

Through the Enemy's Eyes

A One-Round D&D[®] LIVING GREYHAWK[™]

Principality of Ulek Regional Adventure

Version 1.1.6

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The Disputed Territories are rife with savage tribes and grim ruins. Humanoids roam the land and prey upon any who try to scratch out a living like bloodthirsty locusts. Can you skulk amongst them and complete a dangerous mission to help the Principality learn more about the tribes' true numbers and strength? A Principality of Ulek regional adventure for APLs 4-10, and Part 1 of the *Reclamation* series.

Note: This adventure will be of particular interest to stealth-oriented characters and any PC who wishes to reclaim the Disputed Territories.

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 poutriad@gmail.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 gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth 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 group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
C R o f A n i m a l	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	

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 Principality of Ulek. Characters native to

the Principality of Ulek pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

Long have the Dwarves and the Humanoids of the Pomarj been at war, longer still have the territories of Ulek and the Poor March (Pomarj) been divided. But it was not until the rise of leadership such as the Slavers and Turrosh Mak that the forces have truly rallied under one banner. Many have asked how this rally was accomplished, but what they really should ask is how it is maintained. There is a Standard that is passed amongst the Tribes of the Pomarj and the Disputed Territory. It is exchanged with a ceremony that confirms the Chieftain's fidelity to Turrosh Mak, and then that tribe carries it on to the next tribe. Each tribe knows every second tribe the standard should be taken to next. (Tribe A knows C, B knows D, but B doesn't know C or A, keeping a layer of isolation in each rotation.) A messenger from Turrosh Mak's staff starts the process, approaching Tribe A, bringing the Standard and telling them where to go next. Tribe A then tells B to take it to C... When B arrives at C, they tell C to go to D... you never know where the Standard is headed next, so the tribes keep their faith to Turrosh Mak.

A few of these tribes have taken root in permanent settlements about the disputed territories, and have made identities and names for themselves based on these homes.

The Putrid Swarm is comprised of a pack of Goblins whose home is an underground tunnel system around a stagnant lake. This lake is home to a well-read sage on military tactics and while the goblins are known for the pack mentalities, this tactician has bread them to excel in their swarm fighting and Halberd wielding tactics.

The Brass Riders are a proud pack of Norkers who have taken up residence in the lair of a deceased Brass Dragon, and with a minor alchemist's help, have crafted several items from their lair's previous occupant. Known for their large horses and skills as both scouts and calvary, these riders are deadly on the battlefield.

The Marrow-Suppers are a clan of Flinds (gnolls) who have taken up residence in a mausoleum and are diligently working to rid their new home of the remains of its occupants. In such an effort to utilize their abundant resource of bones and marrow they have created armor and weaponry out of it, as well as travel with readily available snacking food. Masters of pack tactics these mutts are the harriers of Turrosh Mak's Legions.

The Scarlet Converts are a heretical clan of Ogres led by a converted priest of Llerg, Suel deity of Beasts, Strength, and Thirst. Which is appropriate because these Ogres breed oozes that are designed to sup the life essence out of an individual. Each Ogre is attuned to the oozes in the group, and the priest is in fact an ooze flinger, able to toss the oozes out at the beginning of combat. With the combination of their divine might, strength and oozy allies this force makes for a formidable unit.

Enter our Gnome Spymaster... while scouting in the Disputed Territory he stumbles upon the Standard in transit. He sees the Standard as it is about to head for the next tribe, in the morning after the Ceremony. He realizes the opportunity of learning both the Pomarjian tribes and their locations is too good to pass up. He transports back using a *refuge* token and relays the information. As this happens, we join our party of adventurers, awaiting the chance to serve the Reclamation in its early stages...

ADVENTURE SUMMARY

Introduction: Winds of Change.

Returning from the Disputed Territory, we join the Characters. Here we give them a view of what's been happening to the Disputed Territory under the Pomarj rule.

Encounter 1: At First Glance.

The Gnome Spymaster returns to the office of the General's Staff while the Characters are in the waiting room. They wait during the debriefing, and are given a post briefing dossier on the situation and all of its ramifications, and are also asked to help out with the mission to intervene. They are needed to intercept the Standard and swap out the skull on it with one provided by the Allies. Then the Allies will be able to scry through the skull as it passes through the tribes. The intelligence will be invaluable to the Reclamation. If they accept, the party has the morning to prepare.

Encounter 2: A Choice.

While preparing and gathering supplies, the Characters are propositioned by an alternate faction and asked to aid them in retrieving the information for them by putting a "rider" on the skull for that faction. Perhaps the "rider" is given to them, and they can decide on the way? Regardless, they are then teleported to the Disputed Territory.

Encounter 3: The Enemy You Know.

The Characters find the first group of envoys, right where they're supposed to be. Decision time.

Encounter 4: Showdown at the End-Day Corral.

Here we find the envoy in a decrepit palisade. A ruined combination farming town center, where the troops carrying the standard are camping for the night before continuing on to their destination.

Do you fight or wait and watch?

Encounter 5: Things That Go Bump...

The characters make camp to follow or disguise themselves in the morning. Unfortunately, the night does not pass so uneventfully.

Here the tree splits: Do either 6a or 6b.

Encounter 6a: A Nest of Vipers.

Can the Characters bluff the Tribe's leader into believing they are the true envoys?

Encounter 6b: Ritual of Allegiance.

The Characters watch delivery of the Standard, noting the hand off ritual and the next tribe to receive the standard. During the ceremony there might be something truly distasteful involved. The Characters have to hold their actions, which might be tough.

Encounter 6a and 6b: For the Good of the Mission.

One way or another the Characters will witness the Hobgoblins about to impale an innocent man with the Standard. What are they going to do?

Go to Conclusion.

Other routes could include:

Encounter 7: In the Night.

In this option, the Characters go for the infiltration method. From their hidden vantage point the Characters prepare and go in. A very complex encounter, this is going to be one (group of?) character's chance to shine or die in a terrible, terrible way. From here, if successful, proceed to conclusion.

An insane party might try to obliterate the Tribe-- the problem here is with escapees. Someone will get away, and thus the chain of custody on the standard is broken, it might not be trusted when delivered to the tribe after next, as the escapee heads for the leapfrog destination. It will short circuit the route and ruin the objective of the mission.

Go to Conclusion.

The Third Option:

The Characters decide to attack the envoys as they head out to the next tribe, having learned it as the Standard was delivered.

Encounter 8: In their Shadows.

The Characters move in behind the departing Envoys and the Standard as they head out for the next Tribe. The Characters ambush the Envoys in a hill bottleneck. Again, they'll need to capture a prisoner in order to learn the next destination.

Encounter 9: Special Delivery!

Taking the mien of the Envoys and placing the Skull, the Characters need to seek out the next

Tribe-- not too tough to do, if they ambushed the Envoys at their night encampment, a mere day's travel away. Once there, they'll need to perform the Ritual and pass along the now modified Standard.

Go to Conclusion.

Conclusion

The Characters depart, exfiltrating without a problem and leaving their charge behind to proceed through its circuit.

PREPARATION FOR PLAY

Have the characters review what Principality of Ulek regional adventures they have played with their character that were set in the Disputed Territories or the Havenhill area. Note whether or not any of the characters have a special favor with the Army, or the Thunderstrike Shadows. Adjust NPC attitudes accordingly.

INTRODUCTION

It's been difficult. The Disputed Territories are a hard and dangerous place for even the heartiest of adventurers, and yet your fellowship succeeded in mapping out the numbers and picket positions of a tribe of goblins camped near the border. Unfortunately, the fighting in the area and the number of enemies is so chaotic and shifting that it's impossible to get an accurate census on such small bands.

All about you the land bears the scars of war—hasty trenches and berms that now show sprouting weeds amidst bleaching bones, burnt husks of villages and blackened fields that have begun to tinge green with new grass. The humanoids continue to raid small human and dwarven settlements that dare to attempt resettlement of the region, and animal life still struggles to survive the savage hunters that now roam openly both day and night. The land itself seems to thrive in a feral way, fields that were once tilled and harvested are now overgrown with remnant crops and indigenous plants that the humanoids either don't deign to use or are too busy to tend properly.

Another interesting sight that brings hope to the cause of Ulek is the occasional dispute between tribes. After having traveled across the Territories and seen the skilled warcraft and logistical abilities of Turrosh Mak's allies, it is their petulant and rebellious nature that may prove to be the weakness the Principality needs. Indeed, just as you were leaving your observation blind, the goblins you were spying upon repelled a raid by a pack of Flinds. And while the sight of one pack preying upon another is heartwarming, it means that once Mak has been destroyed, the humanoid's hold will weaken and they'll likely turn upon themselves. It is still no victory for the people of Ulek.

Now would be a good time for party introductions.

Crossing back over the border, you catch sight of the Havenhill road. The Army has begun amassing troops for what is likely to be a campaign into the Territories, and their first step is to solidify their supply chain. The road from Ulek to the Territories is the most crucial link in that chain. Accordingly, Field Marshall Augustus Clinkerfire has ordered a large detachment of the Royal Army to guard this approach and establish an operational field base to the east of Havenhill.

Camp Havenhill, as it's become known, is an overturned anthill of commotion as you arrive to make your report. With a quick review of your orders and a nod from the gate guard, you head for the command tents of Colonel Krufec Brightsilver, commander of the Mercenary-Operations branch of the Royal Army. This arm is known for hiring civilian and army forces to perform scouting, special operations, and high-risk/low-survivability missions. Known for his heavy handedness at downgrading those who fail at their missions, Colonel Brightsilver has been reassigned to this group-- both to ensure that the necessary missions succeed and also that the Army personnel who participate achieve their goals and receive recognition for their acts.

Proceed to Encounter 1.

ENCOUNTER 1: AT FIRST GLANCE

Generally, the line to meet with the office of the Colonel is long, as group after group waits for

their assignments from the Colonel's Adjutant. You are usually forced to sit and wait outside the enormous tent before giving your report and receiving your pay. Fortunately, you're the only group in line today, which makes finding room to sit and wait easy enough. Of course, listening to the Adjutant dress down another set of scouts about their lack of intelligence information doesn't bode well for your debriefing. Attempting to ignore the vocal berating on the other side of the tent flap, you glance about the encampment parade field and the variety of activities you can see—there is a group of pikemen drilling a phalanx maneuver, almost in time with the rhythmic hammering of a nearby smithy working on armor repairs. That ringing nearly drowns out the laughter of a circle of infantry kneeling about a game of dice as a soldier scoops up his winnings and another scowls in frustration. It is a scene of relaxation strangely juxtaposed by the urgent shouts of a group of adventuring irregulars who come from the Teleportation Tent, shouting for a healer.

Suddenly, out of thin air, a small pale-skinned goblin appears in the middle of the tents' vestibule and strides right for the Colonel's office. Almost before any of you can react, he pulls back the tent flap and in perfect Dwarven says to the Colonel, "Krufec, we need to talk."

Give the characters a chance to talk about interfering, but before any of them can do more than make a ruckus, have the Colonel's Adjutant break their stride/concentration.

Also give characters a spot check to notice the goblin is actually a disguised gnome. The DC is normally 50, but the spymaster loses his +10 due to his lack of acting in disguise, and ragged state of dress. He also will lose +10 for any Characters that have the ability to pierce illusions for his ring of Chameleon power grants a +10 bonus.

"Kicca, what the Abyss are you doing here? You should be scouting the Territories!" Colonel Brightsilver's Adjutant shouts. The Colonel gives a soft cough and makes a small gesture of deferral. The Adjutant nods in understanding then turns to the squad in the room. "You're dismissed," he hastily signs a sheet of parchment, and hands it to them as they stand and give feeble salutes-- first to the Colonel and then his Adjutant. "Here, get your incompetent butts to the paymaster and get

your wage. And don't you come back till you get your act together!" He shouts at the squad as they leave. Stepping out of the way for the squad, the goblin holds the flap open for them, and then securely ties it behind him.

The Characters may take their opportunity to listen in or eavesdrop or what have you. Unless they barge in or completely break military protocol on the situation, let them get away with it. If they cast any divination spells into the room assume that Kicca detects them with class abilities, and then spends an action dispelling them. If someone tries sneaking into the office with invisibility or gaseous form or some other such method, feel free to let him or her attempt to get away with it for as long as you'd like. The suspense of why a Colonel should be talking to a goblin should get the party alert and at attention.

After about a half hour more wait, the Colonel's tent flap again opens, his Adjutant looks about the lobby, eyes you over and asks you to enter. "Tell us you lot are better than the last," he rants, while escorting you in. In the office a Gnome is seated in front of a stack of maps, writing notes on a sheet of paper. Next to him a quill is scribbling unattended on a blank sheet of paper, copying the gnomes hand movements and duplicating his work as he writes. The Colonel is still seated behind his desk, glancing over a few sheets of vellum. The Adjutant eases into his chair off to one side and stares at you across the tent as you line up in front of the desk.

There's a pregnant pause, the gnome's quill scratching on parchment, the Colonel leafing through a report, the Adjutant—who you now recognize as a major—taking a deep breath and looking over your group, his eyes narrowing as he considers you. He stands and walks down your odd row of adventurers. His broad dwarven shoulders make him seem almost like a bearded, metal plated brick. He continues to say nothing, examining the quality and condition of your armor, your weapons, and pausing occasionally to stare into each of your eyes for a few breaths.

If anyone tries to speak as the Major completes his inspection, he will bark at the character, "Eyes front! You hold your tongue until told otherwise! If I want your opinion I'll beat it from you!" He'll shake his head and mutter, "Undisciplined mongrels."

IF ALL OF THE CHARACTERS ARE MILITARY

He reaches the end of the line and snorts. "Hmph. They just might be able to do it, sir. As long as they stay focused, work together. Remember their purpose." He walks along the line again, this time behind you. "They look like they might even have the stones to accept it." The Adjutant retakes his seat, still giving you that dark, evaluating stare.

IF SOME CHARACTERS ARE HIGH RANKING MILITARY

The Major stops at each of the military members of your party and leans in close, as if looking for something. He glances to the right and left at the companions on either side and shakes his head. He walks along the line again, this time behind you, "The soldiers might survive. Hell, they might carry the others along with them, but I wonder if they'll have the discipline to actually pull it off." The Adjutant retakes his seat, still giving you that dark, evaluating stare.

IF ALL OF THE CHARACTERS ARE NOT MILITARY

He reaches the end of the line and snorts. "Hmph. I expect them to be killed, sir. Doubt they've got what it takes to handle this mission." He walks along the line again, this time behind you. "I wonder if they've even the stones to accept it." The Adjutant retakes his seat, still giving you that dark, evaluating stare.

CONTINUE HERE:

The Colonel sets down his reading materials and stands. "At ease, please." His tone is calm, conversational. "Now, I'm in need of a squad to do me a mission, and I know you've got information to report, but it'll have to wait. I have a 'dirty' mission I need people to get started on immediately. Understood? I need to send another squad on a mission into the Territories and this mission may not be one where you can easily slip in and slip back out. It's likely to be extremely dangerous, and will probably put you in some questionable moral situations, to be quite honest. However, I believe the information this mission provides will be invaluable to the war

effort and will likely save many soldiers lives. Are you interested?"

Give the Characters time to respond and if any of them turn down the offer for fear of death or inflexible morals, then give them their ARs, with Oxp and 50gp.

If anyone asks about payment at this time, the Colonel will indicate that the sum will be commensurate to the character's experience and success. If they press the topic, let him respond that he'll "get to that in good time."

"Good, I was hoping you'd accept," he chuckles, "Because I'm not sure when the next group would arrive and I need someone to get to work on this project as soon as possible." He turns to his Adjutant. "Major, would you get this group commissioned and documented for this operation? I'll continue with their briefing." The brusque dwarf nods in understanding, salutes and exits the tent. Brightsilver returns the salute and then faces you again, "Now—"

Interrupting the Colonel, the gnome rises and hands your group a packet and the Colonel one as well. And then salutes the Colonel, "Sir, I'm going to commission the package to be crafted. I'll return as soon as the Talons have it constructed."

Hand players Player's Aid # 1: Gnomish Dossier. Be sure to hand them only the dossier that correlates to their APL.

"Very well Kicca, and hurry back. I'm sure these good folk would like to hear about this report first hand." Turning back to you, Colonel Brightsilver opens his packet and begins going through it. "This is the report given by Kicca Clinktock just now. It details his recent undercover trip into the heart of the Disputed Territories. Kicca had been undercover as a goblin working his way from tribe to tribe in an attempt to scout out their leaders, their approximate strength and specializations, as well as their field colors, headquarters location and fortress defenses. Needless to say, it was a job that even surpassed an expert such as Kicca, our best undercover field agent. However, we had to try to get any info we could about the enemy before we decided to reclaim what is ours."

"Kicca's recent visit was to the Ne-Ogard area of the Territories. It was here that he came upon a new discovery. As you may have seen,

the tribes of the territories often bicker and fight amongst themselves. We were, until now, unsure how Mak kept them in line since the downfall of the Warlord. We had a feeling Markessa had something to do with it, or maybe the cult of the Earth Dragon, but we had no idea it would be something as simple as this."

Hold up Player's Aid #2: The Standard of Allegiance.

"It seems that Mak has been having his standard escorted around the Territories by the leaders of each tribe. It seems this honor is enough to convince the chiefs not to engage in all out war between each other, because one tribe knows only where the next stop on the line is. If the standard ever stops moving, Mak can scry out it's position, move in and eradicate the leaders of the tribe that broke the chain of possession. Mak changes the route each cycle and the tribes are forced to keep peace with all of their neighbors so as not to provoke the group that they might escort the banner to next. Mak has decreed that the chieftain and his top four warriors from each tribe must escort the banner or Mak, himself, will descend upon them and "replace" the chieftain. This hostage policy has been an effective method of controlling the forces of both the Pomarj and the Disputed Territories it seems, as the banner itself makes its rounds through both of these areas."

"This is important, because Kicca and I believe that this can be used to our advantage. Right now Kicca is getting a skull commissioned, forged and imbued by the Talons of Retribution to look like the skull that makes the centerpiece of this standard. We'll be imbuing the skull with a subtle divination that sends back all the information witnessed by the standard, directly to the diviners and scribes of the Talons. This information is important because, once per season each tribe in the Disputed territories and the Pomarj has to present their chieftains, standards, and four strongest warriors before the standard. They must also declare their tribe's name, location and numbers, and swear its allegiance to Turrosh Mak."

"Needless to say this information would be valuable to the war effort. I need you to go behind enemy lines, rendezvous with the standard, replace the skull, learn the Rituals

associated with its transfer, and get out. All without breaking the cycle of possession. We will teleport you as close to the last known position of the standard, give you directions to its next destination, and let you decide based on your strengths and weaknesses, how you want to handle the actual replacement. I will pay you (adventure GP cap for the APL) for this mission, assuming you are successful, and also recommend or commend any of you who are successful, to my superiors. Any questions?"

Q&A session: There needs to be as little disturbance of the chain of custody as possible.

So there should be no killing?

That's up to you. If you think you can perform the whole mission with out killing any of the humanoids, by all means, do so. But the secrecy must be maintained. Do what you must.

So we can obliterate anyone who gets in our way?

Subtlety. That's the keyword for this mission. I could get three platoons of heavy infantry in to just smash the tribe and leave a modified Standard in the rubble, but I want this done without the rest of the tribes suspecting anything. You killing everyone won't help that. Consider elimination of all tribe members a last-ditch, worst case adventure. The chances that just one survivor might escape are too great.

What if we're captured?

Then either hope you stashed a weapon someplace on your person that your captors fail to find, or settle in for a long imprisonment until either we liberate you, the monsters eat you, or you are traded off to some other tribe as chattel.

You make it sound like you expect us to fail...

These aren't called 'high risk' missions for no reason. I'm willing to pay you a substantial portion of my operating budget for this season in order to get this objective completed. You'll be compensated. I suggest you don't fail.

Why don't you just teleport us to the Standard?

The Disputed Territories have been occupied for some time. Points for accurate teleportation are rare. We'll get you as close as we can.

Do you have any idea what we'll be facing?

Other than the information on your dossier we are in the blind about the ritual to be performed, any possible defenses the standard may have, and the

exact skills of the enemy. It will have to be enough information, because it is all we have.

When Characters are finished discussing with Brightsilver, they may gather supplies and information. Kicca will return just before they leave and offer to discuss things with them (feel free to RP this or discuss it out of character if the time is constrained). Kicca will also offer to sell them masterwork disguise kits, hats of disguises, and Potions of Glibness, up to one per PC, at craft costs. These items can be later purchased with the favor of Kicca.

ENCOUNTER 2: A CHOICE.

While gathering supplies or having them brought from Havenhill, as the army is willing to have done for the Characters, a second offer is brought to them. An Agent of Earl Coalgrinder of Thunderstrike desires to retrieve the information for his patron, and wishes to help him use it to strengthen his position as Regent of Ulek.

Unbeknownst to the Earl and the Characters, this agent is actually a member of the Thunderstrike Shadows, the major thieves guild of the Principality. The agent is on the look out for opportunity for both of his employers; by collecting a list of the strengths, positions, and resources of the enemy, he will be providing information to both secure Earl Coalgrinder's seat as regent and ensure the Shadows are in the right place when the spoils of war are divided. To do so, the agent, Roney Whithers, is willing to offer the Characters promises and deals, many of which he's likely unable to follow through on.

Also any Characters who are members of the Shadows will be approached directly away from the group, either before or after Roney proposes his deal.

It's quite daunting isn't it, the idea that your mission could hold the key to turning the tides of war in the Disputed Territories? If you can get in and get out, silent and unseen, and successfully plant the skull upon the Standard, then you will have provided the forces Ulek with crucial knowledge of just what they're facing in the long march to the river. If however, you fail and the armies move upon the enemy, unknown dangers lay ahead of them, and untold numbers.

You're not the only one that realizes the necessity of success; each of the powers opposing the enemy occupation has come

forward with some form of aid. The churches bring offers of healing items and implements, the army with weapons and armor upgrades to aid in scouting and stealth, and even Kicca comes to you to provide you with tools of his trade, disguise kits, deceptive magics and all forms of ways to hide yourselves from the enemies watchful eyes.

Hand the Characters the list of purchasable items from DM Aid: #8 Items From Under the Table, and inform them that these items will be on the AR and purchases will not be loans or temporary (also no overcap gold has been received yet).

Approach Shadows Characters and let them in on the benefit of helping out the guild, AR BENEFIT: “choice of the loot”.

A quite unexpected offer though comes from Earl Coalgrinder of Thunderstrike. Earl Coalgrinder is known recently for his claim on seeking the chair of regency of the Principality when the Prince dies, until the Prince Inherit comes of age. The Earl’s motives have publicly been questioned but no evidence or charges have yet to be drawn up upon him, and the motivation behind his activities seems quite philanthropic.

Today however his motivations have landed on your doorstep, because one of his agents, a Roney Whithers, has brought you an offer. The Earl would like to not be kept out of the loop on the war effort and desperately asks that you allow him the boon of placing a small token within the skull so that he may also scry upon the object. In exchange, he says he will be glad to grant you his favor any time you are in Thunderstrike. In addition, when he becomes regent, he will make your efforts equally rewarded throughout the entire Principality. After all, success means you will all be heroes.

The Characters will likely be wary, but should only find one real obstacle to bringing along the trinket to add to the skull. The trinket radiates strong magic, while the skull itself seems to radiate none. This can be easily taken care of if the Characters are creative. A simple Nystul's magic aura will bypass the aura temporarily, and if they think to ask, Kicca can inform them that a more permanent solution can be found to the radiance of the “rider” token. Either Kicca can take care of it with his class ability, or a Talon can permanently make the “rider” appear less magical.

The Characters simply need to ask to get the act done.

Having acquired your supplies and dealt with all pending business the mages of the Talons of Retribution are ready to send you on your way to the desired destination. In an impromptu circle with little to no ceremony, the mages touch each of you with your gear and equipment, and in a breath you are no longer in the tent camp of the Royal Army.

ENCOUNTER 3: THE ENEMY YOU KNOW.

There is a short flash like sheet lightning and a whiff of ozone, and you find yourselves standing in the high grass of the Disputed Territories. The sun is warm on your skin and a soft breeze sends a ripple through the grass and washes away the rough scents of Camp Havenhill. It’s so peaceful that you nearly forget to crouch low to keep from drawing the attentions of any nearby Goblinoid raiding parties.

Kicca’s teleportation point is a rough triangle of two-foot tall standing stones nestled between two hills and a slope leading to a shallow, sandy gully. Glancing about, you see that the area appears clear, and you’re safe to take a few moments to reconnoiter the surrounding rolling plains.

Allow the characters to take some time to discuss and then continue when they’re ready.

Over the soft whistle of the wind, you make out heavy footfalls on the turf, the thunder of an approaching group.

Approaching from the northeast is a group of humanoids. They are moving at a decent pace and appear to be headed parallel to your location. Likely they’ll ride past, maybe five hundred feet to the north in just a few moments. Following the line of their travel to the horizon, you can see a battered looking palisade on another nearby hill. They seem to be making good time and should arrive there before long.

It’s almost enough to bring a smile to your lips; so far everything has been just as Kicca described it during his briefing. On the other hand, that might be a bit disconcerting—when does any plan go this well?

If/when the characters choose to attack the Envoys at their encampment, proceed to Encounter 4.

When the characters bed down for the evening proceed to Encounter 5.

ENCOUNTER 4: SHOWDOWN AT THE END- DAY CORRAL.

This encounter covers the options the Characters have when they encounter the first guard contingent in the Disputed Territories. If the Characters wish to simply follow the contingent, part one explains the rules for this and gives you the spot and listen modifiers for each APL. If the Characters wish to assault the group, the second section will give you their statistics, as well as tactics and repercussions. If they successfully interrogate a prisoner, give them DM's Aid #4.

Intimidate

DC 15+APL: The humanoid submits and tells you the Exchange Ritual and the next tribe, the Rending Hound Tribe, **see DM's Aid #4.**

APL 4:

Fighting Head On:

If the party decides to charge into battle at the first sight of the standard bearers they're likely to be seen coming, which will give the goblins time to hole up in their bulwark, and assume their tactical formation. This will likely make things very difficult for the Characters. See Developments after the combat statistics.

APL 4 (EL 8)

4 Fetid Swarm Elites, Male Goblin Ftr2/Brb
1: hp 30; see *Appendix 2*.

Kowart, Chief of the Fetid Swarm, Male Goblin Expert 3: hp 22; see *Appendix 2*.

Tactics: Chief Kowart is the epitome of a manipulator. He will throw his soldiers between himself and the enemy and play games to keep the Standard out of the Characters hands. He himself will not fight unless there's an excellent opportunity (he's not added to the ECL so use him for RP flavor only). Meanwhile the guards have been regiment trained and are surprisingly adept at what they do. Kowart's military advisor is much

less inept in such matters. The guards will set themselves against a charge initially if they catch the Characters coming, otherwise they will quickly get into a tactical swarm formation, two five foot squares of two guards, with a five foot gap between them. If they get the chance the swarmers will step into flank, but generally they enjoy taking full-round actions making themselves harder to hit and getting a free extra attack.

Treasure: See Appendix 2 for the treasure in this encounter.

Developments: By charging in, the party is likely to slay most of this small sized entourage. Replacing them is a task for even the greatest spymasters and disguise artists. But, if the Characters act quickly and aren't too ruthless they can end up with a rather pliable ally. Kowart has always been out to survive and his ability to manipulate and sway others means he'll use others, even those more powerful, to keep him living. Thus if the Characters destroy the guards, and Kowart sees they are able to defeat them easily, he will give them the flag willingly, and beg and plead them not to kill him. He will also give them as much of the details as he can about the ceremony, and if the Characters are willing, will even act the chieftain role in the ceremony. Wary Characters may realize that he would have much too much opportunity to expose them, but for those Characters unwary enough to let a goblin lead them into a den of his allies, let them get caught unawares in the middle of the ceremony.

Kowart may be fooled by some slight of hand, and allowed to escape with the flag, but he knows he could never show up at the ceremony with out a contingent of guards, so unless the Characters subdue them all, and leave them lying on the battlefield unawares of the switch that's been made, Kowart will unlikely maintain the chain of possession for the Characters.

APL 6:

Fighting Head On:

If the Characters charge straight at the riders before they reach the Bulwark, they're likely to make life more difficult for themselves, facing heavy calvary on open road is a very difficult challenge. If however they wish to assault the contingent after they've bedded down, they'll be at the advantage of surprise (hopefully) and catching the riders dismounted and mostly asleep. See Developments below after combat.

APL 6 (EL 10)

Gharrosh, Chief of the Brass Riders, Male Norker Ranger 4/Marshal 2: hp 38; see *Appendix 3*.

4 Brass Rider Elite, Male Norker Ranger 4: hp 30; see *Appendix 3*.

Tactics: The Brass riders prefer open road and field to cramped close quarters, as such they will use their teamwork ability to close ranks to a width of 25 feet wide, and overrun their way out of the bulwark or any difficult tactical position. On rounds where there's not more than one target within overrun range, the guards will utilize their bows to perform rapid shots from horseback, while the chief will perform the standard action required to overrun and trample.

Treasure: See Appendix 3 for the treasure in this encounter.

Developments: If the party slays the entourage, they will be hard pressed to mimic the small sized creatures with toughened skin, but it is easily possible with magical disguises or changes of shape. All that really helps these norkers stand out in the ranks of the Pomarjian forces are their horses, so skill on horseback is an expected attribute. If the Characters wish to duplicate the entourage, they will have to modify the brass dragon paraphernalia the tribe wears, and then disguise their forms to appear smaller. Simple difficulty (DC 15) checks can modify the items, while disguises will be opposed to the monastery's spot and sense motives.

APL 8:

Fighting Head On:

Charging straight at the gnolls will likely be a fair fight. If the Characters however let the gnolls set up in the bulwark, they are putting themselves at a disadvantage. See Developments after Combat.

APL 8 (EL 12)

Chief of the Marrow-Suppers, Male Flind Scout 1/Fighter 2/Marshall 4: hp 72; see *Appendix 4*.

4 Marrow-Suppers Elite, Male Flind Scout_4/Fighter 1: hp 64; see *Appendix 4*.

Tactics: These flinds act with a pack mentality each delaying until the leader gives them direction. Roll initiatives for the pack and the leader

separately, taking the lowest for the pack. The flinds enjoy flanking and they will use their movement to put themselves in position to do just that. They are not above grappling spell casters and taking advantage of the ease at which they can hit them. Be aware that their weapons are designed to be devastating on critical threats (17-20) as they trigger a free disarm attempt. The marshal aura simply helps overwhelm their opponent with tactical maneuvers.

Treasure: See Appendix 4 for the treasure in this encounter.

Developments: Slaying the gnolls can lead to an interesting role playing experience for the party if they can successfully disguise themselves as the pack. If the party chooses to take the leader captive he may be influenced into giving them details of the ceremony. First a successful intimidate check followed by successive diplomacy or intimidate checks can get him to reveal that he knows common, and then get him to keep speaking it to the party.

APL 10:

Fighting Head On:

Charging at the ogres is going to leave the party in for a surprise as oozes go flying. The size and number as well as diving casting ability of the ogres is distinctively hidden in their scarlet robes and deceptive demeanor. A DC 22 Knowledge (Religion) check will reveal the relatively obscure religion of Llerg (+5 DC for the improbability of ogres worshipping a human deity).

APL 10 (EL 14)

High Priest of the Scarlet Converts, Male Ogre Cleric 9: hp 88; see *Appendix 5*.

4 Scarlet Convert Disciple, Male Ogre Cleric 7: hp 97; see *Appendix 5*.

5 Advanced Summoning Oozes, Ooze: hp 81; See *Appendix 5*.

Tactics: Combat begins by each disciple drawing forth his ooze and tossing it towards an enemy (remember each cleric has successfully brought each ooze present under his control, so any ogre can command any ooze) and the High Priest casting Mass Aid on himself and his allies (oozes included). In subsequent rounds, the High Priest will continue laying down mass buff/damaging spells, the disciples will begin by buffing them selves for combat, and the oozes will move forwards taking

standard actions to summon and move actions to advance on the enemy. If an ooze gets close enough to an enemy he will full attack and use a quickened summon before he strikes to create a flanking situation. If an ogre sees himself making a full round attack, he will use his strength domain ability before power attacking for full. If an ooze appears injured before it's summoned half of its summonings for the day (6 total) then a disciple will heal it

Treasure: See Appendix 5 for the treasure in this encounter.

Developments: If the Ogres are slain, the Characters will still have to deal with the oozes. Returning them back to their sack will only be possible by a cleric of the Thirst domain, who can seize control of them. But even the oozes aren't the most difficult part, because disguising one's self as a Larger creature can be rather complicated. By this level the party should have magical means to change shape, and disguising themselves as Ogres should be feasible for the time they will have to be in the monastery under disguise.

ALL APLS:

Watching and Waiting:

By Waiting and watching, the Characters will eventually follow the tribes to the Hobgoblin Monastery, and receive an opportunity to witness a ceremony being performed, so that they may attempt to replicate it's execution on their own. The Characters may also witness the traits of several of the tribes, while in the Disputed Territories.

Regardless, when the Characters bed down for the evening proceed to Encounter 5.

ENCOUNTER 5: THINGS THAT GO...

Get a watch schedule from the players, and ask what precautions they're taking to keep unseen. At higher levels, this might entail a Leomund's Tiny Hut or better, perhaps a rope trick or even a full teleport to someplace of safety. If so, then this encounter begins as they return or exit their shelter in the morning. Otherwise, roll a d3. A one indicates this attack occurs between 9pm and 12am. A two indicates between 12am and 3am. A three indicates between 3am and 6am. Then roll a d3 and a d6. The d3 will indicate the hour and the d6 the 10-minute interval into the hour of the

period in question. Thus a 1, a 1 and 3 would place the attack at 9:30pm

If the characters have an unshielded fire, subtract one from the initial two die rolls, for a value of no less than one. If they sleep without a fire, add one to the initial two die rolls, for a value of no more than three.

Watch is one of those times that is different for every adventurer—a time of quiet reflection, of nervous observation, of calm repose. This evening on the rolling hills and plains of the Disputed Territories has been one of a soft whistling wind occasionally broken by a scream or howl in the distance. The stars are bright here, and a learned traveler could make out far more of the constellations than possible in a city like Greyhawk or Gradsul.

But then... is it a rustle? A patter of too many footfalls? A rumble deep underfoot?

The monsters won't detect the party and begin approaching until they're at least 60 feet from them. Allow a listen check to determine how close the monsters approach before beginning combat. The maximum encounter distance the Characters can hear the enemy approaching is 200ft(DC 33). Increase the DCs for sleeping characters by 10; success indicates the sleeper has awoken:

Listen [APL 4]

Less than DC 10: Ankhegs gain a surprise round!

DC 10: There's something about to burst from underfoot! (Begin combat!)

DC 21: There's something underground coming in a few seconds! (One round to act)

DC 23: There's something underground coming in a few seconds! (Two rounds to act)

DC 25: There's something underground coming in a few seconds! (Three rounds to act)

Listen [For all APLs but 4]

DC 15: There's something 20 feet away!

DC 16: There's something 30 feet away!

DC 17: There's something 40 feet away!

DC 18: There's something 50 feet away!

DC 19: There's something 60 feet away!

Etc.

DC 30: There's something 200 feet away!

Knowledge (Arcana) [APL 4-8]

DC 13: Those insectoid creatures are Ankhegs.

DC 15: Those bird-headed beasts are Owlbears.

DC 18: The bite of an Ankheg is acidic.

DC 19: Those centipede-like lizards are Behirs.

DC 24: Behir have a lightning breath weapon.

DC 28: In desperation, Ankhegs can unleash a torrent of acid once every 6 hours.

DC 29: A Behir can swallow a man whole.

Knowledge (Nature) [APL 10]

DC 17: Dire Boars can keep fighting long after they should be dead.

DC 22: That large creature looks like a Hill Giant but with a Boar's head.

DC 27: That Hill Giant is a Wereboar!

DC 32: A Wereboar can keep fighting long after it should be dead.

APL 4 (EL 6)

3 Ankhegs, Medium Magical Beast: hp 27; see *Monster Manual*, page 15.

APL 6 (EL 8)

4 Owlbears, Large Magical Beast: hp 60; see *Monster Manual*, page 206.

APL 8 (EL 10)

2 Behirs, Huge Magical Beast: hp 108; see *Monster Manual*, page 25.

APL 10 (EL 12)

Hill Giant Dire Wereboar: hp 206; see *Monster Manual*, page 177.

5 Dire Boars, Large Animals: hp 60; see *Monster Manual*, page 63.

Tactics: These are monsters looking for a meal, able to proliferate due to the feral nature of the Disputed Territories. Many are of animal intelligence and should attack accordingly. See DM's Aid #2 for monster placement.

Treasure: None of these creatures carry treasure on their persons.

Developments: The humanoids camped out at the palisade will hastily break camp if they make a listen check DC (-10 for a battle + 1/10feet from the characters' encampment +10 for being asleep.). Parties returning via teleport have a DC of 15. The monsters have a Listen checks listed in

their entries. It is a DC10 Survival(Track) check (Which can be done without the Track feat; the monsters are quite careless.) to follow the Envoys to the village. Proceed to Encounter 6a if the party intends to follow or Encounter 4 if the party intends to fight.

ENCOUNTER 6A: THE DELIVERY

Characters will only experience this encounter if they chose to follow the Envoys from Encounter 4 at a distance, abstaining from combat. If they battled the Envoys and have the Standard, go to Encounter 6b.

The Envoys' band arrives at a short palisade, perhaps no more than seven feet high. They call out in harsh voices that are answered in tones most would consider cruel and chilling. They mill about in front of the gate, clearly irritated. One of the Envoys kicks up a short-lived plume of dust in either irritation or frustration.

From the shielding mound of a nearby hill you are able to watch as a few hobgoblins open a pair of large plank doors, allowing the Standard Bearers to enter their compound. There is more shouted conversation that is difficult to overhear from this distance, but the intent is clear—the Envoys are here to deliver the Standard, and the time for this Tribe to accept it has arrived.

Peeking out over this hill, you can see the entirety of the compound's courtyard, the sole internal structure was apparently a religious shrine of some sort at one point, though now the hobgoblins appear to be encasing it in bricks, building a shell around it in the form of some great creature laying down, as a sphinx is occasionally depicted. They have not completed the creature's head, although rough wooden scaffolding is erected about the belltower.

There might have been other structures in this village once—the miserable square piles of debris scattered around the fort attest to that— but the hobgoblins have torn them all down save one; a small house is to the right of the palisade, a single story building with a chimney. The chimney seems odd, given the environment here until you notice hobgoblins working with shovels along a long trench that runs parallel to the fort's right side. As they

remove buckets of earth, other goblinoids are dumping the contents into small rectangular frames that are taken to the house. On the opposite side of the place, hobgoblins are stacking piles of fired bricks.

The hobgoblins at the brickworks are all noncombatants, and though warriors, will flee if the characters attack in force.

The characters have about ten minutes to observe here, possibly covertly, if they so desire. See DM's Aid #2 for assistance.

The shrine at the southwestern corner of the characters' hill was once dedicated to Fharlanghn, though now it is defaced with trash and waste. If the characters clean it before leaving they are granted a +5ft. luck increase to speed and a +2 luck bonus on all rolls (attacks, damage, grapples, skills, caster level checks, etc) for the next 24 hours.

15 Male Hobgoblin Warrior1: hp 8; see *Monster Manual*, pg. 153

Knowledge (Architecture and Engineering)

DC 15: The scaffolding won't support brickwork, maybe stucco and plaster instead?

DC 20: That scaffolding, if it were properly plastered, would look like a dragon's head.

Knowledge (Religion) [If the players ask]

DC 25: Many tribes of the Pomarj worship the Earth Dragon.

DC 30: The Earth Dragon is said to sleep beneath the Drachensgrab hills.

Tactics: The monsters are just loitering in the courtyard until the Master of the Stone Vipers appears to complete the Ritual of Allegiance and accept the Standard. They are bored or busy and won't be making any checks to observe the characters unless they do something to attract attention to themselves. Low flying birds (or druids in animal form) **WILL** draw fire from the monsters, as everything is food in the Disputed Territories.

Treasure: None of these creatures carry treasure on their persons. The treasure of the Envoys or the Sept of the Stone Vipers is detailed elsewhere.

Developments: After about ten minutes of waiting, the Master of the Stone Vipers appears to complete the Ritual of Allegiance and accept the Standard. You should actually give the players this time to plan and consider what they want to do.

Once they are ready to go or the time is up, continue with this encounter.

The characters could be observing this ritual from the hill, invisibly within the compound, nearby in animal form—though any obvious animal will draw ranged attacks (even if they simply consist of thrown bricks) until it leaves or is killed, as the monsters all love fresh meat in any form—be ready to be flexible on this point. If they are within the fort, you will need to draw the map from DM's Aid #2 and have them indicate their locations in case combat begins.

It appears that the two groups are ready to perform whatever dance is necessary to transfer possession of the Standard. Two members of each group line up facing each other. The Envoy Leader's companion plants the Standard into the hard packed dirt of the courtyard, then turns to face his hobgoblin counterpart.

After a pause, they salute one another by pounding their right fist into their chest, as if plunging a dagger there. Then they turn to the Standard and repeat the gesture. The Envoy Second then pulls the Standard from the ground and turns to his Leader. In a rough, exaggerated motion, the Leader takes the Standard from his minion and turns to present it to the hobgoblin Leader. Likewise, the hobgoblin makes a great show of yanking it from the hands of the Envoy Leader.

He then calls out to his minions in Goblin, ("Bring the price!") as he turns to his Second who repeats the harsh action of taking the Standard. By now you notice the hobgoblins bringing out human man. He wears a loincloth and his feet drag behind him. He is little more than skin and bones. The hobgoblins push him to the ground, barking at him to "Kneel!" and "Look up!"

The hobgoblin Leader and Second now move to either side of the human—the Leader cruelly grabbing the man's jaw and squeezing it open. It is apparent they intend to impale him, to use him as a once-living stand for the banner.

The characters have a choice; they must weigh the importance of their mission against their value for life. Paladins and Clerics of Lawful Good Deities who do not attack require an *Atonement* spell after this encounter. This will mean loss of class abilities. If they hold their weapons, they will

see the rest of the ceremony and will be able complete their mission. If they attack, the Envoy Leader and two of his minions will flee to carry back the word of the Standard's compromise. Unless they can kill every creature, learn where the Standard must go next, and deliver it successfully, they will have failed.

Inform any Paladins or Lawful Good clerics that standing idly by when they could react will be a test of their alignment, and that if they chose not to save the victim it may jeopardize their connection to their dogma

However also emphasize that reacting MAY also cost the paladins the mission, denying the PoU much needed intelligence. Have the characters struggle with the choice, but not for long before you move on with the description-- as their character obviously was unable to react in time.

If the Characters do react, hopefully they will have a creative reason justifying their action. If they do not, they will have to struggle with their lack of divine connection, but their atonement will be provided for them upon their return, as a benefit for their heroic deeds, choosing country over the individual.

This event is supposed to be challenging for the Characters conflicted by it and is supposed to provide a TRUE test of the Characters' faith and/or dedication to their mission. It is the type of situation that challenges a LG type character, just as not "working solo" is often a challenge for some CN characters.

If they choose to wait and observe, continue, else begin combat.

The hobgoblin Second has an evil grin on his orange face as he raises the spear-pointed base of the Standard and plunges it into the poor wretch whose eyes roll back into his scraggly bearded head as the hobgoblin Master holds him steady.

Their grisly work done, the pair salutes the Standard again and then returns to face opposite the Envoys. The Envoy Leader speaks in poor common, ("You tell the next Tribe, the Rending Hound Tribe in the coal mines three days North!")

Make appropriate Listen checks based on distance here.

After a short pause and a nod of acknowledgement, they shake hands with the Envoys and the Leader says something in rough common, the savage grin still on their

faces. ("Now we eat and celebrate! We will exchange gifts!")

A horn is sounded, and the hobgoblins from outside begin to march in, four from the brickworks building carrying a raw spit of dire boar on their shoulders. You see wineskins being pulled out as off-key songs in Goblin begin to spill out from the smoky half twilight that fills the inside of their strange hall. Before they enter last, the Hobgoblin Leader and his Second free the Standard and pick up the corpse, laughing. Together, they enter the hall, bringing their gruesome trophies.

Characters are now free to discuss how they wish to proceed. A guard will be posted outside the doors and rotated every thirty minutes or so. At this time the door is opened for a very short time. A successful tumble check might allow a character to enter in that space:

Tumble

DC 27: You have entered the hall.

Observant characters might also note that the Belfry, though surrounded by scaffolding and without the bell, doesn't appear sealed. Characters able to fly and remain unseen can enter the structure this way, as can those who don't wish to tumble past but rather want to climb the outside of the structure, up the belltower and down the open belltower interior. They will arrive just over the main doors. Characters that climb should still make Move Silently checks opposed by the monks' Listen checks. Failure indicates the monks are alert and actively watching for something strange. This might alter how you run Encounter 9.

Climb

DC 15: You have entered the hall.

Once inside, they'll need to stay hidden or invisible for eight hours, until 10pm, when all the monsters, save those detailed in Encounter 9, have passed out or gone to sleep after their terrible, terrible revelry. Proceed to the Developments.

APL 4 (EL 8)

2 Male Hobgoblin Monk2/Thief1: hp 33; see Appendix 2.

1 Male Hobgoblin Monk3: hp 34; see Appendix 2.

2 Fetid Swarm Guardsmen: hp 22; see Appendix 2

APL 6 (EL 10)

3 Male Hobgoblin Monk3/Thief1: hp 42; see *Appendix 3*.

1 Male Hobgoblin Monk4: hp 43; see *Appendix 3*.

2 Brass Rider Elite, Male Norker Ranger 4: hp 30; see *Appendix 3*.

APL 8 (EL 12)

2 Male Hobgoblin Monk3/Thief3: hp 56; see *Appendix 4*.

1 Male Hobgoblin Monk5/Thief1: hp 60; see *Appendix 4*.

1 Male Hobgoblin Monk6: hp 60; see *Appendix 4*.

2 Marrow-Suppers Elite, Male Flind Scout4/Fighter1: hp 64; see *Appendix 4*.

APL 10 (EL 14)

2 Male Hobgoblin Monk5/Thief3: hp 72; see *Appendix 5*.

1 Male Hobgoblin Monk3/Thief5: hp 70; see *Appendix 5*.

1 Male Hobgoblin Monk8: hp 77; see *Appendix 5*.

2 Scarlet Convert Disciple, Male Ogre Cleric 7: hp 97; see *Appendix 5*.

2 Advanced Summoning Oozes, Ooze: hp 81; See *Appendix 5*.

Tactics: The monks know to flank, stun and use their abilities against targets most likely to succumb to their skills—wizards, clerics, and bards—before moving on to harder targets like warriors. They will begin by drinking potions of haste and then moving into appropriate flanking positions. They will then cycle through their number, each taking another potion each round such that they do not provoke an attack of opportunity. They know that being forced to heal downed comrades is a weakness shared by good races. A couple of Envoy henchmen will also participate, if only for a share of the loot and the chance to indebted the Stone Viper Sept to his tribe. They will try to use their tactics from Encounter 4 as well as possible, given the restricted environment that may not favor them. They will focus on warriors and thieves, trying to let the monks handle spellcasters. If the characters are spoiling for a tough, very possibly fatal combat, this one is certain to meet their expectations.

Treasure: Lots. See appropriate Appendix entries for the treasure in this encounter.

Developments: Their primary mission here is to observe the Exchange Ritual and document it—not to interfere with it, no matter how distasteful. Afterwards, the characters have two options—sneak into the compound and make the replacement without being caught, or ambush the Envoys from this Hobgoblin tribe enroute to their destination. If they choose the first option, go to Encounter 7. If they choose the second, go to Encounter 8.

Proper documentation of the ritual's steps and requirements by the party will denote success or failure of this encounter. See DM's Aid #4.

ENCOUNTER 6B: A VIPER'S NEST

To proceed here implies that the characters are disguised as the Envoys and come with an idea of the Exchange Ritual.

Your band arrives at a short palisade, perhaps no more than seven feet high. A pair of large plank-doors prevents you from simply entering the compound. As you came down out of the hills, you could see the entirety of the compound's courtyard, the sole internal structure was apparently a religious shrine of some sort at one point, though now the hobgoblins appear to be encasing it in bricks, building a shell around it in the form of some great creature laying down, as a sphinx is occasionally depicted. They have not completed the creature's head; rough wooden scaffolding is erected about the belltower.

There might have been other structures in this village once—the miserable square piles of debris scattered around the fort attest to that— but the hobgoblins have torn them all down save one; a small house is to the right of the palisade, a single story building with a chimney. The chimney seems odd, given the environment here until you notice hobgoblins working with shovels along a long trench that runs parallel to the fort's right side. As they remove buckets of earth, other goblinoids are dumping the contents into small rectangular frames that are taken to the house. On the opposite side of the place, hobgoblins are stacking piles of fired bricks.

The hobgoblins at the brickworks are all noncombatants, and though warriors, will flee if the characters attack in force.

The characters have about ten minutes to observe here, possibly covertly, if they so desire. See DM's Aid #2 for assistance. Once the characters make their presence as Envoys known, the hobgoblins will open the gates and sullenly tell them to wait.

The shrine at the southwestern corner of one of the hills was once dedicated to Fharlanghn, though now it is defaced with trash and waste. If the characters clean it before leaving they are granted a +5ft. luck increase to speed and a +2 luck bonus on all rolls (attacks, damage, grapples, skills, caster level checks, etc) for the next 24 hours. Doing so in front of the Hobgoblins will give the Stone Vipers a +3 circumstance bonus to Spot checks to pierce the characters' disguises and Sense Motive checks to recognize the characters' subterfuge. No tribe of the Pomarj or Disputed Territories would care about a defaced shrine.

15 Male Hobgoblin Warrior¹: hp 8; see *Monster Manual*, pg. 153

Knowledge (Architecture and Engineering)

DC 15: The scaffolding won't support brickwork, maybe stucco and plaster instead?

DC 20: That scaffolding, if it were properly plastered, would look like a dragon's head.

Knowledge (Religion) [If the players ask]

DC 25: Many tribes of the Pomarj worship the Earth Dragon.

DC 30: The Earth Dragon is said to sleep beneath the Drachensgrab hills.

Tactics: The monsters are just loitering in the courtyard until the Master of the Stone Vipers appears to complete the Ritual of Allegiance and accept the Standard. They are bored or busy and won't be making any checks to observe the characters unless they do something to attract attention to themselves. Low flying birds (or druids in animal form) **WILL** draw fire from the monsters, as everything is food in the Disputed Territories.

Treasure: None of these creatures carry treasure on their persons. The treasure of the Envoys or the Sept of the Stone Vipers is detailed elsewhere.

Developments: After about ten minutes of waiting, the Master of the Stone Vipers appears to complete the Ritual of Allegiance and accept the

Standard. You should actually give the players this time to plan and consider what they want to do. Once they are ready to go or the time is up, continue with this encounter.

Make a single opposed Spot against all of the characters disguise rolls. A single failure indicates suspicion, and the characters will not be invited in for the feast afterwards, though most tables should refuse the invitation and can without penalty. Two failures indicate that characters are spotted and Combat begins. If the characters attempt to Bluff their way through the Exchange Ritual it will require a check opposed by the Hobgoblins' Sense Motive skills. See the appropriate appendix for the Master of the Stone Viper's bonus. Failure on this check also means that they are suspected and will be ejected after the Ceremony. If they fail to provide the next Tribe's name upon request, they will be attacked.

Allow the players to describe how they wish to approach the Stone Viper Sept. The hobgoblin warriors won't question their disguise and will tell the party to wait in the courtyard. Once they're in the courtyard and ready to hand off the Standard continue, referring to DM's Aid #4 for the process.

The Hobgoblin Leader and his Second march out of their hall and stand at attention, waiting for your group.

If the characters don't approach and plant the Standard as the ceremony indicates, the Leader will cough and nod at the character with the Standard, gesturing with his chin where he expects the characters and the Standard. Now is the time for the Bluff check if the players failed to get the proper ceremony.

You work through the Exchange Ritual as you think it to be, finally coming to the point where you turn to present it to the hobgoblin Leader. The hobgoblin steps forward and makes a great show of yanking it from your hands.

He then calls out to his minions in Goblin, ("Bring the price!") as he turns to his Second who repeats the harsh action of taking the Standard. By now you notice the hobgoblins bringing out human man. He wears a loincloth and his feet drag behind him. He is little more than skin and bones. The hobgoblins push him to the ground, barking at him to "Kneel!" and "Look up!"

The hobgoblin Leader and Second now move to either side of the human—the Leader

cruelly grabbing the man's jaw and squeezing it open. It is apparent they intend to impale him, to use him as a once-living stand for the banner.

The characters have a choice, they must weigh the importance of their mission against their value for life. Paladins and Clerics of Lawful Good Deities who do not attack require an *Atonement* after this encounter. This will mean loss of class abilities. If they hold their weapons, they will see the rest of the ceremony and will be able to complete their mission. If they attack, a few hobgoblins will flee to carry back the word of the Standard's compromise. Unless they can kill every creature, learn where the Standard must go next, and deliver it successfully, they will have failed.

Inform any Paladins or Lawful Good clerics that standing idly by when they could react will be a test of their alignment, and that if they chose not to save the victim it may jeopardize their connection to their dogma

However also emphasize that reacting MAY also cost the paladins the mission, denying the PoU much needed intelligence. Have the characters struggle with the choice, but not for long before you move on with the description-- as their character obviously was unable to react in time.

If the Characters do react, hopefully they will have a creative reason justifying their act. If they do not, they will have to struggle with their lack of divine connection, but their atonement will be provided for them upon their return, as a benefit for their heroic deeds, choosing country over the individual.

This event is supposed to be challenging for the Characters conflicted by it and is supposed to provide a TRUE test of the Characters' faith and/or dedication to their mission. It is the type of situation that challenges a LG type character, just as not "working solo" is often a challenge for some CN characters.

If they choose to wait and observe, continue, else begin combat.

The hobgoblin Second has an evil grin on his orange face as he raises the spear-pointed base of the Standard and plunges it into the poor wretch whose eyes roll back into his scraggly bearded head as the hobgoblin Master holds him steady.

Their grisly work done, the pair salutes the Standard again and then returns to face opposite your false Envoys.

IF THE CEREMONY WAS CORRECT

The Master steps forward, hand extended to shake with you. He says in rough common, the savage grin still on his blood-spattered face, "Now we eat and celebrate! We will exchange gifts! But first, tell us where to take the Standard next!"

Proceed to the heading "Truth Time," below.

IF THE CEREMONY WAS INCORRECT

The Master of the Stone Vipers looks at you, his face a mask of suspicion. "Tell us, honored Envoys. Where does the great Standard pass to next?"

Proceed to the heading "Truth Time," below.

TRUTH TIME

It's now time for the characters to tell the hobgoblins where to go next. They will wait a moment then the leader will clear his throat once. If the characters fail to provide the tribe name, begin combat. The Master of the Stone Viper Sept knows all the tribes in the area, so no bluff check will be acceptable here. From this point, read the section based on the characters' performance of the Exchange Ritual.

IF THE CEREMONY WAS CORRECT

After a short pause and a nod of acknowledgement, a horn is sounded and the hobgoblins from outside begin to march in, four from the brickworks building carrying a raw spit of dire boar on their shoulders. You see wineskins being pulled out as off-key songs in Goblin begin to spill out from the smoky half twilight that fills the inside of their strange hall. Before they enter last, the Hobgoblin Leader and his Second free the Standard and pick up the corpse, laughing. Together, they enter the hall, bringing their gruesome trophies. The Master pauses at the threshold. "You may join us, if you like!"

Most parties will not, but those that do gain the AR favor, "Touch of the Goblin Blood."

Proceed to Conclusion.

IF THE CEREMONY WAS INCORRECT

The Master nods at your answer, still staring hard at your faces. "Very good. So

shall it be done. Your work is finished, be gone by the Peace of Turrosh Mak.” He stomps his foot once and makes a loud, whooping bark. All the other hobgoblins pause in their tracks, repeating the motion and continuing to stare at your group. The Leader speaks once more, “You should go now.”

Proceed to Conclusion.

APL 4 (EL 7)

2 Male Hobgoblin Monk2/Thief1: hp 33; see *Appendix 2*.

1 Male Hobgoblin Monk3: hp 34; see *Appendix 2*.

15 Male Hobgoblin Warrior1: hp 8; see *Monster Manual, pg. 153*

APL 6 (EL 10)

3 Male Hobgoblin Monk3/Thief1: hp 42; see *Appendix 3*.

1 Male Hobgoblin Monk4: hp 43; see *Appendix 3*.

20 Male Hobgoblin Warrior1: hp 8; see *Monster Manual, pg. 153*

APL 8 (EL 12)

2 Male Hobgoblin Monk3/Thief3: hp 56; see *Appendix 4*.

1 Male Hobgoblin Monk5/Thief1: hp 60; see *Appendix 4*.

1 Male Hobgoblin Monk6: hp 60; see *Appendix 4*.

20 Male Hobgoblin Warrior1: hp 8; see *Monster Manual, pg. 153*

APL 10 (EL 14)

2 Male Hobgoblin Monk5/Thief3: hp 72; see *Appendix 5*.

1 Male Hobgoblin Monk3/Thief5: hp 70; see *Appendix 5*.

1 Male Hobgoblin Monk8: hp 77; see *Appendix 5*.

25 Male Hobgoblin Warrior1: hp 8; see *Monster Manual, pg. 153*

Tactics: The Monks know to flank, stun and use their abilities against targets most likely to succumb to their skills—wizards, clerics, and bards—before moving on to harder targets like warriors. They will begin by drinking potions of

haste and then moving into appropriate flanking positions. They will then cycle through their number, each taking another potion each round such that they do not provoke an attack of opportunity. They know that being forced to heal downed comrades is a weakness shared by good races. The hobgoblin warriors will attempt to grapple and slow other members down, attacking as best they can. They will focus on warriors and thieves, trying to let the monks handle spellcasters. If the characters are spoiling for a tough, very possibly fatal combat, this one is certain to meet their expectations.

Treasure: See appropriate Appendix entries for the treasure in this encounter.

Developments: Their primary mission here is to deliver the Standard and observe the Exchange Ritual and document it—not to interfere with it, no matter how distasteful. Afterwards, the characters are free to depart; they need not stay for the Hobgoblin feasting. Proceed to the Conclusion.

ENCOUNTER 7: IT TAKES A...

The hall is perhaps forty-five feet long, maybe thirty feet wide with a high, probably twenty-five foot tall, vaulted ceiling. Long, thick beams obviously hauled some distance to support the roof were probably the reason the hobgoblins chose this place to convert into their strange, brick-coated sanctuary.

The light inside is nearly nonexistent, cast by the embers of a few braziers hanging down from chains run down from the rafters. They give the air a smoky, thick feel, one laden with incense.

Tapestries and old banners hang overhead in long loops and wide sheets, making the ceiling feel closer than it is.

There are cushions, sleeping pallets and bedding lining the perimeter of the room. A solid-looking, low table covered with a motley assortment of tablecloths, curtains, and old cloaks take up the center of the chamber. The remnants of their grisly meal are scattered down its length, surrounded by a variety of chipped platters and mismatched flatware.

Half on the table, some on cushions and pallets that surround it, are the hobgoblins and Envoys, the lingering odor of homebrew and bad wine thick on their softly snoring breath.

On the walls, you can barely make out a quartet of now defaced shrines. One to Beory, Bleredd, Myrhiss, even one to Mayaheine, though it looks like it was hastily created.

At the far end of the room, opposite the doors and set in the mouth of a coiled, broken corpse of an iron cobra construct is the Standard. A few miserable candles sputter on either side of it. Twelve feet tall, the Standard is a longspear with thick haft of polished wood stained black over time. Near the tip, and obviously unbalancing the weapon for combat, a dark rust-colored wyrm twists around the shaft, holding in its jaws the skull of a dwarf. The crosspiece supports the fabric of the banner, an ochre triangle of material roughly painted with the symbol of Turrosh Mak in stark white. Loops of tapestry hang from the ceiling joists, just behind the crossbar. Crowning the grisly work is a collection of loose dwarf beards, bound by wire just below the spearhead and draped over the face of the skull in a mockery of dwarven racial pride. Meditating in a kneeling position, facing the Standard, is a lone wakeful hobgoblin in monk's robes.

After 15 minutes, the monk will go outside to relieve the guard who is on watch. That monk guard will go to bed.

The Standard is trapped with several traps, all of which must be disarmed before the skull on the Standard can be replaced. The skull cannot be replaced without moving the Standard.

Trap: The stand is trapped in two places-- at its base and higher up at the crosspieces. Since this is a 10' x 5' x 5' space, it requires TWO Search checks. Those on the ground are marked with an asterisk (*). The stand that the Standard is resting in is trapped as follows:

APL 4 (EL7)

Swinging Block Trap: Search DC 20; mechanical; Standard movement triggers; see DMG pg 71.

Ceiling Pendulum: Search DC 15; Mechanical; Standard movement triggers; see DMG, pg 71.

***Glyph of Warding (Sonic Blast):** Search DC 28; Spell Effect; Standard movement triggers; see DMG, pg 72.

APL 6 (EL9)

Stone Blocks from the Ceiling: Search DC 25; mechanical; Standard movement triggers; see DMG, pg 71.

***Phantasmal Killer Trap:** Search DC 29; magic device; Standard movement triggers; see DMG, pg 72.

***Prismatic Spray Trap:** Search DC 32 magic device; Standard movement triggers; see DMG, pg 72.

APL 8 (EL11)

Falling Block Trap: Search DC 20; mechanical; Standard movement triggers; see DMG, pg 72.

***Fusillade of Greenblood Oil Darts:** Search DC 25; mechanical; Standard movement triggers; see Appendix DMG, pg 73.

***Energy Drain Trap:** Search DC 34; magic device; Standard movement triggers; see DMG, pg 74.

APL 10 (EL13)

***Lock Covered with Dragon Bile:** Search DC 27; mechanical; Standard movement triggers; see DMG, pg 73.

Dropping Ceiling: Search DC 20; mechanical; Standard movement triggers; see DMG, pg 73.

***Greater Glyph of Warding (Sonic Blast):** Search DC 34; Spell Effect; Standard movement triggers; see Appendix 5.

***Indicates trap on the ground. REMEMBER! TWO SEARCH CHECKS ARE NEEDED!**

If any of the traps are activated, combat will begin, as the monsters below awaken. The hobgoblin warriors and some of the Envoys won't wake if this encounter goes poorly. The guard monk will reenter and join the combat. The one that went to sleep will wake, as will his leader. Their positions are marked on DM's Aid #5.

Conditions: The floor here, except for the ten feet at the back of the room, is considered difficult terrain.

APL 4 (EL 8)

2 Male Hobgoblin Monk2/Thief1: hp 33; see Appendix 2.

1 Male Hobgoblin Monk3: hp 34; see Appendix 2.

2 Fetid Swarm Guardsmen: hp 30; see *Appendix 2*.

APL 6 (EL 10)

3 Male Hobgoblin Monk3/Thief1: hp 42; see *Appendix 3*.

1 Male Hobgoblin Monk4: hp 43; see *Appendix 3*.

2 Brass Rider Elite, Male Norker Ranger 4: hp 30; see *Appendix 3*.

APL 8 (EL 12)

2 Male Hobgoblin Monk3/Thief3: hp 56; see *Appendix 4*.

1 Male Hobgoblin Monk5/Thief1: hp 60; see *Appendix 4*.

1 Male Hobgoblin Monk6: hp 60; see *Appendix 4*.

2 Marrow-Suppers Elite, Male Flind Scout4/Fighter1: hp 64; see *Appendix 4*.

APL 10 (EL 14)

2 Male Hobgoblin Monk5/Thief3: hp 72; see *Appendix 5*.

1 Male Hobgoblin Monk3/Thief5: hp 70; see *Appendix 5*.

1 Male Hobgoblin Monk8: hp 77; see *Appendix 5*.

2 Scarlet Convert Disciple, Male Ogre Cleric 7: hp 97; see *Appendix 5*.

2 Advanced Summoning Oozes, Ooze: hp 81; See *Appendix 5*.

Tactics: See DM's Aid #5 for monster locations as this encounter begins.

Treasure: See appropriate Appendix entries for the treasure in this encounter.

Developments: If successful with their infiltration, replacement and escape, proceed to the Conclusion. If they are discovered, combat ensues. This is a very open encounter, and you will need to allow for a wide variety of options from the player characters. Some might kill and impersonate Hobgoblin guards. The absence of the warriors from the brickworks can go unnoticed until the Standard is delivered, though savvy players might stage a drunken fight scene. Others might be able to sneak in and perform the replacement without being seen. Still others might find a way to trick or compel the Hobgoblins or previous Envoys into performing the task for them. You will need to consider the group's plan and react appropriately.

ENCOUNTER 8: IN THEIR SHADOWS.

Falling in behind the new Envoys, a battle to the end with a vicious follow on interrogation. Some parties with access to *scry* and *teleport* or *windwalk* might precipitate this battle sooner. In which case, use the map, DM Aid: #6 Facing the Stone Vipers and just have the hobgoblins attempt to parlay as written below, but without the fire.

It's been a long, hard march—one that has been a game of cat and mouse, as you wended through hills and across plains in pursuit of the Hobgoblin Envoys. They pushed ever onward, heedless of your chase, either unknowing or uncaring. At last though, that chase seems to have come to an end.

The Hobgoblins appear to have made camp just ahead, in the crook of three hills. They stand with their backs to a roaring bonfire, each facing outward in their charcoal robes as if waiting for you. One of them holds the Standard braced against his leg, a fist raised over it in preparation for a strike. Another, his fists on the bright crimson belt cinched over his hips, stares right at your group.

IF THE CHARACTERS PARLAY

Their leader speaks in clear Common, bold enough to be heard with the distance between your two groups. "If you have a sense of honor, miserable barbarians, you will send your Champions to face us in equal numbers. You will agree to abide by the dictate of the victors. We so swear that we will do likewise.

Refuse, and I will ruin your objective; destroy it before you can claim it. What say you?"

The Hobgoblins will wait, watching. If the Characters prepare to attack, or cast any spells, the monk holding the standard will sunder the shaft of the Longspear and then drop the broken lower end into the fire as a Free Action. This will prevent its proper delivery in Encounter 9. The monks are not bluffing and cannot be dissuaded from their plan. They can always explain what happened and replace the shaft. The characters may have no such supplies, and the monks are gambling on that chance.

IF THE CHARACTERS ATTACK IMMEDIATELY

If the characters decline by initiating combat, or attacking before hearing out the Envoy Leader's proposition, the monk with the Standard will spend the first round completing his sunder and throwing the fragment into the fire. The other monks will take their potion of haste and fight accordingly as mentioned in tactics. Roll for initiative DM Aid: #6, Facing the Stone Vipers.

IF THE CHARACTERS AGREE

The hobgoblin gives a sinister grin and nods. "Let your champions step forward in full view and raise a fist when you are ready. We will plant the Standard and step forward to meet you. When we raise our fist in turn, let combat begin."

The characters are free to make whatever preparations they like, so long as they all remain visible and obvious. If any of them disappear before combat begins, the monks sunder the spear. Once the characters raise their fist, indicating their readiness, the hobgoblins will drink their potions, ending with the haste potion, and then raise their fists in acknowledgement. Roll for initiative, and refer to DM Aid: #6 Facing the Stone Vipers.

APL 4 (EL 7)

2 Male Hobgoblin Monk2/Thief1: hp 33; see *Appendix 2*.

1 Male Hobgoblin Monk3: hp 34; see *Appendix 2*.

APL 6 (EL 9)

3 Male Hobgoblin Monk3/Thief1: hp 42; see *Appendix 3*.

1 Male Hobgoblin Monk4: hp 43; see *Appendix 3*.

APL 8 (EL 11)

2 Male Hobgoblin Monk3/Thief3: hp 56; see *Appendix 4*.

1 Male Hobgoblin Monk5/Thief1: hp 60; see *Appendix 4*.

1 Male Hobgoblin Monk6: hp 60; see *Appendix 4*.

APL 10 (EL 13)

2 Male Hobgoblin Monk5/Thief3: hp 72; see *Appendix 4*.

1 Male Hobgoblin Monk3/Thief5: hp 70; see

Appendix 4.

1 Male Hobgoblin Monk8: hp 77; see *Appendix 4*.

Tactics: The Monks know to flank, stun and use their abilities against targets most likely to succumb to their skills—wizards, clerics, and bards—before moving on to harder targets like warriors. They will try cycling through their number, one of them attempting a stunning fist on a single target each round. The monks will focus their attacks on a single opponent, flanking, aiding as needed. They know that as long as they can whittle away the characters' numbers, they stand a better chance of success. They will make sure they start with lighter armored foes.

Treasure: See appropriate Appendix entries for the treasure in this encounter.

Developments: If the characters are victorious, they may modify the Standard as they see fit. If the characters leave the monks alive, they can be commanded to deliver the Standard for the party. If commanded to silence themselves or never share what they have agreed upon, they will ask for a dagger—each monk will remove his own tongue in demonstration of his oath. If the characters manage this option the hobgoblins will faithfully deliver the Standard, proceed to the Conclusion.

If their corpses are questioned, or a prisoner is successfully interrogated, the characters will learn that the Rending Hound Tribe must deliver the Standard to the Tribe of the Bloody Hand, a goblin tribe occupying an old farming commune two days east of the mines.

Intimidate

DC 15+APL: The humanoid submits and tells you the Exchange Ritual and the next tribe, the Tribe of the Bloody Hand, see DM's Aid #4.

If the Hobgoblins win, they demand that the losers each submit to a coup de grace attack by the hand of the monk master or the surviving monk/rogue with the highest rogue levels. They then take the Standard and continue. Any members that survive may crawl back to civilization; the adventure for them is over.

ENCOUNTER 9: SPECIAL DELIVERY!

You approach the entrance to the coalmine down a barely visible pair of wagon tracks. A

number of ogres lounge about the mouth of the mines. Three of the monsters lean on the rail of a corral, watching a mob of snarling dogs fight over a large scrap of hide. A fourth ogre lopes up, a ragged figure under its arm. One of the observers tosses a broken shortsword on the dirt floor inside. Laughing, the newcomer flings the scrawny human before the sword fragment as another spectator whistles a call to the dogs.

The fourth ogre sighs and strolls up to your group as he notices you, picking his teeth with a shard of bone. He seems distracted and irritated, glancing over his shoulder at the spectacle he's missing.

"You deliver flag?" he grunts in Common.

As long as the characters make some noise in the affirmative, continue.

"Good, I take. Leader busy." The ogre makes vague stabbing motion into his chest, a parody of the salute to the Standard. Extending his hand to you for the Longspear he gives a jagged smile. "Where it go next?"

The ogre will know if the party gives a false tribe. Clever parties might create a sort of loop, sending the Ogres back to the first Envoys. This will put the Standard on track with only a small bump—one tribe will be missed. Otherwise, if the characters fail to provide a real tribe, they will be attacked.

Assuming an appropriate answer, continue.

"Good. We done?"

As long as the party answers affirmative, proceed to the Conclusion. If, somehow, the party initiates combat, refer to the statistics below and DM's Aid #7 Mines of the Rending Hounds.

All APLs (EL 12)

1 Male Troll Hunter: hp 139; see *Monster Manual* page 247.

9 Male Ogres: hp 35; see *Monster Manual* page 199.

Tactics: The ogres will all attack whomever did the most damage last round. The troll will seek out spellcasters and then go for warriors.

Treasure: None.

Developments: Failure to properly deliver the Standard here fails the adventure. The Troll cannot be intimidated into telling where his delivery point is and as such, the characters will

break the chain of custody. Stress to the players that combat here seems foolish and unlikely to succeed.

CONCLUSION

CONCLUSION: SUCCESS

If the party has successfully encountered the standard, switched the skulls and not raised any suspicion about the exchange, they have earned the favor of the entire war effort, receiving a boon from any one organization they chose, from the list of PoU meta-organizations, with the exception of the Thunderstrike Shadows, the Emerald Conclave, and the Bardic Circle.

As for Shadow members who helped plant the rider on the skull, they receive the Pick of the Loot favor.

For parties that successfully planted the rider for Earl Coalgrinder, they receive Favor of the man who would be regent.

Having made the switch, and successfully making a break for it, you slowly make your way back out of the Disputed Territories, dodging patrols and encampments, and keeping an eye out for native predators. The trek out takes time, time you spend wondering where the skull and Standard are now, wondering just how long it'll take for the enemy to notice the switch, and just how much good you've done today. You've seen much in the days out in the Territories, each trip in and out makes you wonder just what the fight is for, until you see the small hamlet or village that's being subjugated, or you see that pack of slaves being led around by shackles. There are people out there still and the Principality refuses to leave them to their fate. The Dwarves are coming, their warcry is rising, and soon, with the information you've helped gather, they will drop their might upon the invaders, like a smith's hammer to the anvil.

CONCLUSION: FAILURE

If the party fails to make the switch before retreating out of the Disputed Territories, or if they all end up dead, or if they fail to reconnect the chain of possession, then read the following.

The Dwarves are preparing for war, their axes are being sharpened, their armor polished, and their supply lines being

reinforced. But what they don't know will likely hurt them, and what they don't know, is just what exactly they'll be facing, when and where. That was your mission, and you have failed to bring the army the information they need. Will it break the campaign? Possibly. Will the Royal Army and its allies smash helplessly against protected bulwarks, while missing simple and easy targets-- likely. Will the campaign fail? That remains to be seen. What you do know though is that you failed your mission, and now it's a long miserable hike back to the Principality. You hope it's a trek you can make.

All characters that return to the Principality to report success or failure receive the favor "Lay of the Land."

EPILOGUE

This is an optional section; used if the Triad or author(s) wish to have a read-aloud section after the adventure is completed that informs the players of what is coming in future adventures in this series or in the next adventure to be released, etc.

CAMPAIGN CONSEQUENCES

This is an optional section; used if the Triad or author(s) wish to use results from this adventure to determine future adventures. This section details what information the DM should collect and when and where to submit it to. If the Triad includes a Critical Event Summary appendix, this section refers to that page.

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. Sum totals cannot exceed maximum permitted experience for each APL. If the total exceeds the ceiling, award the maximum.

Appropriate encounters are grouped as follows:

Either Encounters 5, 6a, and 7

Or Encounters 5, 6a, 8, and 9

Or Encounters 4, 5, and 6b.

Encounter 4

Objective: Defeat the Envoys, replace the Skull, and learn the next destination.

APL 4: 240 xp.

APL 6: 300 xp.

APL 8: 360 xp.

APL 10: 420 xp.

Encounter 5

Objective: Defeat the Creatures

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

Encounter 6a

Objective: Scout the encampment, observe and catalogue the Ritual of Allegiance

APL 4: 50 xp.

APL 6: 85 xp.

APL 8: 120 xp.

APL 10: 155 xp.

Encounter 6b

Objective: Deliver the Standard and participate in the Ritual of Allegiance

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

APL 10: 270 xp.

Encounter 7

Objective: Disable the traps, replace the skull

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp

Encounter 8

Objective: Defeat the Hobgoblins, replace the skull, and learn the next destination tribe.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

Encounter 9

Objective: Deliver the Standard

APL 4: 50 xp.

APL 6: 50 xp.

APL 8: 50 xp.

APL 10: 50 xp.

Story Award

Story Objective: Successful, unobserved replacement of the skull in the Standard of Allegiance.

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

APL 10: 270 xp.

Discretionary Roleplaying Award

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

APL 10: 270 xp.

Total possible experience

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 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.

Encounter 4:

APL 4: L: 12 gp, C: 0 gp, M: +1 *shortsword*, 4 +1 halberds, 4 +1 Chain shirts (16012 gp).

APL 6: L: 935 gp, C: 120 gp, M: +1 *Brass Dragonhide Banded Mail*, *MW-spiked Light Brass Dragonhide Shield*, *Wand of Cure Light Wounds(50 charges)*, *Blood Elixir(Brass)*, 4 +1

Dragonbone(Str+1) Longbows, 4 MW
Dragonhide bucklers (18,800 gp).

APL 8: L: 250 gp, C: 173 gp, M: 5 +1 *Flind-bar of Impact*, +1 *Chain shirt*, 4 +2 *Chain Shirts*, *Boots of Striding and Springing* (62825 gp).

APL 10: L: 425 gp, C: X gp, M: 5 +1 hide armors, *Periapt of Wisdom* +2, *Wand of Lesser Vigor*, 5 *Potions of Vigor*, *Amulet of Natural Armor* +1, 5 pairs of *Gloves of Arrow Snaring* (40,000 gp).

Encounter 5:

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

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

APL 8: L: 0 gp, C: 0 gp, M: *item* (0 gp).

APL 10: L: 5 gp, C: 0 gp, M: *item* (0 gp).

Encounter 8:

APL 4: L: 0 gp, C: 0 gp, M: 3 *Amulet of Natural Armor* +1, 3 *Potion of Enlarge Person*, 3 *Potion of Haste*, 3 *Potion of Shield of Faith* +3 (7500 gp).

APL 6: L: 0 gp, C: 0 gp, M: 4 *Amulet of Natural Armor* +1, 4 *Bracers of Armor* +1, 4 *Potions of Enlarge Person*, 4 *Potions of Haste*, 4 *Potions of Shield of Faith* +3 (13200 gp).

APL 8: L: 0 gp, C: 0 gp, M: 4 *Amulets of Natural Armor* +1, 4 *Gauntlets of Ogre Power*, 4 *Potion of Haste*, 4 *Potion of Shield of Faith* +3 (22400 gp).

APL 10: L: 0 gp, C: 0 gp, M: 4 *Amulet of Natural Armor* +1, 3 pair of *Bracers of Armor* +1, 3 pair *Gauntlets of Ogre Power*, 3 *Vests of Resistance*, 4 *Potions of Haste*, 4 *Potions of Shield of Faith* +3, *Potion of Enlarge Person*, *Monk's Belt*, (37600 gp).

Successful Conclusion:

APL 4: L: 0 gp, C: 650 gp, M: *item* (0 gp).

APL 6: L: 0 gp, C: 900 gp, M: *item* (0 gp).

APL 8: L: 0 gp, C: 1300 gp, M: *item* (0 gp).

APL 10: L: 0 gp, C: 2300 gp, M: *item* (0 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 0 gp, C: 650 gp, M: *item* (0 gp).

APL 6: L: 0 gp, C: 900 gp, M: *item* (0 gp).

APL 8: L: 0 gp, C: 1300 gp, M: *item* (0 gp).

APL 10: L: 0 gp, C: 2300 gp, M: *item* (0 gp).

ITEMS FOR THE ADVENTURE RECORD

See Conclusion for who receives which rewards, unless already noted by PC actions earlier in the module.

Choice of the Loot: For aiding the Society of Shadows in gathering information, you have been connected at the highest echelons, and promised a choice reward. You may spend this favor to receive the benefits of any favor granted by a Reclamation series adventure, as long as a Military MetaOrganization, Sacred MetaOrganization, or The Web granted that favor. This favor can be used to gain access to the rewards of any favor on an AR whether earned by the PC or not, as the Shadows are putting agents in the field to retrieve the best spoils of war, before anyone else can get there. This can be used to gain double the normal reward from a favor as well, but does not extend a favor past its standard deadline. For example, if a favor says it expires in one month, the Shadows favor would also expire one month from the date the ORIGINAL adventure was played. Bonuses to die rolls granted from favors don't stack.

Lay of the Land: Traveling through the Disputed Territories and back to the Principality of Ulek on your mission has been educational. Receive a +1 insight bonus to Knowledge (Nature), Knowledge (Geography), and Survival skill checks made pertaining to the Disputed Territories.

Touch of the Goblin Blood: You've partaken in the revelry of the Stone Viper Sept in their celebration of Standard of Allegiance. For the next three adventures you gain Darkvision 30' and a -2 to Charisma based skills and checks. If you already have Darkvision then increase it's range by 30 feet.

Confessed to the Clergy: The Character has confessed his inaction at the Stone Viper Sept to the many priests at Camp Havenhill. They have arranged for an appropriate Atonement to be provided.

Item Access

ALL APLs:

- *Boots of Elvenkind* (*Adventure; DMG*)
- *Choker of Eloquence*, Lesser and Greater (*Adventure; CV*)
- *Circlet of Persuasion* (*Adventure; DMG*)
- *Cloak of Elvenkind* (*Adventure; DMG*)

- Hat of Disguise (*Adventure; DMG*)
- Mask of Lies (*Adventure; CV*)
- Shawl of Bewitching (*Adventure; CV*)
- Robes of Blending (*Adventure; DMG*)
- Ring of Chameleon Power (*Adventure; DMG*)
- Ring of Invisibility (*Adventure; DMG*)
- Ring of Lockpicking (*Adventure; CV*)
- Ring of Mindshielding (*Adventure; DMG*)
- *Potion of Camouflage* (*Adventure; SpC*)

APL 4 (ONLY):

- *Mithral Chain Shirt* (*Adventure; DMG*)
- *Figurine of Wondrous Power, Silver Raven* (*Adventure; DMG*)
- *Horn of Goodness/Evil* (*Adventure; DMG*)

APL 6 (ONLY):

- +1 *Dragonhide plate Mail* (*Adventure; DMG*)
- *Blood Elixir(Brass)*(*Adventure; Draconomicon*)
- +1 *Dragonbone(Str+1) Longbow* (*Adventure; Draconomicon*)

APL 8 (ONLY):

- *Boots of Striding & Springing*(*Adventure;DMG*)
- +1 *Heavy Mace of Impact* (*Adventure; A&EG*)
- +1 *Mithral Chain Shirt* (*Adventure; DMG*)

APL 10 (ONLY):

- *Wand of Lesser Vigor, 750 gp* (*Adventure; DMG/SpC*)
- *Gloves of Arrow Snaring* (*Adventure; DMG*)
- *Vest of Resistance +3* (*Adventure; CA*)
- *Monk's Belt* (*Adventure, DMG*)

APPENDIX 1 – ALL APLS

Encounter 1: At First Glance

KICCA CLINKTOCK: **CR 12**

MALE GNOME ROGUE/SPYMASTER

NG Small Humanoid (Gnome)

Init +2; **Senses** Low-light Vision; Listen +17, Spot +20

Aura --

Languages Common, Gnome, Goblin, Gnoll, Dwarven, Elven, Sueloese, Orc

AC 18 (+2 Dex, +1 Size, +5 Armor) touch 12, flat-footed 12, *against one opponent

Miss Chance --

hp 68 (5d6+10 plus 7d6+14) ; DR --

Immune --

Resist -- ; **SR** --

Fort +4; **Ref** +11, **Will** +4 (+6 vs. Illusions, +11 vs. Divination(Scrying))

Weakness

Speed 20 ft. (4 squares);

Melee MW Dagger +7 (1d3-2+Sneak Attack)

Ranged Alchemical Items (varies)

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

Base Atk +8; **Grp** +2 (Escape Artist +7)

Atk Options--

Special Actions: Sneak Attack +5d6

Combat Gear: MW Dagger, 3 potion belts (10 vials each, one fire, one acid, one holy water), Vest of Resistance +3, +1 Mithral Chain shirt of Slick and Silent Moves

Abilities Str 6, Dex 14, Con 12, Int 14, Wis 12, Cha 19(23)

SQ: Trapsense +1, Trapfinding, Evasion, Uncanny Dodge, Cover identity(x3), Undetectable Alignment, Quick Change, Scrying Defense, *Magic Aura*, Slippery Mind, Dispel Scrying, Deep Cover

Feats Skill Focus (Bluff), Skill Focus (Disguise), Persuasive, Deceptive, Inside Connection (Pomarj Forces)[Only when in a cover identity]

Skills Escape Artist +35, Listen +17, Move Silently +16, Sense Motive +15, Spot +20, Bluff +29, Diplomacy +15, Disguise +41, Gather Information +26, Forgery +17, Hide +20, Sleight of Hand +8.

Possessions: Ring of Chameleon Power, Circlet of Persuasion, Cloak of Charisma +4, Vest of Resistance +3, +1 Mithral Chain shirt of Slick and Silent Moves, Heward's Handy Haversack with [3 potion belts (10 vials each, one fire, one acid, one holy water), MW Disguise kit, gold, possessions, clothing]

Description:

Sources: Complete Adventurer, Races of Destiny

APPENDIX 2 – APL 4

Encounter 4: Showdown at the End-Day Corral.

KOWART, CHIEF OF THE FETID SWARM CR 2

Male Goblin Expert 4

NE Small Humanoid (Goblinoid)

Init +2; **Senses** Listen +7, Spot +7; Darkvision 60ft.

Languages Common, Goblin, Orc, Gnoll, Draconic

AC 14, touch 13, flat-footed 12

(+1 size, +2 Dex, +1 armor)

hp 22 (4d6+6)

Fort +2, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares)

Melee Short Sword +1 (1d4-2)

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

Base Atk +3; **Grp** -3

Combat Gear Cloth armor, Standard of Allegiance

Abilities Str 6, Dex 14, Con 12, Int 16, Wis 11, Cha 17

SQ Darkvision 60 ft.

Feats Skill Focus (Diplomacy), Persuasive

Skills Bluff +12, Diplomacy +13, Hide +6, Intimidate +12(8 vs. medium sized targets), Knowledge(Local) +10, Knowledge(Nobility and Royalty) +10, Listen +7, Sense Motive +7, Ride +6 Spot +7, Survival +7

Possessions Courtesan's outfit (small), a traveler's pack (extremely light load, his henchmen are carrying it all), the Standard of Allegiance, and Combat Gear

Description This wiry goblin has a gleam in his eye that seems to exude evil and dominance. Perhaps the most innocently wicked creature you've ever met, he can't help it it's his nature. His gaunt form and green skin almost make him seem an extraplanar fiend, if it weren't for the fact that each of his features radiates the personification of greasy wily goblinoid.

FETID SWARM GUARDSMAN (RAGING) CR 4

Male Goblin Fighter 2/Barbarian 2

CE Small Humanoid (Goblinoid)

Init +2; **Senses** Listen +4, Spot -1; Darkvision 60ft.

Aura Swarmfighting(+1 to hit/ally threatening target)

Languages Common, Goblin, Orc

AC 19*, touch 13*, flat-footed 17

(+1 size, +2 Dex, +5 armor, +1 shield, *+1 dodge while full attacking)

hp 30(36) (2d10+1d12+6(12) HD)

Fort +6, **Ref** +2, **Will** -1(+1)

Speed 30 ft. (6 squares)

Melee Halberd +4(7) [1d8+2(1d8+5)] and +0(2) [1d6 (1d6+2)]

Ranged Javelin +5 [1d4+1(1d4+3)]

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

Base Atk +3; **Grp** +4(+6)

Atk Options

Swarmfighting: You can occupy the same 5-ft square in combat with any other allied small creature that

also possesses the swarmfighting feat at no penalty. When you engage a Medium or larger creature in melee, and at least on other ally with the Swarmfighting feat threatens the target you gain a +1 Morale bonus on the attack roll. This bonus increases by +1 for each additional ally beyond the first that threatens the same target. The total morale bonus imparted to your attack roll cannot exceed your dexterity bonus.

Spinning Halberd: When you make a full attack with your halberd, you gain a +1 dodge bonus to your AC as well as an additional attack with the weapon at a -5 penalty. This attack deals points of bludgeoning damage equal to 1d6 + ½ your Strength modifier.

Special Actions

Combat Gear +1 halberd, +1 Chainshirt, Buckler, 6 Javelins.

Abilities Str 12(16), Dex 14, Con 14(18), Int 14, Wis 9, Cha 6

SQ Darkvision 60 ft.

Feats Combat Reflexes, Weapon Focus(Halberd), Two-Weapon Fighting, Swarmfighting

Skills Hide +7, Listen +4, Move Silently +7, Perform(Weapon Drill) +6, Ride +10, Survival+4, Tumble +5

Possessions combat gear

Description These goblin guardsmen walk in tight formation and obvious regimental training. Each carries a halberd at parade ready and moves easily in their regimental chain shirt and buckler.

Sources Swarmfighting(Complete Warrior pg. 105), Spinning Halberd (Complete Warrior pg. 114), Perform (Weapon Drill) (Complete Warrior pg. 121)

Encounter 6a and 8: A Nest of Vipers.

2 DISCIPLES OF THE STONE VIPER WAY: CR4

MALE HOBGOBLIN MONK2/ROGUE1

LE Medium Humanoid

Init +2; **Senses** 60 ft Darkvision Vision; Listen +6, Spot +6

Aura --

Languages Common, Goblin.

AC 15 [18] (+2 Dex, +1 wisdom, +1 dodge*, +1 natural, [+3] deflection) touch 12, flat-footed 12, *against one opponent

Miss Chance --

hp 33 (1d8+3 plus 2d8+6 plus 1d6+3) ; regeneration/fast healing; DR

Immune

Resist ; **SR** -

Fort +6; **Ref** +7, **Will** +4

Weakness

Speed 30 ft. (6 squares);

Melee Atk +3 melee Unarmed Strike (1d6+2) or Full +3 melee Unarmed Strike (1d6+2)

Ranged sai +3 (1d4+3)

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

Base Atk +1; **Grp** +3 (Escape Artist +6)

Atk Options +1/+1 Flurry (1d6+2/1d6+2)

Special Actions Flurry of Blows, Sneak Attack +1d6, Stunning Fist DC 13 Fortitude, DC15 with Sneak Attack. (2/Day)

Combat Gear: Potion of Enlarge Person, Potion of Haste, Potion of Shield of Faith +3, 3 sai

Abilities Str 15, Dex 14, Con 12, Int 14, Wis 13, Cha 8

SQ Evasion

Feats Alertness, Combat Reflexes, Dodge, Stunning Fist, Improved Unarmed Strike, Ascetic Rogue

Skills Bluff +3, Escape Artist +6, Knowledge Local(Sheldomar) +4, Listen +6, Move Silently +10, Search +4, Sense Motive +6, Spot +6, Tumble +7, Hobgoblins have a +4 racial bonus to Move Silently Checks.

Possessions Amulet of Natural Armor +1, Potion of Enlarge Person, Potion of Haste, Potion of Shield of Faith +3, 3 sais, 1 quarterstaff

AC Bonus (Ex): When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): Once per round the monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus \times 1-1/2 or \times 1/2) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

Sneak Attack: The rogue's attack deals extra 1d6 damage any time her target would be denied a Dexterity bonus to AC, or when the rogue flanks her target. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal

Trapfinding: Rogues can use the Search skill to

locate traps when the task has a Difficulty Class higher than 20.

Description: These hobgoblins have a serpentine grace to them as they fight and tumble, working together with an eerie synchronicity. Their robes are a deep charcoal that contrasts with their yellow orange skin. Narrow eyes and shaved heads give them a grim, fierce appearance.

Sources: Ascetic Rogue(Complete Adventurer, pg. 106)

MASTER OF THE STONE VIPER WAY: CR 4

MALE HOBGOBLIN MONK3

LE Medium Humanoid

Init +2; **Senses** 60 foot Darkvision Vision; Listen +6, Spot +5

Aura --

Languages Common, Goblin

AC 15 [18] (+2 Dex, +1 wisdom, +1 dodge*, +1 natural, [+3] deflection) touch 12, flat-footed 12, *against one opponent

Miss Chance --

hp 34 (1d8+3 plus 3d8+9) ; **DR** --

Immune --

Resist -- ; **SR** --

Fort +6; **Ref** +5, **Will** +4 (+6 vs. enchantment)

Weakness

Speed 40 ft. (8 squares);

Melee Atk +4 melee Unarmed Strike (1d6+2) or Full +4 melee Unarmed Strike (1d6+2)

Ranged sai +4 (1d4+3)

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

Base Atk +2; **Grp** +8 (Escape Artist +7)

Atk Options: +2/+2 Flurry (1d6+2/1d6+2)

Special Actions: Flurry of Blows, Stunning Fist DC 13 Fortitude. (3/Day)

Combat Gear: Potion of Enlarge Person, Potion of Haste, Potion of Shield of Faith +3, 3 sai

Abilities Str 15, Dex 14, Con 16, Int 10, Wis 13, Cha 8

SQ: Evasion

Feats Alertness, Combat Reflexes, Dodge, Stunning Fist, Improved Unarmed Strike, Improved Grapple

Skills Escape Artist +7, Listen +6, Move Silently +8, Sense Motive +5, Spot +5, Tumble +6 Hobgoblins have a +4 racial bonus to Move Silently Checks.

Possessions: Amulet of Natural Armor +1, Potion of Enlarge Person, Potion of Haste, Potion of Shield of Faith +3, 3 sais, 1 quarterstaff

AC Bonus (Ex): When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): Once per round the monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next

action. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus $\times 1\frac{1}{2}$ or $\times 1/2$) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Description: This hobgoblin has a serpentine grace and a stoic mien as he fights and tumbles, working with

his septmates in an eerie synchronicity. His robes are a deep charcoal that contrasts with his yellow orange skin. There is a crimson belt that cinches at his waist. Piercing eyes and a shaved head give him a grim, fierce appearance.

Sources: *Player's Handbook*

Encounter 7: It Takes A...

**SEE ENCOUNTER 8: A NEST OF VIPERS AND
ENCOUNTER 4: SHOWDOWN AT THE END-DAY
CORRAL FOR DESCRIPTIONS OF THESE MONSTERS.**

APPENDIX 3 – APL 6

Encounter 4: Showdown at the END-DAY Corral.

Gharrosh, Chief of the Brass Riders CR 6

Male Norker Ranger 4/Marshal 2

NE Small Humanoid (Goblinoid)

Init +3; **Senses** Listen +7, Spot +6

Aura Marshal Minor Aura (Motivate Dexterity) +2 Dex and Initiative checks, Marshal Major Aura (Resilient Troops) +1 on all Saves, Team Leader: Heavy Calvary(Overruns can't be avoided when in tight formation).

Languages Common, Goblin, Draconic

AC 26, touch 12, flat-footed 25

(+1 size, +1 Dex, +7 armor, +1 shield, +5 natural)

hp 38 (4d8+2d8+6)

Fort +9(+13 against strenuous activity), **Ref** +6, **Will** +4

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

Melee Lance +7 (1d6+1) or Spiked Shield +7 (1d3+1)

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

Base Atk +5; **Grp** +2

Atk Options

Charge: While mounted this character does double damage on a charge with his Lance.

Overrun: While mounted, this character may overrun an opponent, and if in tight formation of Heavy Calvary(see below) can force a free hoof attack on the opponent(whom can't avoid).

Favored Enemy(Dragon): A Ranger Adds +2 to hit and damage rolls against dragons as well as on certain skill rolls.

Special Actions

Marshal Aura: As a swift action this character can begin his marshal aura.

Wild Empathy: A ranger may use his class lvl-3 as his ranks in a special diplomacy check with creatures of the animal type.

Combat Gear Heavy Horse in Chainmail Barding, +1 Brass Dragonhide Banded Mail, MW Lance, MW-spiked Light Brass Dragonhide Shield, Military Saddle, *Wand of Cure Light Wounds(50 charges)*, Blood Elixir(Brass)

Abilities Str 12, Dex 12, Con 13, Int 12, Wis 8, Cha 14

SQ Darkvision 60ft.

Feats Skill Focus(Diplomacy), Mounted Combat, Trample, Track, Two-Weapon Fighting(Unusable), Endurance, Ride-by-Attack.

Skills Diplomacy +13, Ride +12 Survival +6, Handle Animal +9 Listen +7, Spot +6,

Possessions combat gear plus two Silver Holy Symbols of the Earth Dragon, Ornate Brass Dragon Helm, Courtier's Outfit, and 24gp.

Description Gharrosh may at first appear to be a cleric of the earth dragon, but he is simply wearing the

ceremonial armor of his people and bearing the Standard of Allegiance. He and his men are riding heavy horses trained for combat but ineffectively bred for such. Gharrosh himself appears the shining crusader, but is little more than a scout in ceremonial armor. When put to the test he prefers his horse do most of the attacking and moves his unit in overruns as often as he can. Bossy and sarcastic, he is unused to taking suggestions from anyone that doesn't clearly overpower him in might.

Sources Marshal (Miniature's Handbook pg. 11), Dragon's Blood Elixir (Brass) (Draconomicon pg. 116), Team Tactic(Heavy Calvary) (Heroes of Battle pg. 115,118).

Elite of the Brass Riders CR 4

Male Norker Ranger 4

NE Small Humanoid (Goblinoid)

Init +4; **Senses** Listen +8, Spot +8

Aura --

Languages Common, Goblin, Draconic

AC 23, touch 13, flat-footed 21

(+1 size, +2 Dex, +4 armor, +1 shield, +5 natural)

hp 30 (4d8+8 HD)

Fort +6(+10 against strenuous activity), **Ref** +7, **Will** +3

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

Melee Lance +6 (1d6+1)

Ranged +1 Dragonbone Longbow(Str+1) +7 (1d6+2)

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

Base Atk +4; **Grp** +1

Atk Options

Rapid Shot: This character may fire one extra ranged attack at his highest BAB during a full attack action, but all attacks take a -2 penalty.

Charge: While mounted this character does double damage on a charge with his Lance.

Overrun: While mounted, this character may overrun an opponent, and if in tight formation of Heavy Calvary(see below) can force a free hoof attack on the opponent(whom can't avoid).

Favored Enemy: A Ranger Adds +2 to hit and damage rolls against his favored enemy as well as on certain skill rolls.

Special Actions

Wild Empathy: A ranger may use his class lvl-3 as his ranks in a special diplomacy check with creatures of the animal type. See the rules for diplomacy in the PHB.

Combat Gear Heavy Horse in Chainmail Barding, +1 Dragonbone(Str+1) Longbow, MW Chain Shirt, MW Lance, MW Dragonhide buckler, Military Saddle

Abilities Str 12, Dex 15, Con 14, Int 12, Wis 12, Cha 6

SQ Darkvision 60ft.

Feats Mounted Combat, Mounted Archery, Track, Rapid Shot, Endurance.

Skills Ride +14, Survival +8, Handle Animal +5, Listen +8, Spot +8, Knowledge (Nature) +8

Possessions combat gear plus 24gp.

Description These elite scouts and ranged calvary are the pride of their tribe. Trained in riding their heavy mounts, and organized in their tactics, these naturally well-armoured goblinoids continuously have a scowl across their intelligent faces.

SOURCES DRAGONBONE BOW (DRACONOMICON PG. 117), TEAM TACTIC(HEAVY CALVARY) (HEROES OF BATTLE PG. 115,118).

Encounter 6a and 8: A Nest of Vipers.

3 DISCIPLES OF THE STONE VIPER WAY: CR5

MALE HOBGOBLIN MONK3/ROGUE1

LE Medium Humanoid

Init +2; **Senses** 60 ft Darkvision Vision; Listen +8, Spot +8

Aura --

Languages Common, Goblin.

AC 17 [20] (+2 Dex, +2 wisdom, +1 dodge*, +1 natural, +1 armor [+3] deflection) touch 14, flat-footed 14, *against one opponent

Miss Chance --

hp 42 (1d8+3 plus 3d8+9 plus 1d6+3) ; DR

Immune

Resist ; **SR** -

Fort +6; **Ref** +7, **Will** +5 (+7 vs. Enchantments)

Weakness

Speed 30 ft. (6 squares);

Melee Atk +4 melee Unarmed Strike (1d8+2) or Full +4 melee Unarmed Strike (1d8+2)

Ranged sai +4 (1d4+3)

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

Base Atk +2; **Grp** +4 (Escape Artist +8)

Atk Options +2/+2 Flurry (1d8+2/1d8+2)

Special Actions Flurry of Blows, Sneak Attack +1d6, Stunning Fist DC 14 Fortitude, DC16 with Sneak Attack. (3/Day)

Combat Gear: Potion of Enlarge Person, Potion of Haste, Potion of Shield of Faith +3, 3 sai

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

Feats Alertness, Combat Reflexes, Dodge, Stunning Fist, Improved Unarmed Strike, Ascetic Rogue

Skills Bluff +3, Escape Artist +8, Listen +8, Move Silently +12, Search +4, Sense Motive +8, Spot +8, Tumble +8, Hobgoblins have a +4 racial bonus to Move Silently Checks.

Possessions Amulet of Natural Armor +1, Bracers of Armor +1, Potion of Enlarge Person, Potion of Haste, Potion of Shield of Faith +3, 3 sais, 1 quarterstaff

AC Bonus (Ex): When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): Once per round the monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus \times 1-1/2 or \times 1/2) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Sneak Attack: The rogue's attack deals extra 1d6 damage any time her target would be denied a Dexterity bonus to AC, or when the rogue flanks her target. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Description: These hobgoblins have a serpentine grace to them as they fight and tumble, working together with an eerie synchronicity. Their robes are a deep charcoal that contrasts with their yellow orange skin. Narrow eyes and shaved heads give them a grim, fierce appearance.

Sources: Ascetic Rogue(Complete Adventurer, pg. 106)

MASTER OF THE STONE VIPER WAY: CR 5

MALE HOBGOBLIN MONK4

LE Medium Humanoid

Init +2; **Senses** 60 foot Darkvision Vision; Listen +6, Spot +6

Aura --

Languages Common, Goblin

AC 17 [20] (+2 Dex, +2 wisdom, +1 dodge*, +1 natural, +1 armor, [+3] deflection) touch 14, flat-footed 14, *against one opponent

Miss Chance --

hp 43 (1d8+3 plus 4d8+12) ; DR --

Immune --

Resist -- ; **SR** --

Fort +7; **Ref** +6, **Will** +6 (+8 vs. enchantment)

Weakness

Speed 40 ft. (8 squares);

Melee Atk +5 melee Unarmed Strike (1d8+2) or Full +5 melee Unarmed Strike (1d8+2)

Ranged sai +5 (1d4+2)

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

Base Atk +3; **Grp** +9 (Escape Artist +7)

Atk Options: +3/+3 Flurry (1d8+2/1d8+2)

Special Actions: Flurry of Blows, Stunning Fist DC 14 Fortitude. (4/Day)

Combat Gear: Potion of Enlarge Person, Potion of Haste, Potion of Shield of Faith +3, 3 sai

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

SQ: Evasion, Ki Strike, Slow Fall

Feats Alertness, Combat Reflexes, Dodge, Stunning Fist, Improved Unarmed Strike, Improved Grapple

Skills Escape Artist +7, Listen +6, Move Silently +8, Sense Motive +9, Spot +6, Tumble +8 Hobgoblins have a +4 racial bonus to Move Silently Checks.

Possessions: Amulet of Natural Armor +1, Bracers of Armor +1, Potion of Enlarge Person, Potion of Haste, Potion of Shield of Faith +3, 3 sais, 1 quarterstaff

AC Bonus (Ex): When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): Once per round the monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired.

When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus \times 1-1/2 or \times 1/2) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. *Ki* strike improves with the character's monk level.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm.

Description: This hobgoblin has a serpentine grace and a stoic mien as he fights and tumbles, working with his septmates in an eerie synchronicity. His robes are a deep charcoal that contrasts with his yellow orange skin. There is a crimson belt that cinches at his waist. Piercing eyes and a shaved head give him a grim, fierce appearance.

Sources: Player's Handbook

Encounter 7: It Takes A...

SEE ENCOUNTER 4: SHOWDOWN AT THE END-DAY CORRAL AND ENCOUNTER 8: A NEST OF VIPERS FOR DESCRIPTIONS OF THESE MONSTERS.

APPENDIX 4 – APL 8

Encounter 4: Showdown at the End-Day Corral.

The Marrow-Suppers are a clan of Flinds (gnolls) who have taken up residence in a mausoleum and are diligently working to rid their new home of the remains of its occupants. In such an effort to utilize their abundant resource of bones and marrow they have created armor and weaponry out of it, as well as travel with readily available snacking food. Masters of pack tactics these mutts are the harriers of Turrosh Mak's Legions.

MATRON OF THE MARROW-SUPPERS: CR9

FEMALE FLIND MARSHAL 4/FIGHTER 2/SCOUT 1

NE Medium Humanoid

Init +4(6); **Senses** 60 ft Darkvision Vision; Listen +12, Spot +12

Aura: Motivate Urgency (+5 ft. movement speed 60ft.); Motivate Dexterity (+2 on all Dex/Initiative checks, 60ft.) or Art of War (+2 on all Disarm, Trip, Bull Rush, and Sunder attempts, 60 ft.)

Languages: Common, Gnoll, Goblin, Orc.

AC: 20 [21] (+3 Dex, +5 Armor, +1 Dodge*, +2 natural) touch 13[14], flat-footed 17, *against one opponent

Hp: 72 (2d8+6 plus 4d8+12 plus 1d8+3 plus 2d10+8)

Fort +14 **Ref** +6, **Will** +4

Speed 40 ft. (8 squares) +5 ft Aura

Melee Atk +12 melee +1 *Flind-bar of Impact* (2d4+6) or Full +12/+10 melee *Flind-bar of Impact* (2d4+6)

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

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

Atk Options: Full Expertise +5 to hit, +5 to AC;

Special Actions: Switch Minor Auras, Initiate Aura, Grant Move Action.

Combat Gear: +1 *Flind-bar of Impact*, +1 *Chain shirt*, *Boots of Striding and Springing*

Abilities: Str 18(20), Dex 16, Con 16, Int 14, Wis 10, Cha 14

SQ: Trapfinding, Marshal Auras, Grant Move Action (1/day).

Feats: Skill Focus (Diplomacy), Dodge, Mobility, Spring Attack, Combat Expertise, Improved Disarm, Combat Reflexes

Skills: +12 Spot, +12 Listen, +9 Tumble, +12 Diplomacy, +7 Survival, Flind have a +2 racial bonus to Cha Based Skill Checks with other Gnolls.

Possessions: Combat Gear plus, traveling gear, 50 gold pieces, 123 gp in gems

Skirmish: The Scout's attack deals extra 1d6 damage on any attack she makes in a round where she moves at least 10ft. This damage only applies to attacks made during the scout's turn. Should the scout score a critical hit with a skirmish, this extra damage is not multiplied. Ranged attacks can count as skirmish attacks only if the target is within 30 feet.

Trapfinding: Scouts can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Marshal Auras: All allies, with Int 3 or higher, capable of understanding the language, in 60 ft who can hear the marshal benefit from his minor and major auras. These auras can be initiated or swapped as swift actions on the marshal's turn, and have unlimited use and duration. If the marshal loses consciousness, is dazed, stunned, paralyzed or otherwise prevented from being understood.

Grant Move action: A marshal may 1/day grant all allies in 30 feet an extra move action (in initiative order) as a standard action. The allies take their move immediately, and order resumes, with no change in initiative.

Description: The Matron of the Marrow-Suppers is a stalwart and charismatic leader of her people, or at least as much of one as you can expect to find in a pack of mongrel hyena-folk. The Matron is the toughest woman in a matriarchal clan and this particular one also is an effective leader. Willing to do much to raise her pack in the eyes of Turrosh Mak, the Matron is unlikely to sacrifice her efforts in training her pack elite and establishing good relations with other clans and her military superiors. She wears the regalia of a hero of her clan, Bone mail forged from the magics of her Osteomancer advisors, and wielding a well crater pair of Flind-bars, forged from the arm bones of giants, she makes a grim sight leading her pack of boneclad warriors into the fray at high speeds.

Sources: Marshal (Miniature's Handbook pg. 11), Scout (Complete Adventurer, pg. 11-13), Flind Gnolls, Flind-Bar (Monster Manual III, pg. 62), Impact Weapon Ability (Arms and Equipment Guide, pg. 97)

MARROW-SUPPERS ELITE: CR7

MALE FLIND SCOUT 4/ FIGHTER 1

LE Medium Humanoid

Init +4(6); **Senses** 60 ft Darkvision Vision; Listen +10, Spot +10

Languages: Common, Gnoll, Goblin, Orc.

AC: 21(22*)[22, 23*]^ (+3 Dex, +6 armor, +1 or +2 dodge*^, +2 natural) touch 13[14], flat-footed 18, *against one opponent, ^when moving at least 10ft in a round.

Hp: 64 (2d8+8 plus 4d8+16 plus 1d10+4)

Fort +11; **Ref** +7, **Will** +1

Speed 40 ft. (8 squares)

Melee Atk +10 melee +1 *Flind-bar of Impact* (2d4+5/17-20) or Full +10 melee +1 *Flind-bar of Impact* (2d4+5/17-20)

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

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

Atk Options

Special Actions Skirmish (+1d6, +1 AC)

Combat Gear: +1 *Flind-bar of Impact*, *Chain Shirt* +2

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

SQ: Uncanny Dodge, Trapfinding, Trackless Step.

Feats: Dodge, Mobility, Spring Attack, Combat Expertise, Improved Disarm

Skills: +10 Spot, +10 Listen, +13 Tumble, +10 Survival, +12 Search, +9 Hide, +9 Move Silently, +8 Escape Artist, Flinds have a +2 racial bonus to all Cha-based skill checks with other gnolls.

Possessions

Skirmish: The Scout's attack deals extra 1d6 damage on any attack she makes in a round where she moves at least 10ft. This damage only applies to attacks made during the scout's turn. Should the scout score a critical hit with a skirmish, this extra damage is not multiplied. Ranged attacks can count as skirmish attacks only if the target is within 30 feet.

Trapfinding: Scouts can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Description: These elite Groll troops are trained in harrier tactics and run the edges of Turrosh Mak's legions keeping deserters, and stragglers within the confines of the camp and ambushing enemy scouts and lone patrols. The pack works as a unified fighting force, each hound springing in and assailing a target from one side, then springing back out as the enemy has his back turned. The Elite themselves are dressed in chain shirts made from bone loops and wield bone weapons constructed from the dense bones of stone and hill giants. Their Hyena like appearance keeps others from realizing just how intelligent they often are.

Sources: Scout (Complete Adventurer, pg. 11-13), Flind Gnolls, Flind- Bar (Monster Manual III, pg. 62), Impact Weapon Ability (Arms and Equipment Guide, pg. 97)

Encounter 6a and 8: A Nest of Vipers.

2 DISCIPLES OF THE STONE VIPER WAY: CR7

MALE HOBGOBLIN MONK3/ROGUE3

LE Medium Humanoid

Init +2; **Senses** 60 ft Darkvision Vision; Listen +10, Spot +12

Aura --

Languages: Common, Goblin.

AC: 15 [18] (+2 Dex, +2 wisdom, +1 dodge*, +1 natural, [+3] deflection) touch 12, flat-footed 12, *against one opponent

Miss Chance --

hp 56 (1d8+3 plus 3d8+9 plus 3d6+9) ; DR

Immune

Resist ; SR -

Fort +6 **Ref** +8, **Will** +6 (+8 vs. Enchantment)

Weakness

Speed 40 ft. (6 squares);

Melee Atk +7 melee Unarmed Strike (1d8+3) or Full +7 melee Unarmed Strike (1d8+3)

Ranged sai +5 (1d4+3)

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

Base Atk +4; **Grp** +7 (Escape Artist +6)

Atk Options +5/+5 Flurry (1d8+3/1d8+3)

Special Actions Flurry of Blows, Sneak Attack +2d6, Stunning Fist DC 16 Fortitude, DC18 with Sneak Attack. (3/Day)

Combat Gear: Gauntlets of Ogre Power, Potion of Haste, Potion of Shield of Faith +3, 3 sai

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

SQ Evasion

Feats Alertness, Combat Reflexes, Dodge, Stunning Fist, Improved Unarmed Strike, Ascetic Rogue, Close Quarters Combat.

Skills Bluff +6, Escape Artist +12, Listen +10, Move Silently +14, Search +7, Sense Motive +10, Spot +12, Tumble +12, Hobgoblins have a +4 racial bonus to Move Silently Checks.

Possessions Amulet of Natural Armor +1, Gauntlets of Ogre Power, Potion of Haste, Potion of Shield of Faith +3, 3 sais, 1 quarterstaff

AC Bonus (Ex): When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): Once per round the monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus \times 1-1/2 or \times 1/2) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Sneak Attack: The rogue's attack deals extra 1d6 damage any time her target would be denied a Dexterity bonus to AC, or when the rogue flanks her target. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Description: These hobgoblins have a serpentine grace to them as they fight and tumble, working together with an eerie synchronicity. Their robes are a deep charcoal that contrasts with their yellow orange skin. Narrow eyes and shaved heads give them a grim, fierce appearance.

Sources: Ascetic Rogue(Complete Adventurer, pg. 106)
Close Quarters Combat(Complete Warrior, pg. 97)

DISCIPLE OF THE STONE VIPER WAY: CR 7

MALE HOBGOBLIN MONK5/ROGUE1

LE Medium Humanoid

Init +2; **Senses** 60 ft Darkvision Vision; Listen +6, Spot +6

Aura --

Languages Common, Goblin.

AC 17 [20] (+2 Dex, +3 wisdom, +1 dodge*, +1 natural, [+3] deflection) touch 15, flat-footed 14, *against one opponent

Miss Chance --

hp 60 (1d8+3 plus 5d8+15 plus 1d6+3) ; DR

Immune

Resist ; SR -

Fort +7; **Ref** +8, **Will** +6 (+2 vs. Enchantment)

Weakness

Speed 40 ft. (8 squares);

Melee Atk +6 melee Unarmed Strike (1d8+3) or Full +6 melee Unarmed Strike (1d8+3)

Ranged sai +5 (1d4+3)

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

Base Atk +3; **Grp** +5 (Escape Artist +6)

Atk Options +5/+5 Flurry (1d8+3/1d8+3)

Special Actions Flurry of Blows, Sneak Attack +1d6, Stunning Fist DC 16 Fortitude, DC18 with Sneak Attack. (5/Day)

Combat Gear: Gauntlets of Ogre Power, Potion of Haste, Potion of Shield of Faith +3, 3 sai

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

SQ Evasion, Ki Strike, Slow Fall, Purity of Body

Feats Alertness, Combat Reflexes, Dodge, Stunning Fist, Improved Unarmed Strike, Ascetic Rogue, Close Quarters Combat

Skills Bluff +3, Escape Artist +11, Listen +9, Move Silently +10, Search +5, Sense Motive +11, Spot +9, Tumble +9, Hobgoblins have a +4 racial bonus to Move Silently Checks.

Possessions Amulet of Natural Armor +1, Gauntlets of Ogre Power, Potion of Haste, Potion of Shield of Faith +3, 3 sais, 1 quarterstaff

AC Bonus (Ex): When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): Once per round the monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a –1 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus \times 1-1/2 or \times 1/2) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. *Ki* strike improves with the character's monk level.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Sneak Attack: The rogue's attack deals extra 1d6 damage any time her target would be denied a Dexterity bonus to AC, or when the rogue flanks her target. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Description: These hobgoblins have a serpentine grace to them as they fight and tumble, working together with an eerie synchronicity. Their robes are a deep charcoal that contrasts with their yellow orange skin. Narrow eyes and shaved heads give them a grim, fierce appearance.

Sources: Ascetic Rogue (Complete Adventurer, pg. 106)
Close Quarters Combat (Complete Warrior, pg. 97)

MASTER OF THE STONE VIPER WAY: CR 7

MALE HOBGOBLIN MONK6

LE Medium Humanoid

Init +2; **Senses** 60 foot Darkvision Vision; Listen +8, Spot +8

Aura --

Languages Common, Goblin

AC 17 [20] (+2 Dex, +3 wisdom, +1 dodge*, +1 natural, [+3] deflection) touch 15, flat-footed 14, *against one opponent

Miss Chance --

hp 60 (1d8+3 plus 6d8+18); DR --

Immune --

Resist --; **SR** --

Fort +8; **Ref** +7, **Will** +7 (+9 vs. enchantment)

Weakness

Speed 50 ft. (10 squares);

Melee Atk +7 melee Unarmed Strike (1d8+3) or Full +7 melee Unarmed Strike (1d8+3)

Ranged sai +6 (1d4+3)

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

Base Atk +4; **Grp** +10 (Escape Artist +9)

Atk Options: +6/+6 Flurry (1d8+3/1d8+3)

Special Actions: Flurry of Blows, Stunning Fist DC 19 Fortitude. (6/Day)

Combat Gear: Gauntlets of Ogre Power, Potion of Haste, Potion of Shield of Faith +3, 3 sai

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

SQ: Evasion

Feats Alertness, Combat Reflexes, Dodge, Stunning Fist, Improved Unarmed Strike, Improved Grapple, Close Quarters Combat, Improved Trip

Skills Escape Artist +9, Listen +8, Move Silently +10, Sense Motive +9, Spot +8, Tumble +9 Hobgoblins have a +4 racial bonus to Move Silently Checks.

Possessions: Amulet of Natural Armor +1, Gauntlets of Ogre Power, Potion of Haste, Potion of Shield of Faith +3, 3 sais, 1 quarterstaff

AC Bonus (Ex): When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): Once per round the monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a -1 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons. She may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus \times 1-1/2 or \times 1/2) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. *Ki* strike improves with the character's monk level.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When using this ability, she takes damage as if the fall were 30 feet shorter than it actually is.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Description: This hobgoblin has a serpentine grace and a stoic mien as he fights and tumbles, working with his septmates in an eerie synchronicity. His robes are a deep charcoal that contrasts with his yellow orange skin. There is a crimson belt that cinches at his waist. Piercing eyes and a shaved head give him a grim, fierce appearance.

Sources: **Player's Handbook**

Close Quarters Combat (Complete Warrior, pg. 97)

Encounter 7: It Takes A...

SEE ENCOUNTER 4: SHOWDOWN AT THE END-DAY CORRAL AND ENCOUNTER 8: A NEST OF VIPERS FOR DESCRIPTIONS OF THESE MONSTERS.

APPENDIX 5 – APL 10

Encounter 4: Showdown at the End-Day Corral.

HIGH PRIEST OF THE SCARLET CONVERTS:
CR 10

MALE OGRE CLERIC OF LLERG 9

CE Large Giant

Init +1; **Senses** 60 ft Darkvision Vision; Listen +4, Spot +4

Languages Common, Giant

AC 22 (+1 Dex, +5 armor, +5 natural, +1 deflection) touch 12, flat-footed 21

hp 88 (4d8+8 plus 9d8+18)

Fort +11; **Ref** +5, **Will** +11

Speed 40 ft. (8 squares)

Melee Atk +14 melee Unarmed Strike (1d4+5) or Full +14/+9 melee Unarmed Strike (1d4+5)

Ranged Atk +10 ranged Rock (2d6+5, 15 ft.) or Full +10/+5 ranged Rock (2d6+5, 15 ft.)

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

Base Atk +9; **Grp** +18

Atk Options: Power Attack for 5 +9/+4 (1d4+10)

Special Actions Rebuke Undead 3/day, Rebuke oozes 3/day, Strength Domain (+9 Str for one turn)

Combat Gear: +1 hide armor, MW hide shield, Periapt of Wisdom +2, Gloves of Arrow Snaring, Wand of Lesser Vigor, Potion of Vigor, 2 Holy Symbols, Holy Text

Abilities Str 20, Dex 12, Con 14, Int 8, Wis 16(18), Cha 10

SQ Rebuke Undead 3/day, Rebuke Oozes 3/day, Strength Domain Ability

Feats Improved Unarmed Strike, Power Attack, Rock Hurling, Fling Ally, Practiced Spell Caster (Cleric)

Skills Spellcraft +3, Concentration +10, Knowledge(Religion) +0**Possessions** Combat Gear, Standard of Allegiance, traveling equipment

Rebuke Undead: Cleric lvl 9, 3/day, +9(2d6+9)

Rebuke Oozes: Cleric lvl 9, 3/day, +9(2d6+9)

Cleric Spells Prepared (CL 13th):

5th—Righteous Wrath of the Faithful (SpC), Mass Desiccate (SS)**D**

4th—Divine Power, Recitation (SpC), Mass Shield of Faith, Spell Immunity **D**

3rd—Counterspell(x2), Mass Aid(SpC), Insignia of Healing(RoD), Tormenting Thirst(SS)**D**

2nd—Silence(x2), Cure Moderate Wounds(x2), Spiritual Weapon, Desiccate(SS)**D**

1st—~~Healthful~~ Rest(SpC), Lesser Vigor(SpC), Protection from Law, Faith Healing(x2)(SpC), Parching Touch(SS)**D**

0—Detect Magic, Read Magic, Resistance, Mending

D: Domain spell. Deity: Llerg. Domains: Strength, Thirst

Description: This giant wears scarlet colored hide armor made from the pelts of reptiles and bears, and

has a medallion about his neck with a crocodile, snake and bear's head upon it. The ogre wields no weapon but has the standard in his left hand resting on his hip.

Sources: Thirst Domain (Sandstorm pg 108), Fling Ally and Rock Hurling (Races of Stone pgs 140 and 143), Practiced Spellcaster (Complete Arcane pg. 82)

SCARLET CONVERT DISCIPLE: **CR 8**

MALE OGRE CLERIC 7

CE Large Giant

Init +1; **Senses** 60 foot Darkvision Vision; Listen +3, Spot +3

Languages Common, Giant

AC 21(+1 Dex, +5 natural, +2 shield, +4 armor, -1 size) touch 10, flat-footed 20

hp 97 (4d8+16 plus 7d8+28)

Fort +13; **Ref** +4, **Will** +9

Speed 40 ft. (8 squares)

Melee Atk +15 melee Unarmed Strike (1d4+7) or Full +15/+10 melee Unarmed Strike (1d4+7)

Ranged Atk +9 ranged Rock (2d6+5, 15 ft.) or Full +9/+4 ranged Rock (2d6+5, 15 ft.)

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

Base Atk +8; **Grp** +18

Atk Options: Power Attack for 5 +10/+5 (1d4+12)

Special Actions: Strength Domain (+7 Str for one turn)

Combat Gear: +1 hide armor, MW hide shield, Amulet of +2, Gloves of Arrow Snaring, Potion of Vigor, 2 Holy Symbols

Abilities Str 22, Dex 12, Con 18, Int 4, Wis 16, Cha 6

SQ: Strength Domain Ability

Feats Improved Unarmed Strike, Power Attack, Rock Hurling, Fling Ally

Skills Concentration +14, Knowledge (Religion) -2

Possessions: Combat Gear, glass container, traveling equipment.

Cleric Spells Prepared (CL 7th):

4th—Divine Power, Spell Immunity **D**

3rd—Mass Lesser Vigor, Mass Aid, Insignia of Healing, Tormenting Thirst **D**

2nd—Bull Strength, Cure Moderate Wounds(x2), Spiritual Weapon, Desiccate(SS)**D**

1st—Lesser Vigor(SpC), Protection from Law, Cure Light Wounds(x3), Parching Touch(SS)**D**

0—Detect Magic, Read Magic, Resistance, Mending

D: Domain spell. Deity: Llerg. Domains: Strength, Thirst

Description: This giant wears scarlet colored hide armor made from the pelts of reptiles and bears, and has a medallion about his neck with a crocodile, snake and bear's head upon it. The ogre wields no weapon but carries a large container on his back.

Sources: Thirst Domain (Sandstorm pg 108), Fling Ally and Rock Hurling (Races of Stone pgs 140 and 143)

ADVANCED SUMMONING OOZE: CR 6

N Medium Ooze

Init +0; **Senses** 60 foot Blindsight; Listen +9

Languages none

AC 19(+9 natural) touch 10, flat-footed 19

hp 81(9d10+27)

Immune Fire, Acid, Poison Paralysis, Critical Hits, Sleep, Stunning, Flanking, Polymorph, Gaze Attacks, visual effects, Illusions, and other attack forms relying on sight.

Fort +6; **Ref** +3, **Will** +4

Speed 20 ft. (4 squares), 10 ft climb (2 squares);

Melee Atk +8 melee Slam (1d8+2 plus 1d6 acid) or Full +8/+8 melee 2 slams (1d8+2 plus 1d6 acid)

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

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

Atk Options: --

Special Actions: *Summon Monster*, *Quicken Summon Monster* 3/day

Combat Gear: none

Abilities Str 14, Dex 10, Con 17, Int 10, Wis 12, Cha 14

SQ: Blindsight 60 ft., Fast healing 5(10), ooze traits, Immunity to fire and acid

Feats Augment Summoning, Quicken Spell-like Ability, Improved Natural Attack, Improved Natural Armor(x2)

Skills Climb+10, Concentration +15, Hide +8, Move Silently +8, Listen +9

Possessions: none

Summon Monster (Sp): A summoning ooze can, once per round as a standard action, duplicate the effects of a *Summon Monster* spell (levels 1-3, CL 20). The summon creature remains for 20 rounds or until slain. The creatures summoned by this spell gain the benefit of the oozes augment summoning feat, and receive a +4 bonus to Strength and Constitution. The ooze can summon up to 18 HD in one day, and has been trained to prefer summoning Celestial bears, and Fiendish constrictor snakes or crocodiles (yielding 6 summons per day).

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

Source: *Summoning Ooze* (MMIII pg 169)

AUGMENTED CELESTIAL BEAR: CR

NG Medium Magical Beast (Good)

Init +1; **Senses** Low-light Vision, Darkvision 60 ft., Scent; Listen +4, Spot +4

Languages Common, Celestial

AC 13 (+1 Dex, +2 Natural) touch 11, flat-footed 12

hp 29 (3d8+12)

Resist Acid, Cold, Electricity 5; **SR** 8

Fort +7; **Ref** +4, **Will** +2

Speed 40 ft. (8 squares);

Melee Atk Claw +8 (1d4+6) or Full 2 Claws +8/+8 (1d4+6) and Bite +3 (1d6+3)

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

Base Atk +2; **Grp** +8

Atk Options: Smite Evil 1/day (+3 dmg)

Special Actions: --

Combat Gear: --

Abilities Str 23, Dex 13, Con 19, Int 3, Wis 12, Cha 6

SQ: Lowlight Vision, Scent, Darkvision 60 ft., SR 8, Energy Resistances, Smite Evil 1/day

Feats Endurance, Run

Skills Climb +6, Listen +4, Spot +4, Swim +10.

Possessions: --

Description: A golden furred bear.

Sources: --

AUGMENTED FIENDISH CROCODILE: CR

NE Medium Magical Beast (Evil)

Init +1; **Senses** Low-light Vision, Darkvision 60 ft.; Listen +4, Spot +4

Languages Common, Abyssal, Infernal

AC 15 (+1 Dex, +4 Natural) touch 11, flat-footed 14

hp 32 (3d8+15)

Resist Cold, Fire 5; **SR** 8

Fort +8; **Ref** +4, **Will** +2

Speed 20 ft. (4 squares), swim 30 ft.

Melee Bite +8 (1d8+9) or Tail Slap +8 (1d12+9)

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

Base Atk +2; **Grp** +8

Atk Options: Smite Good 1/day (+3 dmg)

Special Actions: Improved Grab

Combat Gear: --

Abilities Str 23, Dex 12, Con 21, Int 3, Wis 12, Cha 2

SQ: Lowlight Vision, Hold Breath, Darkvision 60 ft., SR 8, Energy Resistances, Good 1/day, improved Grab

Feats Alertness, Skill Focus (Hide)

Skills Hide +7(+11 in water, +17 if "peeking out"), Listen +4, Spot +4, Swim +14.

Possessions: --

Description: A blood red scaled crocodile.

Sources: --

AUGMENTED FIENDISH CONSTRICTOR SNAKE CR

NE Medium Magical Beast (Evil)

Init +1; **Senses** Darkvision 60 ft., Scent; Listen +7, Spot +7

Languages Common, Abyssal, Infernal

AC 15 (+3 Dex, +2 Natural) touch 13, flat-footed 12

hp 29 (3d8+12)

Resist Cold, Fire 5; **SR** 8

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

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

Melee Bite +7 (1d3+7)

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

Base Atk +2; **Grp** +7

Atk Options: Smite Good 1/day (+3 dmg), Constrict 1d3+7

Special Actions: Improved Grab

Combat Gear: --

Abilities Str 21, Dex 17, Con 17, Int 3, Wis 12, Cha 2

SQ: Scent, Darkvision 60 ft., SR 8, Energy Resistances, Smite Good 1/day

Feats Alertness, Toughness

Skills Balance +11, Climb +16, Hide +10, Listen +7, Spot +7, Swim +12.

Possessions: --

Description: A crimson-scaled serpent.

Sources: --

Encounter 6a and 8: A Nest of Vipers.

2 DISCIPLES OF THE STONE VIPER WAY: CR 9

MALE HOBGOBLIN MONK5/ROGUE3

LE Medium Humanoid

Init +2; **Senses** 60 ft Darkvision Vision; Listen +6, Spot +6

Aura --

Languages: Common, Goblin.

AC 18 [21] (+2 Dex, +3 wisdom, +1 dodge*, +1 natural, +1 armor, [+3] deflection) touch 15, flat-footed 15, *against one opponent

Miss Chance --

hp 72 (1d8+3 plus 5d8+15 plus 3d6+9); **DR**

Immune

Resist ; **SR** -

Fort +10; **Ref** +12, **Will** +9 (+11 vs. Enchantment)

Weakness

Speed 40 ft. (8 squares);

Melee Atk +9 melee Unarmed Strike (1d10+4) or Full +9 melee Unarmed Strike (1d10+4)

Ranged sai +7 (1d4+2)

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

Base Atk +5; **Grp** +8 (Escape Artist +6)

Atk Options +6/+6 Flurry (1d10+2/1d10+2)

Special Actions Flurry of Blows, Sneak Attack +2d6, Stunning Fist DC 18 Fortitude, DC20 with Sneak Attack. (5/Day)

Combat Gear: Amulet of Natural Armor +1, Bracers of Armor +1, Gauntlets of Ogre Power, Vest of Resistance +2, Potion of Haste, Potion of Shield of Faith +3, 3 sai

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

SQ Evasion, Still Mind, Ki Strike, Slow Fall (20') Purity of Body

Feats Alertness, Combat Reflexes, Dodge, Stunning Fist, Improved Unarmed Strike, Ascetic Rogue, Close Quarters Combat

Skills Bluff +5, Escape Artist +12, Listen +12, Move Silently +12, Search +6, Sense Motive +12, Spot +12, Tumble +12, Hobgoblins have a +4 racial bonus to Move Silently Checks.

Possessions Amulet of Natural Armor +1, Bracers of Armor +1, Gauntlets of Ogre Power, Vest of Resistance +2, Potion of Haste, Potion of Shield of Faith +3, 3 sais, 1 quarterstaff

AC Bonus (Ex): When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when

she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): Once per round the monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a -1 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus \times 1-1/2 or \times 1/2) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. *Ki* strike improves with the character's monk level.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When using this ability, she takes damage as if the fall were 20 feet shorter than it actually is.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Sneak Attack: The rogue's attack deals extra 2d6 damage any time her target would be denied a Dexterity bonus to AC, or when the rogue flanks her target. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Description: These hobgoblins have a serpentine grace to them as they fight and tumble, working together with an eerie synchronicity. Their robes are a deep charcoal that contrasts with their yellow orange skin. There is a yellow belt that cinches at his waist. Narrow eyes and shaved heads give them a grim, fierce appearance.

Sources: Ascetic Rogue(Complete Adventurer, pg. 106)
Close Quarters Combat(Complete Warrior, pg. 97)

DISCIPLE OF THE STONE VIPER WAY: CR 9

MALE HOBGOBLIN MONK3/ROGUE5

LE Medium Humanoid

Init +2; **Senses** 60 foot Darkvision Vision; Listen +6,
Spot +5

Aura --

Languages Common, Goblin

AC 17 [19] (+2 Dex, +2 wisdom, +1 dodge*, +1 natural,
+1 armor, [+3] deflection) touch 14, flat-footed 15,
*against one opponent

Miss Chance --

hp 70 (1d8+3 plus 3d8+9 plus 5d6+15) ; **DR** --

Immune --

Resist -- ; **SR** --

Fort +9; **Ref** +11, **Will** +8 (+10 vs. enchantment)

Weakness

Speed 40 ft. (8 squares);

Melee Atk +9 melee Unarmed Strike (1d10+4) or Full +9
melee Unarmed Strike (1d10+4)

Ranged sai +4 (1d4+2)

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

Base Atk +5; **Grp** +9 (Escape Artist +7)

Atk Options: +7/+7 Flurry (1d10+4/1d10+4)

Special Actions: Flurry of Blows, Sneak Attack +3d6,
Stunning Fist DC 18 Fortitude, DC20 with Sneak Attack.
(4/Day)

Combat Gear: Amulet of Natural Armor +1, Bracers of
Armor +1, Gauntlets of Ogre Power, Vest of Resistance
+2, Potion of Haste, Potion of Shield of Faith +3, 3 sai

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

SQ: Evasion, Uncanny Dodge

Feats Alertness, Combat Reflexes, Dodge, Stunning
Fist, Improved Unarmed Strike, Ascetic Monk, Close
Quarters Combat

Skills Bluff +8, Escape Artist +14, Listen +12, Move
Silently +17, Sense Motive +14, Spot +12, Tumble
+14 Hobgoblins have a +4 racial bonus to Move
Silently Checks.

Possessions: Amulet of Natural Armor +1, Bracers of
Armor +1, Gauntlets of Ogre Power, Vest of
Resistance +2, Potion of Haste, Potion of Shield of
Faith +3, 3 sais, 1 quarterstaff

AC Bonus (Ex): When unarmored and unencumbered,
the monk adds her Wisdom bonus (if any) to her AC.
These bonuses to AC apply even against touch attacks
or when the monk is flat-footed. She loses these
bonuses when she is immobilized or helpless, when
she wears any armor, when she carries a shield, or
when she carries a medium or heavy load.

Flurry of Blows (Ex): Once per round the monk may
make one extra attack in a round at her highest base
attack bonus, but this attack takes a -2 penalty, as
does each other attack made that round. This penalty
applies for 1 round, so it also affects attacks of
opportunity the monk might make before her next
action. A monk must use a full attack action to strike
with a flurry of blows.

When using flurry of blows, a monk may attack only with
unarmed strikes or with special monk weapons
(kama, nunchaku, quarterstaff, sai, shuriken, and
siangham). She may attack with unarmed strikes and
special monk weapons interchangeably as desired.
When using weapons as part of a flurry of blows, a
monk applies her Strength bonus (not Str bonus \times 1-
1/2 or \times 1/2) to her damage rolls for all successful
attacks, whether she wields a weapon in one or both
hands. The monk can't use any weapon other than a
special monk weapon as part of a flurry of blows.

Still Mind (Ex): A monk of 3rd level or higher gains a +2
bonus on saving throws against spells and effects
from the school of enchantment.

Sneak Attack: The rogue's attack deals extra 1d6
damage any time her target would be denied a
Dexterity bonus to AC, or when the rogue flanks her
target. Should the rogue score a critical hit with a
sneak attack, this extra damage is not multiplied.
Ranged attacks can count as sneak attacks only if
the target is within 30 feet. With a sap (blackjack) or
an unarmed strike, a rogue can make a sneak attack
that deals nonlethal damage instead of lethal
damage. She cannot use a weapon that deals lethal
damage to deal nonlethal damage in a sneak attack,
not even with the usual -4 penalty.

Trapfinding: Rogues can use the Search skill to locate
traps when the task has a Difficulty Class higher than
20.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive
sense that alerts her to danger from traps, giving her
a +1 bonus on Reflex saves made to avoid traps and
a +1 dodge bonus to AC against attacks made by
traps.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can
react to danger before her senses would normally
allow her to do so. She retains her Dexterity bonus to
AC (if any) even if she is caught flat-footed or struck
by an invisible attacker. However, she still loses her
Dexterity bonus to AC if immobilized.

Description: This hobgoblin has a serpentine grace and
a stoic mien as he fights and tumbles, working with his
septmates in an eerie synchronicity. His robes are a
deep charcoal that contrasts with his yellow orange skin.
There is a black belt that cinches at his waist. Piercing
eyes and a shaved head give him a grim, fierce
appearance.

Sources: Close Quarters Combat(Complete Warrior,
pg. 97)

MASTER OF THE STONE VIPER WAY: CR 9

MALE HOBGOBLIN MONK8

LE Medium Humanoid

Init +2; **Senses** 60 foot Darkvision Vision; Listen +8,
Spot +12

Aura --

Languages Common, Goblin

AC 18 [21] (+2 Dex, +4 wisdom, +1 dodge*, +1 natural,
[+3] deflection) touch 12, flat-footed 12, *against one
opponent

Miss Chance --

hp 77 (1d8+3 plus 8d8+24) ; **DR** --

Immune --

Resist -- ; **SR** --

Fort +9; **Ref** +8, **Will** +8 (+10 vs. enchantment)

Weakness

Speed 50 ft. (10 squares);

Melee Atk +9 melee Unarmed Strike (2d6+3) or Full +9/+4 melee Unarmed Strike (2d6+3)

Ranged sai +8 (1d4+2)

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

Base Atk +6; **Grp** +12 (Escape Artist +10)

Atk Options: +8/+8/+3 Flurry (2d6+3/2d6+3/2d6+3)

Special Actions: Flurry of Blows, Stunning Fist DC 18 Fortitude (9/Day).

Combat Gear: Amulet of Natural Armor +1, Monk's Belt, Potion of Enlarge Person, Potion of Haste, Potion of Shield of Faith +3, 3 sai

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

SQ: Evasion, Still Mind, Ki Strike, Slow Fall (40') Purity of Body, Wholeness of Body

Feats Alertness, Combat Reflexes, Dodge, Stunning Fist, Improved Unarmed Strike, Improved Grapple, Close Quarters Combat, Improved Trip

Skills Escape Artist +10, Listen +8, Move Silently +10, Sense Motive +10, Spot +12, Tumble +10 Hobgoblins get a +4 racial bonus to Move Silently.

Possessions: Amulet of Natural Armor +1, Potion of Enlarge Person, Potion of Haste, Potion of Shield of Faith +3, Monk's Belt, 3 sais, 1 quarterstaff

AC Bonus (Ex): When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): Once per round the monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. A monk must use a full attack action to strike with a flurry of blows. When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk

weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus \times 1-1/2 or \times 1/2) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. *Ki* strike improves with the character's monk level.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When using this ability, she takes damage as if the fall were 40 feet shorter than it actually is.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

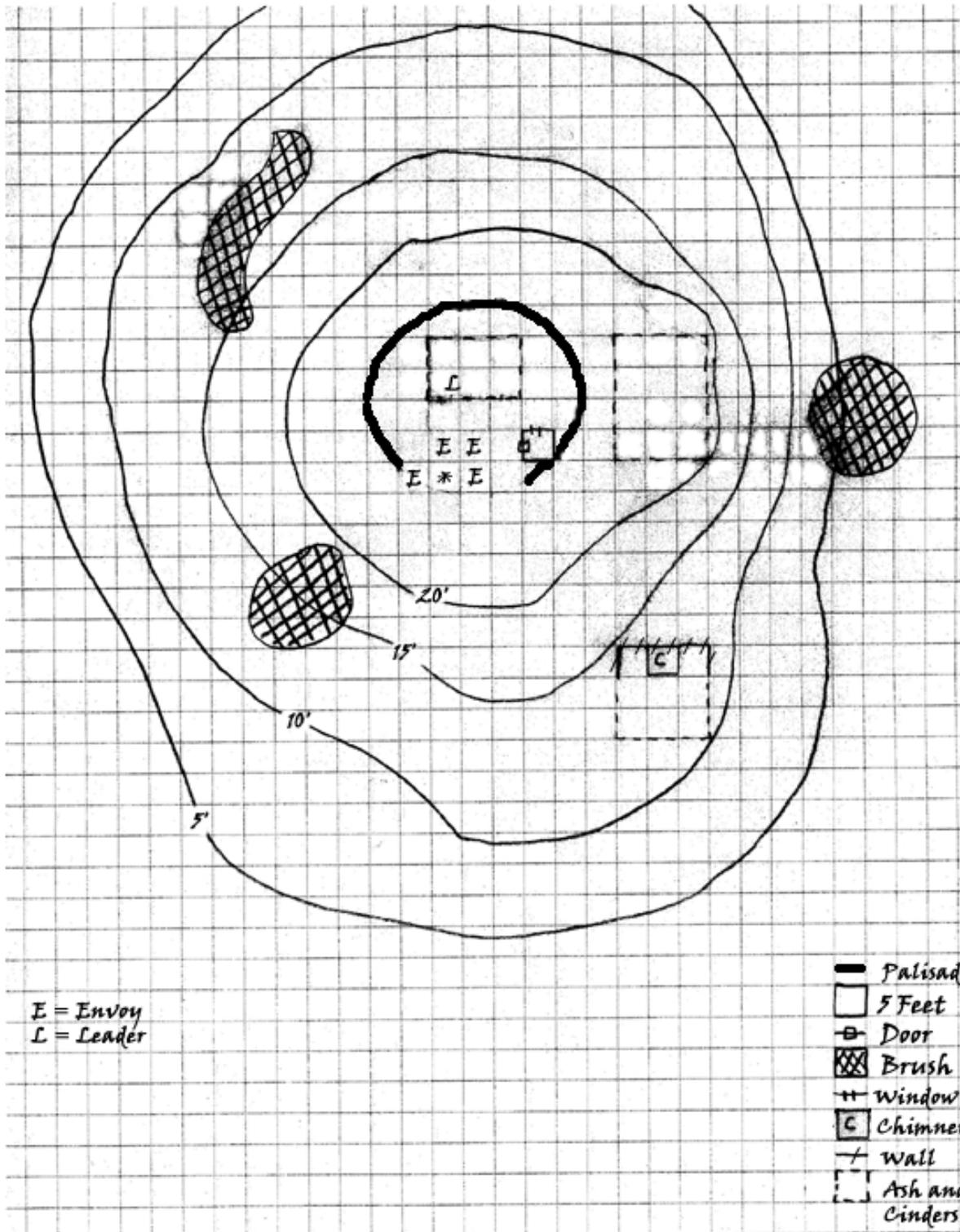
Description: This hobgoblin has a serpentine grace and a stoic mien as he fights and tumbles, working with his septmates in an eerie synchronicity. His robes are a deep charcoal that contrasts with his yellow orange skin. There is a crimson belt that cinches at his waist. Piercing eyes and a shaved head give him a grim, fierce appearance.

Encounter 7: It Takes A...

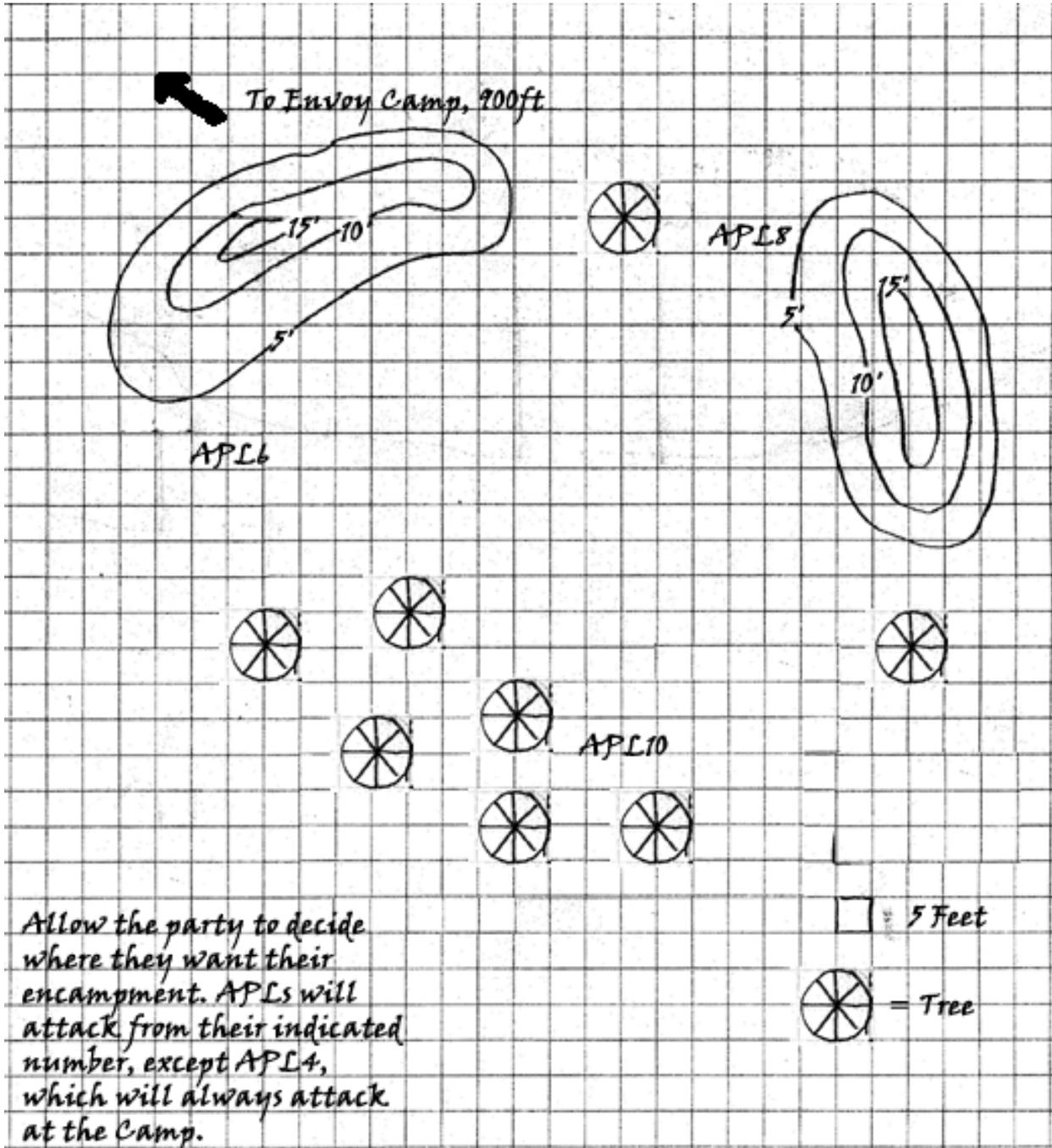
SEE ENCOUNTER 4: SHOWDOWN AT THE END-DAY CORRAL AND ENCOUNTER 8: A NEST OF VIPERS FOR DESCRIPTIONS OF THESE MONSTERS.

Greater Glyph of Warding (Sonic Blast): CR 12; spell; Standard movement triggers; no reset; spell effect (*glyph of warding* [blast], 10d8 sonic, DC 25 Reflex save half damage); multiple targets (All targets in 5ft.); Search DC 34; Disable Device 34; Cost 1280gp

DM AID: MAP #1 – THE DERELICT PALISADE

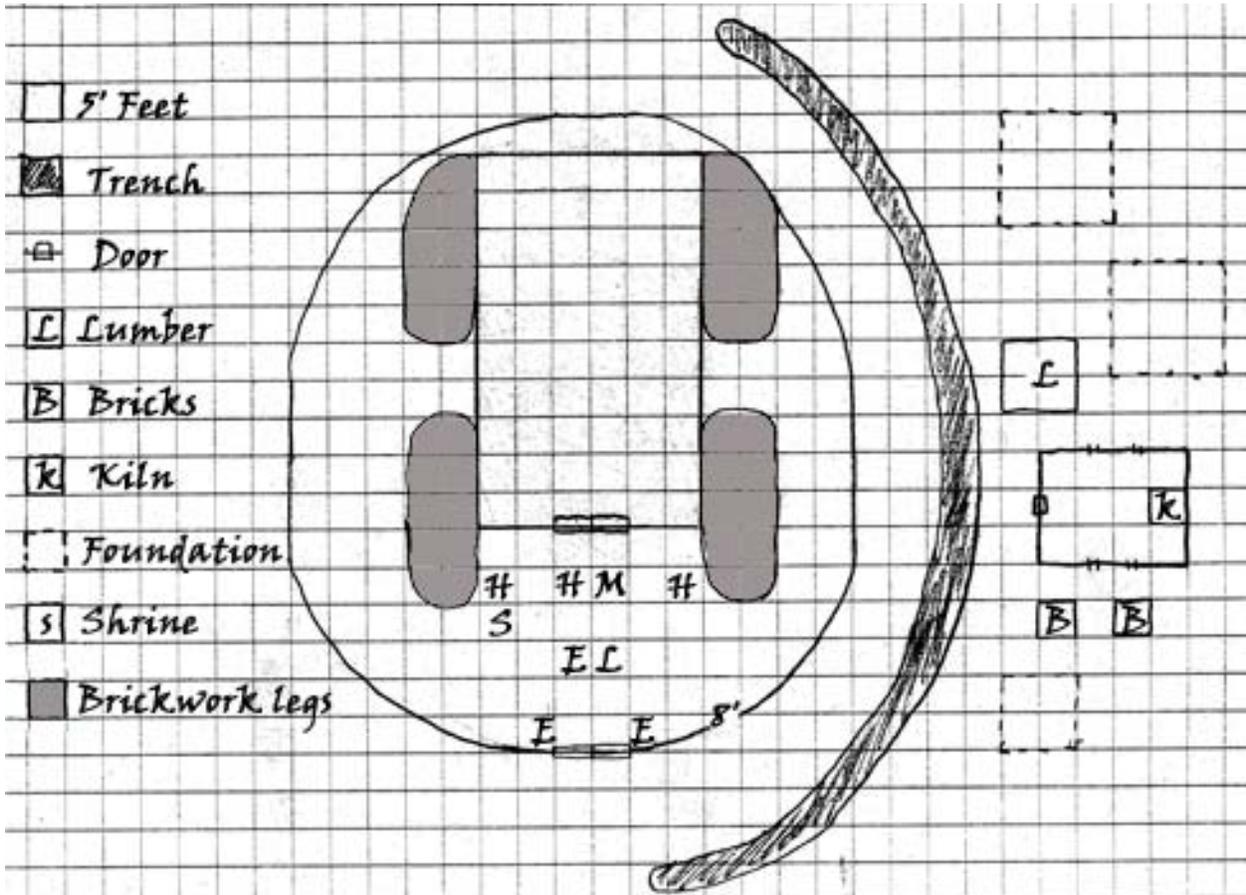


DM AID: MAP #2 – THINGS THAT GO...

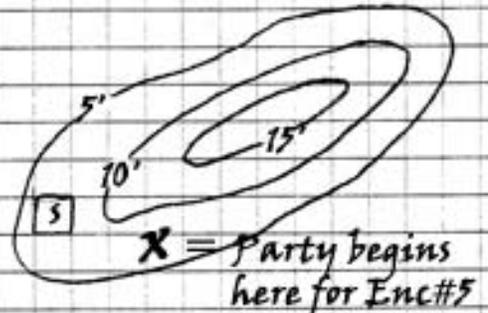
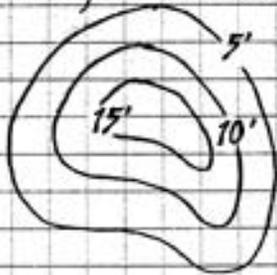


Allow the party to decide where they want their encampment. APLs will attack from their indicated number, except APL4, which will always attack at the Camp.

DM AID: MAP #3 – SEPT OF THE STONE VIPERS



E = Envoy
 L = Envoy Leader
 S = Slave
 # = Hobgoblin
 M = Hobgoblin Master

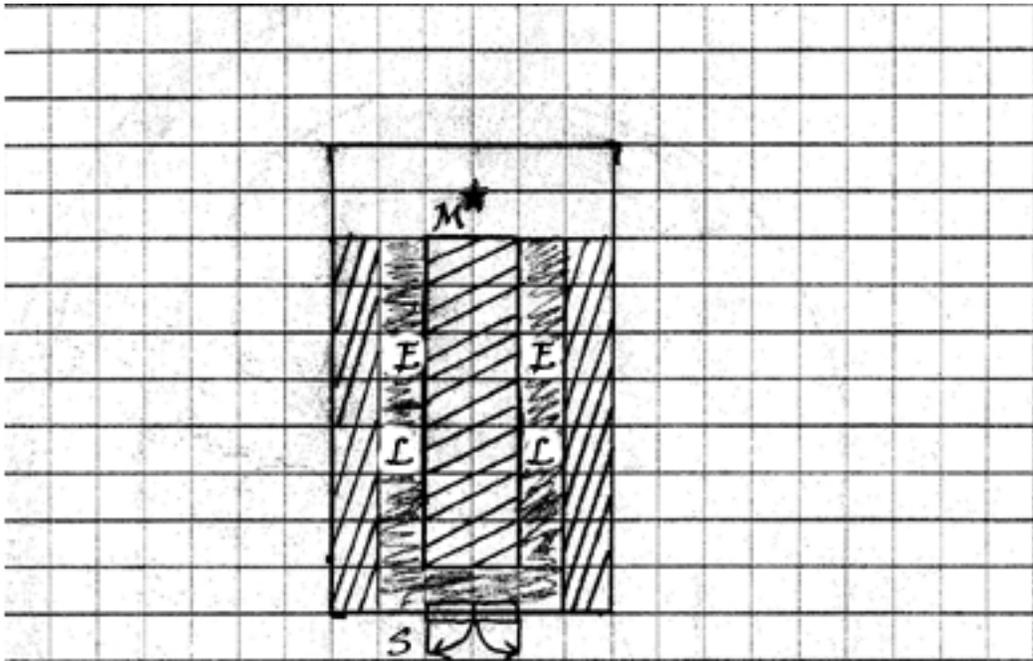


DM AID: #4 REQUIRED RITUAL ASPECTS

01. Plant standard.
02. Salute one another.
03. Salute Standard.
04. Envoy member picks up standard, hands it to Leader.
05. Envoy Leader hands it to Tribe Leader.
06. Tribe Leader hands it to Tribe Second.
07. Tribe Second plants it in place of honor.
08. Tribe says oath of fealty.
09. Salute Standard.
10. Sign of Peace between Tribes and tell the next destination Tribe. (For the Hobgoblins, this is the Rending Hound Tribe in the coalmines three days North.)
11. Exchange of gifts, celebrate.

At least eight aspects of the exchange need to be reported back.

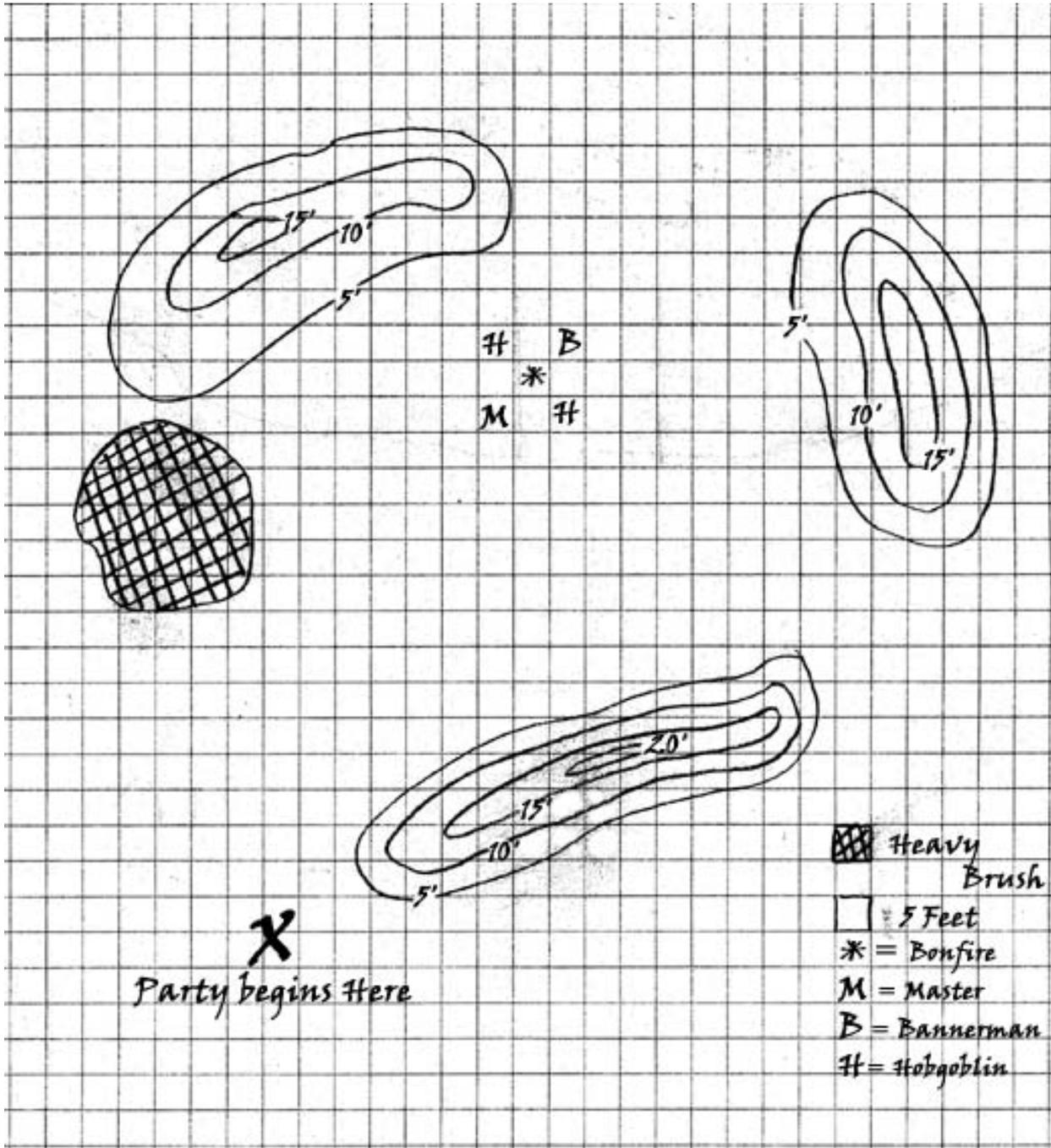
DM AID: #5 HALL OF THE STONE VIPERS



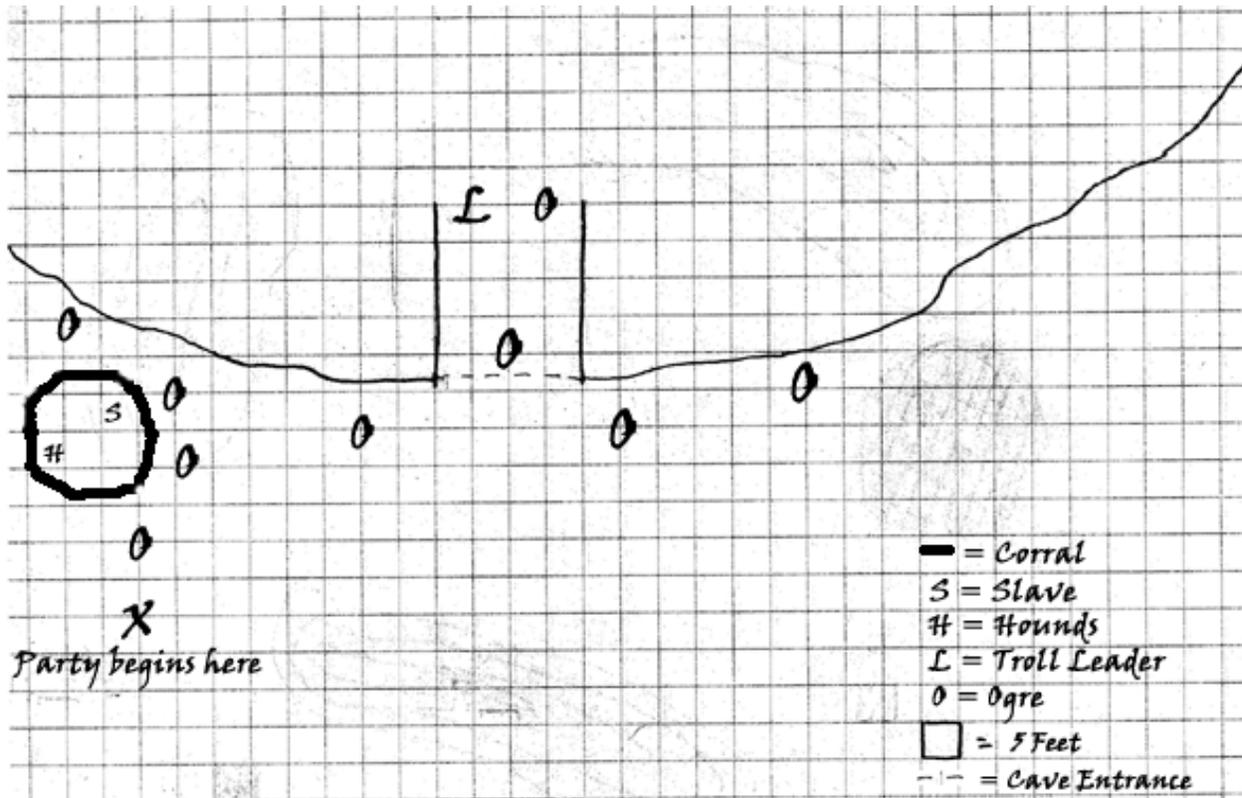
- = 5 Feet
- ★ = Standard
- = low Table
- = Wooden Door
- = Sleeping Pallets
- = cushions & sleeping hobgoblins

M = Master Monk
 L = Sleeping hobgoblin Monk
 S = Sentry hobgoblin Monk
 E = Sleeping Envoy Member

DM AID: #6 FACING THE STONE VIPERS



DM AID: #7 MINES OF THE RENDING HOUND TRIBE



DM AID: #8 ITEMS FROM UNDER THE TABLE.

(All prices in gold pieces.)

Boots of Elvenkind	2,500
Choker of Eloquence, Lesser and Greater (CV)	6,000 and 24,000
Circlet of Persuasion	4,500
Cloak of Charisma +4	16,000
Cloak of Elvenkind	2,500
Hat of Disguise	1,800
Mask of Lies (CV)	17,000
Shawl of Bewitching (CV)	3,500
Robes of Blending	30,000

Rings:

Chameleon Power	12,700
Invisibility	20,000
Lockpicking (CV)	4,500
Mindshielding	8,000

Potions:

Disguise Self (7 CL)	175
Camouflage (7 CL) (SpC)	175
Invisibility (7 CL)	350
Glibness	525

DM AID: NEW RULES

NEW FEATS

Ascetic Rogue (*Complete Adventurer*)

Prerequisite: Improved Unarmed Strike, Sneak Attack.

Benefit: When you use an unarmed strike with sneak attack to deliver a stunning attack, you add 3 to the DC of your stunning attempt. If you have levels in rogue and monk, those levels stack for the purposes of determining your unarmed strike damage. In addition, you can freely multiclass between the monk and rogue classes. You still face XP penalties for having multiple classes more than one level apart.

Inside Connection (*Races of Destiny*)

Choose a specific organization, such as a town's militia, a particular church, a guild. You have strong personal connections within that organization, as well as insight into its membership.

Benefit: You gain a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, Knowledge (Local), and Sense Motive checks made in conjunction with that organization.

Close Quarters Combat [General] (*Complete Warrior*)

Prerequisite: Base Attack Bonus +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

Normal: Creatures with Improved Grapple, improved grab, or other similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Improved Toughness (*Complete Warrior*)

Prerequisite: Base Fortitude Save +2.

Benefit: You gain a number of hit points equal to your current Hit dice. Each time you gain a HD, you gain 1 additional hit point. If you lose a HD, you lose one hit point permanently.

Swarmfighting (*Complete Warrior*)

Prerequisite: Small Size, Dex 13, base attack bonus +1.

Benefit: You can occupy the same 5-ft square in combat with any other allied small creature that also possesses the swarmfighting feat at no penalty. When you engage a Medium or larger creature in melee, and at least one other ally with the Swarmfighting feat threatens the target you gain a +1 Morale bonus on the attack roll. This bonus increases by +1 for each additional ally beyond the first that threatens the same target. The total morale bonus imparted to your attack roll cannot exceed your dexterity bonus.

Spinning Halberd [Style] (*Complete Warrior*)

Prerequisite: Combat Reflex, Two Weapon Fighting, Weapon Focus (Halberd).

Benefit: When you make a full attack with your halberd, you gain a +1 dodge bonus to your AC as well as an additional attack with the weapon at a -5 penalty. This attack deals points of bludgeoning damage equal to 1d6 + ½ your Strength modifier.

Perform [Weapon Drill] (*Complete Warrior*)

Check: Unlike other categories of the Perform skill, your prowess with the weapon (indicated by your base attack bonus) is an important factor in how good your Perform(weapon drill) skill is. Apply half your base attack bonus (rounded down) as a circumstance bonus on Perform(weapon drill) checks. Your Charisma modifier also applies, as with any Perform check. If you aren't proficient with the weapon you're using, you take the -4 nonproficiency penalty on Perform(weapon drill) checks.

Action: Varies. If you're performing to earn money in public, a weapon drill requires at least 4 hours of 20-minute performances, with breaks in between. If you're demonstrating your skill or trying to impress the crowd at a gladiator match, the performance is a standard action.

Try Again: Yes, but as with other uses of the Perform skill, subsequent attempts after a failure increase the DC of the Perform check by 2 for each previous failure.

Special: The following feats each grant a +2 bonus on relevant Perform(weapon drill) checks: Combat Expertise, Greater Weapon Focus, Quick Draw, Two Weapon Fighting, Weapon Focus, and Whirlwind Attack. A bard cannot use Perform(weapon drill) checks to perform his bardic music abilities (*inspire courage*, *fascinate*, and so on).

Team Tactic: Heavy Cavalry (*Heroes of Battle*)

Benefit: Not only are you an accomplished equestrian, but your comrades are as well. You have extended your almost instinctive bond with your mount to the riders and steeds galloping at your sides. Your team can charge enemies with your steeds running shoulder to shoulder. This tight formation often sends your foes scattering—if they don't panic and flee from battle entirely.

Training: At first, would-be heavy cavalry team members simply practice running across an open field, four abreast. But as the riders and mounts grow more accustomed to each other, they gradually reduce the space that separates one steed and rider from another. Once they're galloping shoulder to shoulder, the team members practice sweeping turns and maintaining their formation despite difficult terrain.

Training often concludes with practice in trampling enemies. Good-aligned heavy cavalry might practice by running down livestock, illusory enemies created by friendly spellcasters, or wood-and-straw jousting dummies. Evil equestrians sometimes turn prisoners or slaves loose as "trample practice" for heavy cavalry.

Task Leader Prerequisite: Handle Animal 4 ranks, Ride 8 ranks, Mounted Combat, Trample.

Team Member Prerequisite: Ride 1 rank. The members' mounts need not be members of the team.

Benefit: To close their formation, the team members and their mounts first line up in adjacent squares, then move closer together so that each takes up a square half as wide as usual. For example, a Medium character mounted on a horse or other Large creature normally takes up a 10-foot square, and a team of four such characters would occupy a rectangle 40 feet wide and 10 feet deep. By contrast, if the same team had trained together and acquired this teamwork benefit, they could compress their line into a unit only 20 feet wide and 10 feet deep, making it harder for anyone they overrun to dodge between the horses' hooves. All team members must act on the same initiative count, so some members must delay to match the initiative count of the slowest member in the team.

As long as the characters remain in a cohesive set of squares and move at least their speed every round, they gain the following benefits:

- They don't take the -4 penalty on attack rolls and to AC for squeezing (described on page 29 of the *Dungeon Master's Guide*).
- Opponents can't avoid overruns from team members; they must attempt to block.
- The team members' mounts count as one size category larger for purposes of resolving overruns. For example, a horse counts as a Huge creature (+8 bonus to overrun) rather than a Large creature (+4).

For the purposes of area spells and determining position on the battlefield, each Medium character on a Large mount is considered to be occupying a space 5 feet wide and 10 feet long.

Tips: If you have the heavy cavalry teamwork benefit, you'll want to know the mounted overrun rules (see page 158 of the *Player's Handbook*) backward and forward. Calculate the bonus for your Strength check in advance, keeping in mind that your mount gets an extra +4 bonus for counting as one size category larger than normal. In addition, have that hoof attack ready to go—you'll get lots of use out of it—and know what prone characters can and can't do (see page 311 of the *Player's Handbook*). If all goes well, you'll be facing a lot of prone enemies.

Rock Hurling (*Races of Stone*)

Prerequisite: Str 19, size Large or greater.

Benefit: You can hurl rocks weighing 40 to 50 pounds (Small Objects) with a range increment of 15 feet. The rocks deal 2d6 points of damage plus your Strength modifier. Rocks have a maximum range of five range increments.

Normal: As an improvised weapon, a 40 to 50 pound rock deals 2d6 points of damage with a range increment of 5 feet, and such a rock can be thrown only as a full round action. A character without the Rock Hurling feat is considered to be nonproficient, taking a –4 penalty on the attack roll.

Fling Ally (*Races of Stone*)

Prerequisite: Str 19, Rock Hurling.

Benefit: You can pick up an ally at least one size category smaller than you and throw him toward a specific square up to five range increments away. It takes a move action to pick up an ally and a standard action to throw that ally. You make a ranged touch attack (against AC 5) to throw the ally to the chosen square. If the touch attack hits, the ally lands in the square you designate. If the touch attack is a miss, randomly determine in which square the ally lands, using the Missing with a Thrown Weapon diagram on page 158 of the Player's Handbook. If the ally lands in a square that is occupied, she lands prone in that square. In any case, the ally doesn't provoke attacks of opportunity for this movement.

Allies one size category smaller than you have a range increment of 5 feet, while allies two size categories or smaller than you have a range increment of 15 feet. If you have the Improved Rock Hurling Feat or the racial ability to throw rocks, the range increments improve to 20 feet and 40 feet respectively.

You must be strong enough to lift the ally over your head to throw her. See page 162 of the Player's Handbook for more information on carrying capacity and the maximum load.

NEW CLASSES

MARSHAL(NEW BASE CLASS, MINIATURES HANDBOOK)

Sometimes it is not enough to be a conquering warrior, a champion of all that's right, an experienced sellsword, or an elite foot soldier. Sometimes the circumstances require a solid commander of soldiers and situations. Sometimes the circumstances demand a marshal.

Marshals inspire trust in those they lead. They earn that trust by slogging through harsh landscapes, dangerous battlefields, and haunted catacombs along with those under their command. With a look, they can see where to best deploy their resources or come up with a sneaky ruse to fool their enemies. A marshal has a tactician's mind, a cartographer's overview of the disputed landscape (or dungeon warren), and a way with words that can inspire battle-hardened fighters to give it their all when melee breaks out.

Adventures: Whether leading troops or a company of adventurers, marshals accept commissions in return for their service. Once a commission is accepted, most marshals feel honor-bound to see the contract through to its end. If the choice is between honoring the commission and the survival of his company, though, many a marshal will break the commission and lead his forces to a new patron in distant lands.

Characteristics: Trained in the basics of fighting, marshals possess a general knowledge of weapons and armor. Their real strength is their ability to lead those who follow them to success they might not otherwise reach in combat. Marshals make passable warriors themselves, when personal danger finds them.

Alignment: Marshals may be of any alignment. Good-aligned marshals are often crusading leaders who seek out and fight evil. Lawful-aligned marshals accept commissions from people who face invasion by foreign aggressors. Chaotic-aligned marshals lead mercenaries to wherever the pay is best. Evil-aligned marshals tend to lead forces of foreign aggressors set on invasion and plunder.

Religion: Marshals often worship Heironeous (god of valor) or Kord (god of strength). Some worship St. Cuthbert (god of retribution), Hextor (god of tyranny), or Erythnul (god of slaughter).

Background: Marshals come to their profession through study and desire. Most have had formal training in a noble's army, where they were given positions of authority. Others have trained in formal academies, preparing themselves for careers as military officers. Marshals see others of their class as part of a special group, especially those they have studied with. Even enemy marshals can be afforded some respect, though the enemy's forces must be crushed all the same.

Races: Human marshals often follow in the footsteps of their parents, who served as officers in earlier wars, conflicts, or mercenary companies. Dwarf marshals are trained to lead strike teams that protect the underground dwarven kingdoms. Elf marshals rarely enroll in military academies, though half-elves often do. Half-orc marshals fight an uphill battle in trying to garner respect in mixed-race units.

Among the brutal humanoids, few manage to enroll in the academies where the elite skills of command are taught.

Other Classes: The marshal relies on the other classes in all ways -- it is his job to support a team, magnifying the strengths of each member for success in battles or forays into dangerous cavern complexes.

Role: In most adventuring parties, the marshal serves as the lead tactician, while his comrades support him with spells, ranged attacks, and other effects. However, once a plan is in motion, most marshals enter the melee to assure victory.

Game Rule Information

Marshals have the following game statistics.

Abilities: Charisma is especially important for marshals because it improves their standing with those they lead, as well as permitting them to magnify the efforts of the group. Constitution is important for a marshal's staying power. Intelligence is important for the many skills required by marshals to complete their commissions.

Alignment: Any.

Hit Die: d8.

Class Skills

The marshal's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

Class Features

All of the following are class features of the marshal.

Weapon and Armor Proficiency: Marshals are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

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.

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Table 1-5: The Marshal

Level	BaseAttack Bonus	Fort Save	Ref Save	Will Save	Special	Auras Known	
						Minor	Major
1st	+0	+2	+0	+2	Skill Focus (Diplomacy), minor aura	1	0
2nd	+1	+3	+0	+3	Major aura +1	1	1
3rd	+2	+3	+1	+3	-	2	1
4th	+3	+4	+1	+4	Grant move action 1/day	2	1
5th	+3	+4	+1	+4	-	3	2
6th	+4	+5	+2	+5	-	3	2
7th	+5	+5	+2	+5	Major aura +2	4	2
8th	+6/+1	+6	+2	+6	Grant move action 2/day	4	2
9th	+6/+1	+6	+3	+6	-	5	3
10th	+7/+2	+7	+3	+7	-	5	3
11th	+8/+3	+7	+3	+7	-	5	3
12th	+9/+4	+8	+4	+8	Grant move action 3/day	6	3
13th	+9/+4	+8	+4	+8	-	6	3
14th	+10/+5	+9	+4	+9	Major aura +3	6	4
15th	+11/+6/+1	+9	+5	+9	-	7	4
16th	+12/+7/+2	+10	+5	+10	Grant move action 4/day	7	4

NEW ITEMS

Dragonbone Bow: A bow carved from a single bone of a dragon (a thigh bone or similarly large bone) displays superior tensile strength and power. Such a bow is considered a composite bow (short or long) with a strength rating set by the crafter. In addition, the bow's range increment is 20 feet longer than normal for the bow's type (90 feet for a composite short bow or 130 feet for a composite longbow).

Dragoncraft Price: as composite bow +100 gp; *Dragon Part:* dragon bone; *Skill:* Craft (bowyer);
Weight: 3 lb.

Dragon's Blood Elixir: A blood elixir is a concoction brewed from the concentrated blood of a true dragon. A blood elixir grants the drinker a +2 enhancement bonus to Strength (if brewed from a chromatic dragon) or Charisma (if brewed from a metallic dragon), as well as an additional effect as noted on the table below, based on the dragon's variety. You can consume a blood elixir as a full-round action (which provokes attacks of opportunity), and its effects last for 10 minutes.

These effects are extraordinary, not magical.

Dragon Variety Effect Price: Brass *speak with animals* 400 gp

NEW DOMAINS

THIRST DOMAIN (SANDSTORM, PG 109)

Deity: Azul.

Granted Power: Rebuke or command oozes as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. You also gain a +2 bonus on Constitution checks to resist dehydration.

Thirst Domain Spells

1 Parching Touch†: One touch/level deals 1d6 damage and possibly 1 Con damage.

2 Desiccate: Deals 1d6/2 levels desiccation damage and dehydrates living creature.

3 Tormenting Thirst: Subject is overwhelmed by thirst.

4 Dispel Water: Cancels water spells and effects or dismisses water creatures.

5 Desiccate, Mass: Desiccates several creatures.

6 Symbol of Thirst^M: Triggered rune overwhelms nearby creatures with thirst.

7 Mephit Mob†,*,,: Summons multiple mephits.

8 Horrid Wilting: Deals 1d6 damage /level within 30 ft.

9 Energy Drain: Subject gains 2d4 negative levels.

* Dust, salt, or sulfur mephits only

NEW SPELLS

Aid, Mass

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 3

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which are more than 30 ft. apart

You hold your holy symbol aloft and cast the spell. A silvery radiance dances from your hands, leaping over all the nearby party members and strengthening them.

This spell functions like *aid* (PH 196), except that it affects multiple subjects at a distance and each subject gains temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+15).

Desiccate (Sandstorm)

Necromancy

Level: Cleric 2, druid 2, sorcerer/wizard 2, Thirst 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You evaporate moisture from the body of a living creature, dealing it 1d6 points of desiccation damage per two caster levels (maximum 5d6) and making it dehydrated (see page 15). A successful Fortitude save results in half damage and negates the dehydration. A plant or elemental of the water subtype takes 1d8 points of damage per caster level (maximum 10d8). An elemental of the earth subtype takes only 1d4 points of damage per two caster levels (maximum 5d4).

Material Component: A pinch of dust.

Desiccate, Mass (Sandstorm)

Necromancy

Level: Cleric 6, druid 6, sorcerer/wizard 6, Thirst 5

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature/level, no two of which can be more than 30 ft. apart

This spell functions like desiccate, except that it affects multiple creatures.

Dispel Water (Sandstorm)

Abjuration

Level: Bard 4, cleric 5, druid 4, sorcerer/wizard 5, Thirst 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: See text

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

You call on the power of the waste to counter and dismiss water creatures, spells, and effects. However, dispel water cannot counter an instantaneous spell or effect. You choose to use dispel water in one of three ways: to dry up a body of water, to counter a water-based spell or effect, or to dismiss an Extraplanar creature of the water subtype.

Dry Up Water: This effect instantly destroys 200 cubic feet of water per level. Remaining water rushes in to fill the void. Cast in a large body of water, such as an ocean, the destruction of 1,000 or more cubic feet of water produces a strong current that pulls boats and creatures down. Creatures caught in the current must make a DC 20 Swim check to avoid going under. A creature that fails the Swim check is pulled down to a depth of 10 feet per caster level and must hold its breath or begin to drown (see page 304 of the *Dungeon Master's Guide*). The current might capsize vessels: The chance is 95% for a craft shorter than 20 feet long, 50% for one from 20 to 60 feet long, and 20% for one over 60 feet long.

Counterspell: Used in this way, dispel water targets a spellcaster and is cast as a counterspell (see page 170 of the *Player's Handbook*). It only counters spells and spell-like abilities that have the water descriptor, or appear on the Water domain spell list, or clearly involve water (such as create food and water, sleet storm, and wall of ice). To successfully counter the other spell, you must make a dispel check (1d20 + your caster level, maximum +20) against a DC equal to 11 + the spell's caster level.

Dismiss Water Creature: Cast in this way, dispel water targets a single extraplanar creature of the water subtype within range. The creature can negate the effect with a successful Will save (and its spell resistance, if any, applies). If it fails to save or resist the spell, the creature is forced back to its home plane.

Faith Healing (Spell Compendium)

Conjuration (Healing)

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

You place your hands on your loyal acolyte and blue-silver radiance discharges from your hands. The horrendous wounds across his chest heal, leaving no scar.

When laying your hand upon a living creature, you channel positive energy that cures 8 points of damage +1 point per caster level (up to +5). The spell works only on a creature that worships the same deity as you. A target with no deity or a different deity from yours is unaffected by the spell, even if the target would normally be harmed by positive energy.

Healthful Rest (Spell Compendium)

Conjuration (Healing)

Level: Bard 1, cleric 1, druid 1

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A diffuse glow of golden light spreads from you, wrapping those you have chosen in a soft nimbus. The subjects of your spell look relaxed and rested, the stresses of the day forgotten.

Healthful rest doubles the subjects' natural healing rate. Each affected creature regains twice the hit points and ability damage it otherwise would have regained during that day, depending on its activity level (PH 76).

Insignia of Healing (Races of Destiny)

Conjuration (Healing)

Level: cleric 3, paladin 3

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400ft + 40ft/level)

Area: 400ft + 40ft/level spread, centered on you.

Target: All wearers of special insignia within range

Duration: Instantaneous

Saving Throw: Will half (harmless), see text

Spell Resistance: Yes (harmless), see text

This spell heals all wearers of a specific insignia within range by positive energy. The spell cures 1d8 points of damage + 1 point per caster level (maximum +10) to all wearers of the insignia.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. Any undead creature can apply spell resistance and attempt a Will save to take half damage.

Parching Touch (Sandstorm)

Necromancy

Level: Sorcerer/wizard 1, Thirst 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Your hand glows with a dull, ruby light, and your touch drains moisture from the body of a living creature, dealing 1d6 points of desiccation damage. A plant or elemental of the water subtype instead takes 1d8 points of desiccation damage. A touched creature also takes 1 point of Constitution damage and is

dehydrated unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to once per caster level.

Recitation (Spell Compendium)

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies.

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you. *Divine Focus:* In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Righteous Wrath of the Faithful (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 5, Purification 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Targets: Allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, you fire your allies and companions with a divine madness or fury, greatly enhancing their combat ability.

Allies gain one additional melee attack each round, at their highest attack bonus, when making a full attack. (This additional attack is not cumulative with other effects that grant extra attacks, such as a *haste* spell.) They also gain a +3 morale bonus on melee attack rolls and damage rolls. (This bonus on melee attack rolls does stack with the bonus provided by *haste*.)

Tormenting Thirst (Sandstorm)

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, sorcerer/wizard 3, Thirst 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell fills the subject with a terrible sense of thirst. Desperate and unable to focus on any other goal, it must drink as deeply as it can. The affected creature runs to the nearest body of water in sight, grabs and empties the closest container of water or liquor (even those carried by allies), or runs toward the nearest known source of water. No matter how much the subject drinks, the sensation of thirst is not quenched. If denied the opportunity to quench its thirst, an affected creature flies into a rage similar to the barbarian class feature (see page 25 of the Player's Handbook). The subject attacks friend and foe alike in its quest to find water, though not necessarily with lethal force.

Vigor, Lesser (Spell Compendium)

Conjuration (Healing)

Level: Cleric 1, druid 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 spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or 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.

PLAYER HANDOUT #1 – GNOMISH DOSSIER.

THE SITUATION:

The Envoy carrying the Standard is comprised of five members, including the tribe leader and tribe lieutenant. Both seem to have some active role in the ceremony, but I could not discern it.

The Envoy is headed to the Stone Viper Sept at an abandoned monastery a half days travel from point of insertion, Southeasterly.

Where they are sending the Stone Vipers I am unaware of. How to perform the ritual, I am also unaware of.

The Envoy is comprised of:

APL 4:(Fold or cut page to show only Envoy description.)

The goblin chieftain of the Putrid Swarm Tribe and his four elite bodyguards. The chieftain is a coward, this may be of some advantage.

APL 6:

Five mounted nor'kers of the Brass Riders and their specially trained horses. These scouts seem to have a bond with their horses, and they are easily able to perform light or heavy calvary tactics.

APL 8:

The tribal Matron of the Marrow-Suppers and her four most elite sons. The matron commands them, while they use their mobility to shepherd the flanks of Mak's legions, keeping them in line.

APL 10:

The High Priest of the Scarlet Converts and his four most devout disciples. They wear crimson hide armor and are carrying large containers on their backs, as well as adorned with regalia displaying a crocodile, serpent and bear.

PLAYER HANDOUT #2 – IMAGE OF THE STANDARD.

