try and cast a Spikes and Shield of Faith (and/or Pro/Chaos depending on what opponents look like). Spikes adds +2 to hit (both sides of weapon), +7 damage and doubles the threat range, lasts 7 rounds.**Description** Attractive Hobgoblin female in breastplate with a pair of quarterstaff. Silver holy symbol of a mask made of oak leaves and acorns prominent on her chest.**Sources** Favored Soul (Complete Divine), Close Wounds, Lesser Vigor, Spikes, Divine Insight (Spell Compendium)**TORY****CR 7**

Female Bard 4 Marshal 3

CN Medium Hobgoblin

Init +2; **Senses** Listen -1, Spot +3**Languages** Common, Goblin, Elven, Dwarven, Draconic**AC** 20, touch 14, flat-footed 18

(+2 Dex, +5 armor, +1 shield, +1 deflection., +1 aura, +0 insight, +0 natural)

hp 46 (7 HD)**Fort** +7, **Ref** +11, **Will** +6**Speed** 30 ft. in light armor (6 squares); base move 30 ft**Melee** morning star +8 (1d6+3)

or spiked gauntlet +7 (1d4+2)

Ranged light crossbow +7 (1d8/19-20 x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +7**Atk Options** Single Attack, Spells**Special Actions** Bard Song (have two songs left), Marshal minor/major aura, spells**Combat Gear** Chain shirt +1, buckler, two masterwork morning stars, light crossbow, 30 bolts, spiked gauntlet, resist energy Scroll (CL 7), ring of protection +1, vest of Resistance +2, bull's strength potion, cure moderate wounds scroll.**Class Spells Known** (CL 4th): Saving throw is 13 + spell level

2nd (1/day)— Eagle's Splendor

1st (3/day)— Inspirational Boost, Grease, Detect Secret Doors

0 (6/day)— Detect Magic, Prestidigitation, Mending, Summon Instrument, Mage Hand, Read Magic,

‡ Already cast 3 0th level spells, 1 1st level spell detect secret doors still has two minutes left.**Minor Aura:** Art of War: + charisma bonus (usually +3) to allies disarm, trip, sunder, bull rush rolls**Minor Aura:** Motivate Dexterity: +1 charisma bonus (usually +3) to dexterity checks, dexterity skill-checks and initiative checks.**Major Aura:** Motivate Care : +1 to AC

Under the effects of a Healthful Rest (CL 10) from earlier in the day

May have a minor and major aura up at one time; swift action to start or change auras.

Abilities Str 14, Dex 15, Con 14, Int 10, Wis 8, Cha 16**Feats** Eschew Materials, Lingering Song, Skill Focus: Diplomacy, Combat Reflexes**Skills** Concentration +10, Perform (Oratory) +12, Balance +6 [5+ ranks], Diplomacy +15, Bluff +10, Tumble +10, Extra Speak Languages Elven, Dwarven, Draconic, Perform (Lute) +4, Spot +3**Possessions** combat gear plus wood holy symbol of Obad-Hai.

Common Tactic: Prefers to stay out of combat, but if she must she will do her best. Uses auras to enhance others.

Description Average appearance Hobgoblin female in chain shirt with a pair of morning stars. Wood holy symbol of a mask made of oak leaves and acorns prominent on her chest.

Sources Lingerin Song (Complete Arcane),, Inspirational Boost (Spell Compendium)

ENCOUNTER 5

HALF-DRAGON BEARDED DEVIL CR 7

LE Medium Dragon (Extraplanar)

Init +6; **Senses** Listen +9, Spot +9

Languages Abyssal

AC 24, touch 13 flat-footed 22

(+2 Dex,+1 deflection+11 natural)

hp 62 (6 HD); ; DR 5/silver or good

Immune to fire, lightning, sleep, paralysis effects and poison

Resist Acid 10, Cold 10 ; **SR** 17

Fort +9 , **Ref** +7, **Will** +5

Speed 40 ft. (6 squares), **Melee** glaive +14/+9 (1d10+9+infernal wound/20 x3) and bite +7 (1d6+6)

Or claws +12/+12 (1d6+6) and bite +7 (1d6+6)

Space 5 ft.; **Reach** 5 (10 with glaive) ft.

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

Atk Options Infernal wound, battle frenzy, beard attack, summon baatzu, heavy repeating crossbow, breath weapon,

Combat Gear masterwork glaive, masterwork heavy repeating crossbow +1, 5 loaded clips, 20 bolts, ring of protection +1

Spell-Like Abilities (CL 12 th):

Greater Teleport (at will) (self plus 50 lbs of objects only)

Abilities Str 23, Dex 15, Con 19, Int 8, Wis 10, Cha 12

SQ Darkvision 60 ft, See in Darkness, Telepathy 100 ft

Feats Improved Initiative, Exotic Weapon Proficiency: Heavy Repeating Crossbow, Weapon Focus: Glaive, Feat, Feat

Skills Climb+12, Diplomacy +7, Hide +11, Spot +9, , Sense Motive+9, , Listen +9, Move Silently+9,

Possessions combat gear plus loot

Infernal Wound (Su) When deals damage with glaive wound continues to bleed for 2 additional hit points each round until stopped by DC 16 Heal chec, cure spell, or heal spell, the latter two requiring a DC 16 Caster Level check or the spell has no effect on injured character. Ability is supernatural based on devil not weapon. DC is constitution based.

Beard (Ex) If he hits with both claws he automatically hits with its beard. Creature takes 1d8+2 damage and succeed on DC 16 fortitude save or take devils chills (1d4 incubation, 1d4 strength), damage dealt each day until three consecutive saves or cured magically or creature dies.

Battle Frenzy (Ex) Twice per day, he can work himself into battle frenzy similar to barbarian rage (+4 strength, +4 constitution, +2 morale bonus on Will saves, -2 AC). It lasts 6 rounds and he suffers no ill effects afterwards.

Breath Weapon (Su): One per day it gets a lightning breath attack along a 60 foot line. Damage is 6D8 with a DC 17 Reflex save for half damage.

Summon Baatzu (Sp) Once per day has 50% chance to succeed in summoning 2d10 leumures, or 1 bearded devil with 35% chance of success..

Description this creature bears a massive saw-tooth glaive and heavy repeating crossbow. The creature has pointed ears and dry scaly black and blue skin, with a long tail, clawed hands and feet and a smoky, disgusting beard with a maw of sharp teeth.

APPENDIX 4 – APL 10

ENCOUNTER 2

ADVANCED HELLCAT

CR 10

LE Huge Outsider (Evil, Extraplanar, Lawful)

Init +9; Senses Listen +21, Spot +17

Languages Infernal

AC 23, touch 13, flat-footed 16

(-2 size, +5 Dex., +10 natural, +0 deflection, +0 insight,)

hp 118 (12d8+60)

Fire Resistance 10

Fort +13 Ref +13, Will +12

Speed 40 ft. (8 squares); Melee 2 claws +20 (2d6+10) and bite +15 (4d6+5)

Special Attack: Improved grab, pounce, rake (2d6+5) +20

Space 15 ft.; Reach 10 ft.

Base Atk +12; Grp +30

Atk Options attack, pounce with 2 rakes

Special Qualities. DR 5/good, darkvision, invisible in light, scent, spell resistance 19, telepathy 100 feet

Combat Gear Necklace of Adaptation.

Abilities Str 31, Dex 20, Con 21, Int 10, Wis 14, Cha 10

Feats Dodge, Improved Initiative, Track, Mobility, Alertness

Skills Balance +20, Climb +25 Hide +16, Move Silently +24, Listen +23, Swim +26, Spot +19, Jump +29

Hellcat Weapons: A hellcat's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

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

Pounce (Ex): If a hellcat charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +20 melee, damage 2d6+5

Invisible in Light (Ex): A hellcat is Invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

Scent (Ex): This ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. The hellcat can detect opponents by sense of smell, generally within 30 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

Description In light enough for a person to see, the hellcat is not visible. This is not an invisibility spell, but just an affect of its appearance in light. While its

appearance suggests it is incorporeal, a hellcat has a corporeal body and can be harmed by physical attacks. Hellcats use a natural telepathy to communicate with one another and those they encounter. A hellcat measures about 9 feet long and weighs about 900 pounds.

ENCOUNTER 3

CORK, EVOLVED GRAVE TOUCHED GHOUL

HOBGOBLIN RANGER1 FIGHTER6 CR 9

CE Medium Undead

Init +6; Senses Listen +8, Spot +9 (both +2 with dwarves)

Languages Common, Goblin, Giant

AC 27, touch 19, flat-footed 21

(+6 Dex, +3 natural, armor, armor +5, shield +3)

hp 63 (7D12)

Fort +7 Ref +10, Will +5

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

Melee light flail +13/+8(D8+5/19-20 x2)

or Bite +12 (D6+5/x2) and 2 claws +10/+10] (D4+2/x2))

or light flail +13/+8 (D8+4/19-20 x2) and Bite +10 (D6+4/x2)

Ranged long composite bow (str +2) +13/+8 (D8+2)

Special: Trip check is +8 (+12 with Marshal aura); with Bard song is either melee/ranged bonus is +1 hit/damage or +2 hit/damage. Note that his disarm also gets a +4 marshal bonus.

Space 5 ft.; Reach 5 ft.

Base Atk +7; Grp +12

Sp Atk Ghoul Fever, Paralysis, Favored Enemy, Trip,

Combat Gear mithril chain shirt +1, gauntlets of ogre power +2, masterwork light flail, 3 light flails, heavy wooden shield, long composite bow (str +2), 35 arrows, hat of disguise, inflict moderate wounds potion

Abilities Str 20, Dex 22, Con --, Int 14, Wis 17 Cha 12

SQ Turn Resistance +6, Darkvision, Fast Healing 3, see invisibility 1/day (CL 3), Undead Traits, Shield Ward feat adds shield bonus to touch AC and against trips, disarms, sunders and bull rushes

Feats Combat Expertise, Track, Improved Trip, Combat Reflexes, Improved Turn Resistance, Multiattack, Shield Specialty, Shield Ward, Improved Disarm

Skills Swim +5, Move Silently +11, Hide +11, Balance +10 [5 ranks], Escape Artist +10, Spot +12, Survival +6, Listen +8, Disguise +3

Precast Spells: *healthful rest* CL 12 (which may or may not double the fast healing, depends on judge),

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

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.

Spell Like Ability (Sp): See Invisibility once per day (CL 5)

Common Tactic: Combat Expertise for -4 hit, +4 AC; and then trip with light flail (initial attack is touch attack; and follow up attack usually involves target with -4 AC). Trip contest is +9 (+5 str, +4 feat sometimes +4 marshal), to avoid counter trip is at +3 from Shield Ward.

Description: Hat of Disguise with Disguise (see game); an average unattractive hobgoblin male.

ARCHER, GRAVE TOUCHED GHOUL HOBGOBLIN RANGER2 FIGHTER4 OCCULT SLAYER2 CR 9
CE Medium Undead

Init +11; **Senses** Listen +9, Spot +12 (both +2 with humans)

Languages Common, Goblin, Giant

AC 24, touch 16, flat-footed 18
(+6 Dex, +3 natural, armor, armor +5)

hp 72 (8D12)

Fort +9 **Ref** +13, **Will** +9 (+1 save vs spells and spell-like abilities)

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

Melee heavy flail +11/+6 (D10+6/19-20 x2) or Bite +11 (D6+4/x2) and 2 claws +9/+9] (D4+2/x2)) or heavy flail +11/+6 (D10+6/19-20 x2) and Bite +9 (D6+4/x2)

Ranged masterwork long composite bow (str +3) +17/+12 (D8+6) or masterwork long composite bow (str +3) +15/+15/+10 (D8+6)

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

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

Sp Atk Ghoul Fever, Paralysis, Favored Enemy,

Combat Gear mithril chain shirt +1, gloves of dexterity +2, 2 heavy flails, +1 composite longbow long str+3, 120 arrows, two inflict moderate wounds potions, hat of disguise, cloak of resistance +1

Abilities Str 16, Dex 24, Con -, Int 14, Wis 18 Cha 10

SQ Turn Resistance +6, Darkvision, Undead Traits, Magical Defense +1

Feats Point Blank Shot, Track, Rapid Shot, Precise Shot, Weapon Focus: Long Comp Bow, Weapon Spec: Long Comp Bow, Improved Initiative, Improved Turn Resistance, Multiattack

Skills Knowledge (Arcana) +6, Move Silently +11, Spellcraft +6, Balance +12 [5 ranks], Escape Artist +11, Spot +13, Survival +6, Listen +10, Disguise +2

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.

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 gravetouched ghoul has +6 turn resistance

Magical Defense (Ex): Gets +1 save vs all spells and spell-like abilities.

Weapon Bond (Su): A specific weapon of his choice, with which he has weapon focus, is attuned to him. It does +1D6 damage to any being that has spells or spell-like abilities.

Viscous Attack (Ex): Damage is doubled done when he readies an action to interrupt a spell caster.

Mind over Magic (Su): Once per day he may rebound back at the caster (CL 7) a targeted spell effect or spell. Otherwise this is like a spell turning effect.

Hat of Disguise with Disguise (see game); an average unattractive hobgoblin male. Basically what he looked like in life, without the loss of hair and more feral features of a gravetouched ghoul. He has not changed the appearance of his equipment or belongings. Someone grappling or contacting his body will interact with the illusion.

JAKKA

CR 9

Female Favored Soul 9

CN Medium Hobgoblin

Init +2; **Senses** Listen -1, Spot -1

Languages Common, Goblin

AC 19, touch 13, flat-footed 17

(+2 Dex, +6 armor, +1 deflection, +0 insight, +0 natural)
hp 68 (9 HD)

Fire Resistance 10

Fort +10, **Ref** +9, **Will** +6

Speed 20 ft. in medium armor (4 squares); base move 30 ft

Melee quarterstaff +11/+6 (1d6+4)
Or quarterstaff +9/+9/+3 (1d6+3/1d6+1)
or spiked gauntlet +8 (1d4+3)

Ranged light crossbow +7 (1d8/19-20 x2)

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

Base Atk +6; **Grp** +9

Atk Options Single Attack, Generally does not use spells on foes; will cast Spikes if needs to fight

Special Actions. Divine Insight is NPC only, it will add +14 to a single skill check. Augment Healing adds twice spell level to the amount restored with conjuration (healing) spells

Combat Gear +1 breastplate, two masterwork quarterstaff, two spiked gauntlets, align weapon Scroll,

cloak of charisma +2, ring of protection +1, vest of resistance +1, owl's wisdom potion, two bull's strength potion, two oil of shillelagh, two cure serious wounds scroll, three inflict serious scrolls

Class Spells Known (CL 9th): Saving throw is 9 + spell level

4th (4/day) -- Recitation, Divine Power, Freedom of Movement

3rd (6/day) -- Remove Blindness/Deafness, Dispel Magic, Spikes, Cure Serious Wounds

2nd (7/day)— Silence, Close Wounds, Divine Insight, Resist Energy, Lesser Restoration

1st (6/day)— Shield of Faith, Cure Light Wounds, Lesser Vigor, Protection from Chaos, Bless, Healthful Rest

0 (3/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light, Detect Poison, Read Magic

‡ Already cast Divine Insight, Freedom of Movement (10 minutes left), Resist Energy-Lightning (20; 10 minutes left); and 3 0th level, 1 1st level spell, and a 3rd level spell (these latter unnamed spells have expired)

Abilities Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 17

Feats Eschew Materials, Two Weapon Fighting, Weapon Focus: Quarterstaff, Silent Spell, Augment Healing

Skills Concentration +15, Heal +6, Balance +3

Possessions combat gear plus silver holy symbol of Obad-Hai, three wooden holy symbols of Obad-Hai.

Common Tactic: Prefers to stay out of combat, but if she must she will try and cast a Spikes and Shield of Faith (and/or Pro/Chaos depending on what opponents look like). Spikes adds +2 to hit (both sides of weapon), +9 damage and doubles the threat range, lasts 9 rounds.

Divine Power adds: +6 Str, +9 temporary hit points and +3 BAB;

Divine Power & Spikes: Melee quarterstaff +18/+13 (1d6+18)

Or quarterstaff +16/+16/+11 (1d6+15/1d6+15/1d6+12)

Description Attractive Hobgoblin female in breastplate with a pair of quarterstaff. Silver holy symbol of a mask made of oak leaves and acorns prominent on her chest.

Sources Favored Soul (Complete Divine), Close Wounds, Lesser Vigor, Spikes, Divine Insight (Spell Compendium)

TORY

CR 9

Female Bard 4 Marshal 5

CN Medium Hobgoblin

Init +7; **Senses** Listen -1, Spot +3

Languages Common, Goblin, Elven, Dwarven, Draconic

AC 22, touch 15, flat-footed 19

(+3 Dex, +5 armor, +2 shield, +1 deflection, +1 aura, +0 insight, +0 natural)

hp 61 (9 HD)

Fort +8, **Ref** +9, **Will** +9

Speed 30 ft. in light armor (6 squares); base move 30 ft

Melee morning star +9/+4 (1d6+3)

or spiked gauntlet +8/+3 (1d4+2)

Ranged light crossbow +9 (1d8/19-20 x2)

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

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

Atk Options Single Attack, Spells

Special Actions Bard Song (have two songs left), Marshal minor/major aura, spells, Grant Move Action

Combat Gear Chain shirt +1, buckler +1, two masterwork morning stars, light crossbow, 30 bolts, spiked gauntlet, resist energy Scroll (CL 7), ring of protection +1, vest of Resistance +2, cloak of charisma +2, two cure moderate wounds scrolls.

Class Spells Known (CL 4th): Saving throw is 14 + spell level

2nd (1/day)— Eagle's Splendor

1st (3/day)— Inspirational Boost, Grease, Detect Secret Doors

0 (6/day)— Detect Magic, Prestidigitation, Mending, Summon Instrument, Mage Hand, Read Magic,

‡ Already cast 3 0th level spells, 1 1st level spell detect secret doors still has two minutes left.

Minor Aura: Art of War: + charisma bonus (+4) to allies disarm, trip, sunder, bull rush rolls

Minor Aura: Motivate Dexterity: + charisma bonus (+3) to dexterity checks, dexterity skill-checks and initiative checks.

Minor Aura: Force of Will + charisma bonus (+4) to Will saves.

Major Aura: Motivate Care : +1 to AC

Major Aura: Motivate Urgency: +5 feet to movement

Under the effects of a Healthful Rest (CL 10) from earlier in the day

May have a minor and major aura up at one time; swift action to start or change auras.

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

Feats Eschew Materials, Lingering Song, Skill Focus: Diplomacy, Combat Reflexes, Improved Initiative

Skills Concentration +10, Perform (Oratory) +13, Balance +7 [5+ ranks], Diplomacy +15, Bluff +13, Tumble +12, Extra Speak Languages Elven, Dwarven, Draconic, Perform (Lute) +6, Spot +3

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

Possessions combat gear plus wood holy symbol of Obad-Hai.

Common Tactic: Prefers to stay out of combat, but if she must she will do her best. Uses auras to enhance others.

Description Average appearance Hobgoblin female in chain shirt with a pair of morning stars. Wood holy symbol of a mask made of oak leaves and acorns prominent on her chest.

Sources Lingering Song (Complete Arcane), Inspirational Boost (Spell Compendium)

ENCOUNTER 5

HALF-DRAGON ADVANCED BEARDED DEVIL CR 8

LE Medium Dragon (Extraplanar)
Init +6; **Senses** Listen +11, Spot +11
Languages Abyssal, Draconic

AC 26, touch 13 flat-footed 24
 (+2 Dex., +2 armor+1 deflection+11 natural)
hp 84 (8 HD); ; DR 5/silver or good
Immune to fire, lightning, sleep, paralysis effects and poison
Resist Acid 10, Cold 10 ; **SR** 17
Fort +10 , **Ref** +8, **Will** +6
Weakness

Speed 40 ft. (6 squares),
Melee glaive +17/+12 (1d10+9+infernal wound/20 x3) and bite +10 (1d6+6)
 Or claws +15/+15 (1d6+6) and bite +10 (1d6+6)
Space 5 ft.; **Reach** 5 (10 with glaive) ft.
Base Atk +8; **Grp** +15
Atk Options Infernal wound, battle frenzy, beard attack, summon baatzu, heavy repeating crossbow, breath weapon,
Combat Gear masterwork glaive, masterwork heavy repeating crossbow, 5 loaded clips, 20 bolts, ring of protection +1, leather armor
Spell-Like Abilities (CL 12 th):
 Greater Teleport (at will) (self plus 50 lbs of objects only)

Abilities Str 24, Dex 15, Con 19, Int 8, Wis 10, Cha 12
SQ Darkvision 60 ft, See in Darkness, Telepathy 100 ft
Feats Improved Initiative, Exotic Weapon Proficiency: Heavy Repeating Crossbow, Weapon Focus: Glaive,
Skills Climb+12, Diplomacy +7, Hide +11, Spot +11, , Sense Motive+11, , Listen +11, Move Silently+9,, Balance+7 [5 ranks] ,
Possessions combat gear plus loot

Infernal Wound (Su) When deals damage with glaive wound continues to bleed for 2 additional hit points each round until stopped by DC 16 Heal check, cure spell, or heal spell, the latter two requiring a DC 16 Caster Level check or the spell has no effect on injured character. Ability is supernatural based on devil not weapon. DC is constitution based.

Beard (Ex) If he hits with both claws he automatically hits with its beard. Creature takes 1d8+2 damage and succeed on DC 16 fortitude save or take devils chills (1d4 incubation, 1d4 strength), damage dealt each day until three consecutive saves or cured magically or creature dies.

Battle Frenzy (Ex) Twice per day, he can work himself into battle frenzy similar to barbarian rage (+4 strength, +4 constitution, +2 morale bonus on Will saves, -2 AC). It lasts 6 rounds and he suffers no ill effects afterwards.

Breath Weapon (Su): One per day it gets a lightning breath attack along a 60 foot line. Damage is 6D8 with a DC 17 Reflex save for half damage.

Summon Baatzu (Sp) Once per day has 50% chance to succeed in summoning 2d10 leumures, or 1 bearded devil with 35% chance of success..

Description this creature bears a massive saw-tooth glaive and heavy repeating crossbow. The creature has pointed ears and dry scaly black and blue skin, with a long

tail, clawed hands and feet and a smoky, disgusting beard with a maw of sharp teeth.

HALF-DRAGON VERY ADVANCED BEARDED DEVIL CR 10

LE Large Dragon (Extraplanar)
Init +1; **Senses** Listen +11, Spot +11
Languages Abyssal, Draconic

AC 27, touch 10 flat-footed 25
 (-1 size,+1 Dex., +2 armor+1 deflection+14 natural)
hp 120 (10 HD); ; DR 5/silver or good
Immune to fire, lightning, sleep, paralysis effects and poison
Resist Acid 10, Cold 10 ; **SR** 17
Fort +15, **Ref** +9, **Will** +11

Speed 40 ft. (6 squares), ., fly 80 ft. (average)
Melee glaive +22/+17 (2d8+16+infernal wound/20 x3) and bite +15(1d8+11)
 Or claws +20/+20 (1d8+11) and bite +14 (1d6+5)
Space 10 ft.; **Reach** 10 (20 with glaive) ft.
Base Atk +10; **Grp** +25
Atk Options Infernal wound, battle frenzy, beard attack, summon baatzu, heavy repeating crossbow, breath weapon,
Combat Gear masterwork glaive, masterwork heavy repeating crossbow, 5 loaded clips, 20 bolts, ring of protection +1, leather armor, cloak of resistance +2
Spell-Like Abilities (CL 12 th):
 Greater Teleport (at will) (self plus 50 lbs of objects only)

Abilities Str 32, Dex 13, Con 23, Int 8, Wis 10, Cha 12
SQ Darkvision 60 ft, See in Darkness, Telepathy 100 ft
Feats Improved Initiative, Exotic Weapon Proficiency: Heavy Repeating Crossbow, Weapon Focus: Glaive, Iron Will
Skills Climb+12, Diplomacy +7, Hide +10, Spot +13, , Sense Motive+13, , Listen +13, Move Silently+9,, Balance+7 [5 ranks] , Spellcraft+2 ,
Possessions combat gear plus loot

Infernal Wound (Su) When deals damage with glaive wound continues to bleed for 2 additional hit points each round until stopped by DC 18 Heal check, cure spell, or heal spell, the latter two requiring a DC 16 Caster Level check or the spell has no effect on injured character. Ability is supernatural based on devil not weapon. DC is constitution based.

Beard (Ex) If he hits with both claws he automatically hits with its beard. Creature takes 1d8+2 damage and succeed on DC 16 fortitude save or take devils chills (1d4 incubation, 1d4 strength), damage dealt each day until three consecutive saves or cured magically or creature dies.

Battle Frenzy (Ex) Twice per day, he can work himself into battle frenzy similar to barbarian rage (+4 strength, +4 constitution, +2 morale bonus on Will saves, -2 AC). It lasts 6 rounds and he suffers no ill effects afterwards.

Breath Weapon (Su): One per day it gets a lightning breath attack along a 60 foot line. Damage is 6D8 with a DC 19 Reflex save for half damage.

Summon Baatzu (Sp) Once per day has 50% chance to succeed in summoning 2d10 leumures, or 1 bearded devil with 35% chance of success..

Description this bat winged creature bears a massive saw-tooth glaive and heavy repeating crossbow. The creature has pointed ears and dry scaly black and blue skin, with a long tail, clawed hands and feet and a smoky, disgusting beard with a maw of sharp teeth.

APPENDIX 5 – APL 12

ENCOUNTER 3

CORK, EVOLVED GRAVE TOUCHED GHOUL
HOBGOBLIN RANGER1 FIGHTER10 CR 13
 CE Medium Undead

Init +6 (+10 marshal); **Senses** Listen +12, Spot +8 (both +2 with dwarves)

Languages Common, Goblin, Giant

AC 34, touch 24*, flat-footed 28

(+6 *Dex*, +3 *natural armor*, *armor* +7, **shield* +6, +1 *deflection*, +1 *marshal major aura*)

hp 99 (11D12)

Fort +9 **Ref** +11, **Will** +6

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

Melee light flail +19/+14/+9(D8+8/19-20 x2) or Bite +16 (D6+5/x2) and 2 claws +14/+14] (D4+2/x2)) or light flail +19/+14/+9 (D8+8/19-20 x2) and Bite +14 (D6+4/x2)

Ranged long composite bow (str +2) +17/+12/+7 (D8+2)

Special: Trip check is +9 (+13 with Marshal aura); with Bard song is either melee/ranged bonus is +1 hit/damage or +2 hit/damage

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

Base Atk +11; **Grp** +16

Sp Atk Ghoul Fever, Paralysis, Favored Enemy, Trip, Disarm, Improved Combat Expertise fighting.

Combat Gear mithril chain shirt +3, gauntlets of ogre power +2, 2 masterwork light flail (*each with a greater magic weapon CL 15 from earlier in the day*), 3 light flails, heavy wooden shield +3, long composite bow (str +2), 35 arrows, hat of disguise, ring of counter spells (*dispel magic*), ring of protection +1, two inflict serious potions (labeled "healing potion" in red)

Abilities Str 21, Dex 22, Con --, Int 14, Wis 17 Cha 12

SQ Turn Resistance +6, Darkvision, Fast Healing 3, see *invisibility* 1/day (CL 3), Undead Traits, * Shield Ward feat adds shield bonus to touch AC and against trips, disarms, sunders and bull rushes

Feats Combat Expertise, Track, Improved Trip, Combat Reflexes, Improved Turn Resistance, Multiattack, Shield Specialty, Shield Ward, Dodge, Improved Disarm, Improved Combat Expertise, Karmic Strike

Skills Move Silently +8, Hide +11, Balance +12 [7 ranks], Escape Artist +12, Spot +9, Survival +4, Listen +12, Disguise +3, Tumble +10 [5 ranks] **Precast**

Spells: *healthful rest* CL 12 (which may or may not double the fast healing, depends on judge), *freedom of movement* CL 12, *energy immunity (lightning)* CL 12, *hero's feast* CL 17, *greater magic weapon* on main two light flails CL 15, *magic circle vs law* CL 12

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

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 (has gauntlets that block claws) must succeed on a DC 13 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.

Spell Like Ability (Sp): See Invisibility once per day (CL 5)

Common Tactic: Combat Expertise for -8 hit, +8 AC; and then trip with light flail (initial attack is touch attack; and follow up attack usually involves target with -4 AC).

Trip contest is +13 (+5 str, +4 feat, +4 marshal), to avoid counter trip is +18. Until he gets into battle he will ready action fighting defensively to trip and when he attacks invoke his expertise. Also, when a tripped foe tries to stand, if there are not many people around him he will attempt to DISARM for his AoO with less expertise. When they try and pick up the weapon he will trip with expertise.

Description: Disguised as an average generic hobgoblin with hat helping disguise – Basically what he looked like in life, without the loss of hair and more feral features of a gravetouched ghoul. He has not changed the appearance of his equipment or belongings

ARCHER, GRAVE TOUCHED GHOUL HOBGOBLIN
RANGER2 FIGHTER4 ORDER OF BOW INITIATE2
OCCULT SLAYER4 CR 13

CE Medium Undead

Init +12 (+16 with aura); **Senses** Listen +10, Spot +19 (both +2 with humans)

Languages Common, Goblin, Giant

AC 26, touch 18, flat-footed 18

(+8 *Dex*, +3 *natural armor*, *armor* +5)

hp 108 (12D12)

Fort +12 **Ref** +19, **Will** +15 (+2 save vs spells and spell-like abilities from OS)

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

Melee heavy flail +16/+11/+6 (D10+6/19-20 x2) or Bite +15 (D6+4/x2) and 2 claws +13/+13] (D4+2/x2)) or heavy flail +16/+11/+6 (D10+4/19-20 x2) and Bite +13 (D6+4/x2)

Ranged masterwork composite longbow str+3 +24/+19/+14 (D8+8) or masterwork composite longbow str+3 +22/+22/+17/+12 (D8+8)

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

Base Atk +12; **Grp** +14

Sp Atk Ghoul Fever, Paralysis, Favored Enemy, Ranged Disarm (with 30 feet), Archery ignores all but total

cover and total concealment, Viscous Attack, Precision Shot

Combat Gear +1 mithril chain shirt, gloves of dexterity +4, 2 masterwork heavy flails, two composite longbow str+3 (one with greater magic weapon CL 15), 140 arrows, , two inflict serious potions (labeled "healing potion" in red), one vigor potion (labeled "healing potion" in blue), hat of disguise, cloak of resistance +3

Abilities Str 16, Dex 27, Con --, Int 14, Wis 18 Cha 10

SQ Turn Resistance +6, Darkvision, Undead Traits, Magical Defense +2

Feats Point Blank Shot, Track, Rapid Shot, Precise Shot, Weapon Focus: Long Comp Bow, Weapon Spec: Long Comp Bow, Improved Initiative, Improved Turn Resistance, Multiattack , Ranged Disarm, Improved Precise Shot

Skills Craft (Bow making) +7, Knowledge (Religion) +6, Knowledge (Arcana) +6, Move Silently +11, Spellcraft 6, Balance +13 [5 ranks], Escape Artist +11, Spot +19 , Survival +6 , Listen +11 , Disguise +3

Precast Spells: *healthful rest* CL 12 (which may or may not double the fast healing, depends on judge), *freedom of movement* CL 12, *resist energy (lightning)* CL 12, *hero's feast* CL 17, *greater magic weapon* on main bow CL 15

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.

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 gravetouched ghoul has +6 turn resistance **Magical Defense (Ex):** Gets +2 save vs all spells and spell-like abilities.

Weapon Bond (Su): A specific weapon of his choice, with which he has weapon focus, is attuned to him. It does +1D6 damage to any being that has spells or spell-like abilities.

Viscous Attack (Ex): Damage is doubled done when he readies an action to interrupt a spell caster.

Mind over Magic (Su): Twice per day he may rebound back at the caster (CL 9) a targeted spell effect or spell. Otherwise this is like a spell turning effect.

Auravision (Su): As a free action the occult slayer may see auras (and number) within 60 feet as if he had used detect magic (cannot tell type of auras)

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.

Ranged Precision: (Ex): As a standard action he may make a single precise attack to a creature with recognizable anatomy within 30 feet and do an additional +1D8 precision damage.

Close Combat Shot (Ex): An initiate can attack with his bow in a threatened area without provoking an attack of opportunity.

Description: Disguised as an average generic hobgoblin with hat helping disguise – Basically what he looked like in life, without the loss of hair and more feral features of a gravetouched ghoul. He has not changed the appearance of his equipment or belongings

JAKKA

CR 12

Female Favored Soul 12

CN Medium Hobgoblin

Init +2/+6; **Senses** Listen +0, Spot +0

Languages Common, Goblin

AC 19, touch 13, flat-footed 17

(+2 Dex, +6 armor, +1 deflection, +0 insight, +0 natural)

hp 99 (12 HD)

Acid Resistance 10 Fire Resistance 10

Fort +11 **Ref** +10, **Will** +8

Speed 20 ft. in medium armor (4 squares); base move 30 ft

Melee quarterstaff +15/+10 (1d6+6)

Or quarterstaff +13/+13/+8 (1d6+4/1d6+1)

or spiked gauntlet +12/+7 (1d4+4)

Ranged light crossbow +10 (1d8/19-20 x2)

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

Base Atk +9; **Grp** +13

Atk Options Single Attack, Generally does not use spells on foes; will cast Divine Power/Spikes if needs to fight

Special Actions. Divine Insight is NPC only, it will add +15 to a single skill check. Augment Healing adds twice spell level to the amount restored with conjuration (healing) spells

Combat Gear +1 breastplate, two masterwork quarterstaff, light crossbow, 30 bolts, spiked gauntlet, align weapon scroll, ring of protection +1, vest of resistance +2, incandescent blue sphere ioun stone, cloak of charisma +2, amulet of health +2, gauntlets of ogre power +2, three inflict critical scrolls, three cure critical scrolls, three vigor scrolls, two oil of shillelagh,.

Class Spells Known (CL 9th): Saving throw is 10 + spell level

6th (3/day) – Greater Dispel Magic, Heal, Energy Immunity

5th (5/day) – Mass Inflict Light Wounds, Wall of Dispel Magic, Break Enchantment, Greater Vigor

4th (4/day) -- Recitation, Divine Power, Freedom of Movement, Greater Blindsight, Neutralize Poison

3rd (7/day) -- Remove Blindness/Deafness, Dispel Magic, Spikes, Cure Serious Wounds, Bestow Curse, Vigor

2nd (6/day)— Silence, Close Wounds, Divine Insight, Resist Energy, Lesser Restoration, Align Weapon

1st (5/day)— Shield of Faith, Cure Light Wounds, Lesser Vigor, Protection from Chaos, Bless, Healthful Rest

0 (3/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light, Detect Poison, Read Magic, Inflict Minor Wounds, Guidance

‡ Already cast Energy Immunity (Lightning) once, Divine Insight, Freedom of Movement 3 times (90 minutes left), Resist Energy-Lightning three times (30; 90 minutes left), and 3 0th level, 2 1st level spells (spent 0th and 1st have expired)

Abilities Str 18, Dex 15, Con 16, Int 10, Wis 10, Cha 18

Feats Eschew Materials, Two Weapon Fighting, Weapon Focus: Quarterstaff, Silent Spell, Augment Healing, Still Spell, Weapon Specialty: Quarterstaff

Skills Concentration +18, Heal +4, Balance +5 [5 ranks]

Possessions combat gear plus silver holy symbol of Obad-Hai, three wooden holy symbols of Obad-Hai.

Common Tactic: Prefers to stay out of combat, but if she must she will try and cast a Spikes and Divine Power. Spikes adds +2 to hit (both sides of weapon), +10 damage and doubles the threat range, lasts 12 rounds.

Divine Power adds: +6 Str, +9 temporary hit points and +3 BAB;

Divine Power & Spikes: Melee quarterstaff +18/+13 (1d6+18)

Or quarterstaff +16/+16/+11 (1d6+15/1d6+15/1d6+12)

Description Attractive Hobgoblin female in breastplate with a pair of quarterstaff. Silver holy symbol of a mask made of oak leaves and acorns prominent on her chest.

Sources Favored Soul (Complete Divine), Close Wounds, Lesser Vigor, Spikes, Recitation, Divine Insight (Spell Compendium)

TORY

CR 10

Female Bard 4 Marshal 6

CN Medium Hobgoblin

Init +7 (+10); **Senses** Listen -1, Spot +3

Languages Common, Goblin, Elven, Dwarven, Draconic

AC 22, touch 15, flat-footed 19

(+3 Dex, +5 armor, +2 shield, +1 deflection, +1 aura, +0 insight, +0 natural)

hp 69 (10 HD)

Fort +10, **Ref** +11, **Will** +12

Speed 30 ft. in light armor (6 squares); base move 30 ft

Melee morning star +10/+5 (1d6+3)

or spiked gauntlet +9/+4 (1d4+2)

Ranged light crossbow +10 (1d8/19-20 x2)

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

Base Atk +7; **Grp** +9

Atk Options Single Attack, Spells

Special Actions Bard Song (have two songs left), Marshal minor/major aura, spells, Grant Move Action

Combat Gear Chain shirt +1, buckler +1, two masterwork morning stars, light crossbow, 30 bolts, spiked gauntlet, resist energy Scroll (CL 7), ring of protection +1, vest of Resistance +3, cloak of charisma +2, two cure moderate wounds scrolls

Class Spells Known (CL 4th): Saving throw is 13 + spell level

2nd (1/day)— Silence

1st (3/day)— Inspirational Boost, Grease, Detect Secret Doors

0 (6/day)— Detect Magic, Prestidigitation, Mending, Summon Instrument, Mage Hand, Read Magic, ‡ Already cast 3 0th level spells, 1 1st level spell detect secret doors still has two minutes left.

Minor Aura: Art of War: + charisma bonus (+4) to allies disarm, trip, sunder, bull rush rolls

Minor Aura: Motivate Dexterity: + charisma bonus (+4) to dexterity checks, dexterity skill-checks and initiative checks.

Minor Aura: Force of Will + charisma bonus (+4) to Will saves.

Major Aura: Motivate Care : +1 to AC

Major Aura: Motivate Urgency: +5 feet to movement

Under the effects of a Healthful Rest (CL 10) from earlier in the day, and a Resist Energy Lightning (CL 12) 90 minutes left.

May have a minor and major aura up at one time; swift action to start or change auras.

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

Feats Eschew Materials, Lingering Song, Skill Focus: Diplomacy, Combat Reflexes, Improved Initiative

Skills Concentration +10, Perform (Oratory) +13, Balance +7 [5+ ranks], Diplomacy +15, Bluff +15, Tumble +12, Extra Speak Languages Elven, Dwarven, Draconic, Perform (Lute) +6, Spot +3

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately.

Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

Possessions combat gear plus wood holy symbol of Obad-Hai.

Common Tactic: Prefers to stay out of combat, but if she must she will do her best. Uses auras to enhance others.

Description Average appearance Hobgoblin female in chain shirt with a pair of morning stars. Wood holy symbol of a mask made of oak leaves and acorns prominent on her chest.

Sources Lingering Song (Complete Arcane), Inspirational Boost (Spell Compendium)

ENCOUNTER 4

ADVANCED HALF BLUE DRAGON HELLCAT CR 12

LE Huge Dragon (Extraplanar)

Init +9; **Senses** Listen +21, Spot +17

Languages Infernal

AC 27, touch 13, flat-footed 20

(-2 size, +5 Dex., +14 natural, +0 deflection, +0 insight,)

hp 144 (12d10+72)

Fire Resistance 10; Immunity to Lightning, Sleep & Paralysis

Fort +14 **Ref** +13, **Will** +12

Speed 40 ft. (8 squares); fly 80 ft (average)

Melee 2 claws +24 (2d6+14) and bite +19 (4d6+7)

Special Attack: Improved grab, pounce, rake (2d6+7) +24, breath weapon 6d8 30 foot line of electricity DC 21 save for half damage once per day

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +30

Atk Options attack, pounce with 2 rakes

Special Qualities. DR 5/good, darkvision, low light vision, invisible in light, scent, spell resistance 19, telepathy 100 feet

Combat Gear necklace of adaptation (makes immune to vapor/smoke/gas/drowning effects)

Abilities Str 39, Dex 20, Con 23, Int 12, Wis 14, Cha 12

Feats Dodge, Improved Initiative, Track, Combat Reflexes, Iron Will

ISkills Balance +20, Climb +29, Hide +16, Move Silently +24, Listen +21, Swim +21, Spot +17, Jump +33, Tumble +12, Spellcraft +3

Hellcat Weapons: A hellcat's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

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

Pounce (Ex): If a hellcat charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +20 melee, damage 2d6+5

Invisible in Light (Ex): A hellcat is Invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

Scent (Ex): This ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. The hellcat can detect opponents by sense of smell, generally within 30 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves

within 5 feet of the scent's source, the creature can pinpoint that source.

Breath Weapon (Su): One per day it gets a lightning breath attack along a 60 foot line. Damage is 6D8 with a DC 19 Reflex save for half damage.

Description In light enough for a person to see, the hellcat is not visible. This is not an invisibility spell, but just an affect of its appearance in light. While its appearance suggests it is incorporeal, a hellcat has a corporeal body and can be harmed by physical attacks. Hellcats use a natural telepathy to communicate with one another and those they encounter. A hellcat measures about 9 feet long and weighs about 900 pounds.

HALF-DRAGON VERY ADVANCED BEARDED DEVIL CR 10

LE Large Dragon (Extraplanar)

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

Languages Abyssal, Draconic

AC 27, touch 10 flat-footed 25

(-1 size,+1 Dex., +2 armor+1 deflection+14 natural)

hp 120 (10 HD); ; DR 5/silver or good

Immune to fire, lightning, sleep, paralysis effects and poison

Resist Acid 10, Cold 10 ; **SR** 17

Fort +15, **Ref** +9, **Will** +11

Speed 40 ft. (6 squares), , fly 80 ft. (average)

Melee glaive +22/+17 (2d8+16+infernal wound/20 x3) and bite +15(1d8+11)

Or claws +20/+20 (1d8+11) and bite +14 (1d6+5)

Space 10 ft.; **Reach** 10 (20 with glaive) ft.

Base Atk +10; **Grp** +25

Atk Options Infernal wound, battle frenzy, beard attack, summon baatzu, heavy repeating crossbow, breath weapon,

Combat Gear masterwork glaive, masterwork heavy repeating crossbow, 5 loaded clips, 20 bolts, ring of protection +1, leather armor, cloak of resistance +2

Spell-Like Abilities (CL 12 th):

Greater Teleport (at will) (self plus 50 lbs of objects only)

Abilities Str 32, Dex 13, Con 23, Int 8, Wis 10, Cha 12

SQ Darkvision 60 ft, See in Darkness, Telepathy 100 ft

Feats Improved Initiative, Exotic Weapon Proficiency: Heavy Repeating Crossbow, Weapon Focus: Glaive, Iron Will

Skills Climb+12, Diplomacy +7, Hide +10, Spot +13, , Sense Motive+13, , Listen +13, Move Silently+9,, Balance+7 [5 ranks] , Spellcraft+2 ,

Possessions combat gear plus loot

Infernal Wound (Su) When deals damage with glaive wound continues to bleed for 2 additional hit points each round until stopped by DC 18 Heal check, cure spell, or heal spell, the latter two requiring a DC 16 Caster Level check or the spell has no effect on injured character. Ability is supernatural based on devil not weapon. DC is constitution based.

Beard (Ex) If he hits with both claws he automatically hits with its beard. Creature takes 1d8+2 damage and

succeed on DC 16 fortitude save or take devils chills (1d4 incubation, 1d4 strength), damage dealt each day until three consecutive saves or cured magically or creature dies.

Battle Frenzy (Ex) Twice per day, he can work himself into battle frenzy similar to barbarian rage (+4 strength, +4 constitution, +2 morale bonus on Will saves, -2 AC). It lasts 6 rounds and he suffers no ill effects afterwards.

Breath Weapon (Su): One per day it gets a lightning breath attack along a 60 foot line. Damage is 6D8 with a DC 19 Reflex save for half damage.

Summon Baatzu (Sp) Once per day has 50% chance to succeed in summoning 2d10 leumures, or 1 bearded devil with 35% chance of success..

Description this bat winged creature bears a massive saw-tooth glaive and heavy repeating crossbow. The creature has pointed ears and dry scaly black and blue skin, with a long tail, clawed hands and feet and a smoky, disgusting beard with a maw of sharp teeth.

APPENDIX 6 – APL 14

ENCOUNTER 3

**CORK, EVOLVED GRAVE TOUCHED GHOUL
HOBGOBLIN RANGER1 FIGHTER12 CR 15**

CE Medium Undead

Init +6 (+11 with aura); **Senses** Listen +12, Spot +8
(both +2 with dwarves)

Languages Common, Goblin, Giant

AC 35, touch 25*, flat-footed 29

(+6 *Dex*, +3 *natural armor*, *armor* +7, **shield* +6, +1
deflection, +2 *marshal major aura*)

*When expertise for 8, this is AC 43, touch 33; and -8 to
hit.*

hp 117 (13D12)

Fort +10 **Ref** +12, **Will** +7

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

Melee light flail +23/+18/+13(D8+13/19-20 x2)
or Bite +20 (D6+7/x2) and 2 claws +18/+18] (D4+3/x2))
or light flail +23/+18/+13 (D8+13/19-20 x2) and Bite +18
(D6+3/x2)

Ranged long composite bow (str +2) +19/+14/+9
(D8+2)

Special: Trip check is +14(to avoid being tripped gets
shield bonus from shield ward feat); with Bard song
is either melee/ranged bonus is +1 hit/damage or +2
hit/damage

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

Base Atk +13; **Grp** +118

Sp Atk Ghoul Fever, Paralysis, Favored Enemy, Trip,
Disarm, Improved Combat Expertise fighting.

Combat Gear mithril chain shirt +3, gloves of dexterity
+2, belt of giant strength +4 , 2 masterwork light flail
(each with a greater magic weapon CL 15 from
earlier in the day), 3 light flails, heavy wooden shield
+3, long composite bow (str +2), 35 arrows, hat of
disguise, ring of counterspells (greater dispel magic),
ring of protection +1, cloak of resistance +4, two
inflict serious potions (labeled in red, healing potion)

Abilities Str 24, Dex 22, Con --, Int 14, Wis 17 Cha 12

SQ Turn Resistance +6, Darkvision, Fast Healing 3, *see
invisibility 1/day (CL 3), Undead Traits, * Shield Ward
feat adds shield bonus to touch AC and against trips,
disarms, sunders and bull rushes*

Feats Combat Expertise, Track, Improved Trip, Combat
Reflexes, Improved Turn Resistance, Multiattack ,
Shield Specialty, Shield Ward, Dodge , Improved
Disarm, Improved Combat Expertise, Karmic Strike

Skills Move Silently +8, Hide +11, Balance +12 [7
ranks], Escape Artist +12, Spot +9 , Survival +4 ,
Listen +12 , Disguise +3 , Tumble +10 [5 ranks]

Precast Spells: *healthful rest* CL 12 (which may or
may not double the fast healing, depends on judge),
freedom of movement CL 12, *energy immunity
(electricity)* CL 12, *hero's feast* CL 17, *greater magic
weapon* on main two light flails CL 17, *magic circle
vs law* CL 12

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

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 (has gauntlets that block claws) must
succeed on a DC 13 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.

Spell Like Ability (Sp): See Invisibility once per day
(CL 5)

Common Tactic: Combat Expertise for -8 hit, +8 AC;
and then trip with light flail (initial attack is touch
attack; and follow up attack usually involves target
with -4 AC). Trip contest is +14 (+5 str, +4 feat, +5
marshal), to avoid counter trip is +18. Until he gets
into battle he will ready action fighting defensively to
trip and when he attacks invoke his expertise. Also,
when a tripped foe tries to stand, if there are not
many people around him he will attempt to DISARM
for his AoO with less expertise. When they try and
pick up the weapon he will trip with expertise.

Description: Disguised as an average generic
hobgoblin with hat helping disguise – Basically what
he looked like in life, without the loss of hair and
more feral features of a grave-touched ghoul. He
has not changed the appearance of his equipment or
belongings

**ARCHER, GRAVE TOUCHED GHOUL HOBGOBLIN
RANGER2 FIGHTER4 ORDER OF BOW INITIATE3
OCCULT SLAYER5 CR 15**

CE Medium Undead

Init +12 (+17 with aura); **Senses** Listen +10, Spot +19
(both +2 with humans)

Languages Common, Goblin, Giant

AC 26, touch 18, flat-footed 18

(+8 *Dex*, +3 *natural armor*, *armor* +5)

hp 126 (14D12)

Fort +13 **Ref** +19, **Will** +15 (+3 save vs spells and
spell-like abilities from OS)

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

Melee heavy flail +18/+13/+8 (D10+4/19-20 x2)
or Bite +17 (D6+4/x2) and 2 claws +15/+15] (D4+2/x2))
or heavy flail +18/+13/+8 (D10+4/19-20 x2) and Bite
+15 (D6+4/x2)

Ranged masterwork composite longbow str+3 +27/+22/+17 (D8+9) or masterwork composite longbow str+3 +23/+23/+20/+15 (D8+8)

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

Base Atk +14; **Grp** +17

Sp Atk Ghoul Fever, Paralysis, Favored Enemy, Ranged Disarm (with 30 feet), Archery ignores all but total cover and total concealment, Viscous Attack, Precision Shot; Mage Bane bow is +2 h/d and +2d6 damage to creatures with spells or spell like abilities. With bonded weapon does +1D6 to spell casters.

Combat Gear +1 mithril chain shirt, gloves of dexterity +4, 2 masterwork heavy flails, **long composite bow +1, mage bane with greater magic weapon CL 17 (bonded weapon)**, one MW composite longbow str+3, 160 arrows, two inflict serious potions (labeled healing in red), two vigor potions (labeled healing in blue), *hat of disguise*, vest of resistance +3, cloak of turn resistance

Abilities Str 16, Dex 27, Con --, Int 14, Wis 18 Cha 10

SQ Turn Resistance +10, Darkvision, Undead Traits, Magical Defense +2

Feats Point Blank Shot, Track, Rapid Shot, Precise Shot, Weapon Focus: Long Comp Bow, Weapon Spec: Long Comp Bow, Improved Initiative, Improved Turn Resistance, Multiattack, Ranged Disarm, Improved Precise Shot

Skills Craft (Bow making) +7, Knowledge (Religion) +6, Knowledge (Arcana) +6, Move Silently +11, Spellcraft 6, Balance +13 [5 ranks], Escape Artist +11, Spot +19, Survival +6, Listen +11, Disguise +3, Tumble +12,

Precast Spells: *healthful rest* CL 15 (which may or may not double the fast healing, depends on judge), *freedom of movement* CL 15, *resist energy (lightning)* CL 15, *hero's feast* CL 17, *greater magic weapon* on main bow CL 17

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.

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 gravetouched ghoul has +10 turn resistance

Magical Defense (Ex): Gets +3 save vs all spells and spell-like abilities.

Weapon Bond (Su): A specific weapon of his choice, with which he has weapon focus, is attuned to him. It does +1D6 damage to any being that has spells or spell-like abilities.

Viscous Attack (Ex): Damage is doubled done when he readies an action to interrupt a spell caster.

Mind over Magic (Su): Twice per day he may rebound back at the caster (CL 10) a targeted spell effect or spell. Otherwise this is like a spell turning effect.

Auravision (Su): As a free action the occult slayer may see auras (and number) within 60 feet as if he had used detect magic (cannot tell type of auras)

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): Ac 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 [such as bard song]). She can suppress or resume this ability as a free action.

Ranged Precision: (Ex): As a standard action he may make a single precise attack to a creature with recognizable anatomy within 30 feet and do an additional +2D8 precision damage.

Close Combat Shot (Ex): An initiate can attack with his bow in a threatened area without provoking an attack of opportunity.

Description: Disguised as an average generic hobgoblin with hat helping disguise – Basically what he looked like in life, without the loss of hair and more feral features of a gravetouched ghoul. He has not changed the appearance of his equipment or belongings

JAKKA

CR 12

Female Favored Soul 12

CN Medium Hobgoblin

Init +2 (+7 with aura); **Senses** Listen +0, Spot +0

Languages Common, Goblin

AC 19, touch 13, flat-footed 17

(+2 Dex, +6 armor, +1 deflection, +0 insight, +0 natural)

hp 99 (12 HD)

Acid Resistance 10 Fire Resistance 10

Fort +11 **Ref** +10, **Will** +8

Speed 20 ft. in medium armor (4 squares); base move 30 ft

Melee quarterstaff +15/+10 (1d6+6)

Or quarterstaff +13/+13/+8 (1d6+4/1d6+1)

or spiked gauntlet +12/+7 (1d4+4)

Ranged light crossbow +10 (1d8/19-20 x2)

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

Base Atk +9; **Grp** +13

Atk Options Single Attack, Generally does not use spells on foes; will cast Divine Power/Spikes if needs to fight

Special Actions. Divine Insight is NPC only, it will add +15 to a single skill check. Augment Healing adds

twice spell level to the amount restored with conjuration (healing) spells

Combat Gear +1 breastplate, two masterwork quarterstaff, light crossbow, 30 bolts, spiked gauntlet, align weapon scroll, ring of protection +1, vest of resistance +2, incandescent blue sphere ioun stone, cloak of charisma +2, amulet of health +2, gauntlets of ogre power +2, 3 cure critical scrolls, 3 inflict critical scrolls, 3 vigor scrolls, two oil of shillelagh.

Class Spells Known (CL 9th): Saving throw is 10 + spell level

6th (3/day) – Greater Dispel Magic, Heal, Energy Immunity

5th (5/day) – Mass Inflict Light Wounds, Wall of Dispel Magic, Break Enchantment, Greater Vigor

4th (4/day) -- Recitation, Divine Power, Freedom of Movement, Greater Blindsight, Neutralize Poison

3rd (7/day) -- Remove Blindness/Deafness, Dispel Magic, Spikes, Cure Serious Wounds, Bestow Curse, Vigor

2nd (6/day)— Silence, Close Wounds, Divine Insight, Resist Energy, Lesser Restoration, Align Weapon

1st (5/day)— Shield of Faith, Cure Light Wounds, Lesser Vigor, Protection from Chaos, Bless, Healthful Rest

0 (3/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light, Detect Poison, Read Magic, Inflict Minor Wounds, Guidance

‡ Already cast Energy Immunity (Lightning) once, Divine Insight, Freedom of Movement 3 times (90 minutes left), Resist Energy-Lightning three times (30; 90 minutes left), and 3 0th level, 2 1st level spells (spent 0th and 1st have expired)

Abilities Str 18, Dex 15, Con 16, Int 10, Wis 10, Cha 18

Feats Eschew Materials, Two Weapon Fighting, Weapon Focus: Quarterstaff, Silent Spell, Augment Healing, Still Spell, Weapon Specialty: Quarterstaff

Skills Concentration +18, Heal +4, Balance +5 [5 ranks]

Possessions combat gear plus silver holy symbol of Obad-Hai, three wooden holy symbols of Obad-Hai.

Common Tactic: Prefers to stay out of combat, but if she must she will try and cast a Spikes and Divine Power. Spikes adds +2 to hit (both sides of weapon), +10 damage and doubles the threat range, lasts 12 rounds.

Divine Power adds: +6 Str, +9 temporary hit points and +3 BAB;

Divine Power & Spikes: **Melee** quarterstaff +18/+13 (1d6+18)

Or quarterstaff +16/+16/+11 (1d6+15/1d6+15/1d6+12)

Description Attractive Hobgoblin female in breastplate with a pair of quarterstaff. Silver holy symbol of a mask made of oak leaves and acorns prominent on her chest.

Sources Favored Soul (Complete Divine), Close Wounds, Lesser Vigor, Spikes, Recitation, Divine Insight (Spell Compendium)

NEELA

Female Hobgoblin Sorcerer 12

CR 12

CN Medium Hobgoblin

Init +2 (+7 with aura); **Senses** Listen +5, Spot +2

Languages Common, Suel

AC 20, touch 16, flat-footed 15

(+5 Dex, +4 armor, +1 deflection,)

hp 62 (12 HD);

Fort +9, **Ref** +11, **Will** +10

Speed 30 ft., swim 7.5 ft; fly 60 ft.

Melee Dagger +5 (1d4-1/19-20 x2)

Ranged light crossbow +11 (1d8/19-20 x2) or Ranged Touch Attack +12

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

Base Atk +6; **Grp** +5

Atk Options Spells

Combat Gear gloves of dexterity +4, cloak of charisma +2, vest of resistance +2, broach of shielding, , four cure moderate wounds potions (cl 3rd), scroll of wind wall (cl 5th), ring of protection +1.

Class Spells Known (CL 12th): Saving Throw = 14 + spell level

6th (3/day)— Disintegrate

5th (4/day)— Wall of Force, Hold Monster

4th (7/day)— Orb of Force, Ray Deflection, Greater Invisibility

3rd (6/day)— Fly, Ray of Dizziness, Dispel Magic, Anticipate Teleportation

2nd (4/day)— Glitterdust, Invisibility, See Invisibility, Resist Energy, Scotchong Ray

1st (5/day)— Mage Armor, Ray of Enfeeblement, Magic Missile, Ray of Clumsiness, Obscuring Mist

0 (2/day)— Acid Spray, Ray of Frost, Detect Magic, Read Magic, Light, Detect Poison, Mage Hand, Prestidigitation

‡ Already cast: One Mage Armor, One Anticipate Teleportation (on herself), One Resist Energy (Lightning), One Resist Energy (Fire), See Invisibility, two other 1st level spells earlier, 4 0th spells earlier, 1 5th earlier, Under effects of Heros Feast (CL 17) from earlier in the day.

Abilities Str 8, Dex 20, Con 17, Int 10, Wis 12, Cha 18
SQ

Feats Point Blank Shot, Sculpt Spell, Silent Spell, Weapon Focus: Range Touch Attacks, Precise Shot

Skills Concentration +18, Spellcraft +15

Possessions combat gear plus silver holy symbol of Obad-Hai

Bat Familiar (Ex) While on person gives +2 Spot and +5 Listen. Bat has Blind Sense and can communicate to its master of what it sees to help direct his spells if he is blinded.

Note: Ray Deflection protects against All Range Touch Attacks, not just Rays.

Description Attractive Hobgoblin female in no armor with dagger and light crossbow. Silver holy symbol of a mask made of oak leaves and acorns prominent on her chest.

Sources Ray of Clumsiness, Ray of Dizziness, Ray Deflection, Orb of Force, (Spell Compendium)

TORY

Female Bard 4 Marshal 8

N Medium Hobgoblin

CR 12

Init +7 (+12); **Senses** Listen -1, Spot +3
Languages Common , Goblin, Elven, Dwarven, Draconic

AC 23, touch 16, flat-footed 18
 (+3 Dex, +5 armor, +2 shield, +1 deflection, +2 aura, +0 insight, +0 natural)

hp 90 (12 HD)

Fort +11, **Ref** +11, **Will** +14

Speed 30 ft. in light armor (6 squares); base move 30 ft

Melee morning star +12/+7 (1d6+3)
 or spiked gauntlet +11/+6 (1d4+2)

Ranged light crossbow +12 (1d8/19-20 x2)

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

Base Atk +9; **Grp** +11

Atk Options Single Attack, Spells

Special Actions Bard Song (have two songs left), Marshal minor/major aura, spells, Grant Move Action

Combat Gear Chain shirt +1, buckler +1 , two masterwork morning stars, spiked gauntlet, resist energy Scroll (CL 7), ring of protection +1, vest of Resistance +3, cloak of charisma +4, three cure moderate wounds scrolls.

Class Spells Known (CL 4th): Saving throw is 13 + spell level

2nd (1/day)— Silence

1st (3/day)— Inspirational Boost, Grease, Detect Secret Doors

0 (6/day)— Detect Magic, Prestidigitation, Mending, Summon Instrument, Mage Hand, Read Magic,

‡ Already cast 3 0th level spells, 1 1st level spell detect secret doors still has two minutes left.

Minor Aura: Art of War: + 5 bonus to allies disarm, trip, sunder, bull rush rolls

Minor Aura: Motivate Dexterity: +5 charisma bonus to dexterity checks, dexterity skill-checks and initiative checks.

Minor Aura: Force of Will +5 bonus to Will saves.

Minor Aura: Watchful Eye +5 bonus to Reflex saves

Major Aura: Motivate Care : +2 to AC

Major Aura: Motivate Urgency: +10 feet to movement Under the effects of a Healthful Rest (CL 10) from earlier in the day, and a Resist Energy Lightning (CL 12) 90 minutes left.

May have a minor and major aura up at one time; swift action to start or change auras.

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 8, Cha 21

Feats Eschew Materials, Linger Song, Skill Focus: Diplomacy , Combat Reflexes , Improved Initiative, Iron Will

Skills Concentration +10, Perform (Oratory) +13, Balance +7 [5+ ranks] , Diplomacy +15, Bluff +15, Tumble +14, Extra Speak Languages Elven, Dwarven, Draconic , Perform (Lute) +6 , Spot +3

Grant Move Action (Ex): A marshal can direct and motivate his allies to act immediately. Twice per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for

example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

Possessions combat gear plus wood holy symbol of Obad-Hai,.

Common Tactic: Prefers to stay out of combat, but if she must she will do her best. Uses auras to enhance others.

Description Average appearance Hobgoblin female in chain shirt with a pair of morning stars. Wood holy symbol of a mask made of oak leaves and acorns prominent on her chest.

Sources Linger Song (Complete Arcane),, Inspirational Boost (Spell Compendium)

ENCOUNTER 5

VERY ADVANCED HALF BLUE DRAGON HELLCAT CR 14

LE Huge Dragon (Extraplanar)

Init +9; **Senses** Listen +23, Spot +19

Languages Telepathy

AC 27, touch 13, flat-footed 20

(-2 size, +5 Dex,, +14 natural, +0 deflection, +0 insight,)

hp 204 (16d10+102)

Fire Resistance 10; immunity to Lighting, Sleep & Paralysis

Fort +17 **Ref** +15, **Will** +14

Speed 40 ft. (8 squares); fly 80 ft (average)**Melee** 2 claws +28 (2d6+14) and bite +26 (4d6+7)

Special Attack: Improved grab, pounce, rake (2d6+5) +28

Space 15 ft.; **Reach** 10 ft.

Base Atk +16; **Grp** +38

Atk Options attack, pounce with 2 rakes, sunder (+4 to sunder attempts and does not provoke)

Special Qualities. DR 5/good, darkvision, low light vision, invisible in light, scent, spell resistance 19, telepathy 100 feet

Combat Gear Necklace of Adaptation

Abilities Str 39, Dex 20, Con 24, Int 12, Wis 14, Cha 12
Feats Dodge, Improved Initiative, Track, Power Attack, Improved Sunder, Multiattack

kills Balance +24, Climb +31 Hide +20 , Move Silently +28 , Listen +25 , Swim +21, Spot +21 , Jump +37 , Tumble +14 , Spellcraft +5

Hellcat Weapons: A hellcat's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a hellcat must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack

of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a hellcat charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +28 melee, damage 2d6+5

Invisible in Light (Ex): A hellcat is Invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

Scent (Ex): This ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. The hellcat can detect opponents by sense of smell, generally within 30 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

Breath Weapon (Su): One per day it gets a lightning breath attack along a 60 foot line. Damage is 6D8 with a DC 25 Reflex save for half damage.

Description In light enough for a person to see, the hellcat is not visible. This is not an invisibility spell, but just an affect of its appearance in light. While its appearance suggests it is incorporeal, a hellcat has a corporeal body and can be harmed by physical attacks.

Hellcats use a natural telepathy to communicate with one another and those they encounter. A hellcat measures about 14 feet long and weighs about 2900 pounds.

APPENDIX 7 – APL 16

ENCOUNTER 3

**CORK, EVOLVED GRAVE TOUCHED GHOUL
HOBGOBLIN RANGER1 FIGHTER12 CR 15**

CE Medium Undead

Init +6 (+11 with aura); **Senses** Listen +12, Spot +8
(both +2 with dwarves)

Languages Common, Goblin, Giant

AC 35, touch 25*, flat-footed 29

(+6 *Dex*, +3 *natural armor*, *armor* +7, **shield* +6, +1
deflection, +2 *marshal major aura*)

*When expertise for 8, this is AC 43, touch 33; and -8 to
hit.*

hp 117 (13D12)

Fort +10 **Ref** +12, **Will** +7

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

Melee light flail +23/+18/+13(D8+13/19-20 x2)
or Bite +20 (D6+7/x2) and 2 claws +18/+18] (D4+3/x2))
or light flail +23/+18/+13 (D8+13/19-20 x2) and Bite +18
(D6+3/x2)

Ranged long composite bow (str +2) +19/+14/+9
(D8+2)

Special: Trip check is +14(to avoid being tripped gets
shield bonus from shield ward feat); with Bard song
is either melee/ranged bonus is +1 hit/damage or +2
hit/damage

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

Base Atk +13; **Grp** +18

Sp Atk Ghoul Fever, Paralysis, Favored Enemy, Trip,
Disarm, Improved Combat Expertise fighting.

Combat Gear mithril chain shirt +3, gloves of dexterity
+2, belt of giant strength +4 , 2 masterwork light flail
(each with a greater magic weapon CL 15 from
earlier in the day), 3 light flails, heavy wooden shield
+3, long composite bow (str +2), 35 arrows, hat of
disguise, ring of counterspells (greater dispel magic),
ring of protection +1, cloak of resistance +4, two
inflict serious potions (labeled in red, healing potion)

Abilities Str 24, Dex 22, Con --, Int 14, Wis 17 Cha 12

SQ Turn Resistance +6, Darkvision, Fast Healing 3, see
invisibility 1/day (CL 3), Undead Traits, * Shield Ward
feat adds shield bonus to touch AC and against trips,
disarms, sunders and bull rushes

Feats Combat Expertise, Track, Improved Trip, Combat
Reflexes, Improved Turn Resistance, Multiattack ,
Shield Specialty, Shield Ward, Dodge , Improved
Disarm, Improved Combat Expertise, Karmic Strike

Skills Move Silently +8, Hide +11, Balance +12 [7
ranks], Escape Artist +12, Spot +9 , Survival +4 ,
Listen +12 , Disguise +3 , Tumble +10 [5 ranks]

Precast Spells: *healthful rest* CL 12 (which may or
may not double the fast healing, depends on judge),
freedom of movement CL 12, *energy immunity
(electricity)* CL 12, *hero's feast* CL 17, *greater magic
weapon* on main two light flails CL 17, *magic circle
vs law* CL 12

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

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 (has gauntlets that block claws) must
succeed on a DC 13 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.

Spell Like Ability (Sp): See Invisibility once per day
(CL 5)

Common Tactic: Combat Expertise for -8 hit, +8 AC;
and then trip with light flail (initial attack is touch
attack; and follow up attack usually involves target
with -4 AC). Trip contest is +14 (+5 str, +4 feat, +5
marshal), to avoid counter trip is +18. Until he gets
into battle he will ready action fighting defensively to
trip and when he attacks invoke his expertise. Also,
when a tripped foe tries to stand, if there are not
many people around him he will attempt to DISARM
for his AoO with less expertise. When they try and
pick up the weapon he will trip with expertise.

Description: Disguised as an average generic
hobgoblin with hat helping disguise – Basically what
he looked like in life, without the loss of hair and
more feral features of a grave-touched ghoul. He
has not changed the appearance of his equipment or
belongings

**ARCHER, GRAVE TOUCHED GHOUL HOBGOBLIN
RANGER2 FIGHTER4 ORDER OF BOW INITIATE3
OCCULT SLAYER5 CR 15**

CE Medium Undead

Init +12 (+17 with aura); **Senses** Listen +10, Spot +19
(both +2 with humans)

Languages Common, Goblin, Giant

AC 26, touch 18, flat-footed 18

(+8 *Dex*, +3 *natural armor*, *armor* +5)

hp 126 (14D12)

Fort +13 **Ref** +19, **Will** +15 (+3 save vs spells and
spell-like abilities from OS)

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

Melee heavy flail +18/+13/+8 (D10+4/19-20 x2)
or Bite +17 (D6+4/x2) and 2 claws +15/+15] (D4+2/x2))
or heavy flail +18/+13/+8 (D10+4/19-20 x2) and Bite
+15 (D6+4/x2)

Ranged masterwork composite longbow str+3 +27/+22/+17 (D8+9) or masterwork composite longbow str+3 +23/+23/+20/+15 (D8+8)

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

Base Atk +14; **Grp** +17

Sp Atk Ghoul Fever, Paralysis, Favored Enemy, Ranged Disarm (with 30 feet), Archery ignores all but total cover and total concealment, Viscous Attack, Precision Shot; Mage Bane bow is +2 h/d and +2d6 damage to creatures with spells or spell like abilities. With bonded weapon does +1D6 to spell casters.

Combat Gear +1 mithril chain shirt, gloves of dexterity +4, 2 masterwork heavy flails, long composite bow +1, mage bane with *greater magic weapon CL 17 (bonded weapon)*, one MW composite longbow str+3, 160 arrows, two inflict serious potions (labeled in red, healing potion), two vigor potions (labeled in blue, healing potion), *hat of disguise*, vest of resistance +3, cloak of turn resistance

Abilities Str 16, Dex 27, Con --, Int 14, Wis 18 Cha 10

SQ Turn Resistance +10, Darkvision, Undead Traits, Magical Defense +2

Feats Point Blank Shot, Track, Rapid Shot, Precise Shot, Weapon Focus: Long Comp Bow, Weapon Spec: Long Comp Bow, Improved Initiative, Improved Turn Resistance, Multiattack, Ranged Disarm, Improved Precise Shot

Skills Craft (Bow making) +7, Knowledge (Religion) +6, Knowledge (Arcana) +6, Move Silently +11, Spellcraft 6, Balance +13 [5 ranks], Escape Artist +11, Spot +19, Survival +6, Listen +11, Disguise +3, Tumble +12

Precast Spells: *healthful rest* CL 15 (which may or may not double the fast healing, depends on judge), *freedom of movement* CL 15, *resist energy (lightning)* CL 15, *hero's feast* CL 17, *greater magic weapon* on main bow CL 17

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.

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 gravetouched ghoul has +10 turn resistance

Magical Defense (Ex): Gets +3 save vs all spells and spell-like abilities.

Weapon Bond (Su): A specific weapon of his choice, with which he has weapon focus, is attuned to him. It does +1D6 damage to any being that has spells or spell-like abilities.

Viscous Attack (Ex): Damage is doubled done when he readies an action to interrupt a spell caster.

Mind over Magic (Su): Twice per day he may rebound back at the caster (CL 10) a targeted spell effect or spell. Otherwise this is like a spell turning effect.

Auravision (Su): As a free action the occult slayer may see auras (and number) within 60 feet as if he had used detect magic (cannot tell type of auras)

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): Ac 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 [such as bard song]). She can suppress or resume this ability as a free action.

Ranged Precision: (Ex): As a standard action he may make a single precise attack to a creature with recognizable anatomy within 30 feet and do an additional +2D8 precision damage.

Close Combat Shot (Ex): An initiate can attack with his bow in a threatened area without provoking an attack of opportunity.

Description: Disguised as an average generic hobgoblin with hat helping disguise – Basically what he looked like in life, without the loss of hair and more feral features of a gravetouched ghoul. He has not changed the appearance of his equipment or belongings

JAKKA

CR 16

Female Favored Soul 16

CN Medium Hobgoblin

Init +2 (+7 with aura); **Senses** Listen -1, Spot -1

Languages Common, Goblin

AC 20, touch 14, flat-footed 18

(+2 Dex, +6 armor, +2 deflection, +0 insight, +0 natural)

hp 132 (16 HD)

Acid Resistance 10, Fire Resistance 10, Sonic Resistance 10

Fort +16, **Ref** +17, **Will** +15

Speed 20 ft. in medium armor (4 squares); base move 30 ft

Melee quarterstaff +19/+14/+9 (1d6+8) or spiked gauntlet +15/+10/+5 (1d4+3)

Ranged light crossbow +13 (1d8/19-20 x2)

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

Base Atk +12; **Grp** +15

Atk Options Single Attack, Generally does not use spells on foes; will cast Divine Power/Spikes if needs to fight

Special Actions. Divine Insight is NPC only, it will add +15 to a single skill check. Augment Healing adds

twice spell level to the amount restored with conjuration (healing) spells

SQ: ioun stone eliminates her need to breath.

Combat Gear +1 breastplate, two masterwork quarterstaff, light crossbow, 30 bolts, spiked gauntlet, align weapon scroll, greater metamagic rod of extend, Ring of Protection +2, iridescent spindle ioun stone, Vest of Resistance +3, blue incandescent iounstone, cloak of charisma +4, amulet of health +2, 3 cure critical scrolls, 3 inflict critical scrolls, 3 vigor scrolls, 2 oil of shillelagh

Class Spells Known (CL 9th): Saving throw is 10 + spell level

8th (3/day) – Greater Spell Immunity, Cloak of Chaos, Mass Death Ward

7th (5/day) – Word of Chaos, Resurrection, Ethereal Jaunt, Control Weather

6th (6/day) – Harm, Greater Dispel Magic, Heal, Energy Immunity, Vigorous Circle

5th (7/day) – Mass Inflict Light Wounds, Wall of Dispel Magic, Break Enchantment, Greater Vigor, True Seeing

4th (4/day) -- Recitation, Divine Power, Freedom of Movement, Greater Blind-sight, Neutralize Poison, Greater Magic Weapon

3rd (6/day) -- Remove Blindness/Deafness, Dispel Magic, Spikes, Cure Serious Wounds, Bestow Curse, Vigor

2nd (6/day)— Silence, Close Wounds, Divine Insight, Resist Energy, Lesser Restoration, Align Weapon

1st (5/day)— Shield of Faith, Cure Light Wounds, Lesser Vigor, Protection from Chaos, Bless, Healthful Rest

0 (3/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light, Detect Poison, Read Magic, Inflict Minor Wounds, Guidance

‡ Already cast energy immunity (lightning) twice (archer & cork), divine insight (self), freedom of movement 3 times [archer, cork, self] (90 minutes left); resist energy-lightning three times (30; 90 minutes left; neela, tory, self), a vigor on cork; greater magic weapon on each of her quarterstaff (CL 16). and 3 0th level, 2 1st level spells (spent 0th and 1st have expired);

Abilities Str 16, Dex 15, Con 16, Int 10, Wis 10, Cha 21

Feats Eschew Materials, Lightning Reflexes, Weapon Focus: Quarterstaff, Silent Spell, Augment Healing, Still Spell, Weapon Specialty: Quarterstaff, Iron Will

Skills Concentration +18, Heal +4, Balance +7 [7 ranks]

Possessions combat gear plus silver holy symbol of Obad-Hai, three wooden holy symbols of Obad-Hai. Three doses of unguent for true seeing.

Common Tactic: Prefers to stay out of combat, but if she must she will try and cast a Spikes and Divine Power. Spikes adds +2 to hit (both sides of weapon), +10 damage and doubles the threat range, lasts 16 rounds.

Divine Power adds: +6 Str, +16 temporary hit points and +4 BAB;

Divine Power & Spikes: Melee quarterstaff +18/+13 (1d6+18)

Or quarterstaff +16/+16/+11 (1d6+15/1d6+15/1d6+12)

Description Attractive Hobgoblin female in breastplate with a pair of quarterstaff. Silver holy symbol of a mask made of oak leaves and acorns prominent on her chest.

Sources Favored Soul (Complete Divine), Close Wounds, Lesser Vigor, Spikes, Recitation, Divine Insight (Spell Compendium)

NEELA

CR 18

Female Hobgoblin Sorcerer 18

CN Medium Hobgoblin

Init +6 (+11 with aura); **Senses** Listen +5, Spot +2

Languages Common, Suel

AC 21, touch 17, flat-footed 15
(+6 Dex, +4 armor, +1 deflection,)

hp 150 (18 HD);

Fort +16, **Ref** +16, **Will** +14

Speed 30 ft., swim 7.5 ft; fly 60 ft.

Melee Dagger +5 (1d4-1/19-20 x2)

Ranged light crossbow +12 (1d8/19-20 x2) or Ranged Touch Attack +13

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

Base Atk +9; **Grp** +8

Atk Options Spells

Combat Gear masterwork light crossbow, two daggers, 30 bolts, Amulet of Health +6, Gloves of Dexterity +6, Cloak of Charisma +6, Vest of Resistance +4, Broach of Shielding, Four Cure Serious Wounds Potions (labeled healing in black), Scroll of Wind Wall (CL 5th), Ring of Protection +1.

Class Spells Known (CL 12th): Saving Throw = 16 + spell level

9th (3/day)— meteor swarm

8th (5/day)— *maze*, horrid wilting

7th (6/day)— *greater teleportation*, power word blind, bigby's grasping hand

6th (7/day)— disintegrate, greater dispel magic, contingency

5th (7/day)— wall of force, hold monster, overland flight, cone of cold

4th (7/day)— orb of force, ray deflection, greater invisibility, evard's black tentacles

3rd (6/day)— fly, ray of dizziness, dispel magic, anticipate teleportation

2nd (5/day)— glitterdust, invisibility, see invisibility, resist energy, scotching ray

1st (5/day)— mage armor, ray of enfeeblement, magic missile, ray of clumsiness, obscuring mist

0 (2/day)— acid spray, ray of frost, detect magic, read magic, light, detect poison, mage hand, prestidigitation

‡ Already cast: one mage armor, one anticipate teleportation (on herself), one resist energy (fire), see invisibility, overland flight on self Jakka cast a Resist Energy (Lightning) on her. (Used two other 1st level spells earlier, 4 0th spells earlier, 1 5th earlier; all done). She has a contingency ray deflection if she gets hit by a ray spell (it will miss). Under effects of heros feast (CL 17) from earlier in the day.

Abilities Str 8, Dex 22, Con 23, Int 10, Wis 12, Cha 23

Feats Point Blank Shot, Silent Spell, Sculpt Spell, Weapon Focus: Range Touch Attacks, Precise Shot, Heighten Spell, Maximize Spell

Skills Concentration +24, Spellcraft +21

Possessions combat gear plus silver holy symbol of Obad-Hai

Bat Familiar (Ex) While on person gives +2 Spot and +5 Listen. Bat has Blind Sense and can communicate to its master of what it sees to help direct his spells if he is blinded.

Note: Ray Deflection protects against All Range Touch Attacks, not just Rays. Note that unless the Forbiddance is dispelled, her Maze and Teleport are ineffective.

Description Attractive Hobgoblin female in no armor with dagger and light crossbow. Silver holy symbol of a mask made of oak leaves and acorns prominent on her chest.

Sources Ray of Clumsiness, Ray of Dizziness, Ray Deflection, Orb of Force, (Spell Compendium)

TORY

CR 12

Female Bard 4 Marshal 8

CN Medium Hobgoblin

Init +7 (+12); **Senses** Listen -1, Spot +3

Languages Common, Goblin, Elven, Dwarven, Draconic

AC 23, touch 16, flat-footed 18

(+3 Dex, +5 armor, +2 shield, +1 deflection, +2 aura, +0 insight, +0 natural)

hp 90 (12 HD)

Fort +11, **Ref** +11, **Will** +14

Speed 30 ft. in light armor (6 squares); base move 30 ft

Melee morning star +12/+7 (1d6+3)

or spiked gauntlet +11/+6 (1d4+2)

Ranged light crossbow +12 (1d8/19-20 x2)

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

Base Atk +9; **Grp** +11

Atk Options Single Attack, Spells

Special Actions Bard Song (have two songs left), Marshal minor/major aura, spells, Grant Move Action

Combat Gear Chain shirt +1, buckler +1, two masterwork morning stars, light crossbow, 30 bolts, spiked gauntlet, resist energy Scroll (CL 11), ring of protection +1, vest of Resistance +3, cloak of charisma +4, five cure moderate wounds scrolls.

Class Spells Known (CL 4th): Saving throw is 13 + spell level

2nd (1/day)— Cure Moderate Wounds

1st (3/day)— Inspirational Boost, Grease, Detect Secret Doors

0 (6/day)— Detect Magic, Prestidigitation, Mending, Summon Instrument, Mage Hand, Read Magic,

‡ Already cast 3 0th level spells, 1 1st level spell detect secret doors still has two minutes left. *Is under a CL 17 Hero's Feast and Healthful Rest; also has 10 minutes left from a Resist Energy (Fire) CL 11.*

Minor Aura: Art of War: +5 bonus to allies disarm, trip, sunder, bull rush rolls

Minor Aura: Motivate Dexterity: +5 charisma bonus to dexterity checks, dexterity skill-checks and initiative checks.

Minor Aura: Force of Will +5 bonus to Will saves.

Minor Aura: Watchful Eye +5 bonus to Reflex saves

Major Aura: Motivate Care : +2 to AC

Major Aura: Motivate Urgency: +10 feet to movement

Under the effects of a Healthful Rest (CL 10) from earlier in the day, and a Resist Energy Lightning (CL 12) 90 minutes left.

May have a minor and major aura up at one time; swift action to start or change auras.

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 8, Cha 21

Feats Eschew Materials, Linger Song, Skill Focus: Diplomacy, Combat Reflexes, Improved Initiative, Iron Will

Skills Concentration +10, Perform (Oratory) +13, Balance +7 [5+ ranks], Diplomacy +15, Bluff +15, Tumble +14, Extra Speak Languages Elven, Dwarven, Draconic, Perform (Lute) +6, Spot +3

Grant Move Action (Ex): A marshal can direct and motivate his allies to act immediately. Twice per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

Possessions combat gear plus wood holy symbol of Obad-Hai.

Common Tactic: Prefers to stay out of combat, but if she must she will do her best. Uses auras to enhance others.

Description Average appearance Hobgoblin female in chain shirt with a pair of morning stars. Wood holy symbol of a mask made of oak leaves and acorns prominent on her chest.

Sources Linger Song (Complete Arcane), Inspirational Boost (Spell Compendium)

ENCOUNTER 5

VERY ADVANCED HALF BLUE DRAGON HELLCAT

CR 14

LE Huge Dragon (Extraplanar)

Init +9; **Senses** Listen +23, Spot +19

Languages Telepathy

AC 27, touch 13, flat-footed 20

(-2 size, +5 Dex, +14 natural, +0 deflection, +0 insight,)

hp 204 (16d10+102)

Fire Resistance 10; immunity to Lighting, Sleep & Paralysis

Fort +17 **Ref** +15, **Will** +14

Speed 40 ft. (8 squares); fly 80 ft (average)

Melee 2 claws +28 (2d6+14) and bite +26 (4d6+7)

Special Attack: Improved grab, pounce, rake (2d6+5)
+28

Space 15 ft.; **Reach** 10 ft.

Base Atk +16; **Grp** +38

Atk Options attack, pounce with 2 rakes, sunder (+4 to sunder attempts and does not provoke)

Special Qualities. DR 5/good, darkvision, low light vision, invisible in light, scent, spell resistance 19, telepathy 100 feet

Combat Gear Necklace of Adaptation

Abilities Str 39, Dex 20, Con 24, Int 12, Wis 14, Cha 12

Feats Dodge, Improved Initiative, Track, Power Attack, Improved Sunder,, Multiattack

Skills Balance +24, Climb +31Hide +20 , Move Silently +28 , Listen +25 , Swim +21,Spot +21 , Jump +37 , Tumble +14 , Spellcraft +5

Hellcat Weapons: A hellcat's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

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

Pounce (Ex): If a hellcat charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +28 melee, damage 2d6+5

Invisible in Light (Ex): A hellcat is Invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

Scent (Ex): This ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. The hellcat can detect opponents by sense of smell, generally within 30 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

Breath Weapon (Su): One per day it gets a lightning breath attack along a 60 foot line. Damage is 6D8 with a DC 25 Reflex save for half damage.

Description In light enough for a person to see, the hellcat is not visible. This is not an invisibility spell, but just an affect of its appearance in light. While its appearance suggests it is incorporeal, a hellcat has a corporeal body and can be harmed by physical attacks. Hellcats use a natural telepathy to communicate with one another and those they encounter. A hellcat measures about 14 feet long and weighs about 2900 pounds.

APPENDIX 8 – ALL APLS - FRIENDLIES

BEFORE INTRODUCTION

If there are only 4 player characters and no cohorts in the party for APLs 4-8 OR APL 4 is made up all characters less than 4th level.

One of these NPCs by APL can be added to the party, with the PC controlling him.

APL 4

ALBERT KARR (NPC PALADIN) CR 3

Male Human Paladin 3
 LG Medium Humanoid (human)
Init +1; **Senses** Listen +1, Spot +1
Aura Good
Languages Common

AC 19, touch 11, flat-footed 19
 (+1 Dex, +6 armor, +2 shield)

hp 25 (3 HD);
Immune Disease
Fort +6, **Ref** +6, **Will** +3

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

Melee Longsword +7(1d8+2)
 or

Ranged Longbow +4 (1d8)

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

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

Atk Options Smite Evil 1x/day

Combat Gear Chainmail+1, two masterwork longswords, Heavy Steel Shield, Longbow, 20 arrows, two Potion Cure Moderate Wounds

Abilities Str 14, Dex 13, Con 12, Int 10, Wis 10 Cha 14
SQ Aura of Good, Detect Evil, Smite evil (1x/day), Divine Grace, Lay on Hands (6 points), Aura of Courage, Divine Health

Feats Weapon Focus (Longsword), Lightning Reflexes, Mounted Combat

Skills Handle Animal +8, Heal +6, Ride +7

Possessions combat gear plus Healer's Kit, Wand Cure Light Wounds (10 charges), 14 gp

Description This paladin stands an even six feet tall and has strong Oeridian features. He wears the holy symbol of Ulaa prominently.. He is not argumentative on religion, he is a veteran but cannot be team leader.

APL 6

MICCA KARR (NPC PALADIN) CR 5

Male Human Paladin 5
 LG Medium Humanoid (human)
Init +1; **Senses** Listen +1, Spot +1
Aura Good
Languages Common

AC 21, touch 11, flat-footed 21
 (+1 Dex, +7 armor, +3 shield)

hp 41 (5 HD);

Immune Disease

Fort +7, **Ref** +6, **Will** +4

Speed 20 ft. in banded mail armor (4 squares), base movement 30 ft.;

Melee Longsword +9 (1d8+2)

or

Ranged Long Composite Bow bow +7 (1d8)

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

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

Atk Options Smite Evil 2x/day

Combat Gear Banded mail+1, two masterwork longswords, Heavy Steel Shield +1, masterwork Long Composite bow (Str +0), 40 arrows, two Potions Cure Moderate Wounds, Potion of Lesser Restoration

Paladin Spells Prepared (CL 2nd):
 1st— Bless Weapon

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

SQ Aura of Good, Detect Evil, Smite evil (2x/day), Divine Grace, Lay on Hands (10 points), Aura of Courage, Divine Health, Turn Undead, Special Mount (dead)

Feats Weapon Focus (Longsword), Lightning Reflexes, Mounted Combat

Skills Handle Animal +10 Heal +9, Ride +9

Possessions combat gear plus Healer's Kit, Holy symbol of Ulaa, Wand Cure Light Wounds (10 charges), 14 gp

Description This paladin stands an even six feet tall and has strong Oeridian features. He wears the holy symbol of Ulaa prominently.. He is not argumentative on religion, he is a veteran but cannot be team leader.

APL 8 - 12

TOMAS KARR (NPC PALADIN) CR 7

Male Human Paladin 7
 LG Medium Humanoid (human)
Init +1; **Senses** Listen +1, Spot +1
Aura Good
Languages Common

AC 23, touch 11, flat-footed 22
 (+1 Dex, +9 armor, +3 shield)

hp 58 (7 HD);

Immune Disease

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

Speed 20 ft. in Full Plate armor (4 squares), base movement 30 ft.;

Melee +1 Longsword +11 (1d8+3) or

Melee Full attack +1 Longsword +11 and +6 (1d8+3) or
Ranged MW Long Composite bow (Str +0) +9 (1d8)

Ranged Full attack MW Long Composite bow (Str +0)
 +9 and +4 (1d8)

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

Base Atk +7; **Grp** +9

Atk Options Smite Evil 2x/day, Mounted Combat. Will take cover behind horse for +4 AC if make a DC 15 Ride Check.

Combat Gear Full Plate mail+1, longsword +1, masterwork longsword, Heavy Steel Shield +1, masterwork Long Composite bow (Str +0), 40 arrows, Two Potions of Cure Moderate Wounds

Paladin Spells Prepared (CL 3rd):

1st— Bless Weapon, Protection from Evil

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

SQ Aura of Good, Detect Evil, Smite evil (2x/day), Divine Grace, Lay on Hands (14 points), Aura of Courage, Divine Health, Turn Undead, Special Mount (dead), Remove Disease (1x/week)

Feats Weapon Focus (Longsword), Lightning Reflexes, Mounted Combat, Skill Focus: Ride

Skills Handle Animal +10 Heal +9, Ride +12

Possessions combat gear plus Wand Cure Light Wounds (10 charges), 4 gp

Description This paladin stands an even six feet tall and has strong Oeridian features. He wears the holy symbol of Ulaa prominently.. He is not argumentative on religion, he is a veteran but cannot be team leader.

APPENDIX 9 – ALL APLS - FOES

INTRODUCTION

Pit fiend seen at the start of the game if the PCs want to fight it (probably APL 14/16 only)

Pit Fiend, Large Outsider (Baatezu, Evil, Extraplanar, Lawful) CR 20

Initiative: +12 Listen +29 Spot +29

Languages Abyssal, Draconic

AC: 40 (–1 size, +8 Dex, +23 natural) touch 17, flat-footed 32

hp 2245 (18 HD); Acid resistance 10, cold resistance 10, DR 15/holy & silver, fire immunity, poison immunity, regeneration 5, SR 32

Fort +22, Ref +22, Will +23

Speed: 40 ft., fly 60 ft. (average)

Melee 2 claws +30 melee (2d8+14) and 2 wings +28 melee (2d6+7) and bite +28 (4d6+7 and poison and disease) melee and tail slap +28 melee (2d8+7)

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

Base Atk +18; **Grp** +35

Special Attacks: Constrict 2d8+28, fear aura, improved grab, spell-like abilities, *summon baatezu (already used)*

Combat Gear vest of resistance +3, ring of counterspells (glitterdust), **Spell-Like Abilities** (CL 18 th):

At will—blasphemy (DC 25), create undead, fireball (DC 21), greater dispel magic, greater teleport (self plus 50 pounds of objects only), invisibility, magic circle against good, mass hold monster (DC 27), persistent image (DC 23), power word stun, unholy aura (DC 26); 1/day—meteor swarm (DC 27). Caster level 18th. The save DCs are Charisma-based.

Once per year a pit fiend can use wish as the spell (caster level 20th).

Abilities : Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha 26

SQ Darkvision 60 ft, See in Darkness, Telepathy 100 ft

Feats Cleave, Great Cleave, Improved Initiative, Iron Will,, Multiattack, Power Attack, Quicken Spell-like Ability (greater dispel magic)

Skills: Balance +10, Bluff +29, Climb +34, Concentration +29, Diplomacy +10, Disguise +29 (+31 acting), Hide +25, Intimidate +31, Jump +35, Knowledge (arcana) +29, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +29, Move Silently +29, Search +29, Spellcraft +31, Spot +29, Survival +8 (+10 on other planes), Tumble +31

Possessions

Constrict (Ex): A pit fiend deals 2d8+26 points of damage with a successful grapple check.

Disease (Su): A creature struck by a pit fiend's bite attack must succeed on a DC 27 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based.

Fear Aura (Su): A pit fiend can radiate a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 27 Will save or be affected as though by a fear spell (caster level 18th). A creature that

successfully saves cannot be affected again by the same pit fiend's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

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

Poison (Ex): Injury, Fortitude DC 27, initial damage 1d6 Con, secondary damage death. The save DC is Constitution-based.

Summon Devil (Sp): Twice per day a pit fiend can automatically summon 2 lemures, bone devils, or bearded devils, or 1 erinyes, horned devil, or ice devil. This ability is the equivalent of an 8th-level spell. IT HAS ALREADY USED THIS POWER.

Regeneration (Ex): A pit fiend takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Description this creature bears a massive saw-tooth glaive and heavy repeating crossbow. The creature has pointed ears and dry scaly black and blue skin, with a long tail, clawed hands and feet and a smoky, disgusting beard with a maw of sharp teeth.

Tactics

Round-by-Round

The pit fiend opens with spell-like powers, attempting to neutralize dangerous opponents before entering melee combat.

Round 1: *Unholy aura*; activate fear aura, *quicken greater dispel magic (area)*

Round 2: *quicken greater dispel magic at beefy fighter or archer and then Mass hold monster* if facing three or more visible, active opponents; otherwise *power word stun* against unarmored opponent (preferably a spellcaster).;

Round 2: *quicken greater dispel magic and then Blasphemy*; approach nearest enemy.

Round 3: Full attack against injured enemy.

Round 4: Continue melee against injured enemy, or *power word stun* against annoying spellcaster. And adding quickened greater dispel magics if it won't wipe blasphemy effects or other effects too much

Round 5: greater teleport a mile away a two hundred yards away (visual distance) unless prevented and combat ends.

ENCOUNTER 4

ALEXANDER, PIT FIEND, HEXBLADE3, MONK2 CR 25

Large Outsider (Baatezu, Evil, Extraplanar, Lawful)

Initiative: +13 Listen +31 Spot +31

Languages Abyssal, Draconic

AC: 41 (–1 size, +9 Dex, +23 natural) touch 18, flat-footed 32

hp 289 (23 HD); Acid resistance 10, cold resistance 10, DR 15/holy & silver, fire immunity, poison immunity, regeneration 5, SR 32, Evasion, Mettle
Fort +27, Ref +27, Will +29 (+8 more versus spells and spell like abilities)

Speed: 40 ft., fly 60 ft. (average)

Melee 2 claws +34 melee (2d8+14) and 2 wings +32 melee (2d6+7) and bite +32 (4d6+7 and poison and disease) melee and tail slap +32 melee (2d8+7)

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

Base Atk +22; **Grp** +43

Special Attacks: Constrict 2d8+28, fear aura, improved grab, spell-like abilities, *summon baatezu (already used)*, *Hexblade curse*

Combat Gear hat of disguise, vest of resistance +3, ring of counterspells (baleful polymorph), lavender and green ellipsoid ioun stone (absorbs 50 levels of spells up to 8th level) (carried initially not in orbit), two potions of remove blindness/deafness
Spell-Like Abilities (CL 18 th):

At will—blasphemy (DC 25), fireball (DC 21), greater dispel magic, greater teleport (self plus 50 pounds of objects only), invisibility, magic circle against good, mass hold monster (DC 27), persistent image (DC 23), power word stun, unholy aura (DC 26); 1/day—meteor swarm (DC 27). Caster level 18th. The save DCs are Charisma-based. Once per year a pit fiend can use wish as the spell (caster level 20th).

Abilities : Str 37, Dex 28, Con 27, Int 26, Wis 26, Cha 26

SQ Darkvision 60 ft, See in Darkness, Telepathy 100 ft

Feats Cleave, Great Cleave, Improved Initiative, Iron Will,, Multiattack, Power Attack, Quicken Spell-like Ability (greater dispel magic), Improved Unarmed Strike, Improved Grapple, Deflect Arrow, Quicken Spell-like Ability (fireball)

Skills: Balance +15, Bluff +33, Climb +35, Concentration +34, Diplomacy +10, Disguise +34 (+33 acting), Hide +26, Intimidate +33, Jump +40, Knowledge (arcana) +29, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +34, Move Silently +30, Search +29, Spellcraft +31, Spot +34, Survival +8 (+10 on other planes), Tumble +34

Constrict (Ex): A pit fiend deals 2d8+26 points of damage with a successful grapple check.

Disease (Su): A creature struck by a pit fiend's bite attack must succeed on a DC 27 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based.

Fear Aura (Su): A pit fiend can radiate a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 27 Will save or be affected as though by a fear spell (caster level 18th). A creature that successfully saves cannot be affected again by the same pit fiend's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

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

Poison (Ex): Injury, Fortitude DC 27, initial damage 1d6 Con, secondary damage death. The save DC is Constitution-based.

Summon Devil (Sp): Twice per day a pit fiend can automatically summon 2 lemures, bone devils, or bearded devils, or 1 erinyes, horned devil, or ice devil. This ability is the equivalent of an 8th-level spell. IT will only summon more than erinyes for APL 14

Regeneration (Ex): A pit fiend takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Evasion (Ex): If Alexander makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Hexblade Curse (Su): One per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 19, negates this effect.

Arcane Resistance (Su): A Hexblade gets her charisma bonus (minimum +8) to all saving throws versus spells and spell like abilities.

Mettle (Su): A Hexblade can resist magic and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect. An unconscious or sleeping Hexblade does not get the benefit of mettle.

Description Alexander appears to be a Half-Fiendish (with bat wings) Frost Giant. His Disguise skill & roll with the Hat of Disguise is 57 (requiring a DC 57 spot to see through his disguise).

Tactics

Round-by-Round

The pit fiend opens with spell-like powers, attempting to neutralize dangerous opponents before entering melee combat.

Round 1: *Release his lavender ioun stone; activate fear aura, quickened greater dispel magic (area)*

Round 2: *quickened greater dispel magic at beefy fighter or archer weapon (to turn off any magic on them for a short time and to remove spells) and then Mass hold monster if facing three or more visible, active opponents; otherwise power word stun against unarmored opponent (preferably a spellcaster).;*

Round 2: *quickened greater dispel magic and then Unholy Aura;*

Round 3: *quickened greater dispel magic and then Blasphemy; take to the air.*

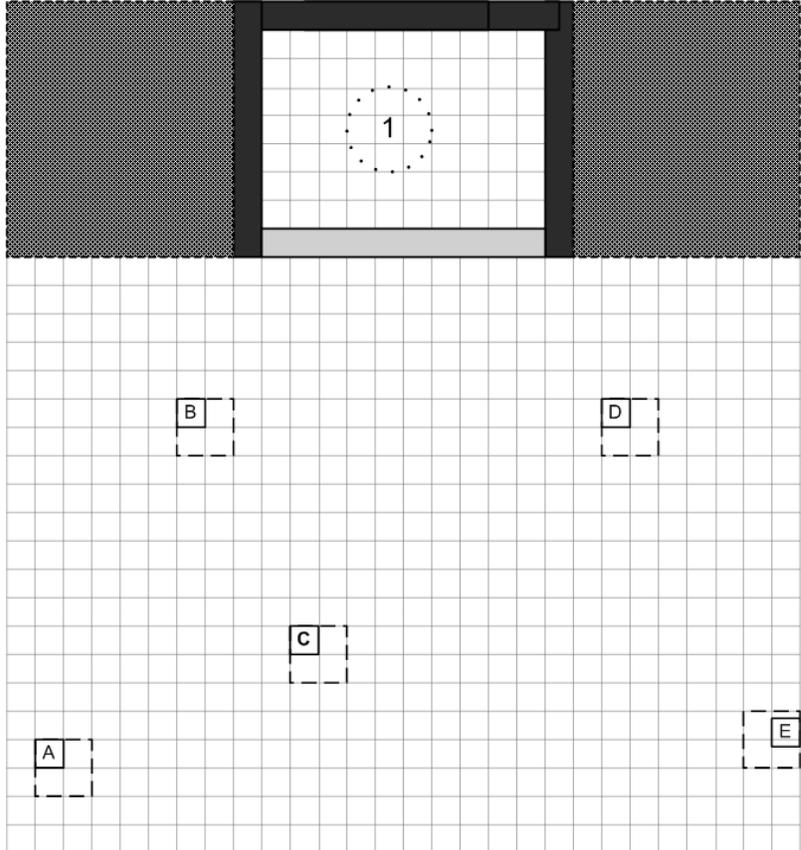
DM AID: MAP #1 – ENCOUNTER ONE

5 feet per square, north is top.

Dark Grey are remains of the above ground mansion. Most walls and rooms are rubble.

Light Grey is remains of outer courtyard wall. This is very rough terrain with some pieces 3 feet high and others not. Difficult terrain and one cannot run or charge through it even with horseshoes of a zephyr and similar items.

White area surrounded by black is the inner courtyard. Light metal roof has been torn away. The entire area is covered in a CL APL+4 Forbiddance (aligned True Neutral) with a password "Money is Lord" in Dwarvish. #1 is the Otilukes Telekenetic Sphere cast from scroll, with two gem merchant leaders, Master Elozan, and Captain Acre. Also the dead Staff Sergeant (Master) Torrence who used the scroll.



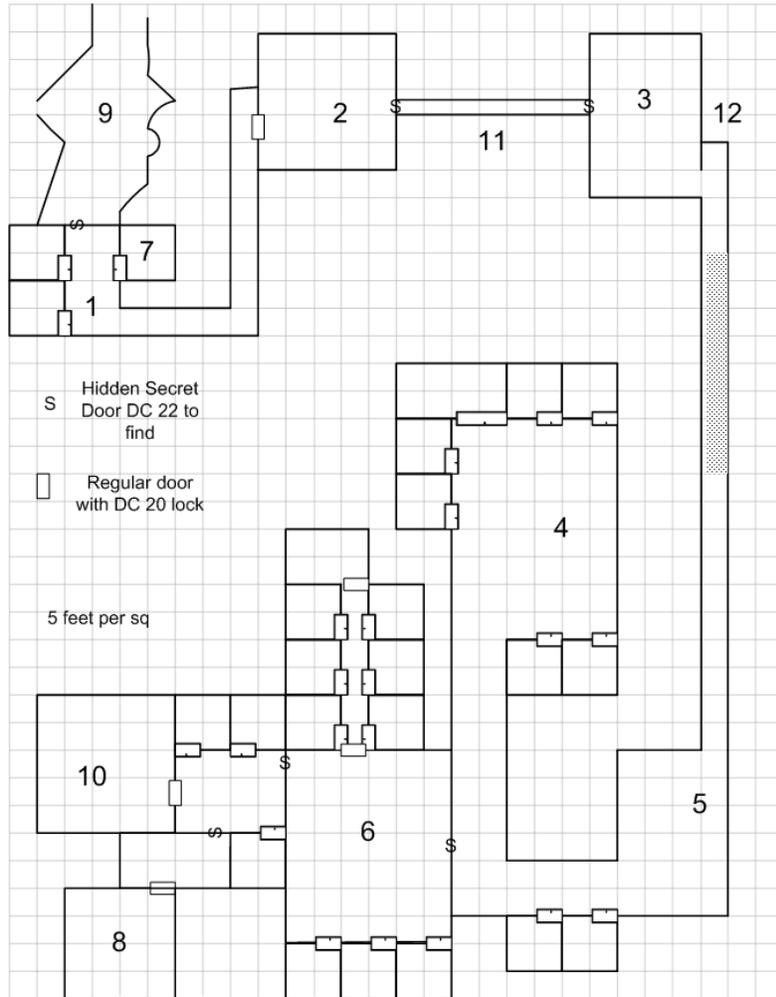
A – E are the creature locations of the creatures at the game start.

This is the village proper so vegetation has been cleared.

DM AID: MAP #2 – ENCOUNTER TWO

Top of map is north. By default continual flames CL 15 every feet in the ceiling.

1. Plain tiles. Entry room and first false area, but outer sentries stay here.
2. Setup to look like a fancy room and alchemy workshop for a hidden mage. a working alchemy workshop. Room red tiles and include room with secret door. Two mercenaries bunked here well.
3. Red Tiles, forbiddance in place including the long corridor. This room where the last mobile hobgoblins are located.
4. Main militia/mercenaries room, and practice area. Red tile forbiddance is the big room, hallway and little rooms.
5. Red Tiles, forbiddance including the long corridor. Spell turret is on wall inside the corridor. Detect range for true seeing is down corridor only.
6. Green Tile Forbiddance, for all rooms past here except #8 & #10. Main Outer Bringers of Truth Area but is currently non-Bringers Syloch.
7. Standard Quarters Room, and all similarly shaped rooms with regular door are like this. A room with two beds, two wardrobes, two footlockers small desk, with continual flame light can be covered.
8. Plain Tile room, No forbiddance here. Totally bare except for center 4 squares that have a full and crescent moon of Pholtus in the floor. Kept clear for teleportation.



30
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that

9. Apparently Natural Cave with the Permanent Illusion out front to look like real stone. Regularly swept for tracks. A corpse of a Awakened Dire Bear filled with arrows, who was outer guardian.
10. Concecrated Temple to Pholtus with pre-Pembroke Liturgy documents. All about Chaos to be fought before evil, and ridding Phyton, Obad-Hai, most of the Harvest Church, and Fharlangh from Gran March. The Penbrooke Sermon is written in north wall. Behind a silver cloth curtain This area has mirror silver tiles and is covered by HALLOW – with on-going invisibility purge.
- 11 Two and a half foot wide & tall passage way, with the secret doors the same size at the floor. A medium creature must squeeze to get down this corridor. A large creature cannot go down this corridor. The hobgoblins have blocked the secret door from closing on the right side of the passage.
- 12 This last five foot square beyond the opening looks like all the rest of the passage/area. However, that space is not covered by the spell turret. No one knows this, especially the hogoblines, but it could be important in the fight.

The Far Inner areas of this space are not shown. They are only accessible by Teleportation, and only by Bringers of Truth

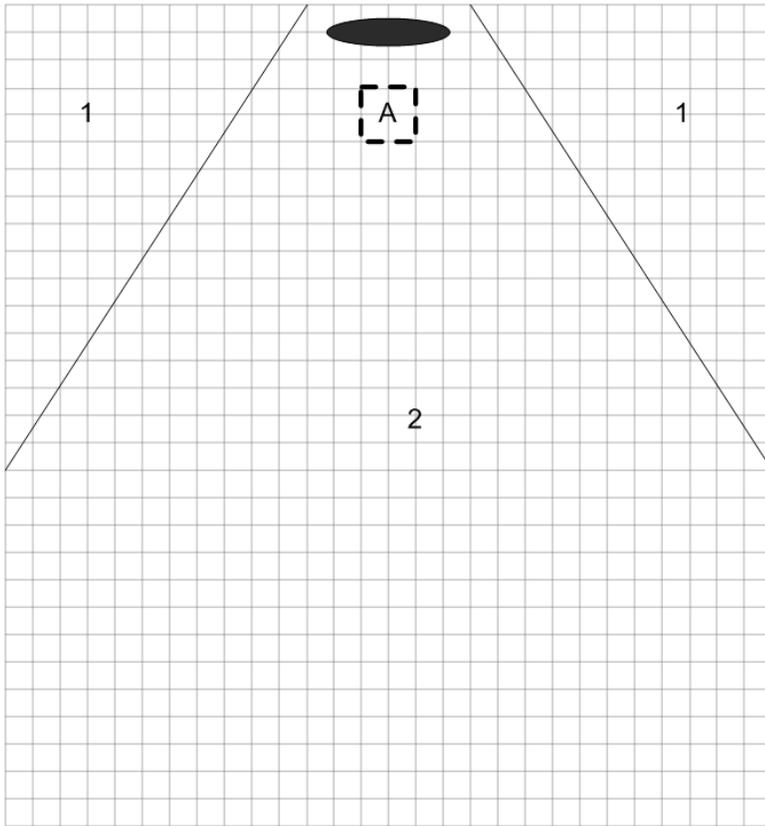
All Forbiddances are set to Lawful-Neutral, cast at CL 22. Hallow(s) area at CL 22 have Invisibly Purge as a part of them

Grey shade shows the part of the corridor is under an extended silence (CL = APL+3). This silence means that the hobgoblins cannot affect the password in the corridor or their space. They know the password from the battle.

Red Tile Forbiddance password is "Pretty Wings." Green Tile Forbiddance password is "Baked Rat"

Spell turret triggers with true seeing when it sees creatures in corridor OR if it cannot see entire corridor. Baked Rat is password to turn turret off for 1 minute (10 rounds), after it turns on, it must remain on for 1 minute (APL 4-8), 2 minutes (APL 10+). Spell turret appears from wall when it activates and appears to be holy symbol of Pholtus. When player characters see mercenary get killed he utters password as he exits silence thus shutting off turret for 10 rounds.

DM AID: MAP #3 – ENCOUNTER FOUR, FIVE & SIX



1. This area is rough terrain with boulders and other variable height debris that makes this difficult terrain, half move, even for Horseshoes of a Zephyr.

2. Hundreds of Tracks of all shapes and sizes have stripped vegetation inside the lines on the map.

Black Oval, is the Gate

A. Alexander (Half-Fiendish Frost Giant with Bat Wings)

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 Combat Expertise (*Complete Warrior*)

You have mastered the art of defense in combat

Prerequisites: Int 13, Combat Expertise, BAB +6

Benefit: When you use the Combat Expertise feat to improve your AC, the number you can subtract from your attack roll and add to your AC can be any number that does not exceed your BAB.

Improved Turn Resistance (*Libris Mortis*)

You have a better than normal chance to resist turning.

Prerequisite: Undead type.

Benefit: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster HD plus class levels) to determine your HD for turn, rebuke, command, and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has a +4 turn resistance adds an additional +4 with this feat, for a total of +8.

Karmic Strike (*Complete Warrior*)

You have learned to strike when your opponent is most vulnerable – the same instant your opponent strikes you.

Prerequisites: Dex 13, Combat Expertise, Dodge.

Benefit: You can make an attack of opportunity against an opponent that hits you in melee. On your action, you can choose to take a -4 penalty to your Armor Class in exchange for the ability to make an attack of opportunity against any creature that makes a successful melee attack or melee touch attack against you. The opponent that hits you must be in your threatened area, and this feat does not grant you more attacks of opportunity than you are normally allowed in a round. You specify on your turn that you are activating this feat, and the change to your Armor Class and your ability to make these special attacks of opportunity last until your next turn.

Lingering Song (*Complete Adventurer*)

Your inspirational bardic music stays with listeners long after the last note has died away.

Prerequisite: Bardic music.

Benefit: If you use your bardic music to inspire courage, inspire greatness, or inspire heroics, the effects last for 1 minute after an inspired ally stops hearing you play.

Normal: Inspire courage, inspire greatness, and inspire heroics last as long as an ally hears the bard sing plus an additional 5 rounds thereafter.

Sculpt Spell (*Complete Arcane*)

You can alter the area of your spells.

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 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 up a spell slot one level higher than the spell's actual level.

Shield Specialization (*Players Handbook Two*)

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisite: Proficiency with shields.

Benefit: Choose one type of shield from the following list: buckler, heavy or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can select this feat more than once. Each time you select it, choose a different type of shield.

A fighter can select Shield Specialization as one of his fighter bonus feats.

Shield Ward (*Players Handbook Two*)

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

Prerequisite: Proficiency with shields, Shield Specialization.

Benefit: You apply your shield bonus to your Touch AC, and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

Special: A fighter can select Shield Ward as one of his fighter bonus feats.

NEW ITEMS

***Vest of Resistance* (*Complete Arcane*)**

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster's level must be at least three times the vest's bonus; *Price* 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

NEW SPELLS

***Blindsight* (*Spell Compendium*)**

Transmutation

Level: Clr 3, Drd 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You touch your intended subject, which then turns its head rapidly about as if looking for the source of some sound.

This spell grants the subject the blindsight ability (*Monster Manual*, page 306) effective out to 30 feet.

BLINDSIGHT, GREATER (*Spell Compendium*)

Transmutation

Level: Cleric 4, druid 4

This spell functions like *blindsight*, except as noted above and that the blindsight granted by the spell is effective out to 60 feet.

Brambles (*Spell Compendium*)

Transmutation

Level: Cleric 2, druid 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

With the sound of twisting wood, the weapon you touch grows sharp spikes like rose thorns.

For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and also gains a +1 enhancement bonus per caster level on melee damage rolls (maximum +10). This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

Material Component: A small thorn.

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.

Divine Insight (Spell Compendium)

Divination

Level: Clr 2, Pal 2 (NPC ONLY)

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged (D)

Clutching the focus of your spells to your chest, you let your eyes flutter shut. As you complete the short prayer you feel your deity's presence fill you with confidence.

Once during the spell's duration, you can choose to use its effect. This spell grants you an insight bonus equal to 5 + your caster level (maximum bonus of +15) on any single skill check. Activating the effect requires an immediate action. You must choose to use the insight bonus before you make the check you want to modify. Once used, the spell ends. You can't have more than one *divine insight* effect active on you at the same time.

Inspirational Boost (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

You concentrate on assisting your friends as you begin the short chant and simple hand-chopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1. The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Orb of Electricity (Spell Compendium)

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 4, warmage4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like orb of acid, except that it deals electricity damage. In addition, a creature wearing metal armor struck by an orb of electricity must make a Fortitude save or be entangled for 1 round instead of being sickened.

Orb of Electricity Lesser (Spell Compendium)

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of electrical energy

This spell functions like lesser orb of acid, except it deals 1d8 points of electricity damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Spikes (Spell Compendium)

Transmutation

Level: Cleric 3, druid 3

With the sound of twisting wood, the weapon you touch grows sharp spikes like rose thorns.

This spell functions like brambles (page 38), except that the affected weapon gains a +2 enhancement bonus on its attack rolls, and its threat range is doubled. This effect does not stack with other effects that increase a weapon's threat range, such as the Improved Critical feat.

UNLUCK (Spell Compendium)

Divination

Level: Bard 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Spewing a curse of bad luck, you fling a piece of broken mirror at your target. The mirror shard dissipates harmlessly as soon as it leaves your hand, and the sound of rolling dice is perceptible for an instant.

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls, and saving throws), two separate rolls are made and the worse result applied.

A creature carrying a *stone of good luck* is immune to the effect of *unluck*.

Material Component: A piece of a broken mirror.

Vigor (Spell Compendium)

Conjuration (Healing)

Level: Clr 3, Drd 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 25 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 2, enabling it to heal 2 hit point per round until the spells ends and automatically becoming stabilized if he or she begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, suffocation, nor does it allow a creature to regrow or attach lost body parts. The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Vigor, Greater (Spell Compendium)

Conjuration (Healing)

Level: Clr 5, Drd 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 35 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 4, enabling it to heal 4 hit point per round until the spells ends and automatically becoming stabilized if he or she begins dying from hit point loss during that time. *Greater vigor* does not restore hit points lost from starvation, thirst, suffocation, nor does it allow a creature to regrow or attach lost body parts. The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Vigor, Lesser (Spell Compendium)

Conjuration (Healing)

Level: Clr 1, Drd 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spells ends and automatically becoming stabilized if he or she begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, suffocation, nor does it allow a creature to regrow or attach lost body parts. The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Vigor, Mass Lesser (Spell Compendium)

Conjuration (Healing)

Level: Clr 3, Drd 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Target: One creature/two levels, no two of which can be more than 30 ft. apart

Duration: 10 rounds + 1 round/level (max 25 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

Each subject gains fast healing 1, enabling it to heal 1 hit point per round until the spells ends and automatically becoming stabilized if he or she begins dying from hit point loss during that time. *Mass lesser vigor* does not restore hit points lost from starvation, thirst, suffocation, nor does it allow a creature to regrow or attach lost body parts. The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

VIGOROUS CIRCLE

Conjuration (Healing) Level: Cleric 6, druid 6

Duration: 10 rounds + 1 round/level (max 40 rounds)

This spell functions like mass lesser vigor, except as noted here and that it grants fast healing 3.

MARSHAL POWERS

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice. As his marshal level increases, he gains access to new auras, as indicated on Table 1-5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

- Accurate Strike: Bonus on rolls made to confirm critical hits.
- Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.
- Demand Fortitude: Bonus on Fortitude saves.
- Determined Caster: Bonus on rolls to overcome spell resistance.
- Force of Will: Bonus on Will saves.
- Master of Opportunity: Bonus to Armor Class against attacks of opportunity.
- Master of Tactics: Bonus on damage rolls when flanking.
- Motivate Charisma: Bonus on Charisma checks and Charisma-based skill checks.
- Motivate Constitution: Bonus on Constitution checks and Constitution-based skill checks.

- Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.
- Motivate Intelligence: Bonus on Intelligence checks and Intelligence-based skill checks.
- Motivate Strength: Bonus on Strength checks and Strength-based skill checks.
- Motivate Wisdom: Bonus on Wisdom checks and Wisdom-based skill checks.
- Over the Top: Bonus on damage rolls when charging.
- Watchful Eye: Bonus on Reflex saves.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th level.

- Hardy Soldiers: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone affected gains DR 2/-.
- Motivate Ardor: Bonus on damage rolls.
- Motivate Attack: Bonus on melee attack rolls.
- Motivate Care: Bonus to Armor Class.
- Motivate Urgency: Allies' base land speed is increased by a number of feet equal to 5 x the amount of bonus the aura provides. For example, the allies of a 10th-level marshal (+2 major aura) add 10 feet to their base land speed.
- Resilient Troops: Bonus on all saves.
- Steady Hand: Bonus on ranged attack rolls.

Skill Focus (Diplomacy): Because a marshal has a way with people, he gains this feat as a bonus feat. If the marshal already has the feat, he can choose a different one.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

At 8th level, a marshal gains the ability to grant an extra move action to his allies twice per day. The frequency increases to three times per day at 12th level, four times per day at 16th level, and five times per day at 20th level.

PLAYER HANDOUT #1 – INTRODUCTION

Each character received the following message accompanied by 50 gold pieces (if the character was unable to read, there was actually only 45 gold pieces in the message but a person to read it aloud to the character)

Greetings,

I am Rennet Iceflower, a merchant and owner of several gem mines high in the Lortmills near the village of Topaz Pass. I have a business proposition for persons of your excellent problem solving abilities. Please be my guest at the Topaz Overlook Inn outside of Topaz Pass until we can meet one week from today an hour after dawn; where my chaplain will prepare a special breakfast, a hero's feast, for us all before our meeting. This high quality Inn has quite amazing views of the terrain and serves the best food and drink for miles around. I have directed Gross Gleason to provide you his best rooms. I have enclosed a few coins as an initial payment (or for expenses) of your journey to see me.

Rennet Iceflower

The journey to Topaz Pass was uneventful, it is a couple days travel from Anders Falls deep in the mountains. The village, which in terms of buildings is quite large, has a large stream running along side it, and is mostly made up with businesses that deal with mining, smelting or working with gemstones, buildings for workers to stay and large homes for the wealthy. There were two public stables that would take all manner of beasts, even monstrous huge centipedes, that were a little downstream from the village proper. On the upstream side of the village up a few flights of steps cut into the rock, is the Topaz Overlook Inn. The inn was built into a large cliff and is completely underground. Your inn rooms were quite fine, if a little short on ceiling space (normal rooms have a six foot six inch ceiling, the centaur rooms are bigger than that). Dinner and drinks were good, and there were plenty of dwarves for conversation and merriment. Medium and smaller animals were allowed to accompany their masters to their rooms; larger creatures must stay in one of the two public stables.

PLAYER HANDOUT #2 – BRINGERS OF TRUTH

The Bringers of Truth have not been updated in quite a while, but the particulars are below

Requirements

To be a member of Bringers of Truth a person must:

- Have their Home Region be the Gran March. Members of the Bringers may not be active duty members of the Military, nor of the Corporation.
- Worship Pholtus.
- Be able to cast 5th-level divine spells
-OR –
Be able to cast 5th-level arcane spells
-OR-
Have a BAB of at least +8 and able to cast divine spells
-OR-
Have a +4D6 sneak attack and be at least 9th-level.
- Be Lawful Neutral or True Neutral alignment
- Swear to adhere to the teachings of the faith as the Bringers believe the truth to be, which includes not saying anything nice of Evil or Chaotic Gods/Churches. Bringers occasionally, for political reasons mostly, are neutral about non-lawful, non-chaotic faiths. "First Chaos, Then Evil, has been the motto since they went underground. They are open now, and so the covert nasty work is not a part of the organization any more.
- Expend 5 TU each year. Members spend this time in duties at the direction of the Church of Pholtus leadership.
- Receive an invitation to join the organization. Contact the Religions POC for more information. The player will receive a sheet that they will have their judge sign for each adventure where an appropriate situation occurred in reference to the requirements to gain the invitation.

Benefits

Those who are members of in good standing have the following benefits:

- The Bringers of Truth may purchase any of the following mundane items: earthsilk jersey (RS), capsule retainer (CV), ironman capsule (CV), black bodysuit (A&EG), miner's helmet (A&EG), farflame oil (A&EG), fog-cutter lantern (A&EG), masterwork great crossbow (RS), masterwork leather scale armor (A&EG), masterwork darkwood quarterstaff with a holy symbol of Pholtus mounted on one end (DMG), masterwork darkwood heavy shield with a holy symbol of Pholtus mounted on the front (DMG), masterwork stone plate (RS), and masterwork heavy plate armor (RS), masterwork darkwood composite (+6) long bow (CW), masterwork gauntlet shield (RS), masterwork darkwood rider's shield (RS), masterwork tumbler's breastplate (RS), fast donning straps (RS), masterwork darkwood extreme shield (RS), and shield sheath (RS)

- The Bringers of Truth have access to the Limited Feats: Heroic Destiny (RD), Protected Destiny (RD), Fearless Destiny (RD), Sudden Still (CA), Sudden Energy Affinity (MH) , Distracting Attack (MH), Powerful Charge (MH), and Natural Bond (CV).
- Bringers of Truth have access to the Limited Prestige Classes: Nightsong Enforcer (CV) and Spymaster (CV).
- +3 circumstance bonus to Diplomacy, Forgery, Intimidate, Gather Information, Disguise, Bluff and Sense Motive when in Gran March or the former Barony of Arweth. This represents the specialized training each undergoes to be especially proficient in their homeland in these areas. They spend time learning the foibles and characteristics of the people and organizations of Gran March, which is why these bonuses do not work outside the region.
- +3 circumstance bonus to Spot and Listen to detect ambushes
- +3 circumstance bonus to Knowledge (religion) rolls when the topic are gods that are either Evil or non-lawful.
- +3 circumstance bonus to Knowledge (local [Sheldomar Valley MR]) when the topic involves Gran March churches, church leadership, or religion.
- +3 circumstance bonus to Knowledge (geography) to know best ways to travel to temples, safe houses, inns, shrines and chapels in Gran March or to know the location of those facilities.
- +3 circumstance bonus to Concentration when casting on the defensive in battles against Chaotic foes.
- +1 circumstance bonus to their Leadership score.
- The Bringers of Truth gain an influence point with the Bringers of Truth and the Church of Pholtus for each full year as a member. The latter reflects their “cover” as a member of the Glimmering Light.
- In return for service throughout the year, the Bringers pays for standard, high, or luxury lifestyle for its members as appropriate for their mission (default is high) while they are in Gran March. To gain this benefit for any Gran March regional or interactive the character must speak of Pholtus or of the Church in the course of playing the adventure.
- Bringers have political friends in high places within the organization. For all outwards appearances members of the Bringers of Truth appear to be members of the Fellowship or members of the Glimmering Light. They use the honorific of either as it suits them.

CRITICAL EVENT SUMMARY: GRM8-01 CONSEQUENCES

For use only at Conventions in MARCH 2008

1. Was the Portal Closed? Permanantly Temporarily Not Closed

If Permanently, who list player name, character name, RPGA #, class and level that gave up their life?

2. Was Jakka Slain or Allowed to Die?

Yes No

3. Was Alexander Slain or Allowed to Die?

Yes No

4. Did any PCs deface or vandalize the Bringers of Truth Complex?

Yes No

If yes, then player/character name and RPGA number.

5. Was Bernard Jabbar saved?

Yes No

6. Did Captain Acres survive?

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):