

VTF8-01

The Storm

A Two-Round Dungeons & Dragons® Living Greyhawk™
VTF Metaregional Adventure set in Ekbir

by Stephen Baker

Circle Review: Tim Sech

Special Thanks: Christian Alipournian for Saint Breanna Narthistle!

The opposing forces of the Baklunish West are approaching one another in Ekbir and a confrontation between the Exalted and the True Faith awaits. As the distance between the armies diminishes, tensions rise. What can, or should, be done? A two-round adventure for levels 4 to 15 (APL 6-14) and part of the Unity and Discord Series.

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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Most likely you ordered this adventure as part of an RPGA event 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.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule 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. Information on non-player characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session 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). You need one copy of this for each participating player.

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 adventurers participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six adventurers, 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules are taken from *Living Greyhawk Campaign Standards* 7.1.

TIME UNITS AND UPKEEP

This is a standard one-round VTF metaregional adventure set in Ekbir.

As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this module; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is located in the VTF, or 24 gp for out-of-metaregion characters. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.

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 DC 20 Survival check, 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 blunt 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 *Living Greyhawk Campaign Standards* 7.1

ADVENTURE BACKGROUND

THE FAITH OF AL'AKBAR

Al'Akbar was a holy man who led such an exemplary life in leading the Baklunish people back to the gods of their forefathers, that he ascended to deityhood himself, and took his place as a minor demi-god in the Baklunish pantheon. Various differing versions exist, but a Cup and

Tasliman that had been given to him by the Baklunish Pantheon (gods of the Paynim) were passed on to his spiritual heirs as holy relics.

These relics were stolen from Ekbir some 300 years ago, leading to the present-day split in the church—the larger Exalted Faith, led by the Caliph of Ekbir, and found in most parts of the Baklunish West; and the smaller hard-line True Faith, worshipped in Ket and northern parts of Tusmit and led by the Grand Mufti from his temple in the Yatil Mountains.

Followers of each faith pray to the same deity, but both believe the other is heretical. As with many religious arguments, feelings run deep.

HOW EVENTS LED UP TO THIS POINT (EXALTED FAITH VERSION)

Unexpectedly, after having been lost to history for 300 years, the Cup and Talisman of Al'Akbar have been recovered by the Exalted Faith, in the possession of the Caliph.

The True Faith, true to their narrow and restrictive ideology, took offense at this state of affairs. Their leader, the Grand Mufti, has called for followers of the True Faith to rise up, march into Ekbir and seize the Cup and Talisman by force – all of this in clear contradiction to the tenets of a faith that is governed by the Four Feet of the Dragon (honor, piety, family and generosity).

The army and peoples of Ket, governed almost entirely by the True Faith responded first and most fervently. Beset by internal politics but still moving with some speed, this so-called “Army of the Righteous” gained additional forces as it passed through Tusmit en route to Ekbir.

The Caliph has many additional problems facing him and has chosen to keep his forces away from the main invading army, allowing it to cross into Ekbir and extend its supply lines.

HOW EVENTS LED UP TO THIS POINT (TRUE FAITH VERSION)

Unexpectedly, after having been lost to history for 300 years, the Cup and Talisman of Al'Akbar have turned up back in Ekbir, and reports have it that they have been given into the care of the Caliph of Ekbir, a notoriously corrupt man, although nominally the spiritual leader of the Exalted Faith.

This has outraged the leader of the True Faith, the Grand Mufti, and he has called for followers of the True Faith to rise up, march into Ekbir and seize the Cup and Talisman by force.

The Mullahs of Ket called upon the entire Ket army to march on Ekbir. After internal political developments, the army marched out under the command of the Black Arrow (brother of the now-deposed Beygraf Nadaid), uniting with a significant quantity of allies and sympathizers in Tusmit, not to mention the Grand Mufti himself. The army has marched through Tusmit and entered Ekbir, crossing without opposition as the forces of the Caliph pulled back.

ST. BREANNA NARTHISTLE, THE RECONCILIATOR

One year ago, a new saint ascended into the Baklunish Pantheon. St. Breanna acquired the title of “the Reconciliator” for her efforts to assist the faithful and those of lesser conviction in achieving the protection of Al’Akbar, be it in his role as the High Cleric for the Exalted Faith, or in his role as the Redeemer of Righteousness for the True Faith.

As an ascended and divine being, St. Breanna remains neutral in the current conflict in the Baklunish West, mirroring the silence of Al’Akbar (and, for that matter, the entire Baklunish pantheon) on both this subject and that of the Cup and Talisman itself. Despite this, she has acted in her continued role to protect those whose faith is either challenged or they find it questioned. The immediate impact in this adventure is her attempt to get the adventurers to act and try to save the soul of Ahar al’Qadi.

The efforts St. Breanna attempts in this adventure relating to Ahar Al’Qadi are very specific to her calling as a divine being and in no way reflect any choices on her part in the conflict between the True and Exalted Faith. As she is unlikely to comment on this, however, some inferences may be taken away by PC’s, whether correct or not. She makes no effort to correct such assumptions.

St. Breanna is of Sueloise descent and typically with lush red hair and alabaster skin. Her ascent into the pantheon has significantly lessened tensions between Baklunish and Sueloise populations in areas of the Baklunish West.

For reference, St. Breanna Narthistle is a former PC ascended to Sainthood in a previous VTF series, and we

thank Christian Alipournian for his actions and submission of character description.

AHAR AL’QADI

Ahar al’Qadi is a priest of the Exalted Faith, and quite a good one. Then, over a very short period of time, his faith was shaken badly. Ahar can receive divine magic from Al’Akbar but has not prayed in quite some time.

His redemption is the emphasis for the first half of this adventure. As a Qadi and frequent visitor to the Plains of the Paynim, his opinion would be given huge importance in Ekbir for discussions involving the faith of the Paynim. If that proves important in the events unfolding, his importance could rival that of other high-ranking officials, though he is not of such great rank.

ZAKSHA DEATHBLOW

Zaksha fell in love with Ahar five years ago, when she was retained to be his bodyguard, during one of his visits to the Plains of the Paynim. Her traditional resolve and reserve was struck to the core by his fall yet she has remained loyal. Now, her only role is to serve his aims and she has become his living weapon. Zaksha is entirely loyal to Ahar and benefits from this in terms of her mental resolve – she is accorded a bonus Iron Will feat in terms of the adventure.

TREASURE IN THE ADVENTURE

All treasure from opponents of the army or from Iuz is confiscated by the military forces. The Elemental Mages in *4: Jazra* are not considered opponents, but all others are. As a result, there is only Coin rewards available in each such section, reflecting the monetary compensation. This is NOT payment for the tasks, but the return from the army for the items or information.

SUMMARY OF ADVENTURE

Introduction: The True Faith and Exalted Faith request or hire the PCs to find a missing squadron of scouts.

1: Exalted Faith: The PCs travel to a local military commander in Ekbir to hear details on the offer.

2: True Faith: The PCs visit a military camp established by the Army of the Righteous to hear details on the offer.

3: Chance Meeting: St. Breanna, a risen saint in the Baklunish pantheon, talks to the PCs and determines if

they are candidates to assist her with redeeming Ahar al'qadi (see 5: Persons of Interest).

4: Jazra: The PCs reach the area and may encounter the interdicting giants.

5: Persons of Interest: The PCs reach Jazra and can find Ahar al'qadi and the captured scouting forces. The PCs have an opportunity to redeem Ahar if they so desire.

6: No Escape: The Arrow Demons sent to ensure that Ahar lost his faith attack the PCs, for varying reasons (as contained within the encounter).

Break – this is a good point for a break in the adventure if one is desired.

7: New Business: The PCs return from Jazra and are immediately needed for another mission. A Portal is open in the area and forces of Iuz have been discovered. The PCs are asked to ambush a scouting group that contains a traitor and get information.

8: Ambush: The PCs may ambush the skullcrusher ogre scouts. If they succeed in capturing all of them, they get a good deal of information and a possible means of entering the camps by surprise at first. If not, they get a decent amount of information.

9: Camps: The PCs may choose their target sequence and get the keys they need to disable to portal control mechanism.

10: Portal: The PCs have an opportunity to close down or destroy a portal allowing Iuz to bring in more troops for his attempt to do something in the upcoming battle between the Exalted and True Faiths.

Conclusion: Depending on the success levels of the PCs, differing results are laid out, ranging from complete success to failure in both the first and second halves.

PREPARATION FOR PLAY

As with any LG adventure, the DM should ascertain all of the following before the adventure:

Is anyone crafting magic items? A MIC must be completed before the adventure begins.

- Does anyone have any non-class-related animals? If the DM feels these will be a significant factor in combat, the animal's CR should be added to the owner's level for purposes of calculating APL

- Does any PC have game effects such as curses, lycanthropy or play bonuses?
- Ask to see all spell lists.
- Will anyone be using out-of-game bonuses (Campaign cards, buttons or tokens) and if so, which ones?
- Check PCs' lifestyle and upkeep.

INTRODUCTION

Note: At a point in the Introduction, the PCs must choose between the Exalted and True Faith offer of employment. There is no further middle ground available and it is not possible to choose both or otherwise play one off against the other. As a simple rule, for those that do not want to do this, their participation in this adventure is at an end.

AN OFFER

The day started with great promise, a beautiful sunrise, brisk breezes and then the warmth of the sun in the sky. Two young messengers appeared shortly after breakfast, eying each other warily as they presented letters addressed to you. Once they were done, they departed, again keeping a close watch on the other.

In the distance, the sounds of the Blashikmund River can be heard, as well as the sounds of passing troops. Whatever the messages contain may very well have something to do with the military activity here in Ekbir on the border with Tusmit.

MESSENGERS

DC 11 Knowledge (nobility and royalty) – one messenger represented the Army of the Righteous (True Faith invaders of Ekbir) and the other represented the Caliph of Ekbir (Exalted Faith defenders of the country). The messengers do not talk and have no idea of the contents of the letters. They do not like one another but do not assault the other as a result of the strictures of diplomatic communication (in their perspective).

LOCATION

The PCs are on the Ekbir side of the border with Tusmit (The Blashikmund river) and in a small community (either staying the only inn, The Gilded Lily or in the area). They have shown up here by chance, and have not traveled together to this point (even those that generally travel together had reasons to separate for a short time). Long-term buff spells may be case after the Introduction

and all other elements undertaken with this understanding.

THE OFFER

Each letter is essentially identical. The army offers employment to the PCs, with an offer of reward at the end. If they want to accept the offer, they must realize that the individual employer does not appreciate competition with the opposing forces.

The long and short of it is simple –the PCs can only choose one side here. There are more than sufficient spies and agents on both sides working on intelligence and counter-intelligence to preclude them from making an effort to work for both sides or to see about getting better offers and the like.

When advised of the above, the DM should make every effort to discourage attempts to make contact with more than one party. If the PCs are insistent on doing so, they should be advised that the letter explicitly speaks against this course of action (from both sides).

They can, however, garner information about the two faiths before moving forward. The following is available to a Knowledge (local – vtf), Knowledge (religion), gather information or bardic lore check (all DCs are the same and attempts in each category can be made):

TRUE FAITH

DC 5 – The True Faith is the Lawful Neutral variant of the faith of Al'Akbar, the baklunish deity of

DC 10 – The True Faith are run by mullahs, notoriously conservative and strict interpreters of religious doctrine who favour a zealous respect for the law.

DC 15 – The Army of the Righteous is dominated by the army of Ket and is led by the Black Arrow, the brother of the Beygraf of Ket. The Beygraf (ruler) of Ket was recently overthrown by the Black Arrow and other parties and the inferences is that the general hopes to recover the Cup and Talisman of Al'Akbar to cement his claim to the throne.

DC 20 – the True Faith believe the Exalted to be corrupt and wayward members of the Faith of Al'Akbar. Their typical analysis ascribes greater corruption to greater levels of power in the Exalted Faith. The Grand Mufti, leader of the True Faith, is viewed as a paragon of virtue although even the most fervent members of the faith recognize that the position came about in their church as a result of the greatest failing they can imagine – the

original loss of the Cup and Talisman. The first Grand Mufti of the True Faith was responsible, at that time, for the two artifacts and was present when they were stolen.

DC 25 – The True Faith views itself as pragmatic and result-driven. They place all emphasis on Lawfulness and care little for those of chaotic demeanor. This has meant alliances with creatures abhorrent to the Exalted Faith in the past, including worshipers of Hextor (the Scourge of Battle and Herald of Hell) and various lawful evil creatures.

EXALTED FAITH

DC 5 – The Exalted Faith is the Lawful Good variant of the faith of Al'Akbar, the baklunish deity of

DC 10 – The Exalted Faith are run by qadi, priests with a reputation for kindness and good acts. They favor an inclusive interpretation of the faith of Al'Akbar.

DC 15 – The Caliph of Ekbir was justly proud of the recovery of the Cup and Talisman. There has been debate about the role of creatures from the Abyss, possibly sent by Iuz himself, in this activity, but the end result is nevertheless impressive. The two artifacts are now in the possession of the Caliph, who is both the temporal ruler of Ekbir and spiritual head of the Exalted Faith.

DC 20 – The Exalted Faith believe their True Faith counterparts to be fanatical and unreasonable examples of extremism. They view the True Faith to be too fixated upon the law and lacking in an appreciation for good and kindness, two noted elements of the approach taken by the High Cleric (the title used by the Exalted Faith when referring to Al'Akbar).

DC 25 – The Exalted Faith views itself as the inheritors of the true practices of Al'Akbar. Their actions are couched in diplomacy and lofty ideals and they do everything in their power to live up to these concepts.

DEVELOPMENT

Allow the PCs time to choose between the Exalted or True Faith. Once they have determined their course of action, proceed to *1: Exalted Faith* if that is their choice, or *2: True Faith*, if they go that route.

1: EXALTED FAITH

Your journey to the local commander of the Ekbirian troops in the area is quite and uneventful. Though cavalry units from both sides are on the move, they appear to be deliberately avoiding confrontation at this

time. With your letter of introduction, you are shown before the commander, Sharisa of the Silver Scimitar. She smiles and waves to comfortable seats around her office, as a squad takes up respectful positions in the room.

“Please, let me welcome you and thank you for your decision to consider our offer of employment..,” she begins.

“First, some immediate history. The True Faith has invaded, with the stated intention of reclaiming the Cup and Talisman, holy artifacts of the High Cleric [the title for Al’Akbar amongst the Exalted Faith]. Their armies have crossed into Ekbir but they have only probed our defenses at this point, with no active battles or worse. Nevertheless, we are going to be destroying them shortly and ending this threat.

“To that end, we have sent out numerous cavalry patrols to keep ourselves warned of any movements. I know of this Black Arrow, their leader, and his use of secondary forces to provide surprise maneuvers and reinforcements. We have the main army pinpointed and at least two such secondary forces, but remain concerned. Five cavalry units have not returned to us yet.

“You may be thinking such things occur all the time in war and should be signs for us to read. Yes, that is true. We know what happened to four of them and are reacting accordingly (this is not for you to know). The fifth is my current concern.

“It disappeared around a small village isolated north on the Blashikmund river, a village by the name of Jazra. I cannot spare enough troops to investigate in force while I deal with the other issues I mentioned (the other missing patrols). Another small patrol of 20 would likely succumb to whatever caused this again and is a waste of resources. You represent a scouting force to me, one of intelligence and ability.

“I would ask that you go to Jazra, scout the area for unusual events, find out what has happened to the patrol, rescue them if they are somehow captive and resolve whatever it is that has transpired. If the resolution is beyond your capabilities, I am not looking for martyrs. Information about what has happened is just as important to me, though I do reward initiative and results.

“We offer you 250 gold per person for this task, payable upon your return with the news and proof of

the deeds we seek. While good deeds speak to good people, I feel that rewarding risk is likewise a good policy. What say you?”

The PCs may, of course, ask questions of the commander about this request.

“Where is this village exactly?”

A map is provided. It is 16 miles from the commander’s fort, on a well-kept road on the banks of the Blashimund.

“What was the composition of the cavalry unit?”

There were 20 troopers and a captain, whose name is Valir. They are all light cavalry troopers used to scouting.

“May we have a letter explaining our mission?”

Certainly [it is immediately provided].

“When did the cavalry unit go missing?”

They became two days overdue yesterday. Two days is not an unusual time in these things and we waited to that point before acting. Now, divinations show them in danger and unlikely to return. We do not know what dangers they face but suggest caution – although that is likely a given to such as you.

“Have you attempted divinations?”

Yes, they are unclear but show the patrol alive, yet captive. How long that will last is unknown.

“What about the village of Jazra itself? Is there anything unusual about the area?”

Not that we know. It is a small village of 70 souls or so. Their leader is a headwoman by the name of Maqatha”

“How large an area must we scout?”

I would say an hour’s ride from the village in each direction would be sufficient (5 miles).

“Can we get any portion of our payment up front?”

No.

DEVELOPMENT

If the PCs accept the offer, proceed to 3: *Chance Meeting*.
If they reject the offer, their participation in this adventure is over.

2: TRUE FAITH

Your journey to the commander of the True Faith camp in the note is quite and uneventful. Though cavalry units from both sides are on the move, they appear to be deliberately avoiding confrontation at this time. With your letter of introduction, you are shown before the commander, Salif ibn Marin. He nods politely and signals you to take a seat on those in the command tent, as a fully armed squad takes up positions in the room.

"Please, thank you for your decision to consider our offer of employment..," he begins.

"I am afraid social niceties are not possible and we must move to the matter at hand immediately. First, some immediate history. The Army of the Righteous is here in Ekbir to recover the Cup and Talisman, holy artifacts of the Restorer of Righteousness [the title for Al'Akbar amongst the True Faith]. We have crossed into Ekbir and continue to gather our forces while we determine the forces arrayed against us. The time for action is soon.

"To that end, we have sent out numerous cavalry patrols. The Caliph and his forces may be corrupt and decadent but they know how to fight and we want no surprises. We have the main army pinpointed but remain vigilant. Two cavalry units have not returned to us yet.

"You may be thinking such things occur all the time in war and should be signs for us to read. Yes, that is true. We know what happened to one of them and are reacting with force. The second disappearance is my current concern.

"It disappeared around a small village isolated north on the Blashikmund river, a village by the name of Jazra. I cannot spare enough troops to investigate in force while I deal with the other issue. Dividing my forces would likely just invite defeat in detail. Another small patrol of 20 would likely succumb to whatever caused this again and is a waste of resources. You represent a scouting force to me, one of intelligence and ability.

"I would ask that you go to Jazra, scout the area for unusual events, find out what has happened to the patrol, rescue them if they are somehow captive and destroy anything that is a threat. If the resolution is beyond your capabilities, I am not looking for martyrs. Information is crucial, though I reward initiative and results.

"We offer you 250 gold per person for this task, payable upon your return with the news and proof of the deeds we seek. Keep true to your word and we will reward you further if the circumstances warrant that. What say you?"

The PCs may, of course, ask questions of the commander about this request.

"Where is this village exactly?"

A map is provided. It is 16 miles from the commander's fort, on a well-kept road on the banks of the Blashimund.

"What was the composition of the cavalry unit?"

There were 20 troopers and a captain, whose name is Nafar. They are all Kaman (light cavalry troopers) used to scouting.

"May we have a letter explaining our mission?"

Certainly [it is immediately provided].

"When did the cavalry unit go missing?"

They became two days overdue yesterday. Two days is not strange and we waited to that point before acting. Now, divinations show them in danger and unlikely to return. Take precautions – I suspect that danger and threat await your there I wish I could be more specific.

"Have you attempted divinations?"

Yes, they are unclear but show the patrol alive, yet captive. How long that will last is unknown.

"What about the village of Jazra itself? Is there anything unusual about the area?"

Not that we know. It is a small village of 70 souls or so."

"How large an area must we scout?"

I would say an hour's ride from the village in each direction would be sufficient (5 miles).

“Can we get any portion of our payment up front?”

No.

DEVELOPMENT

If the PCs accept the offer, proceed to *3: Chance Meeting*. If they reject the offer, their participation in this adventure is over.

3: CHANCE MEETING

As you step back into the sunlight, it is warm and pleasant. A small squad of mounted troops hurries by on your right, their leader nodding politely in your direction as he directs them around you.

At this stage, the PCs are being eyed by a young Suel woman with lush red hair. This is St. Breanna and she is using her divine powers to gauge the PC's – specifically a variant spell on *detect good*. This ability penetrates all protections unless cast by a creature of deity level and does not consider AR awards unless they are specifically derived from a deity. She automatically dismisses from consideration any PC who does not detect as good. The PCs may attempt a DC 10 Spot check to see her staring at them for a brief instant before she moves over.

If there are no good PCs:

“Hello,” says a young Suel woman who walked over. “I was wondering if you could provide me with some directions. My brother was in a small cavalry unit and I was told to come here to ask about him, for he is missing. Do any of you know where I might find the local commander?”

If the PCs point her to the tent or say they do not know, she thanks them and either moves into the tent, or onward. She is polite and converses briefly but it is obvious she has somewhere else to be at this time. As she does not trust the PCs, she at no point requests anything of them.

If there is at least one good PC:

“Hello,” says a young Suel woman who walked over. “I was wondering if you could provide me with some advice. A young man from the military says you might be working for them, or considering that. My brother was in a small cavalry unit and I was told he is missing and you might be the ones attempting to find him. Is this the case?”

Her “brother” is Lars, one of the dead in the scouting group [if she is approaching a True Faith group] or Van [if she is approaching an Exalted Faith group]. Her knowledge about the “brother” is impeccable and she can describe him in detail. Quite simply, she has already conversed with his soul and he has agreed to this charade.

Should the PCs be cautious and not want to tell her, she does not press the issue. Her primary goal here is to gauge their intent and determine if the PCs are possible tools for her intervention with Ahar. This is a role-playing encounter and has no particular right or wrong answer.

The goal of St. Breanna is to primarily quiz the good PCs and keep this in mind. If anyone attempts a Sense Motive check, it is a DC 15 check to realize she is interested in those people predominantly. Others get polite interest, but nothing that is substantive.

St. Breanna, as an ascended being protected by the power of Al'Akbar, is immune to divination magic of any kind cast by any creature of lesser power than another deity.

At any point that the PCs wish to move on, she politely thanks them and continues on her path.

If you are of the opinion, as DM after this role-playing, that one, some or all of the PCs are undertaking this action for good or selfless reasons, St. Breanna will choose to go further in *5: Persons of Interest*.

DEVELOPMENT

Proceed to *4: Jazra* if the PCs wish to proceed.

INTERLUDE

4: Jazra, 5: Persons of Interest and 6: No Escape are not required to be run in any particular order. The PCs may approach the area as they decide and engage the various parts in the order of their choosing. Given creatures and situations have variables built into the encounter to take this into account.

DIVINATION AND ILLUSION MAGIC

Divination and illusion magic works normally anywhere outside of Jazra. The forces of Iuz are utilizing this area as an experiment of their defenses in the second half of this adventure. Inside Jazra, it requires a DC (20+spell level) Spellcraft check to cast any Divination or Illusion magic, as there are actual impediments to such magic. The

bounds of Jazra are those laid out on the map of the village (which includes an area just outside of the village proper). Casting spells into the area requires the Spellcraft noted above.

SCOUTING

The scouting requested of the PCs is not specific. There is no particular mechanic assigned to it and as long as a reasonable effort is made, it should be accepted. PCs who desire to put a lot of effort into this should be likewise rewarded with additional information on what they are facing. In particular:

Track checks (with the appropriate feat) of DC 20 reveal Giants, DC 25 reveals the type being faced at this level.

Knowledge (nature) checks of 25 and 30 respectively reveal that there are giants in the area and exactly what type (respectively).

Knowledge (planes) of DC 25 reveals that it is demons in the area, but not what type.

SPY

In *5: Persons of Interest* and *6: No Escape*, a spy Arrow Demon occupies rafters in the room. Presume he is identical in stats to the current Arrow Demon assassins for that APL, but does not participate in combat in any fashion. He is assumed to be taking 10 on Hide and Move Silently Checks and gets a +10 modifier from preparations. As a demon he does not have to eat, sleep or rest and it is presumed he remains in position at all times. His goal is to ensure that Ahar is not rescued or redeemed (although in the case of redemption, the demon does not act until it is too late as it is overconfident).

4: JAZRA

The roads and byways to Jazra are swarming with military units, until a few hours out of the village. Small copses of trees, larger forests and the river itself provide a backdrop for the travel. None of the farms in the area are occupied, likely long abandoned in face of the invasion by the True Faith. No looting seems to have taken place here, though, just abandonment.

The trip to Jazra takes less than one day from either the True Faith or Exalted Faith camps, on horseback (it takes two by foot). Four hours out of the village, the military units providing scouting and picket duties stop being spotted (and are gone).

There are no predators or other creatures in the area. It is a DC 15 (knowledge-nature) to recognize this fact and note that it is unusual. Something or someone is obviously new to the area and has scared all such creatures away.

A DC 14 Survival check with the track feat identifies giant tracks in the area (unusual for this region) and scent of any type can further verify this fact. Divinations of various types are possible for more information on the creatures in this Encounter, as determined by the DM.

INTERDICTION

The squad of Giants is here to keep people away from Jazra. They have no idea why this task is important, or any details about the inhabitants of the village. They were paid for their task by a Vrock, in valuable gemstones. They asked no questions, taking what they have seen as an easy job to this point. The patrol of Exalted Faith troops reached the village because the giants were simply away from the area – the True Faith faced them because they had repositioned themselves, but still did not do what was needed to stop the incursion.

The Giants monitor the village from a copse of trees noted on the map. Here they have built a series of hidden observation posts. During the day they rest in them, with one on watch duty at any time. At night two monitor the village while the third patrols the area.

SPOTTING THE GIANTS

In light of the preparations, it is a DC 35+APL (they get better as this goes along) to Spot the Giant hiding establishments. Knowledge (nature) or Knowledge (architecture and engineering) can provide a +2 circumstance bonus (only one can be applied)

COMBAT WITH THE GIANTS

The giants are spoiling for a fight but they are not stupid. PCs flying out of reach or otherwise impossible to reach by normal means are not engaged. Instead, the giants bide their time until the PCs are in the village itself and accessible (both aspects). If necessary, they wait until the PCs are doing something with the captives in *5: Persons of Interest*, before they act.

TRAPS LAID BY THE GIANTS

The giants have laid a series of traps around Jazra to identify invisible or stealthy individuals. Although relatively easy to find and disable, these traps are

designed to be used as a tripwire defense, one that activates to warn rather than disable.

Trap (EL 2)

[CR 2, Search Check DC 14, Disable Device 14, repair reset, 1 round to disable, simple device, tripwire trigger, never miss, immediate activation, casts alchemical *glitterdust* in a 20 foot burst (fireball template), centered on trigger point, does not cause blinding.]

As the trap is alchemical nature, *detect magic* will not find it (presuming the Spellcraft was even successful).

TACTICS

The giants vastly prefer to attack when they have surprise and can see an easy target (someone without armor). They always choose the least armored person to attack, and do so in unison. The giants attack a creature until it is down and then switch targets. If one or more PCs are restored to consciousness from being in negative hit points, the giants change tactics to put at least two extra hits into such a person when they go down again.

These giants hate Halflings with a passion. Should any be present in the party, they are attacked above all other considerations, and the giants take the precaution of putting in three extra hits on such PCs before switching to any other targets.

CAPTURE BY THE GIANTS

If the PCs are captured by the giants at any point, they are automatically stabilized if that is an option. All consumable items are then taken and the PCs are deposited in the village. This presumes the captives are still present in the village. If this is not the case, the PCs are still deposited but the consumables are not taken (the giants are leaving, given their concern about getting paid any further under these circumstances).

JAZRA

The village of Jazra is very small. As noted, fifteen buildings, one of which is a multi-purpose shrine and meeting hall in the center. A clearing in the middle is also home to the village well. All of the buildings are simple wood and stone construction, solid but nothing fancy. The village lives from the agriculture in the area and a small hunting concern. The needs of the villagers are served by wandering merchants or their own self-sufficient nature.

There is a large pile of burned bodies just outside the village (noted on the map). All but two of the bodies are

horses (the remains of the two patrols that are currently here in town). Two of the bodies are humans, burned beyond recognition and with their lower jawbone missing. The two bodies are Lars and Van (see 3: *Chance Meeting*).

All of the creatures in the pile were killed by piercing weapons. A DC 15 Heal check confirms these were arrows. A further DC 20 Heal check indicates the deaths occurred in the last week, as did the burning.

None of the houses in the village are currently occupied, and all food is gone (it was taken to the hall during the captivity). All of the village and the two patrols are captive in the central hall, which is full of people. A privy behind the hall is now reeking from overuse and a potential source of disease (noted on the map).

A lookout does occupy the top of the roof on the central hall. This is outlined in 6: *No Escape*.

APL 6 (EL 9)

Elemental Mage Ken-Kuni: Large giant (earth) Ftr1; hp 127; See *Appendix 1*.

APL 8 (EL 11)

Elemental Mage Ken-Kuni (2): Large giant (earth) Ftr1; hp 127 each; See *Appendix 1*.

APL 10 (EL 13)

Elemental Mage Ken-Kuni (2): Large giant (earth) Ftr1; hp 127; See *Appendix 1*.

Elemental Mage Ken-Li: Large giant (fire) Ftr1; hp 195; See *Appendix 1*.

APL 12 (EL 15)

Elemental Mage Ken-Kuni (2): Large giant (earth) Ftr1; hp 127; See *Appendix 1*.

Elemental Mage Ken-Li: Large giant (fire) Ftr1; hp 195; See *Appendix 1*.

Elemental Mage Ken-Sun: Large giant (air) War1; hp 200; See *Appendix 1*.

APL 14 (EL 17)

Elemental Mage Ken-Kuni (4): Large giant (earth) Ftr1; hp 127; See *Appendix 1*.

Elemental Mage Ken-Li (2): Large giant (fire) Ftr1; hp 195; See *Appendix 1*.

Elemental Mage Ken-Sun: Large giant (air) War1/Ftr2; hp 265; See *Appendix 1*.

TREASURE

APL 6: Loot: 402 gp; Coin: 0 gp; Magic: *+1 greatsword* (200 gp each).

APL 8: Loot: 804 gp; Coin: 0 gp; Magic: *+1 greatsword**2 (200 gp *2 each).

APL 10: Loot: 1104 gp; Coin: 0 gp; Magic: *+1 greatsword**3 (200 gp *3 each).

APL 12: Loot: 1292 gp; Coin: 0 gp; Magic: *+1 greatsword**3 (200 gp *3 each), *+2 greatsword*(700 gp each).

APL 14: Loot: 1275 gp; Coin: 0 gp; Magic: *+1 greatsword**3 (200 gp *3 each), *+2 greatsword*(700 gp each), *+2 mitha chain shirt*(417 gp each).

DEVELOPMENT

Proceed to *5: Persons of Interest* or *6: No Escape* as deemed appropriate.

5: PERSONS OF INTEREST

In the hall at the center of Jazra, the collected inhabitants of the village huddle in the damp chill of early spring.

On the western side of the hall, a score of Ekbirian troops sit or stand despondently. Opposite them, on the other side of the hall, troops wearing the livery of Ket look on with similar expressions. Huddled on the back wall and throughout the rest of the hall are villagers, all staring at a man who sits on a seat in the center of the hall. He gazes blankly into the distance, a small black stone being passed carelessly from one hand to another. A single individual stands with an attentive posture, just behind the seated man, a large scimitar on her back giving evidence of a militant outlook.

It is a DC 12 Knowledge (nobility and royalty) check to identify each of the two types of livery present – one roll each. The Ekbirian troops are local and clearly native to the region (from their livery). The troops from Ket are Kaman (light cavalry archers) and members of the regular military (as such, it can be inferred they are members of the Army of the Righteous).

In the Center Hall of Jazra, all of the captives sit and ponder their future. The PCs may approach and converse as they desire, with the captives having now resigned themselves to their fate.

Ahar al'qadi

Ahar, the focus of attention by the forces of Iuz, sits in a chair in the center of the hall and is quiet and non-communicative. All of the people in the hall suspect that Ahar is the source of all their problems right now, but

none can really find any fault with the man. His bodyguard stands behind him and to the right, resting only for a few hours each night.

Efforts to engage Ahar in conversation are successful; although he is slow (he is exhausted and should be role-played accordingly). It is a DC 12 Heal check to note this fact – his exhaustion is real and can be cured in any normal fashion.

Ahar spends most of any given day going over the nightmares of the night before. He has been sent these nightmares by a coven of hags working for Iuz. They send them each night and keep him tormented.

The small black stone in Ahar's hands is a magical meditation stone provided to him on one of his visits to the Plains of the Paynim. At least, that is what it is supposed to be – but it has been switched. Now, instead of providing a +2 bonus to Concentration checks (and meditation, by extension), it provides a -10 to Will saves. Ahar has not noticed the difference as it was switched when he reached town and he did not cast any spells in the interim. If the stone is checked magically, he is aware that it should be providing a transmutation benefit.

Detect magic (note the difficulty in casting this here) results on the stone: DC 21, Strong enchantment magic.

Ahar's story (paraphrased)

Ahar was a traveling qadi in Ekbir, visiting those places too small to merit their own priest. He made many trips to the Plains of the Paynim and has a personal interest in the faith of the Paynim tribes, and how their faith is mirrored in the rest of the Baklunish West.

Some months ago, his wife Alira and eldest son Vashtar left Ekbir to travel to Ket and visit with close family friends attached to the embassy in the capital of Lopolla. Their timing was disastrous – the two were caught up in the attack on the city by the forces of Bissel. Divinations showed that they died in the attack, a sad state of affairs but not entirely unknown in warfare of that nature.

[NOTE: THIS INFORMATION MUST BE LIMITED IF THERE ARE YOUNGER PLAYERS AT THE TABLE]

Later dreams sent to Ahar (as undertaken by forces of Iuz) showed his wife and son burned alive at the order of the commander of the Bissel forces, to show the Baklunish west his intent. The specific family was not targeted, but rather all those taking refuge in the embassy.

These dreams were false. The burning was accidental and part of the razing of the city. Demons from the Empire of Iuz actually killed all those in the embassy, hoping to incite further hatred on all sides. When Ahar cast a divination, he inadvertently asked too broad a question “Were the actions of Bissel responsible for the death of his wife and eldest son?” The answer was yes, as the forces of Bissel had set the scene for the deaths but it was the demons that actually caused the deaths.

The deaths and constants dreams troubled Ahar, but his faith was strong, at least for a while...

Two months later, the Army of the Righteous crossed into Ekbir, opposed only nominally while the forces of the Caliphate gathered information on their foe. Involved in that “nominal” opposition were a few squads of troops who could not simply stand by and let the invaders enter without a struggle.

Halif, Ahar’s second son, was the Captain of one such unit. His cavalry unit refused to simply yield ground and engaged the outlying skirmishers from the True Faith. A running battle ensued as the vastly superior numbers of True Faith troops in the area made the conflict a foregone conclusion. Attempting to escape in the end, his unit having been decimated, Halif led his remaining force near the Blashikmund river. There they were forced into the swiftly flowing waters by mercenary hobgoblin troops with the Army of the Righteous. Though he could have survived, Halif tried to save his men and died a watery death when one of his men floundered while being supported by the young man.

Ahar took this news badly, shaken that the people of Ket would cause such death and hire such troops (the hobgoblins) and do nothing to save his son, honorable combatant such as he was.

His reading of the situation is accurate. The hobgoblin troops could have actually saved Halif and his troops but they refrained from doing so, reasoning that the dead would not give them more trouble. They were under no orders to provide aid to the enemy and kept to their lawful orders even as the Ekbirian troops pleaded for assistance. It is possible that Baklunish troops from the Army of the Righteous might have responded differently, but they were not present.

Ahar rode hard to Jazra, the closest village to this attack, upon hearing the news. He wanted to find his son and raise him from the dead – but the river washed away the bodies and no efforts were made by the Army of the

Righteous to recover them (as the report from the hobgoblin unit was late in being delivered). Neither side claimed this area as part of their militarized area, nor was he was able to arrive unmolested.

Here, the final dreams were sent to him. His only daughter in Ekbir City was pregnant. The dreams/nightmares sent to Ahar at first hinted, then flooded him with information that the pregnancy would fail. This failure would be caused by agents of the True Faith, for shadowy reasons. The stunning power of the nightmares, coupled with the change in his prayer stone, sent Ahar into a deep depression. He neglected to pray in the mornings, gradually losing all of his spells.

Ahar is still faithful to Al’Akbar, even if it is challenged (mostly in his view that people should be good to one another). His faith has been shaken and the depression is not making recovery possible. It is possible redeem him (as Saint Breanna wants) and restore him to the full extent of his faith, or it is possible to see him collapse entirely.

Efforts to redeem Ahar are dealt with under **Redemption**.

ZAKSHA DEATHBLOW

As bodyguard to Ahar, she does not talk but watches all interaction carefully. She is very protective of her charge and warns anyone from attempting physical coercion or the like. Combat with her is not intended but may be an additional, untiered and no compensation fight if the PCs force the issue. Anyone talking to Ahar in a respectful or reasonable fashion may do so freely. The DM should act in a protective fashion but note that combat with Zaksha and the PCs is not desired.

Should Zaksha be engaged in conversation, she confirms that whatever is happening seems tied to her boss. She does not know what that might be, but they are all clearly being kept prisoner here. That being said, Ahar does not seem to mind terribly (he is depressed, after all) and he is alive, so her actions are still having results (in her mind).

If asked, she suspects the invisible attackers are Arrow Demons, from the size of the arrows and the fletching she has seen.

EXALTED FAITH TROOPS

The troops captured here number 20, including Captain Valir, their leader. The stand or sit on the west side of the Center Hall and still mistrust their True Faith counterparts.

All conversation is directed to Captain Valir. He is polite and respectful to all outsiders, save those who clearly represent the True Faith. With such individuals he is polite but does not particularly care for them, an opinion he does not hide.

Captain Valir arrived with his patrol five days ago. They found the villagers huddled together in the hall. When they spread out to determine what was wrong, his forces were attacked by archers. The archers were invisible but clearly numbered between 6 and 8. They were stunningly effective, eliminating the horses that had been left hobbled, then killing one trooper (Van) as he tried to use his mage powers to send a message to their commander. Retreating to the hall, the troops were then left alone. They have been attacked every time they have attempted to leave the hall and now sit, hoping for rescue. Nobody has actually been killed since that time but a number have been wounded by arrow shots on the attempts. They have never made it further than the edge of the village before they were attacked – and the attacks seem to have no definite starting spot.

The archers attacking them were invisible and never appeared. The arrows used are immense and the Captain has one as evidence. It is a DC 22 Knowledge (the planes) to identify the fletching as being Abyssal in nature and designed for a Large-sized bow.

Valir saw the True Faith troops attacked in the same manner and did not oppose them taking refuge here, though he does not trust them.

TRUE FAITH TROOPS

The Kaman (light cavalry archers) captured here number 20, including Captain Nafar, their leader. They sit on the east side of the Center Hall and actively mistrust their Exalted Faith counterparts.

All conversation is directed to Captain Nafar. He is forthright and direct with all outsiders, save those who clearly represent the Exalted Faith. With such individuals he is cool and direct, but does not care for them and is obvious about this fact.

Captain Nafar arrived with his scouting force four days. They found the villagers huddled together in the hall, along with the Exalted Faith troops. When they made a cautious approach to determine the strength of forces in the village, a force of giants attacked them. Retreating for cover into the village, the horses of the Kaman were wiped out by invisible archers. Seeing the Exalted Faith

troops taking no part in this, the True Faith retreated to the center hall as well, where they have since been trapped. They have seen no giants since that first attack, but the archers are still invisible and present, since they have stopped any attempts to escape.

One trooper, Lars, made an effort to run at night for reinforcements. He was killed before he could take 10 steps from the village itself, his body dumped in front of the hall in the early morning by something invisible.

The archers attacking them were invisible and never appeared. The arrows used are immense and the Captain has one as evidence (like his Exalted Faith counterpart). It is a DC 22 Knowledge (the planes) to identify the fletching as being Abyssal in nature and designed for a Large-sized bow.

VILLAGERS

The villagers were threatened by a group of giants seven days ago. Two nights after the qadi (Ahar) entered the village, they were told to go to the center Hall or be killed. Those who did not comply were soundly beaten, but not killed. Ahar tried to reason with the giants, but he was rebuffed. Hoping for aid at some point, the villagers complied.

The headwoman Maqatha knows that the giants are still in the area, as she has spent time at night listening for their movement (they do not move around much during the day, though she suspects they still watch Jazra). She has never seen them before and has no idea why they are here.

REDEMPTION

After Ahar has a chance to tell his story (presuming he is given that chance) or the PCs decide to leave the area, St. Breanna sends a simple message to the PCs she encountered in 3: Chance Meeting (this is a *sending*).

“My brother is no more. Ahar must be brought back into the faith or great evil may result. Please do what you can.”

PCs may also make an effort to redeem Ahar or bring him out of his depression on their own, without such prompting (indeed, some parties may not qualify for such interference...). This may be attempted by any group and should be encouraged.

Most of this is devoted to role-playing. When in doubt, benefit should be given to role-playing in these instances over sheer skill rolls (though the latter are still possible).

The eventual goal of Redemption is to restore Ahar's faith. If the bonus to this Wisdom reaches or exceeds 20+APL, grant the PCs success without rolling. This should reflect good role-playing!

The check, in the end, is a Wisdom check. It is a DC of 30+APL. Only one person may attempt it, representing the collective Wisdom of the PCs with his or her check (that person totals all positive and negative wisdom modifiers in the group as a whole for the bonus or penalty). No assists are possible given this check, but good role-playing and skill checks, amongst others, can provide additional benefits as follows:

ALIGNMENT (PERSON MAKING CHECK)

Good +2
Lawful +1
Chaotic -1
True Neutral -2

AR BENEFITS (PERSON MAKING CHECK)

+1 per Metaregion represented on ARs (in other words, the PC gains +1 per one or more ARs from a given metaregion – this represents their travel and breadth of experience. Core adventures do not count), maximum +4

+1 per region of the VTF in which the PC has Influence Points (the points do not have to be used or redeemed), maximum +4

-1 per curse or negative AR feature that can be seen or experienced on the PC (being banned from a province, for instance, cannot be seen and does not generate the negative), maximum -4

RACIAL TYPES IN PARTY (MAXIMUM OF ONE AWARD PER RACIAL TYPE, IF RACE IS NOT MENTIONED NO AWARD IS POSSIBLE), MAXIMUM OF +4.

+2 for asherati or aasimar
+1 for any humans, half-elves, elves, dwarves or halflings
-1 for any centaurs or half-orcs
- 2 for kobolds

SKILL CHECKS (ANY AND ALL OF THE PCS MAY ATTEMPT THESE) – EACH PROVIDE A +1 BONUS (MAXIMUM)

DC 25 Knowledge (Local – VTF) or Knowledge (nobility and royalty)

DC 25 Diplomacy

DC 26 Knowledge (History)

DC 27 Bluff or Intimidate

DC 23 Sense Motive

DC 30 Craft or Profession check (may only be attempted if the PC has ranks) – this reflects a connection to the people of the village or area.

HOME REGION (ANY PC PARTICIPATING)

Ekbir +1, max +3
Bissel, Tusmit or Ket -1, max -3

PERSUASIVE ARGUMENTS (AT THE DISCRETION OF THE DM)

For taking positive actions and adhering to the faith and general outlook, per argument, +2, maximum +10

For turning the other cheek and remaining stoic and generally just surviving these issues, +1, maximum +5

Specific references to the Four Feet of the Dragon and the impact these societal customs have on life in the Baklunish West, +4 (awarded once only).

INFLUENCE (ANY PCS)

PCs may permanently expend any Influence they have with individuals or organizations in the Baklunish West (Zeif, Tusmit, Ekbir or Ket). For each such expended, a negative above can be removed (in other words, this cannot be used to actively increase chances, rather simply to reduce negative impact).

SUBJECTIVE

A maximum of +4, at the discretion of the DM, for good role-playing in character. This does not necessarily mean positive activity, but rather playing within the character type. A maximum of +4 is awarded for the entire party.

THE WISDOM CHECK

Only one check is allowed (no re-rolls, save those granted by class abilities). The DC, as noted above, is APL+30. It is a Wisdom check. Redemption has an impact in combat in *6: No Escape*.

All APLs

Zaksha, Harssaf: Medium monstrous humanoid (fire) Swashbuckler3/Rog2; hp 122; See *Appendix 1*.

DEVELOPMENT

At no point do the troopers or villagers help in the combats. They are all exhausted, both mentally and physically. If forced for an answer, they are stunned by the combat and cannot move, fear on their faces.

It is possible that the PCs may choose to attempt an escape. Note that the Giants in *4: Jazra* may intervene at this point, starting a fight (at the discretion of the DM). The Arrow Demons do not participate in this fight. If the PCs wish to continue with their rescue plans after such a conflict, the Arrow Demons become involved as below.

Should the PC's Redeem Ahar, proceed to *6: No Escape* as the demons react (late). If the PCs attempt to force a rescue somehow, proceed to *6: No Escape* as the demons react to stop the process. Recall that there is a spy in the room, watching the situation, and the demons are within telepathic range.

If the PCs spot the spy, it may be necessary to move to *6: No Escape* early and modify it accordingly.

Otherwise, if the PCs can think of some way to avoid the demons and rescue all people in the village, they can bypass *6: No Escape* and are granted credit for defeating the demons.

Rescuing the troops should result in the (effective) capture of one force or the other. There is no opposition to this, as they are simply too happy to escape the village.

6: NO ESCAPE

Something has happened. There is tension, and then a wailing in your mind. It has no effect but shocks the senses. Combat is upon you!

The wailing, quite simply, is a telepathic shout from the Arrow Demon in the rafters who is watching. The assassination abilities of the Arrow Demons are not being utilized here, for reasons that are unrelated to this adventure.

ARROW DEMONS

The Arrow Demons are located 60 feet under the Center Hall, where they have carved out a small nest beside the well area for the village. They have no need of food, drink or sleep, so they wait patiently. Their task is to prevent Ahar from leaving the area, only if he is redeemed or attempts to escape do they intervene. The Arrow Demon spy is in the rafters of the roof of the hall

to watch the situation and report telepathically to the other two.

The Arrow Demons are NOT summoned and not subject to the usual spells that inhibit or protect against summoned creatures. They may certainly be banished or the like. If they die, however, Iuz has ensured his servants do not lose their equipment...the body immediately disappears with a small explosion of ash. It is a DC 25 Spellcraft check to recognize an epic level *teleport*.

SPY

The spy Arrow Demon does not take part in the combat, regardless of provocation. He attempts to leave as soon as possible and makes every effort to escape. He is not included in the CR of this fight and should not participate actively in any manner.

DIPLOMACY

It is impossible to diplomacize the Arrow Demons. They are, quite simply, here to kill. Choose the most appropriate series of tactics noted below. Note that the Arrow Demons will NOT summon any further reinforcements.

REDEEMED

If Ahar was redeemed in *5: Persons of Interest*, he reacts in this combat. Place him in the initiative sequence first and he rushes one of the Arrow Demons (ensure it starts within 30 feet of him). When he reaches the Arrow Demon, both he and it disappear in a brilliant flash of light, with a shriek of terror from the demon. If Ahar is prevented from this "sacrifice" in some manner (many ways are possible), he disappears in the same brilliant flash at the end of that round. The Arrow Demon is removed from combat if Ahar reaches it and is considered defeated.

As soon as Ahar disappears, so too does his bodyguard (though no flash of light). Those watching either may attempt a DC 25 Spellcraft check to recognize an epic level *planeshift*. The source cannot be identified.

Regardless of whether Ahar reaches the Arrow Demon or not, all remaining demons are stunned for the next round (starting when Ahar disappears). Note that this means that they drop their weapons.

When all of this occurs, take the person aside who made the check in *5: Persons of Interest*. Advise them that they hear a voice (Ahar's) say the words "I am redeemed." They may then return to the combat.

TACTICS (PCS ATTEMPTING TO ESCAPE OR RESCUE THE VILLAGERS)

The Arrow Demons arrive invisible. They target a series of villagers in the first round, making a series of hit rolls. Assume every hit is a kill for simplicity sake. After the first round, they switch to the PCs. Arrow Demons always target obvious spellcasters first, followed by other archers, then heavy combatants.

The Arrow demons use their transport abilities often to keep a distance from the PCs.

The Arrow Demons begin *hasted* (9 rounds left on a 12th level potion) and with *mirror images* up (8, from a 12 level spell).

TACTICS (AHAR REDEEMED)

If Ahar is redeemed, the Arrow Demons react (but they are too late). They arrive immediately but do not have any spells in place. Likewise, they actually grant a surprise round to the PCs, as they are somewhat surprised by the turn of events...

Arrow Demons always target obvious spellcasters first, followed by other archers, then heavy combatants.

TACTICS (OVERALL)

Overall, the Arrow Demons are intelligent assassins. They always put an extra shot into downed people. If they see obvious healing magic being cast, they then target the caster with all possible force at the next opportunity. They have no redeeming features at all.

Arrow Demons (-1 EL for lack of summoning and potential for summoning)

APL 6 (EL 10)

Siloth, Van: Advanced Arrow Demons, War1/Rog1/Assassin1 Medium outsider (chaotic, evil, extraplanar, tanar'ri); hp 256 each; See *Appendix 1*.

APL 8 (EL 12)

Siloth, Van: Very Advanced Arrow Demons, War1/Rog1/Assassin3 Medium outsider (chaotic, evil, extraplanar, tanar'ri); hp 317 each; See *Appendix 1*.

APL 10 (EL 14)

Siloth, Van: Very Advanced Arrow Demons, War1/Rog1/Assassin3/DreadCommando2 Medium outsider (chaotic, evil, extraplanar, tanar'ri); hp 351 each; See *Appendix 1*.

APL 12 (EL 16)

Siloth, Van: Very Advanced Arrow Demons, War1/Rog1/Assassin3/DreadCommando4 Medium outsider (chaotic, evil, extraplanar, tanar'ri); hp 435 each; See *Appendix 1*.

APL 14 (EL 18)

Siloth, Van: Very Advanced Arrow Demons, War1/Rog3/Assassin3/DreadCommando4 Medium outsider (chaotic, evil, extraplanar, tanar'ri); hp 498 each; See *Appendix 1*.

DEVELOPMENT

If the Arrow Demons are defeated, it is still possible to attempt a Redemption of Ahar (see *5: Persons of Interest*) if that has not been undertaken. Note that the giants may have already been fought or still be available for conflict. If this is the case, there may be another fight still to do. Otherwise, proceed to *7: New Business* at an appropriate point. If the PCs choose to withdraw at this point, they certainly may do so without consequence (but may not have succeeded at their mission). Note that the mission of the PCs had nothing to do with redeeming Ahar.

DEVELOPMENT (*RAISE DEAD*)

Ahar is a qadi, or priest of the Exalted Faith. He came to Jazra hoping to raise his son, but the lack of a body has made that an impossibility. Should Ahar be redeemed in this adventure, he offers his services to *raise* any dead PC, at no cost (since he has the material components on hand, they too are provided). This is only available in the course of this adventure, after which Ahar donates any remaining wealth to charity.

7: NEW BUSINESS

TRUE FAITH

MISSION COMPLETE

Returning to the military camp of the Army of the Righteous, you see that the troops are abuzz with energy and movement. You are escorted quickly to the commander, after you briefly give your report to a subordinate. There, you find Salif strapping on full combat armor.

"Sit, please", Salif begins. "My thanks for the work you have just undertaken. The Four Feet of the Dragon guide us all, but I have need of you again, quicker than I thought."

“Your payment is here, in gems for each of you. My next mission represents another payment, of equal amount.”

“The Exalted Faith is finally moving to engage our forces. We expect to meet them on the field of battle in the next two or three days. Preliminary skirmishes have already intensified.”

“Now, news comes to us that an unknown force of demons and giants has appeared near here. The Caliph is already cooperating with Iuz so this should come as no surprise [Note: This is the opinion of the True Faith since the Caliph got the Cup and Talisman handed back. There is no truth to this.]

“We cannot allow this force to be the tipping point. Their transport capabilities are impressive. Nevertheless, a traitor in their camps has offered to betray them to us. Such an opportunity may be a trap, but we cannot afford to pass it up.”

“This is where I ask you to act. I need a small unit, such as you represent, to capture a patrol of giants. One of them is the traitor and we need his cooperation. He has indicated he will not appear in any fashion to betray his lord and master, but that he will talk most freely and assist us if he is captured (and we promise his freedom).”

“I therefore ask you to undertake an ambush and capture all giants alive. We will question them individually and see what there is to be learned. What say you?”

“When do we do this?”

Tomorrow. The giant patrol is being scouted now and we have agreed to ambush the traitor and his companions then.

“Where do we do this?”

About an hour from here is a small cluster of trees. It is there that you can gather, or around it. He will lead the patrol there.

“What do we do with them once they are captured?”

I will send wagons with you. Turn them over and we will find out more information about these creatures.

“How do we identify the traitor?”

We cannot. The traitor has said you must capture all members of the patrol and he will then reveal himself. He fights to the end to safeguard his reputation in the lands of Iuz.

“Do we have any restrictions on spells or abilities in this?”

No.

“Can you provide us with any further assistance?”

No, we prepare for battle. This is important but all of our resources are devoted elsewhere. You are the people who will be solving this problem, with whatever resources you have.

MISSION FAILURE

Returning to the military camp of the Army of the Righteous, you see that the troops are abuzz with energy and movement. You are escorted quickly to the commander, after you briefly give your report to a subordinate. There, you find Salif strapping on full combat armor.

“Sit, please”, Salif begins. “It is unfortunate you could complete the last task, but sometimes we must move on. I find that I have need of you again, quicker than I thought.”

“Your payment for your attempt is here, in gems for each of you. My next mission represents another payment, of equal amount to the first had you succeeded.”

“The Exalted Faith is finally moving to engage our forces. We expect to meet them on the field of battle in the next two or three days. Preliminary skirmishes have already intensified.”

“Now, news comes to us that an unknown force of demons and giants has appeared near here. The Caliph is already cooperating with Iuz so this should come as no surprise [Note: This is the opinion of the True Faith since the Caliph got the Cup and Talisman handed back. There is no truth to this.]

“We cannot allow this force to be the tipping point. Their transport capabilities are impressive. Nevertheless, a traitor in their camps has offered to betray them to us. Such an opportunity may be a trap, but we cannot afford to pass it up.”

"This is where I ask you to act. I need a small unit, such as you represent, to capture a patrol of giants. One of them is the traitor and we need his cooperation. He has indicated he will not appear in any fashion to betray his lord and master, but that he will talk most freely and assist us if he is captured (and we promise his freedom)."

"I therefore ask you to undertake an ambush and capture all giants alive. We will question them individually and see what there is to be learned. What say you?"

"When do we do this?"

Tomorrow. The giant patrol is being scouted now and we have agreed to ambush the traitor and his companions then.

"Where do we do this?"

About an hour from here is a small cluster of trees. It is there that you can gather, or around it. He will lead the patrol there.

"What do we do with them once they are captured?"

I will send wagons with you. Turn them over and we will find out more information about these creatures.

"How do we identify the traitor?"

We cannot. The traitor has said you must capture all members of the patrol and he will then reveal himself. He will fight to the end to safeguard his reputation in the lands of Iuz.

"Do we have any restrictions on spells or abilities in this?"

No.

"Can you provide us with any further assistance?"

No, we prepare for battle. This is important but all of our resources are devoted elsewhere. You are the people who will be solving this problem, with whatever resources you have.

EXALTED FAITH

MISSION COMPLETE

Returning to the forces of Ekbir, you see that the troops are abuzz with energy and movement. You are

escorted quickly to the commander, after you briefly give your report to a subordinate. There, you find Sharisa poring over a map.

"Welcome", Sharis begins, gesturing at a serious of table around her desk. "My thanks for the work you have just undertaken. The High Cleric be praised, but I have need of you again, quicker than I thought."

"As a first order of business, though, I have your payment here. Should you be interested, my next mission represents another payment, of equal amount."

"The True Faith is about to be driven from Ekbir. We expect to meet them on the field of battle in the next two or three days. Preliminary pushes by our troops are already commencing.

"Now, news comes to us that an unknown force of demons and giants has set up camp near their troops. Ket has historically shown an inclination to work with Old Wicked (Iuz) and this comes as little surprise to us that the True Faith should see no dishonor in such an alliance.

"We cannot allow this force to threaten our flanks during our efforts to drive out the True Faith. The demons have impressive capabilities we cannot ignore but do not want to engage them frontally as it would weaken us tremendously. An opportunity has arisen, however. There is a traitor in their camps and he has come to us. This may be a trap but it is one we must explore.

"This is where I ask you to act. I need a small unit, such as you represent, to capture a patrol of giants. One of them is the traitor and we need his cooperation. He has indicated he will not appear in any fashion to betray his lord and master, but that he will talk most freely and assist us if he is captured (and we promise his freedom)."

"I therefore ask you to undertake an ambush and capture all giants alive. We will question them individually and see what there is to be learned. What say you?"

"When do we do this?"

Tomorrow. The giant patrol is being scouted now and we have agreed to ambush the traitor and his companions then.

“Where do we do this?”

About an hour from here is a small cluster of trees. It is there that you can gather, or around it. He will lead the patrol there.

“What do we do with them once they are captured?”

I will send wagons with you. Turn them over and we will find out more information about these creatures.

“How do we identify the traitor?”

We cannot. The traitor has said you must capture all members of the patrol and he will then reveal himself. He will fight to the end to safeguard his reputation in the lands of Iuz.

“Do we have any restrictions on spells or abilities in this?”

No.

“Can you provide us with any further assistance?”

No, we prepare for battle. This is important but all of our resources are devoted elsewhere. You are the people who will be solving this problem, with whatever resources you have.

MISSION FAILURE

Returning to the forces of Ekbir, you see that the troops are abuzz with energy and movement. You are escorted quickly to the commander, after you briefly give your report to a subordinate. There, you find Sharisa poring over a map.

“Welcome”, Sharis begins, gesturing at a serious of table around her desk. “Your lack of success is understandable given such opposition and I thank you for the attempt. The High Cleric be praised, but I have need of you again, quicker than I thought.”

“As a first order of business, though, I have the promised payment for the attempt. Should you be interested, my next mission represents another payment, of an amount I offered earlier for success.”

“The True Faith is about to be driven from Ekbir. We expect to meet them on the field of battle in the next two or three days. Preliminary pushes by our troops are already commencing.

“Now, news comes to us that an unknown force of demons and giants has set up camp near their troops.

Ket has historically shown an inclination to work with Old Wicked (Iuz) and this comes as little surprise to us that the True Faith should see no dishonor in such an alliance.

“We cannot allow this force to threaten our flanks during our efforts to drive out the True Faith. The demons have impressive capabilities we cannot ignore but do not want to engage them frontally as it would weaken us tremendously. An opportunity has arisen, however. There is a traitor in their camps and he has come to us. This may be a trap but it is one we must explore.

“This is where I ask you to act. I need a small unit, such as you represent, to capture a patrol of giants. One of them is the traitor and we need his cooperation. He has indicated he will not appear in any fashion to betray his lord and master, but that he will talk most freely and assist us if he is captured (and we promise his freedom).

“I therefore ask you to undertake an ambush and capture all giants alive. We will question them individually and see what there is to be learned. What say you?”

“When do we do this?”

Tomorrow. The giant patrol is being scouted now and we have agreed to ambush the traitor and his companions then.

“Where do we do this?”

About an hour from here is a small cluster of trees. It is there that you can gather, or around it. He will lead the patrol there.

“What do we do with them once they are captured?”

I will send wagons with you. Turn them over and we will find out more information about these creatures.

“How do we identify the traitor?”

We cannot. The traitor has said you must capture all members of the patrol and he will then reveal himself. He will fight to the end to safeguard his reputation in the lands of Iuz.

“Do we have any restrictions on spells or abilities in this?”

No.

“Can you provide us with any further assistance?”

No, we prepare for battle. This is important but all of our resources are devoted elsewhere. You are the people who will be solving this problem, with whatever resources you have.

TREASURE

Noted in *Conclusion*. If the PCs want this cash before departing (it will be held for them otherwise), refer to *Conclusion* for the amount.

DEVELOPMENT

If the PCs accept the offer, proceed to *8: Ambush*. If they reject the offer, proceed to *Conclusion*.

8: AMBUSH

The PCs may plan this ambush as they desire. They know the exact time of the approach of the Skullcrushers and the number of troops present. The traitor did not advise of the abilities of the ogre scouts, however.

TACTICS

The Skullcrushers react violently and attack as best they can. They are generally going to be surprised in this combat, unless the PCs really do something strange or deliberately give up this advantage. At no point do the Skullcrushers attempt to escape, as they are more afraid of the retribution of Iuz than death...

DEVELOPMENT (CAPTURE)

If the PCs capture all of the skullcrusher ogres, one is indeed the traitor. They may choose to interrogate the prisoner, or hand him over to their employer for such work. Whatever the choice, the results are as follows:

- 1) An elemental weird was captured and imprisoned by forces of Iuz some 12 miles to the north-east;
- 2) The source of the elemental weird's power has been tapped and is powering a portal to the lands of Iuz;
- 3) The camps are all protected with an *anticipate teleport* spell.
- 4) The portal is 15 feet wide and many large creatures are rumored to be ready to travel through. The ogres have heard that the demons want to expand the portal to 20 feet to allow gigantic creatures to arrive;
- 5) The control mechanism, something both magic and not (the skullcrusher's are unclear)

is locked and there are three individual keys used to disable it;

- 6) The portal and mechanism is located in the center of three military camps;
- 7) One key to the mechanism each of the commanders of the military camps in the area. There is a drow encampment, demon encampment and a skullcrusher ogre encampment;
- 8) Once per day, the various forces all coordinate scouting and actions. For a period of fifteen minutes or so near dusk, each camp is nearly deserted;
- 9) The control mechanism is protected by some sort of powerful trap, but nobody knows what it could do;
- 10) The drow use spiked chains and seem to be infiltration experts. The demons are powerfully built combatants who use their claws. The skullcrushers are exotic weaponmasters, with heavy armor and goliath great hammers;
- 11) Divination and illusion magic are restricted in the area but those with one of the keys in their possession will find them without impediment;

The location of the military camp now being known, the control mechanism or portal itself needs to be disabled immediately. The Exalted and True Faith encourage the PCs to head out immediately.

As long as they travel there on the first day, the captured traitor can give them the passwords to allow them surprise at the camp of their choice (once an attack starts all such passwords become useless). If they want to wait an extra day they will not have such an advantage and the opponents may very well adjust their tactics and camp layout (although this does not take place it should be provided as information to the PCs).

DEVELOPMENT (NO CAPTURE)

If the PCs fail to capture all of the skullcrushers, the traitor refuses to provide details and can resist long enough to make the information useless. Through torture, divination and speak with dead (in varying degrees of need), the following is still obtained as information:

- 1) An elemental weird was captured and imprisoned by forces of Iuz some 12 miles to the north-east;

- 2) The source of the elemental weird's power has been tapped and is powering a portal to the lands of Iuz;
- 3) There are magical protections on the camps but what kind is not known;
- 4) The control mechanism, something both magic and not (the skullcrusher's are unclear) is locked and there are three individual keys used to disable it;
- 5) The portal and mechanism is located in the center of three military camps;
- 6) One key to the mechanism each of the commanders of the military camps in the area;
- 7) Once per day, the various forces all coordinate scouting and actions. For an unknown time near dusk, each camp is nearly deserted;
- 8) The control mechanism is protected by some sort of powerful trap;

The location of the military camp now being known, the control mechanism or portal itself needs to be disabled immediately. The Exalted and True Faith encourage the PCs to head out immediately.

Skullcrusher Scouts (-1 EL for surprise)

APL 6 (EL 8)

Sart, Kril, Dana: Skullcrusher Ogre Mnk2 Large giant; hp 110 each; See *Appendix I*.

APL 8 (EL 10)

Sart, Kril, Dana: Skullcrusher Ogre Mnk4/Ftr1 Large giant; hp 144 each; See *Appendix I*.

APL 10 (EL 12)

Sart, Kril, Dana: Skullcrusher Ogre Mnk6/Ftr2 Large giant; hp 179 each; See *Appendix I*.

APL 12 (EL 14)

Sart, Kril, Dana: Skullcrusher Ogre Mnk6/Ftr3/TattooedMonk2 Large giant; hp 213 each; See *Appendix I*.

APL 14 (EL 16)

Sart, Kril, Dana: Skullcrusher Ogre Mnk6/Ftr3/TattooedMonk4 Large giant; hp 235 each; See *Appendix I*.

Treasure (goods confiscated, provided by military in return)

APL 6: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 450 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 600 gp; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 750 gp; Magic: 0 gp.

APL 14: Loot: 0 gp; Coin: 900 gp; Magic: 0 gp.

DEVELOPMENT

At this stage, the PCs must decide whether to proceed or not, and whether to wait an extra day (or more). Proceed to 9: *Encampment* when ready.

INTERLUDE – THE PORTAL

The Portal area is a small wooded locale. A water weird was captured and their energy, as well as that of the area, used to power the portal. Given any number of different precautions, there is no reason the PCs must get to the Encampments first. The portal itself is undefended as the various Iuz servants here believe the control mechanism to be impenetrable.

9: ENCAMPMENTS

The encampments are listed below. Each key provides a +30 circumstance bonus to unlock the control mechanism in 10: *Portal*. It is quite possible, with a good rogue or similar type, to only get two of the three keys and use Lockpicking to open the mechanism.

DIVINATION AND ILLUSION MAGIC

Much as in the village of Jazra, where it was first attempted, the forces of Iuz have defended the area of the camps and the portal itself (out to approximately one mile). It requires a DC (20+spell level) Spellcraft check to cast any Divination or Illusion magic, as there are actual impediments to such magic. Casting spells into the area requires the Spellcraft noted above. Those with one or more of the keys in their possession are considered to automatically succeed at the check.

ANTICIPATE TELEPORT

The camps have *Anticipate Teleport* cast upon their physical area each day at dusk. This means that any attack taking place in the "empty" time is not subject to this defence. Otherwise, an *Anticipate Teleport* spell is in effect.

MAPS

The camps were built by the same people (the Skullcrushers) and are identical. In the case of the Skullcrushers and Drow, the tents marked are valid. In the case of the Demons, these are all destroyed and the Carnage demons use them as primitive nests (though they do not need to sleep).

DUSK

The dusk plans are only valid for one day. Once the PCs attack, the camps go on full alert for the duration of this adventure. As a result, if the PCs do not get their keys in one series of attacks in a single day, they will face far more troops than anticipated. This is simply a fact of the situation and is an untiered element.

PREPARATIONS

There are four levels of camp preparedness. Surprise (complete) is only possible if the PCs got the passwords from the captured Skullcrusher ogres in *8: Ambush*. Otherwise, the level matches the number of fights that have taken place.

o Fights

Surprise (complete) – The PCs gain a +2 on all to hit and damage rolls, as well as a +4 bonus to their Initiative check. All normal rules for surprise are in place;

Surprise – The PCs gain surprise as normal

1 Fight - The enemy prepares hearing or sensing distant combat. Each combatant consumes an *enlarge* potion (5th level), a *fly* potion (7th level), and a *haste* potion (12th level). Assume that 10 rounds remain on the haste potion when engaged. There is no surprise. If the PCs attempt to wait this out, the combatants drink more...until their troops return to the camp.

2 Fights - The enemy prepares hearing or sensing approaching combat. Each combatant consumes an *enlarge* potion (10th level), a *fly* potion (12th level), a *haste* potion (16th level), a potion of *barkskin* (+3 natural armor) and a potion of *shield of faith* (+3 deflection). Assume that 12 rounds remain on all round per level potions when engaged. There is no surprise. If the PCs attempt to wait this out, the combatants drink more...until their troops return to the camp.

SKULLCRUSHER OGRES

There are 60 Skullcrusher Ogres present. Half are scouts (use stats from *8: Ambush* if needed) and half are heavy combatants. At dusk, they assemble 2 miles from the camp to perform military exercises.

COMMANDER

One of the remaining ogres in the stat blocks is the commander. Designate this person. They have a key made of abyssal silver on their person, well-hidden (DC 35 Sleight of Hand if this is attempted).

TACTICS

The Skullcrushers are direct and brutal combatants. They seek to concentrate on single targets and kill whomever they can. If they are given a preference, they choose those with lower AC over heavily armored types.

As they are mercenaries, but to Iuz, they see no reason to simply delay the inevitable. They fight to the death rather than get killed later for failure...

Skullcrusher Camp (-1 EL for preparation)

APL 6 (EL 8)

Deep, Tall: Skullcrusher Ogre Ftr2 Large giant; hp 113 each; See *Appendix 1*.

APL 8 (EL 10)

Deep, Tall: Skullcrusher Ogre Ftr4 Large giant; hp 138 each; See *Appendix 1*.

APL 10 (EL 12)

Deep, Tall: Skullcrusher Ogre Ftr6 Large giant; hp 163 each; See *Appendix 1*.

APL 12 (EL 14)

Deep, Tall: Skullcrusher Ogre Ftr8 Large giant; hp 204 each; See *Appendix 1*.

APL 14 (EL 16)

Deep, Tall: Skullcrusher Ogre Ftr10 Large giant; hp 231 each; See *Appendix 1*.

DROW

There are 120 Drow present. They are all mercenaries from various Houses, mostly outcast. All of them despise having to work on the surface. At dusk, they assemble half a mile from their camp to give thanks to Lolth for the glories of the day.

COMMANDER

One of the remaining drow in the stat blocks is the commander. Designate this person. They have a key made of abyssal silver on their person, well-hidden (DC 35 Sleight of Hand if this is attempted).

TACTICS

The drow make every effort to use their skills and abilities to gang up on individual opponents. Their primary target are spellcasters, with arcane preferred over divine.

The drow are mercenaries and reason they can simply vanish into the world if they fail here. As a result, they attempt to surrender (individually) if they fall to 10 hp or less. This surrender is honest and they gladly hand over any keys in return for keeping their lives.

The only difference is the presence of elves in the PCs facing them. If there are one or more elves in the PC group (and this elf can be identified as such), the drow fight to the death and target that individual (or more than one) to the exclusion of all others.

Drow Camp (-1 EL for preparation)

APL 6 (EL 8)

Kri, Jalza, Tirth: Drow Swashbuckler₃/Ftr₂ /War₁ Medium humanoid (elf); hp 49 each; See *Appendix 1*.

APL 8 (EL 10)

Kri, Jalza, Tirth: Drow Swashbuckler₃/Ftr₂ /War₁/Rog₂ Medium humanoid (elf); hp 60 each; See *Appendix 1*.

APL 10 (EL 12)

Kri, Jalza, Tirth: Drow Swashbuckler₃/Ftr₃ /War₁/Rog₃ Medium humanoid (elf); hp 74 each; See *Appendix 1*.

APL 12 (EL 14)

Kri, Jalza, Tirth: Drow Swashbuckler₃/Ftr₄ /War₁/Rog₃/TacticalSoldier₁ Medium humanoid (elf); hp 91 each; See *Appendix 1*.

APL 14 (EL 16)

Kri, Jalza, Tirth: Drow Swashbuckler₃/Ftr₄ /War₁/Rog₄/TacticalSoldier₁/Bbn₁ Medium humanoid (elf); hp 104 each; See *Appendix 1*.

DEMONS

There are 50 Carnage Demons. An elite Vrock led them but was recently the subject of a rebellion (and it died...).

The demons stay in the camp, not really understanding what to do but expecting combat in the near future. As beaten into them, the assemble 2 miles to the north each day, expecting a new leader.

COMMANDER

The Vrock leading the Carnage demons is dead. Place it on the map and the carnage demons that remain surround it. The Vrock has a key made of abyssal silver hanging from an iron chain around its neck.

TACTICS

The carnage demons have no tactics of note. They attack whoever is closest to them, and attack to kill. They make no effort to distinguish foes and do not fight as a team. Instead, they attack whoever is closest and generally individually. They fight to the death and know no other tactical consideration.

Demon Camp (-1 EL for preparation)

APL 6 (EL 8)

Advanced Carnage Demons (3): Bbn₁ Medium outsider (chaotic, evil, extraplanar); hp 63 each; See *Appendix 1*.

APL 8 (EL 10)

Advanced Carnage Demons (3): Bbn₂ Medium outsider (chaotic, evil, extraplanar); hp 96 each; See *Appendix 1*.

APL 10 (EL 12)

Advanced Carnage Demons (4): Bbn₂ Medium outsider (chaotic, evil, extraplanar); hp 116 each; See *Appendix 1*.

APL 12 (EL 14)

Advanced Carnage Demons (4): Bbn₂/Ftr₂ Medium outsider (chaotic, evil, extraplanar); hp 165 each; See *Appendix 1*.

APL 14 (EL 16)

Advanced Carnage Demons (8): Bbn₂/Ftr₂ Medium outsider (chaotic, evil, extraplanar); hp 165 each; See *Appendix 1*.

Treasure (goods confiscated, provided by military in return) – per camp defeated, maximum 3 times this reward

APL 6: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 700 gp; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 900 gp; Magic: 0 gp.

APL 14: Loot: 0 gp; Coin: 1100 gp; Magic: 0 gp.

DEVELOPMENT

The PCs may move to *10: Portal* or retreat at any time. Proceed as desired.

10: PORTAL

The Portal seethes with red energy. Nothing moves in the area and a single small pedestal holds a box of

metal. Energy ripples from the box every few seconds, sending shimmering light directly at the portal and the air seems to hum with energy. The portal is a good fifteen feet across and seems to be straining to grow larger.

Every scrap of vegetation is cleared within 100 feet of the portal and the ground is scoured rock around it...

The pedestal is a stone roughly carved for the task. It is normal and in no way relevant.

The box is the control mechanism. It not only keeps the elemental power here directed to the portal, but it also traps the elemental weird.

Control Mechanism – adamantine, hardened (hardness 30), 180 hp, Open Locks DC 90.

There are three key holes to open the mechanism. Each one takes a separate key from the camp commanders. Each key provides a +30 circumstance modifier to the check to open the mechanism.

There is a trap upon the mechanism. The trap is automatically disabled if the mechanism is unlocked. If the mechanism is attacked or magically opened (such as by a *knock* spell), it triggers.

The Control Mechanism Trap: [magical trap, automatic reset in one round, *true seeing*, complex trap,, 1d4+1 rounds to disable, CR variable, cast spells as noted below with an extended field (100 feet), DC 12 Search, DC variable Disable]

APL 6 – Disable Device DC 30, CR 4, Sudden Maximized energy substituted *fireball* (to acid), CL 10. Reflex Save DC 28 (no evasion possible). Expanded range to 100 feet in all directions.

APL 8 – Disable Device DC 35, CR 6, Sudden Maximized, sudden empowered energy substituted *fireball* (to acid), CL 12. Reflex Save DC 30 (no evasion possible). Expanded range to 100 feet in all directions.

APL 10 – Disable Device DC 40, CR 8, Sudden Maximized, sudden empowered energy substituted repeat *delayed blast fireball* (to acid, no delay, second *delayed blast fireball* is in identical location), CL 14. Reflex Save DC 32 (no evasion possible). Expanded range to 100 feet in all directions.

APL 12 – Disable Device DC 45, CR 10, Sudden Maximized, Sudden Empowered energy Substituted

Twinned Repeat *delayed blast fireball* (to acid, no delay, twinned spell causes a second casting but not subject to any other metamagic, second round *delayed blast fireball* is in identical location), CL 16. Reflex Save DC 34 (no evasion possible). Expanded range to 100 feet in all directions.

APL 14 – Disable Device DC 50, CR 12, Sudden Maximized, Sudden Empowered energy Substituted Twinned Repeat *delayed blast fireball* (to acid, no delay, twinned spell causes a second casting but not subject to any other metamagic, second round *delayed blast fireball* is in identical location), *maze* spell on third round for all still within 100 feet of the portal, CL 20. Reflex Save DC 36 (no evasion possible). Expanded range to 100 feet in all directions.

There is, specifically, no place to avoid this damage in the area. Evasion abilities, whether from class features or other sources, may not be employed to avoid this damage.

REDEEMER

If the PCs redeemed Ahar al'qadi in *5: Persons of Interest*, note the results of this. Should any, some or all of the PCs be faced with death or unconsciousness, St. Breanna intervenes.

Take all affected people aside, individually, and ask them if they want to be saved. They get no information beyond this and must provide an answer without consultation. If they answer “yes”, St. Breanna moves them away from the damage area (essentially, more than 100 feet from the portal) and heals them to full. If they answer “no” or try to ask many questions, she lets the results stand.

Note: There are many ways to avoid or minimize this damage and result. Not using force is the most obvious, but a well-prepared party that takes cover away from the blast area can readily survive. Note that *delay death* can easily allow a PC subject to the damage to survive (although healing them back may be an impressive feat, and the spellcaster does not want to be close to the second casting of the *acidball*...).

DEVELOPMENT

Regardless of the means, if the PCs either open or destroy the control mechanism, the Portal is closed. Anything less is a failure for this aspect. Proceed to *Conclusion* regardless. Should all of the PCs die in the blast (if there is one), they are eventually recovered by their employers and may be restored to life in the usual manner.

CONCLUSION

DID NOT PARTICIPATE IN THE ADVENTURE (WOULD NOT CHOOSE A SIDE)

If the PCs could not choose an employed, use the following text.

You did nothing and the Baklunish West moves toward a huge battle. What takes place may effect much more in the world...but who knows what will transpire?

RESCUED THE SCOUTING UNIT AND SCOUTED THE AREA, DEALING WITH THE ARROW DEMONS OR BYPASSING THEM IN 4: JAZRA, 5: PERSONS OF INTEREST AND 6: NO ESCAPE

If the PCs rescued or saved the scouting unit from their employer, scouted the area and dealt with the Arrow Demons (or successfully avoided them) they have achieved full success in Jazra. Note that it is not required for the PCs to actually defeat or engage the interdicting Elemental Mages, but this does provide xp.

The PCs receive full payment Treasure (Jazra).

"The army is thankful for your return of the scouts and dealing with the problems in Jazra. Your names are much bandied about the Faith and it is with some regret that they realize you will leave to further your travels in the near future."

DID NOT EITHER RESCUE THE SCOUTING UNIT, SCOUT THE AREA OR DEFEAT/BYPASS THE ARROW DEMONS OR BYPASSING THEM IN 4: JAZRA, 5: PERSONS OF INTEREST AND 6: NO ESCAPE

If the PCs failed at one of the above, they only achieved a partial success. Note that if they failed at more than one, they failed this mission.

The PCs receive half payment under Treasure (Jazra).

"The army is thankful for your return and attempts to deal with the problems in Jazra. It is with slight regret that they realize you will leave to further your travels in the near future."

ANY OTHER RESULT FROM 4: JAZRA, 5: PERSONS OF INTEREST AND 6: NO ESCAPE

If the PCs failed at more than one task, they are a failure.

The PCs receive no payment under Treasure (Jazra).

"The army is notes your efforts and failure. They thank you, but you cannot but wonder if they are truly sincere with their regrets at your eventual departure."

2ND PART

IF THE PCS SHUT DOWN THE PORTAL, WHETHER BY MEANS OF THE KEYS, LOCKPICKING OR BRUTE FORCE

"Your success with the Portal is excellent news for the army. It no longer has to consider a threat from this direction, or at least nothing that cannot be handled. Your payment and their thanks are prompt, even as they gird for battle!"

The PCs are provided with the payment noted under Treasure (Portal) and access as noted below.

IF THE PCS DID NOT SHUT DOWN THE PORTAL OR ALL DIED IN THE RESULTING EXPLOSION (WHICH MEANS THEY COULD NOT REPORT)

"Your failure has not helped the cause of the Faith. They must employ a tremendous force to safeguard themselves from this threat from Iuz and this may weaken them immeasurably in the battle to come. Your efforts are rewarded with offers from the army stores, but there is no pay for you."

The PCs are not provided with any cash but do get AR Access, as noted below.

REDEEMING AHAR

If the PCs redeemed Ahar, take any of good alignment aside at the end and read them the following:

A sweet musical melody enters your dreams, and then you see a beautiful sueloise woman with lush red hair and alabaster skin, walking with a man you recognize – it is Ahar. He turns back from the walk and smiles broadly, bowing politely. Though he speaks in the distance, his words are clear.

"Thank you, my faith is...restored."

EXPLANATION OF AR AWARDS:

Worked for the True Faith / Exalted Faith: The PCs worked for this organization.

- The appropriate organization is circled. PCs that refused to work for either have this crossed out.

Redeemed (Ex): The PC may re-roll any one failed save, with a +20 Sacred bonus on the re-roll attempt. This may only be used for the benefit of the PC alone and is crossed out when used.

- If the party redeemed Ahar Al'qadi (see 5: *Persons of Interest*), all PCs in the party who did not actively oppose this receive this benefit. Any PC opposing the redemption does NOT get this award.

Acid Bath (Su): The PC receives the benefit of Acid Resistance 10 while in any adventure set in the VTF metaregion.

- Any PC who either opened the portal mechanism in 10: *Portal* properly, or activated the trap and survived, is granted this AR award. Any PC who died to the trap does NOT gain this award.

Enmity of Iuz (Ex): The PC has been noticed by Old Wicked. Any servant or creature employed by Iuz receives a +2 morale bonus on attack and damage rolls against this PC, though this does not imply any special attention is paid to the character.

- Any PC who participated in 8: *Ambush* or 9: *Camps* is provided with this award, regardless of the level of their participation.

Mission Complete (Ex): Your services were exceptional. As a result, your employer requests further assistance. You may immediately (on this AR) spend up to 6 TU. For each TU expended, you gain 500 gp (note in Items Sold). You have no upkeep during this time.

- If the PCs received full payment for both missions, they are provided with this AR Award.

Restoration: Ahar Al'qadi, even if he is no longer on this plane, is in your debt. He will cast up to a single 6th level spell or lower, at CL 12, for you from any clerical spells allowed to a LG priest with the domains of Good and Healing. There is no casting cost and he will contribute 50% of the cost for any material components. This takes 1 TU to arrange but is considered cast within 30 minutes for the purposes of adjudication of effects. Cross-out when used.

- If the PCs rescued Ahar Al'qadi (note, this does not mean they had to redeem him!), they are provided with this AR Award.

Surprise (Ex): The PC gains insights into one type of creature. Once per adventure, they may employ this insight to attack the creature type note for one round as if it were flat-footed (it is denied its dexterity bonus regardless of class features and circumstances). DM's outside the VTF metaregion may rule this ability invalid for that adventure at their discretion. Circle one creature type: elf, giant, demon.

- If the PCs capture the skullcrushers in 8: *Ambush* and use the passwords for a surprise attack on the camps, they gain this AR Award.

Success (Ex): Your missions were a success. You gain access to any item marked with an "M" for your APL or less on the AR.

- If the PCs received payment in the first part or simply participated in the second (regardless of success or not), they are provided with this AR Award.

Confirmed! (Ex): You may employ this favour once only, to automatically confirm a threat in combat against an enemy with a melee, ranged or magical attack undertaken by you. Cross-out when used.

- If the PC was the subject of a critical attack during this adventure, regardless of whether it confirmed or not, they are provided with this AR Award. It comes from St. Breanna, who was watching out over them...

Treasure (Jazra):

APL 6: Loot: 0 gp; Coin: 1500 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 2000 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 2500 gp; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 3000 gp; Magic: 0 gp.

APL 14: Loot: 0 gp; Coin: 3500 gp; Magic: 0 gp.

Treasure (Portal):

APL 6: Loot: 0 gp; Coin: 1500 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 2000 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 2500 gp; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 3000 gp; Magic: 0 gp.

APL 14: Loot: 0 gp; Coin: 3500 gp; Magic: 0 gp.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4

Defeat the Elemental Mages

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Encounter 6

Defeat the Arrow Demon Assassins

APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP
APL 14	540 XP

Encounter 8

For successfully defeating the Skullcrusher patrol

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Encounter 9

For defeating the Drow or obtaining the key from the commander

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

For defeating the Skullcrushers or obtaining the key from the commander

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

For defeating the Carnage Demons or obtaining the key from the dead Vrock

APL 6	240 XP
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APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Story Award

For redeeming Ahar al'qadi

APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP
APL 14	180 XP

Story Award

For either deactivating the portal mechanism or for setting off or disabling the trap upon the mechanism.

APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP
APL 14	180 XP

Discretionary roleplaying award

APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP
APL 14	180 XP

Total possible experience:

APL 6	1,800 XP
APL 8	2,250 XP
APL 10	2,700 XP
APL 12	3,150 XP
APL 14	3,600 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.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 4: Jazra

APL 6: Loot: 402 gp; Coin: 0 gp; Magic: +1 *greatsword* (200 gp each).

APL 8: Loot: 804 gp; Coin: 0 gp; Magic: +1 *greatsword**2 (200 gp *2 each).

APL 10: Loot: 1104 gp; Coin: 0 gp; Magic: +1 *greatsword**3 (200 gp *3 each).

APL 12: Loot: 1292 gp; Coin: 0 gp; Magic: +1 *greatsword* *3 (200 gp *3 each), +2 *greatsword* (700 gp each).

APL 14: Loot: 1275 gp; Coin: 0 gp; Magic: +1 *greatsword* *3 (200 gp *3 each), +2 *greatsword* (700 gp each), +2 *mithral chain shirt* (417 gp each).

Encounter 9: Camps (each can be awarded once, to a maximum of 3 camps):

APL 6: Loot: 0 gp; Coin: 300 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 500 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 700 gp; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 900 gp; Magic: 0 gp.

APL 14: Loot: 0 gp; Coin: 1100 gp; Magic: 0 gp.

Conclusion:

(Jazra)

APL 6: Loot: 0 gp; Coin: 1500 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 2000 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 2500 gp; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 3000 gp; Magic: 0 gp.

APL 14: Loot: 0 gp; Coin: 3500 gp; Magic: 0 gp.

(Portal):

APL 6: Loot: 0 gp; Coin: 1500 gp; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 2000 gp; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 2500 gp; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 3000 gp; Magic: 0 gp.

APL 14: Loot: 0 gp; Coin: 3500 gp; Magic: 0 gp.

Total Possible Treasure

APL 6: Loot: 402 gp; Coin: 3900 gp; Magic: 200 gp - (Max 1,800 gp)

APL 8: Loot: 804 gp; Coin: 5500 gp; Magic: 400 gp - (Max 2,600 gp)

APL 10: Loot: 1104 gp; Coin: 7100 gp; Magic: 600 gp - (Max 4,600 gp)

APL 12: Loot: 1292 gp; Coin: 8700 gp; Magic: 1300 gp - (Max 6,600 gp)

APL 14: Loot: 1275 gp; Coin: 10300 gp; Magic: 1717 gp - (Max 13,200 gp)

AR Special Items

Worked for the True Faith / Exalted Faith: The PCs worked for this organization.

Redeemed (Ex): This PC may re-roll any one failed save, with a +20 Sacred bonus on the re-roll attempt. This may only be used for the benefit of the PC alone and is crossed out when used.

Acid Bath (Su): The PC receives the benefit of Acid Resistance 10 while in any adventure set in the VTF metaregion.

Enmity of Iuz (Ex): The PC has been noticed by Old Wicked. Any servant or creature employed by Iuz receive a +2 morale bonus on attack and damage rolls against this PC, though this does not imply any special attention is paid to the character.

Mission Complete (Ex): Your services were exceptional. As a result, your employer requests further assistance. You may immediately (on this AR) spend up to 6 TU. For each TU expended, you gain 500 gp (note in Items Sold). You have no upkeep during this time.

Restoration: Ahar Al'qadi, even if he is no longer on this plane, is in your debt. He will cast up to a single 6th level spell or lower, at CL 12, for you from any clerical spells

allowed to a LG priest with the domains of Good and Healing. There is no casting cost and he contributes 50% of the cost for any material components. This takes 1 TU to arrange but is considered cast within 30 minutes for the purposes of adjudication of effects. Cross-out when used.

Surprise (Ex): This PC gains insights into one type of creature. Once per adventure, they may employ this insight to attack the creature type noted for one round as if it were flat-footed (it is denied its Dexterity bonus regardless of class features and circumstances). DM's outside the VTF metaregion may rule this ability invalid for that adventure at their discretion. Circle one creature type: elf, giant, demon.

Success (Ex): Your missions were a success. You gain access to any item marked with an "M" for your APL or less on the AR.

Confirmed! (Ex): You may employ this favor once only, to automatically confirm a threat in combat against an enemy with a melee, ranged or magical attack undertaken by you. Cross-out when used.

AR Item Access:

APL 6 to 10

^M *Acrobat boots or anklet of translocation* (Adv, MIC)

^M *Crystal of energy assault, cold, acid or fire, least or lesser*
(Metaregional, limit 1, MIC)

^M *Bracers of archery (any type)* (Metaregional, DMG)

^M *Ring of counterspells or force shield* (Adv, DMG)

^M *Monk's belt* (Adv, DMG)

^M *Rod of silence or extend* (Metaregional, DMG)

^M *Third Eye Aware* (Metaregional, Limit 1, MIC)

^M *Upgrade one weapon to holy or sacred* (Metaregional,
Limit 1, DMG or MIC)

^M *Horseshoes of speed or of a zephyr* (Metaregional,
DMG)

APL 12 and 14 (Including APL 6, 8 and 10)

^M *Winged Boots* (Metaregional, DMG)

^M *Crystal of energy assault, cold, acid or fire, greater*
(Metaregional, limit 1, MIC)

+2 mithral chain shirt (Adv, DMG)

^M *Ring of energy resistance (acid or electricity)*,
(Metaregional, DMG)

^M *Third Eye Concentrate* (Metaregional, Limit 1, MIC)

^M *Upgrade one armor or shield to Light, Medium or
Heavy Fortification* (Metaregional, Limit 1, DMG)

APPENDIX ONE

ALL APLS

5: PERSONS OF INTEREST

ZAKSHA

CR 9

HARSSAF SWASHBUCKLER3/ROG2

LN Medium Monstrous Humanoid (fire)

Init +7; **Senses** blindsense 30 ft., darkvision 60';

Listen +1, Spot +10

Languages Common

AC 25, touch 17, flat-footed 19

(+6 dexterity, +5 armor, +3 natural, +1 deflection)

hp 122 (11 HD); DR 5/bludgeoning, fast healing 3, immunity to blindness and fire, SR 22

Weaknesses vulnerable cold

Fort +10, **Ref** +19, **Will** +5

Speed 30 ft. in mithril chain shirt (6 squares); burrow 10 ft.

Melee +1 *kukri with lesser crystal of cold assault* +16/+11 (1d6+8+1d6 cold) and +16 (1d6+5+1d6 cold)

Ranged javelin +17/+12 (1d6+5)

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

Base Atk +10; **Grp** +15

Special Actions Dodge, flaming aura, sand pulse (DC 18), sand form, sneak attack +1d6

Abilities Str 20, Dex 24, Con 20, Int 14, Wis 8, Cha 10

SQ sand form, flaming aura, sand pulse, flurry of blows, sneak attack +1d6, evasion

Feats Alertness^b, Dodge, Elusive Target*, Iron Will^b, Lightning Reflexes^b, Mobility, Two-Weapon Fighting, Weapon Finesse^b

Skills: Balance +16, Jump +18, Sense Motive +13, Spot +10, Tumble +25, Use Magic Device +13.

Possessions combat gear plus +2 *gloves of dexterity*, +1 *mithril chain shirt*, +1 *ring of protection*, *anklet of translocation*, +1 *kukri* (2), *kukri* (6), *least crystal of cold assault* (2), javelins (4). (Encumbrance – Light).

Flaming Aura (Su): At will as a free action, a harssaf can generate an intense fiery heat. This aura takes the form of a mirage like shimmering around a harssaf's body. Any creature that comes within 5 feet of a harssaf automatically takes 1d6 points of fire damage per round, and any creature struck by a harssaf's melee attacks takes an extra 1d6 points of fire damage. Only metallic weapons conduct this heat, but harssafs rarely wield wooden weapons when they use this ability, since doing so typically renders the weapons useless after a few rounds.

Sand Pulse (Su): Once per day as a standard action, a harssaf can generate a sand pulse in a 30 foot radius spread centered on itself. All creatures within the area must make a DC 18 Reflex save or take 3d6 points of damage from the high-powered blast of sand and be blinded for 5 rounds. Success

negates the blindness and halves the damage.

The save DC is Constitution based.

Sand Form (Su): At will as a standard action, a harssaf can assume the form of a pile of mobile sand. This ability works as the *gaseous* form spell, except the harssaf is composed of sand instead of vapor and it cannot fly; harssafs in sand form slither along the ground and can fit through gaps or crevices less than one-quarter inch wide.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex Saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to a swashbuckler's insightful strike. A swashbuckler loses this bonus when wearing medium or heavy armor or when medium or heavily encumbered.

* See Appendix Two – New Rules

4: JAZRA**ELEMENTAL MAGE KEN-KUNI FTR1****CR 9**

Ken-Kuni (MMV) Ftr1

NE Large giant (earth)

Init +1; **Senses** low light vision; Listen +8, Spot +8**Languages** Common, Baklunish, Giant**AC** 26, touch 10, flat-footed 25

(-1 size, +8 armor, +8 natural, +1 dexterity)

hp 127 (9 HD); DR 10/magic, fast healing 5**Fort** +16, **Ref** +3, **Will** +4**Speed** 30 ft. in full plate (6 squares); burrow 10 ft**Melee** +1 *greatsword* +18/+13 (3d6+16) or 2 slams +16 (1d4+10) or gore +16 (1d8+10)**Ranged** Mwk (+10 Str) composite longbow +9/+4 (2d6+10)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +21**Atk Options** awesome blow, improved bull rush, power attack, cleave, earthshock**Abilities** Str 31, Dex 13, Con 27, Int 10, Wis 14, Cha 9**Feats** Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (greatsword)**SQ** shared strength**Skills** Climb +7, Intimidate +3, Knowledge (nature) +2, Listen +8, Search +2, Spot +8.**Possessions** combat gear plus +1 *greatsword*, full plate, masterwork greatsword, greatsword, masterwork composite (+10 Str) longbow, 40 arrows, 4 kukri, backpack. (Encumbrance – Heavy (armor))**Earthshock (Su):** Once every 1d4 rounds, a ken-kuni can cause an earth tremor. This can affect either every square adjacent to the ken-kuni or a 30-foot line extending out from the creature. Anyone in the area must succeed on a DC 22 Reflex save or be knocked prone and take 1d4 points of nonlethal damage. The save DC is Constitution based. If a Ken-li and a Ken-Sun are both within 60 feet, the ken-kuni can use this ability every round. Elemental magi are immune to this ability.**Shared Strength (Su):** When a ken-kuni is within 60 feet of one or more elemental mages and must make a saving throw, it uses the highest save bonus among the group.**6: NO ESCAPE****SILOTH, VAN WAR1/ROG1/ASSASSIN1****ARROW DEMONS****CR 9**

CE Advanced Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +6; **Senses** darkvision 60 ft.; Listen +21, Spot +18**Languages** abyssal, common; telepathy 100 ft**AC** 25, touch 16, flat-footed 19

(+4 natural, +5 armor, +6 dex)

hp 256 (15 HD); DR 5/cold iron and good; SR 19**Resistances** acid 10, cold 10, fire 10**Immunity** electricity, poison**Fort** +21, **Ref** +17, **Will** +11**Speed** 40 ft. in +1 *mithril chain shirt* (8 squares);**Melee** +1 *lesser energy assault (acid) large* (+7 str) composite longbow +19/+14/+9 (2d6+1d6 acid+7) and +1 *lesser energy assault (acid) large* (+7 str) composite longbow +19/+14/+9 (2d6+1d6 acid+7) or 4 claws +20 (1d6+7)**Ranged** +1 *lesser energy assault (acid) large* (+7 str) composite longbow +19/+14/+9 (2d6+1d6 acid+7) and +1 *lesser energy assault (acid) large* (+7 str) composite longbow +19/+14/+9 (2d6+1d6 acid+7)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +13; **Grp** +20**Special Actions** Close combat shot, oversized weapons, spell-like abilities *summon tanar'ri*, symmetrical archery, sneak attack +2d6, death attack, poison use, spells**Spell-like Abilities (CL 12th)**At will – *dimension door* (self plus 50 lbs objects only)**Assassin Spells (CL 1st)**1st – *true strike***Abilities** Str 25, Dex 23, Con 32, Int 16, Wis 16, Cha 10**Feats** Dodge, Far Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)**Special Qualities:** Close combat shot, oversized weapons, spell-like abilities, *summon tanar'ri*, symmetrical archery, sneak attack +2d6, death attack, poison use, spells, trap sense.**Skills:** Balance +19, Bluff +14, Climb +20, Concentration +24, Disguise +9, Hide +23, Jump +24, Listen +18, Move Silently +23, Sense Motive +16, Spot +21, Tumble +16**Possessions** combat gear plus +1 *mithril chain shirt*, *ring of counterspells (glitterdust)*, +1 *large* (+7 Str) composite bow (2), *lesser crystal of assault (acid)*. (Encumbrance – Light).**Close Combat Shot (Ex):** An arrow demon does not incur attacks of opportunity for firing a bow while threatened. In addition, the arrow demon can shoot its bow to make attacks of opportunity as if it threatened the squares adjacent to it with its bows.**Oversized Weapons (Ex):** Arrow demons can use bows of any kind that are up to one size larger than their size would allow without penalty.**Summon Tanar'ri (Sp (THE ARROW DEMONS WILL NOT USE THIS ABILITY UNDER ANY CIRCUMSTANCES, UNLESS COMPELLED BY OTHERS)).** Once per day, an arrow demon can either automatically summon 1d6 dretches or

attempt to summon another arrow demon with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Symmetrical Archery (Ex): The arrow demon has an amazing ability to wield two bows at once in unison. Any time the arrow demon could make a single attack with a bow, it can attack with both of its bows, at -2 to all its attack rolls that round. The statistics block above already includes these bonuses. The arrow demon takes no additional penalties for using multiple weapons as long as it is using only bows.

Telepathy (Su): Arrow demons can communicate telepathically with any creature within 100 feet that has a language.

Death attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 14) against the kill effect, she dies. If the paralysis effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin.

Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes the save) or if the assassin does not launch the attack within 3 rounds of study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade. These assassins find the use of poison to easy (given their immunities) and refuse to apply them.

8: AMBUSH

SART, KRIL, DANA

SKULLCRUSHER OGRE MNK2 CR 6

LE Large giant

Init +2; **Senses** darkvision 60 ft, low-light vision; Listen +1, Spot +1

Languages common, giant, undercommon, abyssal

AC 20, touch 12, flat-footed 18

(+2 natural, +2 Dex, +1 wis, -1 size, +6 greater mage armor)

hp 110 (10 HD);

Fort +14, **Ref** +7, **Will** +6

Speed 40 ft. in nothing (8 squares);

Melee Unarmed +15/+10 (1d8+9)

Ranged rock +9 (2d6+9, range increment 100 ft)

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

Base Atk +7; **Grp** +24

Special Actions power attack, cleave, combat expertise, stunning fist, flurry, evasion, unarmed strike, rock throwing

Pre-Cast *greater mage armor* (16th level, 12 hours remaining)

Abilities Str 28, Dex 14, Con 20, Int 14, Wis 12, Cha 6

Feats Cleave, Combat Expertise, Combat Reflexes^b, Deflect Arrows, Improved Grapple^b, Power Attack, Stunning Fist^b, Two-Weapon Fighting^b

SQ rock throwing

Skills Balance +7, Handle Animal +9, Intimidate +9, Knowledge (architecture) +13, Ride +13, Tumble +11.

Possessions combat gear plus backpack, 2 waterskins, 10 rocks. (Encumbrance – Light).

9: DROW CAMP

KRI, JALZA, TIRTH

CR 6

DROW SWASHBUCKLER3/FTR2/WAR1

CE Medium Humanoid (elf)

Init +4; **Senses** darkvision 120'; Listen +2, Spot +6

Languages Common, Undercommon, Abyssal, Elven

AC 19, touch 14, flat-footed 15

(+4 dexterity, +5 armor)

hp 49 (6 HD); **SR** 17

Fort +9, **Ref** +6, **Will** +1

Speed 30 ft. in mithril chain shirt (6 squares)

Melee +1 *spiked chain with lesser crystal of fire assault* +11/+6 (2d4+7+1d6 cold)

Ranged hand crossbow +10 (1d4+poison, Fort DC 13 sleep 1d6 hours/sleep)

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

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

Special Actions Dodge, mobility, elusive target

Abilities Str 14, Dex 18, Con 12, Int 16, Wis 10, Cha 10

SQ graceful, insightful strike

Feats Combat Reflexes, Dodge, Elusive Target*, Exotic Weapon (Spiked Chain), Mobility, Weapon Finesse^b

Skills Balance +10, Climb +8, Jump +11, Sense Motive +9, Spot +6, Tumble +17, Use Rope +10.

Possessions combat gear plus +1 *mithril chain shirt*, *ring of counterspells (glitterdust)*, +1 *spiked chain*, *spiked chain*, *lesser crystal of fire assault*, kukri (6), hand cross bow, 20 bolts (four poisoned). (Encumbrance – Light).

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex Saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may

have) with any light weapon, as well as any other weapon that can be use with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to a swashbuckler's insightful strike. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

* See Appendix Two – New Rules

9: SKULLCRUSHERS

DEEP, TALL SKULLCRUSHER OGRE

FTR2 CR 7

LE Large giant

Init +1; **Senses** darkvision 60 ft, low-light vision; Listen +2, Spot +2

Languages common, giant

AC 20, touch 10, flat-footed 19
(+2 natural, +1 dex, +8 full plate, -1 size)

hp 113 (10 HD);

Fort +14, **Ref** +3, **Will** +4

Speed 30 ft. in full plate (6 squares);

Melee masterwork goliath great hammer +19/+14
(3d6+15, 19-20, *4)

Ranged rock +9 (2d6+10, range increment 100 ft)

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

Base Atk +8; **Grp** +26

Special Actions power attack, cleave, rock throwing

Abilities Str 30, Dex 12, Con 20, Int 10, Wis 14, Cha 6

Feats Cleave, Exotic Weapon Proficiency (Goliath Great Hammer), Weapon Focus (Goliath Great Hammer), Improved Critical (Goliath Great Hammer), Improved Grapple^b, Mounted Combat, Power Attack, Two-Weapon Fighting^b

SQ rock throwing

Skills: Craft (weaponsmith) +4, Handle Animal +9, Intimidate +9, Knowledge (architecture) +11, Ride +12.

Possessions combat gear plus full plate, masterwork goliath great hammer (2), goliath great hammer, great sword, kukri (2), backpack, 2 waterskins, 10 rocks. (Encumbrance – Heavy (armor)).

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

Base Atk +6; **Grp** +13

Special Actions aligned strike (chaotic, evil), carnage, reaving fists, rage

Abilities Str 24, Dex 13, Con 18, Int 5, Wis 8, Cha 4

Feats Great Fortitude, Iron Will, Power Attack.

SQ aligned strike, rage, carnage, reaving fists, fast movement

Skills Climb +14, Jump +13, Listen +7, Spot +7, Survival +7.

Possessions combat gear plus chain shirt. (Encumbrance – Light).

Destructive Appetite (Ex): A carnage demon is a threat even to its allies. After every successful melee attack, a carnage demon must succeed on a DC 14 Will save. If it fails, it attacks the nearest creature that is not a carnage demon whenever it is unable to attack an enemy during a given round.

Carnage (Su) For each other carnage demon within 30 feet, a carnage demon gains a +1 bonus on attack rolls and damage rolls, up to a maximum of +5.

Reaving Fists (Ex) A carnage demon's slams ignore damage reduction that can be overcome by any metallic material such as silver, cold iron, or adamantite.

9: DEMONS

ADVANCED CARNAGE DEMONS (3)

BBN1 CR 6

CE Medium outsider (chaotic, evil, extraplanar)

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

Languages abyssal

AC 18, touch 11, flat-footed 17
(+3 natural, +4 chain shirt, +1 dex)

hp 63 (6 HD); DR 5/silver

Immune electricity, poison

Resist acid 10, cold 10, fire 10

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

Speed 40 ft. in chain shirt (6 squares);

Melee 2 slams +13 (1d4+7)

4: JAZRA

**ELEMENTAL MAGE KEN-KUNI (2) FTR1
CR 9**Ken-Kuni (*MM V*) Ftr1

NE Large giant (earth)

Init +1; **Senses** low light vision; Listen +8, Spot +8**Languages** Common, Baklunish, Giant**AC** 26, touch 10, flat-footed 25

(-1 size, +8 armor, +8 natural, +1 dexterity)

hp 127 (9 HD); DR 10/magic, fast healing 5**Fort** +16, **Ref** +3, **Will** +4**Speed** 30 ft. in full plate (6 squares); burrow 10 ft**Melee** +1 *greatsword* +18/+13 (3d6+16) or 2 slams +16 (1d4+10) or gore +16 (1d8+10)**Ranged** Mwk (+10 Str) composite longbow +9/+4 (2d6+10)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +21**Atk Options** awesome blow, improved bull rush, power attack, cleave, earthshock**Abilities** Str 31, Dex 13, Con 27, Int 10, Wis 14, Cha 9**Feats** Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (*greatsword*)**SQ** shared strength**Skills**: Climb +7, Intimidate +3, Knowledge (nature) +2, Listen +8, Search +2, Spot +8.**Possessions** combat gear plus +1 *greatsword*, full plate, masterwork *greatsword*, *greatsword*, masterwork composite (+10 Str) longbow, 40 arrows, 4 kukri, backpack. (Encumbrance – Heavy (armor))**Earthshock (Su)**: Once every 1d4 rounds, a ken-kuni can cause an earth tremor. This can affect either every square adjacent to the ken-kuni or a 30-foot line extending out from the creature. Anyone in the area must succeed on a DC 22 Reflex save or be knocked prone and take 1d4 points of nonlethal damage. The save DC is Constitution based. If a Ken-li and a Ken-Sun are both within 60 feet, the ken-kuni can use this ability every round. Elemental magi are immune to this ability.**Shared Strength (Su)**: When a ken-kuni is within 60 feet of one or more elemental mages and must make a saving throw, it uses the highest save bonus among the group.

6: PERSONS OF INTEREST

**SILOTH, VAN WAR1/ROG1/ASSASSIN3
ARROW DEMONS CR 11**

CE Very Advanced Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +7; **Senses** darkvision 60 ft.; Listen +25, Spot +22**Languages** abyssal, common; telepathy 100 ft**AC** 26, touch 16, flat-footed 20

(+4 natural, +6 armor, +6 dex)

hp 317 (19 HD); DR 5/cold iron and good; SR 21**Resistances** acid 10, cold 10, fire 10**Immunity** electricity, poison**Fort** +25, **Ref** +21, **Will** +15**Speed** 40 ft. in +2 *mithril chain shirt* (8 squares);**Melee** +1 *lesser energy assault (acid) large* (+7 str) composite longbow +24/+19/+14/+9 (2d6+1d6 acid+ 7) and +1 *lesser energy assault (acid) large* (+7 str) composite longbow +24/+19/+14/+9 (2d6+1d6 acid+ 7) or 4 claws +23 (1d6+7)**Ranged** +1 *lesser energy assault (acid) large* (+7 str) composite longbow +24/+19/+14/+9 (2d6+1d6 acid+ 7) and +1 *lesser energy assault (acid) large* (+7 str) composite longbow +24/+19/+14/+9 (2d6+1d6 acid+ 7)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +17; **Grp** +24**Special Actions** Close combat shot, oversized weapons, spell-like abilities, *summon tanar'ri*, symmetrical archery, sneak attack +3d6, death attack, poison use, spells, trap sense, uncanny dodge.**Spell-like Abilities (CL 14th)**:At will – *dimension door* (self plus 50 lbs objects only)**Assassin Spells (CL 3rd)**:1st – *feather fall*, *true strike* (2)2nd – *cat's grace***Abilities** Str 25, Dex 24, Con 32, Int 16, Wis 16, Cha 10**Feats** Dodge, Elusive Target*, Far Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)**SQ** Close combat shot, oversized weapons, spell-like abilities, *summon tanar'ri*, symmetrical archery, sneak attack +2d6, death attack, poison use, spells, trap sense, uncanny dodge.**Skills** Balance +21, Bluff +14, Climb +25, Concentration +25, Disguise +9, Hide +29, Jump +25, Listen +22, Move Silently +26, Sense Motive +16, Spot +25, Tumble +17**Possessions** combat gear plus +2 *mithril chain shirt*, *ring of counterspells (glitterdust)*, +2 *vest of resistance*, +1 *large* (+7 Str) composite bow (2), *lesser crystal of assault (acid)*. (Encumbrance – Light).**Close Combat Shot (Ex)**: An arrow demon does not incur attacks of opportunity for firing a bow while threatened. In addition, the arrow demon can shoot its bow to make attacks of opportunity as if it threatened the squares adjacent to it with its bows.**Oversized Weapons (Ex)**: Arrow demons can use bows of any kind that are up to one size larger than their size would allow without penalty.**Summon Tanar'ri (Sp (THE ARROW DEMONS WILL NOT USE THIS ABILITY UNDER ANY CIRCUMSTANCES, UNLESS COMPELLED BY OTHERS))**. Once per day, an arrow demon can

either automatically summon 1d6 dretches or attempt to summon another arrow demon with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Symmetrical Archery (Ex): The arrow demon has an amazing ability to wield two bows at once in unison. Any time the arrow demon could make a single attack with a bow, it can attack with both of its bows, at -2 to all its attack rolls that round. The statistics block above already includes these bonuses. The arrow demon takes no additional penalties for using multiple weapons as long as it is using only bows.

Telepathy (Su): Arrow demons can communicate telepathically with any creature within 100 feet that has a language.

Death attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 16) against the kill effect, she dies. If the paralysis effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin.

Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes the save) or if the assassin does not launch the attack within 3 rounds of study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade. These assassins find the use of poison to easy (given their immunities) and refuse to apply them.

* See Appendix Two – New Rules

8: AMBUSH

SART, KRIL, DANA

SKULLCRUSHER OGRE MNK4/FTR1

CR 8

LE Large giant

Init +3; **Senses** darkvision 60 ft, low-light vision; Listen +1, Spot +7

Languages Common, Giant, Undercommon, Abyssal

AC 21, touch 13, flat-footed 18

(+2 natural, +3 dex, +1 wis, -1 size, +6 greater mage armor)

hp 144 (13 HD);

Fort +17, **Ref** +9, **Will** +7

Speed 50 ft. in nothing (8 squares);

Melee Unarmed +19/+14 (2d6+9)

Ranged rock +13 (2d6+9, range increment 100 ft)

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

Base Atk +10; **Grp** +27

Special Actions power attack, cleave, combat expertise, stunning fist, flurry, evasion, unarmed strike, rock throwing

Pre-Cast: *greater mage armor* (16th level, 12 hours remaining)

Abilities Str 28, Dex 16, Con 20, Int 14, Wis 12, Cha 6

Feats Blindfight, Cleave, Combat Expertise, Combat Reflexes^b, Deflect Arrows, Improved Grapple^b, Power Attack, Stunning Fist^b, Two-Weapon Fighting^b, Weapon Focus (unarmed).

SQ rock throwing, still mind, fast movement, *ki strike* (magic), slow fall (20 ft)

Skills Balance +9, Handle Animal +9, Intimidate +9, Jump +18, Knowledge (architecture) +13, Ride +14, Spot +7, Tumble +19.

Possessions combat gear plus backpack, 2 waterskins, 10 rocks. (Encumbrance – Light).

9: DROW CAMP

KRI, JALZA, TIRTH

CR 8

DROW

SWASHBUCKLER3/FTR2/WAR1/ROG2

CE Medium Humanoid (elf)

Init +5; **Senses** darkvision 120'; Listen +2, Spot +11

Languages Common, Undercommon, Abyssal, Elven

AC 21, touch 15, flat-footed 16

(+5 dexterity, +6 armor)

hp 60 (8 HD); SR 19

Fort +9, **Ref** +10, **Will** +1

Speed 30 ft. in mithril chain shirt (6 squares)

Melee +1 *spiked chain with lesser crystal of fire assault* +13/+8 (2d4+7+1d6 cold)

Ranged hand crossbow +12 (1d4+poison, Fort DC 13 sleep 1d6 hours/sleep)

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

Base Atk +7; **Grp** +9

Special Actions Dodge, mobility, elusive target, evasion

Abilities Str 14, Dex 20, Con 12, Int 16, Wis 10, Cha 10

SQ: graceful, insightful strike, evasion, trap sense

Feats Combat Reflexes, Dodge, Elusive Target*, Exotic Weapon (Spiked Chain), Mobility, Weapon Finesse^b

Skills: Balance +13, Climb +10, Jump +13, Sense Motive +11, Spot +11, Tumble +20, Use Rope +12.

Possessions combat gear plus +2 *mithril chain shirt*, *ring of counterspells (glitterdust)*, +1 *spiked chain*, spiked chain, *lesser crystal of fire assault* kukri (6), hand crossbow, 20 bolts (four poisoned). (Encumbrance – Light).

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex Saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th

level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be use with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to a swashbuckler's insightful strike. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

* See Appendix Two – New Rules

9: SKULLCRUSHERS

DEEP, TALL SKULLCRUSHER OGRE

FTR4 **CR 9**

LE Large giant

Init +1; **Senses** darkvision 60 ft, low-light vision; Listen +2, Spot +2

Languages common, giant

AC 21, touch 10, flat-footed 20
(+2 natural, +1 dex, +9 for +1 *full plate*, -1 size)

hp 138 (12 HD);

Fort +15, **Ref** +4, **Will** +7

Speed 30 ft. in full plate (6 squares);

Melee +1 *goliath great hammer* +22/+17 (3d6+18, 19-20, *4)

Ranged rock +11 (2d6+11, range increment 100 ft)

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

Base Atk +10; **Grp** +29

Special Actions power attack, cleave, rock throwing

Abilities Str 32, Dex 12, Con 20, Int 10, Wis 14, Cha 6

Feats Cleave, Exotic Weapon Proficiency (Goliath Great Hammer), Iron Will, Weapon Focus (Goliath Great Hammer), Improved Critical (Goliath Great Hammer), Improved Grapple^b, Mounted Combat, Power Attack, Two-Weapon Fighting^b, Weapon Specialization (goliath great hammer).

SQ rock throwing

Skills Craft (weaponsmith) +8, Handle Animal +9, Intimidate +9, Knowledge (architecture) +11, Ride +12.

Possessions backpack, 2 waterskins, +1 *full plate*, +1 *goliath great hammer*, masterwork goliath great hammer, goliath great hammer, greatsword, kukri (2), 10 rocks. (Encumbrance – Heavy (armor)).

9: DEMONS

ADVANCED CARNAGE DEMONS (3)

BBN2 **CR 8**

CE Medium outsider (chaotic, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft.; Listen +9, Spot +9

Languages abyssal

AC 19, touch 12, flat-footed 19

(+3 natural, +4 chain shirt, +2 dex)

hp 96 (9 HD); DR 5/silver

Immune electricity, poison

Resist acid 10, cold 10, fire 10

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

Speed 40 ft. in chain shirt (6 squares);

Melee 2 slams +16 (1d4+7)

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

Base Atk +9; **Grp** +16

Special Actions aligned strike (chaotic, evil), carnage, reaving fists, rage

Abilities Str 24, Dex 14, Con 18, Int 5, Wis 8, Cha 4

Feats Cleave, Great Fortitude, Iron Will, Power Attack.

SQ aligned strike, rage, carnage, reaving fists, fast movement, uncanny dodge

Skills Climb +15, Jump +13, Listen +9, Spot +9, Survival +7.

Possessions chain shirt. (Encumbrance – Light).

Destructive Appetite (Ex): A carnage demon is a threat even to its allies. After every successful melee attack, a carnage demon must succeed on a DC 14 Will save. If it fails, it attacks the nearest creature that is not a carnage demon whenever it is unable to attack an enemy during a given round.

Carnage (Su): For each other carnage demon within 30 feet, a carnage demon gains a +1 bonus on attack rolls and damage rolls, up to a maximum of +5.

Reaving Fists (Ex): A carnage demon's slams ignore damage reduction that can be overcome by any metallic material such as silver, cold iron, or adamantine.

4: JAZRA

**ELEMENTAL MAGE KEN-KUNI (2) FTR1
CR 9**Ken-Kuni (*MM V*) Ftr1

NE Large giant (earth)

Init +1; **Senses** low light vision; Listen +8, Spot +8**Languages** Common, Baklunish, Giant**AC** 26, touch 10, flat-footed 25

(-1 size, +8 armor, +8 natural, +1 dexterity)

hp 127 (9 HD); DR 10/magic, fast healing 5**Fort** +16, **Ref** +3, **Will** +4**Speed** 30 ft. in full plate (6 squares); burrow 10 ft**Melee** +1 *greatsword* +18/+13 (3d6+16) or 2 slams +16 (1d4+10) or gore +16 (1d8+10)**Ranged** Mwk (+10 Str) composite longbow +9/+4 (2d6+10)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +21**Atk Options** awesome blow, improved bull rush, power attack, cleave, earthshock**Abilities** Str 31, Dex 13, Con 27, Int 10, Wis 14, Cha 9**Feats** Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (greatsword)**SQ** shared strength**Skills** Climb +7, Intimidate +3, Knowledge (nature) +2, Listen +8, Search +2, Spot +8.**Possessions** +1 *greatsword*, full plate, masterwork greatsword, greatsword, masterwork composite (+10 Str) longbow, 40 arrows, 4 kukri, backpack. (Encumbrance – Heavy (armor))**Earthshock (Su):** Once every 1d4 rounds, a ken-kuni can cause an earth tremor. This can affect either every square adjacent to the ken-kuni or a 30-foot line extending out from the creature. Anyone in the area must succeed on a DC 22 Reflex save or be knocked prone and take 1d4 points of nonlethal damage. The save DC is Constitution based. If a Ken-li and a Ken-Sun are both within 60 feet, the ken-kuni can use this ability every round. Elemental magi are immune to this ability.**Shared Strength (Su):** When a ken-kuni is within 60 feet of one or more elemental mages and must make a saving throw, it uses the highest save bonus among the group.**Weakness** Vulnerable to cold**Fort** +19, **Ref** +7, **Will** +12**Speed** 40 ft. in breast plate (8 squares)**Melee** +1 *greatsword* +18/+13 (3d6+8) or 2 slams +16 (1d4+7) or gore +16 (1d8+7)**Ranged** Mwk (+7 Str) composite longbow +13/+8 (2d6+7)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +10; **Grp** +21**Atk Options** awesome blow, improved bull rush, power attack, cleave, wreathed in flame, flame breath**Abilities** Str 24, Dex 17, Con 29, Int 12, Wis 20, Cha 8**Feats** Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (greatsword)**SQ** shared strength, wreathed in flame, flame breath**Skills** Balance +5, Climb+12, Handle Animal +3, Intimidate +3, Knowledge (nature) +5, Listen +9, Search +5, Spot +9.**Possessions** +1 *greatsword*, breast plate, masterwork greatsword, greatsword, masterwork composite (+7 Str) longbow, 40 arrows, 4 kukri, backpack. (Encumbrance – Heavy (armor))**Wreathed in Flame (Su):** Creatures take 1d3 points of fire damage at the end of a ken-li's turn if they are within 5 feet of it. Furthermore, creatures that strike or touch a ken-li with their body or a weapon take 1d3 points of fire damage. A creature can take damage from toching or striking a ken-li only once per turn. The creatures can suppress this ability at will. Elemental magi are immune to this ability.**Flame Breath (Su):** 30-foot line, once every 1d4 rounds, damage 6d6 fire. Reflex DC 25 half. The save DC is Constitution-based. If a ken-kuni and a ken-sun are both within 60 feet, the ken-lie can use this ability every round. Elemental magi are immune to this ability.**Shared Strength (Su):** When a ken-li is within 60 feet of one or more elemental mages and must make a saving throw, it uses the highest save bonus among the group.**ELEMENTAL MAGE KEN-LI FTR1****CR 11**Ken-Li (*MM V*) Ftr1

CE Large giant (fire)

Init +3; **Senses** low light vision; Listen +9, Spot +9**Languages** Common, Baklunish, Giant**AC** 25, touch 12, flat-footed 22

(-1 size, +5 armor, +8 natural, +3 dexterity)

hp 195 (13 HD); fast healing 10**Immune** Fire

6: PERSONS OF INTEREST

SILOTH, VAN**WAR1/ROG1/ASSASSIN3/DREADCOMMA
NDO2 ARROW DEMONS CR 13**

CE Very Advanced Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +11; **Senses** darkvision 60 ft., *true seeing* (wish); Listen +27, Spot +27**Languages** abyssal, common; telepathy 100 ft**AC** 26, touch 16, flat-footed 20

(+4 natural, +6 armor, +6 dex)

hp 351 (23 HD); DR 5/cold iron and good; SR 21**Resistances** acid 10, cold 10, fire 10

Immunity electricity, poison

Fort +26, **Ref** +27, **Will** +16

Speed 40 ft. in +2 *mithril chain shirt* (8 squares);

Melee +1 *lesser energy assault (acid) large (+8 str) composite longbow* +28/+23/+18/+13 (2d6+1d6 acid+ 8) and +1 *lesser energy assault (acid) large (+8 str) composite longbow* +28/+23/+18/+13 (2d6+1d6 acid+8) or 4 claws +27 (1d6+8)

Ranged +1 *lesser energy assault (acid) large (+8 str) composite longbow* +28/+23/+18/+13 (2d6+1d6 acid+ 8) and +1 *lesser energy assault (acid) large (+8 str) composite longbow* +28/+23/+18/+13 (2d6+1d6 acid+8)

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

Base Atk +19; **Grp** +27

Special Actions Close combat shot, oversized weapons, spell-like abilities, *summon tanar'ri*, symmetrical archery, sneak attack +3d6, death attack, poison use, spells, trap sense, uncanny dodge, sudden strike +1d6.

Spell-like Abilities (CL 14th)

At will – *dimension door (self plus 50 lbs objects only)*

Assassin Spells (CL 3rd)

1st – *feather fall, true strike (2)*

2nd – *cat's grace*

Abilities Str 26, Dex 28, Con 32, Int 16, Wis 16, Cha 10

Feats Dodge, Elusive Target*, Far Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

SQ Close combat shot, oversized weapons, spell-like abilities, *summon tanar'ri*, symmetrical archery, sneak attack +2d6, death attack, poison use, spells, trap sense, uncanny dodge, sudden strike +1d6, team initiative bonus, armored ease.

Skills Balance +23, Bluff +14, Climb +26, Concentration +25, Disguise +9, Hide +33, Jump +26, Listen +27, Move Silently +32, Sense Motive +16, Spot +27, Tumble +22

Possessions +2 *mithril chain shirt, ring of counterspells (glitterdust)*, +4 *gloves of dexterity*, +3 *vest of resistance*, +1 *large (+7 Str) composite bow (2)*, *lesser crystal of assault (acid)*. (Encumbrance – Light).

Close Combat Shot (Ex): An arrow demon does not incur attacks of opportunity for firing a bow while threatened. In addition, the arrow demon can shoot its bow to make attacks of opportunity as if it threatened the squares adjacent to it with its bows.

Oversized Weapons (Ex): Arrow demons can use bows of any kind that are up to one size larger than their size would allow without penalty.

Summon Tanar'ri (Sp (THE ARROW DEMONS WILL NOT USE THIS ABILITY UNDER ANY CIRCUMSTANCES, UNLESS COMPELLED BY OTHERS)). Once per day, an arrow demon can either automatically summon 1d6 dretches or attempt to summon another arrow demon with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Symmetrical Archery (Ex): The arrow demon has an amazing ability to wield two bows at once in unison. Any time the arrow demon could make a single attack with a bow, it can attack with both of its bows, at -2 to all its attack rolls that round. The statistics block above already includes these bonuses. The arrow demon takes no additional penalties for using multiple weapons as long as it is using only bows.

Telepathy (Su): Arrow demons can communicate telepathically with any creature within 100 feet that has a language.

Death attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 16) against the kill effect, she dies. If the paralysis effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin.

Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes the save) or if the assassin does not launch the attack within 3 rounds of study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade. These assassins find the use of poison to easy (given their immunities) and refuse to apply them.

Sudden Strike (Ex): As sneak attack but only when denied Dex to AC.

Team Initiative (Ex): You are skilled at keeping a team organized and ready for danger. All allies within 30 feet who can see you (including yourself) gain a competence bonus on initiative checks equal to your class level.

Armored Ease (Ex): You learn to adapt your movement to the restrictive nature of armor. Beginning at 2nd level, you reduce the armor check penalty of any armor with which you are proficient by 2 (to a minimum of 0).

* See Appendix Two – New Rules

7: AMBUSH

SART, KRIL, DANA

SKULLCRUSHER OGRE MNK6/FTR2

CR 10

LE Large giant

Init +3; **Senses** darkvision 60 ft, low-light vision;

Listen +1, Spot +7

Languages Common, Giant, Undercommon, Abyssal

AC 22, touch 14, flat-footed 19

(+2 natural, +1 monk, +3 dex, +1 wis, -1 size, +6 greater mage armor)

hp 179 (16 HD);

Fort +19, **Ref** +10, **Will** +8

Speed 60 ft. in nothing (8 squares);

Melee Unarmed +21/+16/+11 (2d8+9)

Ranged rock +15 (2d6+9, range increment 100 ft)

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

Base Atk +12; **Grp** +29

Special Actions power attack, cleave, combat expertise, great cleave, improved trip, stunning fist, flurry, evasion, unarmed strike, rock throwing

Pre-Cast greater mage armor (18th level, 14 hours remaining)

Abilities Str 28, Dex 16, Con 20, Int 14, Wis 12, Cha 6

Feats Blindfight, Cleave, Combat Expertise, Combat Reflexes^b, Deflect Arrows, Great Cleave, Improved Grapple^b, Improved Trip^b, Improved Natural Attack, Power Attack, Stunning Fist^b, Two-Weapon Fighting^b, Weapon Focus (unarmed).

SQ rock throwing, still mind, fast movement, *ki strike* (magic), slow fall (30 ft), purity of body.

Skills Balance +9, Handle Animal +9, Intimidate +9, Jump +22, Knowledge (architecture) +13, Knowledge (religion) +10, Ride +14, Spot +7, Tumble +23.

Possessions combat gear plus backpack, 2 waterskins, 10 rocks. (Encumbrance – Light).

8: DROW CAMP

KRI, JALZA, TIRTH

CR 10

DROW

SWASHBUCKLER3/FTR3/WAR1/ROG3

CE Medium Humanoid (elf)

Init +6; **Senses** darkvision 120'; Listen +2, Spot +15

Languages Common, Undercommon, Abyssal, Elven

AC 23, touch 17, flat-footed 17

(+6 dexterity, +6 armor, +1 deflection)

hp 74 (10 HD); **SR** 21

Fort +10, **Ref** +13, **Will** +4

Speed 30 ft. in mithril chain shirt (6 squares)

Melee +1 spiked chain with

lesser crystal of fire assault +16/+11 (2d4+7+1d6 cold)

Ranged hand crossbow +15 (1d4+poison, Fort DC 13 sleep 1d6 hours/sleep)

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

Base Atk +9; **Grp** +11

Special Actions Dodge, mobility, elusive target, evasion

Abilities Str 14, Dex 22, Con 12, Int 16, Wis 10, Cha 10

SQ graceful, insightful strike, evasion, trap sense

Feats Combat Reflexes, Dodge, Elusive Target*, Exotic Weapon (Spiked Chain), Mobility, Power Attack, Weapon Finesse^b

Skills Balance +15, Climb +11, Jump +15, Sense

Motive +12, Spot +15, Tumble +22, Use Rope +14.

Possessions +2 mithril chain shirt, +1 ring of protection, +1 vest of resistance, +2 gloves of dexterity, ring of counterspells (glitterdust), +1 spiked chain, spiked chain, lesser crystal of fire assault kukri (6), handcross bow, 20 bolts (four poisoned). (Encumbrance – Light).

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex Saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be use with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to a swashbuckler's insightful strike. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

* See Appendix Two – New Rules

9: SKULLCRUSHERS

DEEP, TALL SKULLCRUSHER OGRE

FTR6

CR 11

LE Large giant

Init +1; **Senses** darkvision 60 ft, low-light vision;

Listen +2, Spot +2

Languages Common, Giant

AC 22, touch 10, flat-footed 21

(+2 natural, +1 dex, +10 for +2 full plate, -1 size)

hp 163 (14 HD);

Fort +16, **Ref** +5, **Will** +8

Speed 30 ft. in full plate (6 squares);

Melee +1 goliath great hammer +24/+19/+14 (3d6+18, 19-20, *4)

Ranged rock +13 (2d6+11, range increment 100 ft)

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

Base Atk +12; **Grp** +31

Special Actions power attack, cleave, rock throwing

Abilities Str 32, Dex 12, Con 20, Int 10, Wis 14, Cha 6

Feats Cleave, Exotic Weapon Proficiency (Goliath Great Hammer), Iron Will, Weapon Focus (Goliath Great Hammer), Improved Bull Rush, Improved Critical (Goliath Great Hammer), Improved Grapple^b, Mounted Combat, Power Attack, Two-Weapon Fighting^b, Weapon Specialization (goliath great hammer).

SQ rock throwing

Skills Craft (weaponsmith) +12, Handle Animal +9, Intimidate +9, Knowledge (architecture) +11, Ride +12.

Possessions combat gear plus backpack, 2 waterskins, +2 *full plate*, +1 *goliath great hammer*, masterwork *goliath great hammer*, *goliath great hammer*, *greatsword*, *kukri* (2), 10 rocks. (Encumbrance – Heavy (armor)).

10; DEMONS

ADVANCED CARNAGE DEMONS (4)

BBN2

CR 9

CE Medium outsider (chaotic, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Abyssal

AC 19, touch 12, flat-footed 19
(+3 natural, +4 chain shirt, +2 dex)

hp 116 (11 HD); DR 5/silver

Immune electricity, poison

Resist acid 10, cold 10, fire 10

Fort +15, **Ref** +7, **Will** +7

Speed 40 ft. in chain shirt (6 squares);

Melee 2 slams +18 (1d4+7)

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

Base Atk +11; **Grp** +18

Special Actions aligned strike (chaotic, evil), carnage, reaving fists, rage

Abilities Str 24, Dex 14, Con 18, Int 5, Wis 8, Cha 4

Feats Cleave, Great Fortitude, Iron Will, Power Attack.

SQ aligned strike, rage, carnage, reaving fists, fast movement, uncanny dodge

Skills Climb +17, Jump +15, Listen +11, Spot +11, Survival +9.

Possessions combat gear plus chain shirt. (Encumbrance – Light).

Destructive Appetite (Ex): A carnage demon is a threat even to its allies. After every successful melee attack, a carnage demon must succeed on a DC 14 Will save. If it fails, it attacks the nearest creature that is not a carnage demon whenever it is unable to attack an enemy during a given round.

Carnage (Su): For each other carnage demon within 30 feet, a carnage demon gains a +1 bonus on attack rolls and damage rolls, up to a maximum of +5.

Reaving Fists (Ex): A carnage demon's slams ignore damage reduction that can be overcome by any metallic material such as silver, cold iron, or adamantite.

4: JAZRA

**ELEMENTAL MAGE KEN-KUNI (2) FTR1
CR 9**

Ken-Kuni (*MM V*) Ftr1
NE Large giant (earth)
Init +1; **Senses** low light vision; Listen +8, Spot +8
Languages Common, Baklunish, Giant

AC 26, touch 10, flat-footed 25
(-1 size, +8 armor, +8 natural, +1 dex)
hp 127 (9 HD); DR 10/magic, fast healing 5
Fort +16, **Ref** +3, **Will** +4

Speed 30 ft. in full plate (6 squares); burrow 10 ft
Melee +1 *greatsword* +18/+13 (3d6+16) or 2 slams +16 (1d4+10) or gore +16 (1d8+10)

Ranged Mwk (+10 Str) composite longbow +9/+4 (2d6+10)

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

Base Atk +7; **Grp** +21

Atk Options awesome blow, improved bull rush, power attack, cleave, earthshock

Abilities Str 31, Dex 13, Con 27, Int 10, Wis 14, Cha 9

Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (greatsword)

SQ shared strength

Skills Climb +7, Intimidate +3, Knowledge (nature) +2, Listen +8, Search +2, Spot +8.

Possessions +1 *greatsword*, full plate, masterwork greatsword, greatsword, masterwork composite (+10 Str) longbow, 40 arrows, 4 kukri, backpack. (Encumbrance – Heavy (armor))

Earthshock (Su): Once every 1d4 rounds, a ken-kuni can cause an earth tremor. This can affect either every square adjacent to the ken-kuni or a 30-foot line extending out from the creature. Anyone in the area must succeed on a DC 22 Reflex save or be knocked prone and take 1d4 points of nonlethal damage. The save DC is Constitution based. If a Ken-li and a Ken-Sun are both within 60 feet, the ken-kuni can use this ability every round. Elemental magi are immune to this ability.

Shared Strength (Su): When a ken-kuni is within 60 feet of one or more elemental mages and must make a saving throw, it uses the highest save bonus among the group.

ELEMENTAL MAGE KEN-LI FTR1

CR 11

Ken-Li (*MM V*) Ftr1
CE Large giant (fire)
Init +3; **Senses** low light vision; Listen +9, Spot +9
Languages Common, Baklunish, Giant

AC 25, touch 12, flat-footed 22
(-1 size, +5 armor, +8 natural, +3 dexterity)
hp 195 (13 HD); fast healing 10
Immune Fire

Weakness Vulnerable to cold

Fort +19, **Ref** +7, **Will** +12

Speed 40 ft. in breast plate (8 squares)

Melee +1 *greatsword* +18/+13 (3d6+8) or 2 slams +16 (1d4+7) or gore +16 (1d8+7)

Ranged Mwk (+7 Str) composite longbow +13/+8 (2d6+7)

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

Base Atk +10; **Grp** +21

Atk Options awesome blow, improved bull rush, power attack, cleave, wreathed in flame, flame breath

Abilities Str 24, Dex 17, Con 29, Int 12, Wis 20, Cha 8

Feats Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (greatsword)

SQ shared strength, wreathed in flame, flame breath

Skills Balance +5, Climb+12, Handle Animal +3, Intimidate +3, Knowledge (nature) +5, Listen +9, Search +5, Spot +9.

Possessions +1 *greatsword*, breast plate, masterwork greatsword, greatsword, masterwork composite (+7 Str) longbow, 40 arrows, 4 kukri, backpack. (Encumbrance – Heavy (armor))

Wreathed in Flame (Su): Creatures take 1d3 points of fire damage at the end of a ken-li's turn if they are within 5 feet of it. Furthermore, creatures that strike or touch a ken-li with their body or a weapon take 1d3 points of fire damage. A creature can take damage from toching or striking a ken-li only once per turn. The creatures can suppress this ability at will. Elemental magi are immune to this ability.

Flame Breath (Su): 30-foot line, once every 1d4 rounds, damage 6d6 fire. Reflex DC 25 half. The save DC is Constitution-based. If a ken-kuni and a ken-sun are both within 60 feet, the ken-lie can use this ability every round. Elemental magi are immune to this ability.

Shared Strength (Su): When a ken-li is within 60 feet of one or more elemental mages and must make a saving throw, it uses the highest save bonus among the group.

ELEMENTAL MAGE KEN-SUN WAR1

CR 13

Ken-Sun (*MM V*) War1
CE Large giant (air)
Init +8; **Senses** low light vision; Listen +12, Spot +12
Languages Common, Baklunish, Giant

AC 26, touch 13, flat-footed 22
(-1 size, +4 chain shirt, +9 natural, +4 dexterity)

hp 200 (18 HD); fast healing 10

Fort +18, **Ref** +9, **Will** +13

Speed 50 ft. in chain shirt (10 squares); fly 20 ft (perfect); freedom of movement

Melee +2 *greatsword* +24/+19/+14 (3d6+15) or 2 slams +20 (1d6+9) or gore +20 (1d8+9)
Ranged Mwk (+9 Str) composite longbow +17/+12/+7 (2d6+9)
Space 10 ft.; **Reach** 10 ft.
Base Atk +13; **Grp** +26
Atk Options: awesome blow, improved bull rush, power attack, cleave, deflecting winds, wind breath, spell-like abilities
Spell-like Abilities (CL 17th):
2/day – *control weather*
1/day – *sleet storm*

Abilities Str 28, Dex 18, Con 20, Int 21, Wis 21, Cha 21
Feats Alertness, Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Weapon Focus (*greatsword*)
SQ shared strength, deflecting winds, wind breath
Skills Balance +8, Bluf +18, Climb +18, Concentration +15, Decipher Script +11, Diplomacy +17, Disguise +5 (+7 acting), Gather Information +11, Handle Animal +11, Heal +9, Intimidate +21, Jump +20, Knowledge (arcane) +14, Knowledge (nature) +9, Listen +12, Ride +6, Search +11, Sense Motive +15, Spellcraft +17, Spot +12, Survival +5 (+7 following tracks, +7 in aboveground natural environment).
Possessions +2 *greatsword*, chain shirt, masterwork *greatsword*, *greatsword*, masterwork composite (+9 Str) longbow, 40 arrows, 4 kukri, backpack. (Encumbrance – Heavy (armor))

Deflecting Winds (Su): A ken-sun is surrounded by a tempest of air that affects every square adjacent to it with windstorm-level effects (DMG 95). The creature can suppress this ability at will. Elemental magi are immune to this ability.

Freedom of Movement (Su): As the *freedom of movement* spell; continuous; caster level 15th. The effect can be dispelled, but a ken-sun can create it again on its next or subsequent turn as a free action.

Wind Breath (Su): 30-foot line, once every 1d4 rounds, Fortitude DC 23 negates. An opponent that fails the save is pushed to the end of the effect, taking 1d4 points of nonlethal damage per 10 feet it is pushed. The save DC is Constitution-based. If a ken-kuni and a ken-li are both within 60 feet, the ken-sun can use this ability every round. Elemental magi are immune to this effect.

Shared Strength (Su): When a ken-sun is within 60 feet of one or more elemental mages and must make a saving throw, it uses the highest save bonus among the group.

6: PERSONS OF INTEREST

SILOTH, VAN

WAR1/ROG1/ASSASSIN3/DREADCOMMA
NDO4 ARROW DEMONS CR 15

CE Very Advanced Medium outsider (chaotic, evil, extraplanar, tanar'ri)
Init +13; **Senses** darkvision 60 ft., *true seeing* (wish); Listen +31, Spot +41
Languages Abyssal, Common; telepathy 100 ft

AC 26, touch 16, flat-footed 20 (+4 natural, +6 armor, +6 dex)
hp 435 (25 HD); DR 5/cold iron and good; SR 21
Resistances acid 10, cold 10, fire 10
Immunity electricity, poison
Fort +29, **Ref** +28, **Will** +17
Speed 40 ft. in +2 *mithril chain shirt* (8 squares);
Melee +1 *lesser energy assault (acid) large*(+8 str) composite longbow +30/+25/+20/+15 (2d6+1d6 acid+ 8, 19-20, *3) and +1 *lesser energy assault (acid) large*(+8 str) composite longbow +30/+25/+20/+15 (2d6+1d6 acid+8, 19-20, *3) or 4 claws +29 (1d6+8)
Ranged +1 *lesser energy assault (acid) large*(+8 str) composite longbow +30/+25/+20/+15 (2d6+1d6 acid+ 8, 19-20, *3) and +1 *lesser energy assault (acid) large*(+8 str) composite longbow +30/+25/+20/+15 (2d6+1d6 acid+8, 19-20, *3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +21; **Grp** +29
Special Actions Close combat shot, oversized weapons, spell-like abilities, *summon tanar'ri*, symmetrical archery, sneak attack +3d6, death attack, poison use, spells, trap sense, uncanny dodge, sudden strike +2d6.

Spell-like Abilities (CL 14th)

At will – *dimension door* (self plus 50 lbs objects only)

Assassin Spells (CL 3rd)

1st – *feather fall*, *true strike* (2)

2nd – *cat's grace*

Abilities Str 26, Dex 28, Con 36, Int 16, Wis 16, Cha 10

Feats Dodge, Elusive Target*, Far Shot, Improved Critical (Longbow), Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

SQ Close combat shot, oversized weapons, spell-like abilities, *summon tanar'ri*, symmetrical archery, sneak attack +2d6, death attack, poison use, spells, trap sense, uncanny dodge, sudden strike +2d6, team initiative bonus, armored ease.

Skills Balance +23, Bluff +14, Climb +26, Concentration +27, Disguise +9, Hide +37, Jump +26, Listen +31, Move Silently +37, Sense Motive +16, Spot +41, Tumble +23

Possessions combat gear plus +2 *mithril chain shirt*, *ring of counterspells (glitterdust)*, +4 *amulet of health*, *third eye aware*, +4 *gloves of dexterity*, +3 *vest of resistance*, +1 *large* (+7 Str) composite bow (2), *lesser crystal of assault* (acid). (Encumbrance – Light).

Close Combat Shot (Ex): An arrow demon does not incur attacks of opportunity for firing a bow while threatened. In addition, the arrow demon can shoot its bow to make attacks of opportunity as if it threatened the squares adjacent to it with its bows.

Oversized Weapons (Ex): Arrow demons can use bows of any kind that are up to one size larger than their size would allow without penalty.

Summon Tanar'ri (Sp (THE ARROW DEMONS WILL NOT USE THIS ABILITY UNDER ANY CIRCUMSTANCES, UNLESS COMPELLED BY OTHERS)). Once per day, an arrow demon can either automatically summon 1d6 dretches or attempt to summon another arrow demon with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Symmetrical Archery (Ex): The arrow demon has an amazing ability to wield two bows at once in unison. Any time the arrow demon could make a single attack with a bow, it can attack with both of its bows, at -2 to all its attack rolls that round. The statistics block above already includes these bonuses. The arrow demon takes no additional penalties for using multiple weapons as long as it is using only bows.

Telepathy (Su): Arrow demons can communicate telepathically with any creature within 100 feet that has a language.

Death attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 16) against the kill effect, she dies. If the paralysis effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin.

Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes the save) or if the assassin does not launch the attack within 3 rounds of study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade. These assassins find the use of poison to easy (given their immunities) and refuse to apply them.

Sudden Strike (Ex): As sneak attack but only when denied Dex to AC.

Team Initiative (Ex): You are skilled at keeping a team organized and ready for danger. All allies within 30 feet who can see you (including yourself) gain a competence bonus on initiative checks equal to your class level.

Armored Ease (Ex): You learn to adapt your movement to the restrictive nature of armor. Beginning at 2nd level, you reduce the armor check

penalty of any armor with which you are proficient by 4 (to a minimum of 0).

* See Appendix Two – New Rules

8: AMBUSH

SART, KRIL, DANA

SKULLCRUSHER OGRE

MNK6/FTR3/TATTOEDMNK2 CR 12

LE Large giant

Init +3; **Senses** darkvision 60 ft, low-light vision; Listen +11, Spot +8

Languages Common, Giant, Undercommon, Abyssal

AC 23, touch 15, flat-footed 20

(+2 natural, +1 monk, +3 dex, +2 wis, -1 size, +6 *greater mage armor*)

hp 213 (19 HD);

Fort +22, **Ref** +14, **Will** +12

Speed 60 ft. in nothing (8 squares);

Melee Unarmed +23/+18/+13 (3d6+9)

Ranged rock +17 (2d6+9, range increment 100 ft)

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

Base Atk +14; **Grp** +31

Special Actions power attack, cleave, combat expertise, great cleave, improved trip, stunning fist, flurry, evasion, unarmed strike, rock throwing

Pre-Cast: *greater mage armor* (18th level, 14 hours remaining)

Abilities Str 28, Dex 16, Con 20, Int 14, Wis 14, Cha 6

Feats Blindfight, Cleave, Combat Expertise, Combat Reflexes^b, Deflect Arrows, Endurance, Great Cleave, Improved Grapple^b, Improved Trip^b, Improved Natural Attack, Power Attack, Stunning Fist^b, Two-Weapon Fighting^b, Weapon Focus (unarmed).

SQ rock throwing, still mind, fast movement, *ki strike* (magic), slow fall (30 ft), purity of body, ocean tattoo.

Skills Balance +9, Handle Animal +9, Intimidate +9, Jump +26, Knowledge (architecture) +13, Knowledge (religion) +10, Listen +11, Ride +14, Spot +7, Tumble +26.

Possessions backpack, 10 rocks. (Encumbrance – Light).

Ocean Tattoo (Su): A character with this tattoo never needs to eat, sleep or drink.

9: DROW CAMP

KRI, JALZA, TIRTH

CR 12

DROW

SWASHBUCKLER3/FTR4/WAR1/ROG3/T

ACTICALSOLDIER1

CE Medium Humanoid (elf)

Init +6; **Senses** darkvision 120'; Listen +2, Spot +15

Languages Common, Undercommon, Abyssal, Elven

AC 24, touch 17, flat-footed 18

(+6 dexterity, +6 armor, +1 natural, +1 deflection)

hp 91 (12 HD); SR 23

Fort +13, Ref +13, Will +4

Speed 30 ft. in mithril chain shirt (6 squares)

Melee +1 *spiked chain with lesser crystal of fire assault* +19/+14/+9 (2d4+9+1d6 cold)

Ranged hand crossbow +17 (1d4+poison, Fort DC 13 sleep 1d6 hours/sleep)

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

Base Atk +11; **Grp** +13

Special Actions Dodge, mobility, elusive target, evasion, flanker

Abilities Str 14, Dex 22, Con 12, Int 16, Wis 10, Cha 10

SQ graceful, insightful strike, evasion, trap sense, flanker

Feats Cleave, Combat Reflexes, Dodge, Elusive Target*, Exotic Weapon (Spiked Chain), Mobility, Power Attack, Weapon Finesse^b, Weapon Focus (Spiked Chain).

Skills: Balance +15, Climb +11, Jump +17, Sense Motive +12, Spot +15, Tumble +22, Use Rope +14.

Possessions combat gear plus +2 *mithril chain shirt*, +1 *ring of protection*, +1 *amulet of natural armor*, +1 *vest of resistance*, +2 *gloves of dexterity*, *ring of counterspells (glitterdust)*, +1 *spiked chain*, spiked chain, *lesser crystal of fire assault*, kukri (6), handcross bow, 20 bolts (four poisoned). (Encumbrance – Light).

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex Saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to a swashbuckler's insightful strike. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Flanker (Ex): A tactical soldier can flank enemies from seemingly impossible angles. She can designate any adjacent square the square from which flanking against an ally is determined (including square where she stands, as normal). She may designate the square at the beginning of her turn or at any point during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square. The character can even choose a square that is impassable or occupied.

9: SKULLCRUSHERS

DEEP, TALL SKULLCRUSHER OGRE

FTR8 **CR 13**

LE Large giant

Init +1; **Senses** darkvision 60 ft, low-light vision; Listen +2, Spot +2

Languages Common, Giant

AC 23, touch 11, flat-footed 22 (+2 natural, +1 dex, +10 for +2 *full plate*, +1 deflection, -1 size)

hp 204 (16 HD);

Fort +18, Ref +5, Will +8

Speed 30 ft. in full plate (6 squares);

Melee +1 *goliath great hammer* +28/+23/+18 (3d6+20, 19-20, *4)

Ranged rock +15 (2d6+11, range increment 100 ft)

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

Base Atk +14; **Grp** +33

Special Actions power attack, cleave, rock throwing

Abilities Str 32, Dex 12, Con 22, Int 10, Wis 14, Cha 6

Feats Blindfight, Cleave, Exotic Weapon Proficiency (Goliath Great Hammer), Iron Will, Weapon Focus (Goliath Great Hammer), Improved Bull Rush, Improved Critical (Goliath Great Hammer), Improved Grapple^b, Mounted Combat, Power Attack, Two-Weapon Fighting^b, Weapon Specialization (goliath great hammer). **Melee** Weapon Mastery (bludgeoning)*.

SQ rock throwing

Skills Craft (weaponsmith) +12, Handle Animal +9, Intimidate +9, Knowledge (architecture) +11, Ride +16.

Possessions backpack, 2 waterskins, +1 *ring of protection*, +2 *full plate*, +1 *goliath great hammer*, masterwork goliath great hammer, goliath great hammer, greatsword, kukri (2), 10 rocks. (Encumbrance – Heavy (armor)).

* See Appendix Two – New Rules

9: DEMONS

ADVANCED CARNAGE DEMONS (4)

BBN2/FTR2 **CR 11**

CE Medium outsider (chaotic, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages abyssal

AC 20, touch 13, flat-footed 20 (+3 natural, +4 chain shirt, +3 dex)

hp 165 (13 HD); DR 5/silver

Immune electricity, poison

Resist acid 10, cold 10, fire 10

Fort +18, Ref +8, Will +7

Speed 40 ft. in chain shirt (6 squares); fly (from *wish*) 60 ft (perfect)

Melee 2 slams +20 (1d4+7)

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

Base Atk +13; **Grp** +20

Special Actions aligned strike (chaotic, evil),
carnage, reaving fists, rage

Abilities Str 24, Dex 16, Con 20, Int 5, Wis 8, Cha 4

Feats Cleave, Dodge, Great Fortitude, Improved
Toughness*, Iron Will, Mobility, Power Attack.

SQ aligned strike, rage, carnage, reaving fists, fast
movement, uncanny dodge

Skills Climb +19, Jump +15, Listen +11, Spot +11,
Survival +9.

Possessions chain shirt. (Encumbrance – Light).

Destructive Appetite (Ex): A carnage demon is a
threat even to its allies. After every successful
melee attack, a carnage demon must succeed on a
DC 14 Will save. If it fails, it attacks the nearest
creature that is not a carnage demon whenever it is
unable to attack an enemy during a given round.

Carnage (Su): For each other carnage demon within
30 feet, a carnage demon gains a +1 bonus on
attack rolls and damage rolls, up to a maximum of
+5.

Reaving Fists (Ex): A carnage demon's slams ignore
damage reduction that can be overcome by any
metallic material such as silver, cold iron, or
adamantine.

* See Appendix Two – New Rules

4: JAZRA

ELEMENTAL MAGE KEN-KUNI (4)

FTR1 **CR 9**

Ken-Kuni (*MM V*) Ftr1
NE Large giant (earth)
Init +1; **Senses** low light vision; Listen +8, Spot +8

Languages Common, Baklunish, Giant

AC 26, touch 10, flat-footed 25
(-1 size, +8 armor, +8 natural, +1 dexterity)
hp 127 (9 HD); DR 10/magic, fast healing 5
Fort +16, **Ref** +3, **Will** +4

Speed 30 ft. in full plate (6 squares); burrow 10 ft
Melee +1 *greatsword* +18/+13 (3d6+16) or 2 slams +16 (1d4+10) or gore +16 (1d8+10)
Ranged Mwk (+10 Str) composite longbow +9/+4 (2d6+10)

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

Base Atk +7; **Grp** +21

Atk Options awesome blow, improved bull rush, power attack, cleave, earthshock

Abilities Str 31, Dex 13, Con 27, Int 10, Wis 14, Cha 9

Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (greatsword)

SQ shared strength

Skills Climb +7, Intimidate +3, Knowledge (nature) +2, Listen +8, Search +2, Spot +8.

Possessions +1 *greatsword*, full plate, masterwork greatsword, greatsword, masterwork composite (+10 Str) longbow, 40 arrows, 4 kukri, backpack. (Encumbrance – Heavy (armor))

Earthshock (Su): Once every 1d4 rounds, a ken-kuni can cause an earth tremor. This can affect either every square adjacent to the ken-kuni or a 30-foot line extending out from the creature. Anyone in the area must succeed on a DC 22 Reflex save or be knocked prone and take 1d4 points of nonlethal damage. The save DC is Constitution based. If a Ken-li and a Ken-Sun are both within 60 feet, the ken-kuni can use this ability every round. Elemental magi are immune to this ability.

Shared Strength (Su): When a ken-kuni is within 60 feet of one or more elemental mages and must make a saving throw, it uses the highest save bonus among the group.

ELEMENTAL MAGE KEN-LI (2) FTR1

CR 11

Ken-Li (*MM V*) Ftr1
CE Large giant (fire)
Init +3; **Senses** low light vision; Listen +9, Spot +9

Languages Common, Baklunish, Giant

AC 25, touch 12, flat-footed 22
(-1 size, +5 armor, +8 natural, +3 dexterity)

hp 195 (13 HD); fast healing 10

Immune Fire

Weakness Vulnerable to cold

Fort +19, **Ref** +7, **Will** +12

Speed 40 ft. in breast plate (8 squares)

Melee +1 *greatsword* +18/+13 (3d6+8) or 2 slams +16 (1d4+7) or gore +16 (1d8+7)

Ranged Mwk (+7 Str) composite longbow +13/+8 (2d6+7)

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

Base Atk +10; **Grp** +21

Atk Options: awesome blow, improved bull rush, power attack, cleave, wreathed in flame, flame breath

Abilities Str 24, Dex 17, Con 29, Int 12, Wis 20, Cha 8

Feats Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (greatsword)

SQ shared strength, wreathed in flame, flame breath

Skills Balance +5, Climb+12, Handle Animal +3, Intimidate +3, Knowledge (nature) +5, Listen +9, Search +5, Spot +9.

Possessions +1 *greatsword*, breast plate, masterwork greatsword, greatsword, masterwork composite (+7 Str) longbow, 40 arrows, 4 kukri, backpack. (Encumbrance – Heavy (armor))

Wreathed in Flame (Su): Creatures take 1d3 points of fire damage at the end of a ken-li's turn if they are within 5 feet of it. Furthermore, creatures that strike or touch a ken-li with their body or a weapon take 1d3 points of fire damage. A creature can take damage from touching or striking a ken-li only once per turn. The creatures can suppress this ability at will. Elemental magi are immune to this ability.

Flame Breath (Su): 30-foot line, once every 1d4 rounds, damage 6d6 fire. Reflex DC 25 half. The save DC is Constitution-based. If a ken-kuni and a ken-sun are both within 60 feet, the ken-lie can use this ability every round. Elemental magi are immune to this ability.

Shared Strength (Su): When a ken-li is within 60 feet of one or more elemental mages and must make a saving throw, it uses the highest save bonus among the group.

ELEMENTAL MAGE KEN-SUN

WAR1/FTR2

CR 15

Ken-Sun (*MM V*) War1
CE Large giant (air)
Init +9; **Senses** low light vision; Listen +13, Spot +17

Languages Common, Baklunish, Giant

AC 29, touch 14, flat-footed 24
(-1 size, +6 for +2 *mithral chain shirt*, +9 natural, +5 dexterity)

hp 265 (20 HD); fast healing 10

Fort +23, **Ref** +12, **Will** +14

Speed 50 ft. in chain shirt (10 squares); fly 20 ft (perfect); freedom of movement

Melee +2 *greatsword* +28/+23/+18 (3d6+18, 17-20) or 2 slams +24 (1d6+11) or gore +24 (1d8+11)

Ranged Mwk (+11 Str) composite longbow +20/+15/+10 (2d6+11)

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

Base Atk +15; **Grp** +30

Atk Options awesome blow, improved bull rush, power attack, cleave, deflecting winds, wind breath, spell-like abilities

Spell-like Abilities (CL 17th):

2/day – *control weather*

1/day – *sleet storm*

Abilities Str 32, Dex 20, Con 24, Int 21, Wis 23, Cha 20

Feats Alertness, Awesome Blow, Blindfight, Cleave, Improved Bull Rush, Improved Critical (greatsword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword)

SQ shared strength, deflecting winds, wind breath

Skills Balance +11, Bluff +18, Climb +20, Concentration +17, Decipher Script +11, Diplomacy +17, Disguise +5 (+7 acting), Gather Information +11, Handle Animal +11, Heal +10, Intimidate +21, Jump +31, Knowledge (arcane) +14, Knowledge (nature) +9, Listen +13, Ride +7, Search +11, Sense Motive +16, Spellcraft +17, Spot +17, Survival +6 (+8 following tracks, +8 in aboveground natural environment).

Possessions +2 *greatsword*, +2 *mithral chain shirt*, masterwork greatsword, greatsword, masterwork composite (+11 Str) longbow, 40 arrows, 4 kukri, backpack. (Encumbrance – Heavy (armor))

Deflecting Winds (Su): A ken-sun is surrounded by a tempest of air that affects every square adjacent to it with windstorm-level effects (DMG 95). The creature can suppress this ability at will. Elemental magi are immune to this ability.

Freedom of Movement (Su): As the *freedom of movement* spell; continuous; caster level 15th. The effect can be dispelled, but a ken-sun can create it again on its next or subsequent turn as a free action.

Wind Breath (Su): 30-foot line, once every 1d4 rounds, Fortitude DC 25 negates. An opponent that fails the save is pushed to the end of the effect, taking 1d4 points of nonlethal damage per 10 feet it is pushed. The save DC is Constitution-based. If a ken-kuni and a ken-li

are both within 60 feet, the ken-sun can use this ability every round. Elemental magi are immune to this effect.

Shared Strength (Su): When a ken-sun is within 60 feet of one or more elemental mages and must make a saving throw, it uses the highest save bonus among the group.

6: PERSONS OF INTEREST

SILOTH, VAN

WAR1/ROG3/ASSASSIN3/DREADCO MMANDO4 ARROW DEMONS CR 17

CE Very Advanced Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +15; **Senses** darkvision 60 ft., *true seeing* (wish); Listen +33, Spot +43

Languages abyssal, common; telepathy 100 ft

AC 25, touch 21, flat-footed 14
(+4 natural, +11 dex)

hp 498 (27 HD); DR 5/cold iron and good; SR 21

Resistances acid 10, cold 10, fire 10

Immunity electricity, poison

Fort +31, **Ref** +32, **Will** +19

Speed 40 ft. in +2 *mithral chain shirt* (8 squares);

Melee +1 *lesser energy assault (acid) large(+8 str) composite longbow* +34/+29/+24/+19 (2d6+1d6 acid+ 8, 19-20, *3) and +1 *lesser energy assault (acid) large(+8 str) composite longbow* +34/+29/+24/+19 (2d6+1d6 acid+8, 19-20, *3) or 4 claws +31 (1d6+8)

Ranged ++1 *lesser energy assault (acid) large(+8 str) composite longbow* +34/+29/+24/+19 (2d6+1d6 acid+ 8, 19-20, *3) and +1 *lesser energy assault (acid) large(+8 str) composite longbow* +34/+29/+24/+19 (2d6+1d6 acid+8, 19-20, *3)

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

Base Atk +23; **Grp** +31

Special Actions Close combat shot, oversized weapons, spell-like abilities, *summon tanar'ri*, symmetrical archery, sneak attack +3d6, death attack, poison use, spells, trap sense, uncanny dodge, sudden strike +2d6, evasion.

Spell-like Abilities (CL 14th)

At will – *dimension door (self plus 50 lbs objects only)*

Assassin Spells (CL 3rd)

1st – *feather fall, true strike (2)*

2nd – *cat's grace*

Abilities Str 26, Dex 32, Con 36, Int 16, Wis 16, Cha 10

Feats Darkstalker*, Dodge, Elusive Target*, Far Shot, Improved Critical (Longbow), Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

SQ Close combat shot, oversized weapons, spell-like abilities *summon tanar'ri*, symmetrical archery, sneak attack +3d6, death attack, poison use, spells, trap sense, uncanny

dodge, sudden strike +2d6, team initiative bonus, armored ease.

Skills Balance +28, Bluff +14, Climb +26, Concentration +28, Disguise +9, Hide +41, Jump +26, Listen +33, Move Silently +41, Sense Motive +16, Spot +43, Tumble +40

Possessions *ring of counterspells (glitterdust)*, +6 *amulet of health, third eye aware*, +6 *gloves of dexterity*, +4 *vest of resistance*, +1 *large (+8 Str) composite bow (2)*, *lesser crystal of assault (acid)*.
(Encumbrance – Light).

Close Combat Shot (Ex): An arrow demon does not incur attacks of opportunity for firing a bow while threatened. In addition, the arrow demon can shoot its bow to make attacks of opportunity as if it threatened the squares adjacent to it with its bows.

Oversized Weapons (Ex): Arrow demons can use bows of any kind that are up to one size larger than their size would allow without penalty.

Summon Tanar'ri (Sp (THE ARROW DEMONS WILL NOT USE THIS ABILITY UNDER ANY CIRCUMSTANCES, UNLESS COMPELLED BY OTHERS)). Once per day, an arrow demon can either automatically summon 1d6 dretches or attempt to summon another arrow demon with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Symmetrical Archery (Ex): The arrow demon has an amazing ability to wield two bows at once in unison. Any time the arrow demon could make a single attack with a bow, it can attack with both of its bows, at -2 to all its attack rolls that round. The statistics block above already includes these bonuses. The arrow demon takes no additional penalties for using multiple weapons as long as it is using only bows.

Telepathy (Su): Arrow demons can communicate telepathically with any creature within 100 feet that has a language.

Death attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 16) against the kill effect, she dies. If the paralysis effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin.

Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes the save) or if the assassin does not launch the attack within 3 rounds of study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade. These assassins find the use of poison to easy (given their immunities) and refuse to apply them.

Sudden Strike (Ex): As sneak attack but only when denied Dex to AC.

Team Initiative (Ex): You are skilled at keeping a team organized and ready for danger. All allies within 30 feet who can see you (including yourself) gain a competence bonus on initiative checks equal to your class level.

Armored Ease (Ex): You learn to adapt your movement to the restrictive nature of armor. Beginning at 2nd level, you reduce the armor check penalty of any armor with which you are proficient by 4 (to a minimum of 0).

* See Appendix Two – New Rules

7: AMBUSH

SART, KRIL, DANA

SKULLCRUSHER OGRE

MNK6/FTR3/TATTOEDMNK4 CR 14

LE Large giant

Init +3; **Senses** darkvision 60 ft, low-light vision; Listen +23, Spot +8

Languages Common, Giant, Undercommon, Abyssal

AC 24, touch 16, flat-footed 21
(+2 natural, +2 monk, +3 Dex, +2 Wis, -1 size, +6 greater mage armor)

hp 235 (21 HD);

Fort +23, **Ref** +15, **Will** +15

Speed 70 ft. in nothing (8 squares);

Melee Unarmed +25/+20/+15/+10 (3d6+9)

Ranged rock +19 (2d6+9, range increment 100 ft)

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

Base Atk +16; **Grp** +33

Special Actions power attack, cleave, combat expertise, great cleave, improved trip, stunning fist, flurry, evasion, unarmed strike, rock throwing

Pre-Cast *greater mage armor* (20th level, 16 hours remaining)

Abilities Str 28, Dex 16, Con 20, Int 14, Wis 14, Cha 6

Feats Blindfight, Cleave, Combat Expertise, Combat Reflexes^b, Deflect Arrows, Endurance, Great Cleave, Improved Grapple^b, Improved

Trip^b, Improved Natural Attack, Iron Will, Power Attack, Stunning Fist^b, Two-Weapon Fighting^b, Weapon Focus (unarmed).

SQ rock throwing, still mind, fast movement, *ki strike* (magic), slow fall (30 ft), purity of body, ocean tattoo, tiger tattoo.

Skills Balance +9, Handle Animal +9, Intimidate +9, Jump +26, Knowledge (architecture) +13, Knowledge (religion) +10, Listen +23, Ride +14, Spot +7, Tumble +26.

Possessions backpack, 10 rocks. (Encumbrance – Light).

Ocean Tattoo (Su): A character with this tattoo never needs to eat, sleep or drink.

Tiger Tattoo (Su): Once per day per tattoo he possesses, a character with this tattoo can fight unarmed with a +1 bonus on all attack rolls and deal an extra 1d6 points of damage with a successful attack. This burst of martial arts ferocity lasts for 1 round per class level.

8: DROW CAMP

KRI, JALZA, TIRTH **CR 14**
DROW

SWASHBUCKLER3/FTR4/WAR1/ROG4/TACTICALSOLDIER1/BBN1

CE Medium Humanoid (elf)

Init +7; **Senses** darkvision 120'; Listen +2, Spot +19

Languages Common, Undercommon, Abyssal, Elven

AC 26, touch 18, flat-footed 20
(+6 dexterity, +6 armor, +2 natural, +2 deflection)

hp 105 (14 HD); **SR** 25

Fort +15, **Ref** +14, **Will** +4

Speed 40 ft. in mithril chain shirt (6 squares)

Melee +1 *spiked chain with lesser crystal of fire assault* +22/+17/+12 (2d4+9+1d6 cold)

Ranged hand crossbow +20 (1d4+poison, Fort DC 13 sleep 1d6 hours/sleep)

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

Base Atk +13; **Grp** +15

Special Actions Dodge, mobility, elusive target, evasion, flanker, uncanny dodge, rage

Abilities Str 14, Dex 24, Con 12, Int 16, Wis 10, Cha 10

SQ graceful, insightful strike, evasion, trap sense, flanker, rage, uncanny dodge

Feats Cleave, Combat Reflexes, Dodge, Elusive Target*, Exotic Weapon (Spiked Chain), Mobility, Power Attack, Weapon Finesse^b, Weapon Focus (Spiked Chain).

Skills Balance +18, Climb +11, Jump +21, Sense Motive +12, Spot +19, Survival +7, Tumble +28, Use Rope +15.

Possessions +2 *mithril chain shirt*, +2 *ring of protection*, +2 *amulet of natural armor*, +1 *vest of resistance*, +2 *gloves of dexterity*, *ring of*

counterspells (glitterdust), +1 *spiked chain*, *spiked chain*, *lesser crystal of fire assault*, kukri (6), handcross bow, 20 bolts (four poisoned). (Encumbrance – Light).

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex Saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be use with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to a swashbuckler's insightful strike. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Flanker (Ex): A tactical soldier can flank enemies from seemingly impossible angles. She can designate any adjacent square the square from which flanking against an ally is determined (including square where she stands, as normal). She may designate the square at the beginning of her turn or at any point during her turn. The designated square remains her effective square for flanking until she no is no longer adjacent to it or until she choose a different square. The character can even choose a square that is impassable or occupied.

* See Appendix Two – New Rules

9: SKULLCRUSHERS

DEEP, TALL SKULLCRUSHER OGRE
FTR10 **CR 15**

LE Large giant

Init +1; **Senses** darkvision 60 ft, low-light vision; Listen +2, Spot +2

Languages common, giant

AC 24, touch 11, flat-footed 23
(+3 natural, +1 dex, +10 for +2 *full plate*, +1 deflection, -1 size)

hp 231 (18 HD);

Fort +19, **Ref** +6, **Will** +9

Speed 30 ft. in full plate (6 squares);

Melee +1 *goliath great hammer* +31/+26/+21/+16 (3d6+21, 19-20, *4)

Ranged rock +17 (2d6+12, range increment 100 ft)

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

Base Atk +16; **Grp** +36

Special Actions power attack, cleave, rock throwing

Abilities Str 34, Dex 12, Con 22, Int 10, Wis 14, Cha 6

Feats Awesome Blow, Blindfight, Cleave, Exotic Weapon Proficiency (Goliath Great Hammer), Great Cleave, Iron Will, Weapon Focus (Goliath Great Hammer), Improved Bull Rush, Improved Critical (Goliath Great Hammer), Improved Grapple^b, Mounted Combat, Power Attack, Two-Weapon Fighting^b, Weapon Specialization (goliath great hammer). Melee Weapon Mastery (bludgeoning)*.

SQ rock throwing

Skills Craft (weaponsmith) +12, Handle Animal +9, Intimidate +9, Knowledge (architecture) +11, Ride +20.

Possessions backpack, 2 waterskins, +1 *amulet of natural armor*, +1 *ring of protection*, +2 *full plate*, +1 *goliath great hammer*, masterwork goliath great hammer, goliath great hammer, greatsword, kukri (2), 10 rocks. (Encumbrance – Heavy (armor)).

* See Appendix Two – New Rules

attacks the nearest creature that is not a carnage demon whenever it is unable to attack an enemy during a given round.

Carnage (Su): For each other carnage demon within 30 feet, a carnage demon gains a +1 bonus on attack rolls and damage rolls, up to a maximum of +5.

Reaving Fists (Ex): A carnage demon's slams ignore damage reduction that can be overcome by any metallic material such as silver, cold iron, or adamantine.

* See Appendix Two – New Rules

10; DEMONS

ADVANCED CARNAGE DEMONS (8)

BBN2/FTR2 **CR 11**

CE Medium outsider (chaotic, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Abyssal

AC 20, touch 13, flat-footed 20
(+3 natural, +4 chain shirt, +3 dex)

hp 165 (13 HD); DR 5/silver

Immune electricity, poison

Resist acid 10, cold 10, fire 10

Fort +18, **Ref** +8, **Will** +7

Speed 40 ft. in chain shirt (6 squares); fly (from *wish*) 60 ft (perfect)

Melee 2 slams +20 (1d4+7)

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

Base Atk +13; **Grp** +20

Special Actions aligned strike (chaotic, evil), carnage, reaving fists, rage

Abilities Str 24, Dex 16, Con 20, Int 5, Wis 8, Cha 4

Feats Cleave, Dodge, Great Fortitude, Improved Toughness*, Iron Will, Mobility, Power Attack.

SQ aligned strike, rage, carnage, reaving fists, fast movement, uncanny dodge

Skills Climb +19, Jump +15, Listen +11, Spot +11, Survival +9.

Possessions combat gear plus chain shirt. (Encumbrance – Light).

Destructive Appetite (Ex): A carnage demon is a threat even to its allies. After every successful melee attack, a carnage demon must succeed on a DC 14 Will save. If it fails, it

APPENDIX 2: NEW RULES

Darkstalker [General] As Presented In *Lords Of Madness*

You have learned how to stalk and surprise creatures whose senses are very different from those of a humanoid.

Benefit: When you hide, creatures with blindsense, blindsight, scent or tremorsense must make a Listen check or a Spot check (whichever DC is higher) to notice you, just as sighted creatures would make Spot checks to detect you. You cannot hide in plain sight unless you have that ability as a class feature. In addition, you can flank creatures that have the all-around vision special quality.

Normal: Creatures with these senses do not need to make Spot or Listen checks to notice other creatures within range. Creatures with all-around vision can't be flanked.

Elusive Target [Tactical] As Presented In *Complete Warrior*

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by move out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Melee Weapon Mastery [General] As Presented In *Player's Handbook II*

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once. Each time, you can select a new damage type. A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

Improved Toughness [General] As Presented In *Complete Warrior*

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Anticipate Teleportation

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5-ft. /level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting

creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

CRYSTAL OF ENERGY ASSAULT AS PRESENTED IN *MAGIC ITEM COMPENDIUM*

Price (Item Level): 600 gp (3rd) (least); 3000 gp (7th) (lesser); 6000 gp (10th) (greater)

Body Slot: - (weapon crystal)

Caster Level: 5th

Aura: Faint; (DC 17) evocation

Activation: -

Weight: -

ACID AND FIRE ASSAULT

A *crystal of energy assault* adds a particularly type of energy damage to a weapon's attacks: acid, cold, electricity, or fire. This bonus damage doesn't stack with any energy damage of the same type dealt by the weapon.

Least: This crystal adds 1 point of energy damage of its type to the weapon's damage.

Lesser: This crystal adds an extra 1d6 points of energy damage of its type to the weapon's damage.

Greater: This crystal adds an extra 1d6 points of energy damage of its type to the weapon's damage, as well as a secondary effect depending on the type of crystal:

Acid Assault: Target takes -1 penalty to AC for 1 round (multiple hits on the same creature don't stack).

Fire Assault: Target takes an additional 1d6 points of fire damage 1 round later (multiple hits on the same creature don't increase the next round's damage beyond 1d6).

Prerequisites: Craft Magic Arms and Amro; *ray of frost.*

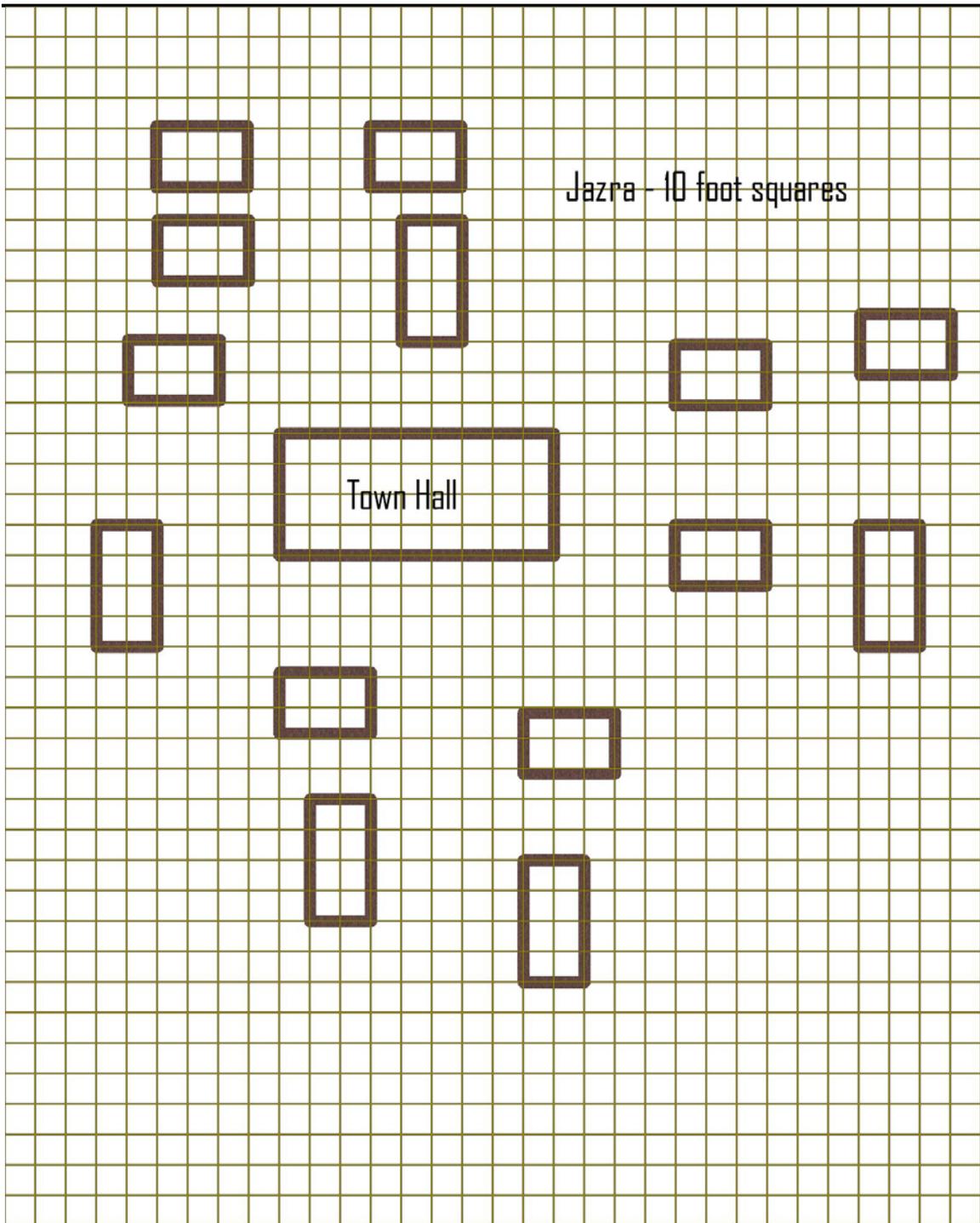
Cost to Create: 300 gp, 24 xp, 1 day (least), 1500 gp, 120 xp 3 days (lesser), 3000 gp, 240 xp, 6 days (greater).

GOLIATH GREATHAMMER AS PRESENTED IN *RACES OF STONE*

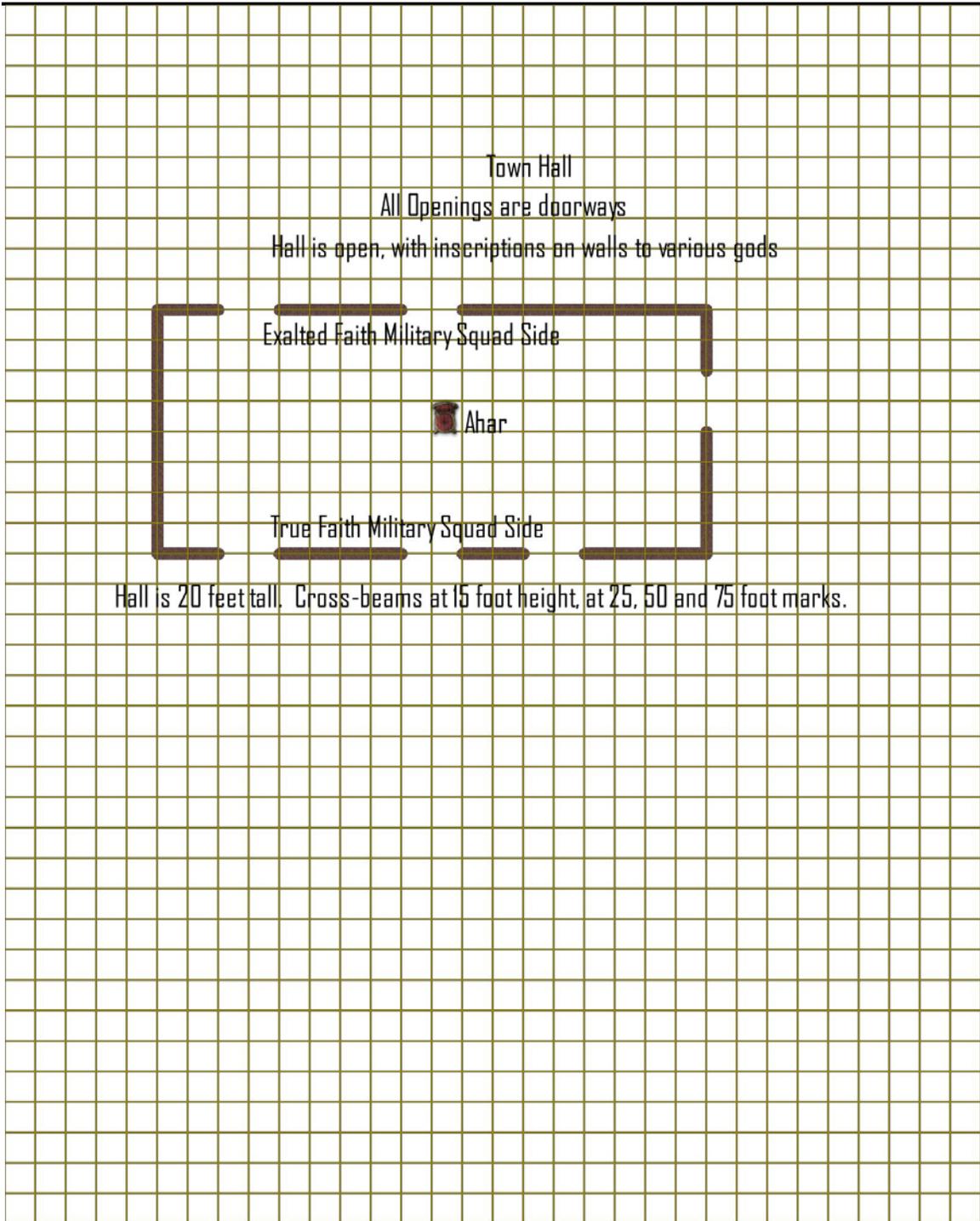
This big, heavy hammer is a favourite of goliath barbarians and warriors. The incredibly heavy head of the hammer allows it to make particularly devastating strikes against weapons and shields, granting the wielder a +2 bonus on opposed attack rolls to sunder an enemy's weapon or shield.

Goliath Greathammer, Exotic Weapon, Two-Handed Melee Weapon, Cost 30 gp, Damage (S) 1d10, (M) 1d12, (L) 3d6, *4 critical, 30 lb, bludgeoning.

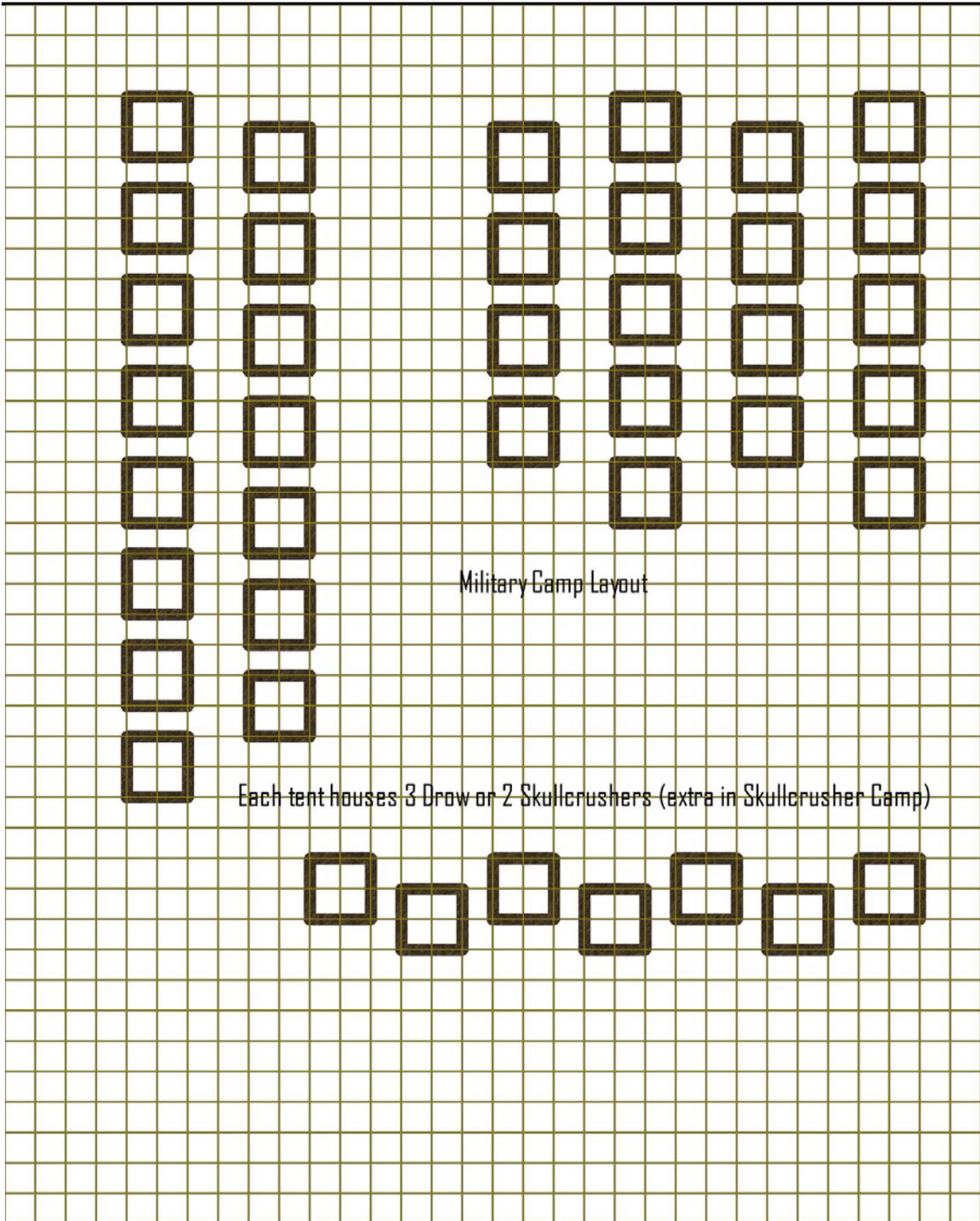
DM MAP 1: JAZRA



DM MAP 2: JAZRA TOWN HALL



DM MAP 3: MILITARY CAMP SETUP



Military Camp Layout

Each tent houses 3 Drow or 2 Skullcrushers (extra in Skullcrusher Camp)

DM MAP 4: PORTAL AREA

