

VEL7-06

Border Watch

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure

by Brian Gilkison & David Kerscher

Triad Reviewers:

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Rumbles of war in the Baklunish West have prompted Canon Truft to begin closing Veluna's borders, prompting an outcry from factions both noble and religious. But is the internal dissent due to what some see as an unreasoned decision, or to his choice for the vanguard of the Vale's defense? The security of Veluna is being entrusted to ... bards? Rao help us all. A one-round Regional adventure set in the Archclericy of Veluna that allows for *real* characters to shine (level 1-14; APLs 2-12).

Resources for this adventure [and the authors of those works] include *Book of Vile Darkness* [Monte Cook], *Complete Arcane* [Richard Baker], *Dungeonscape* [Jason Buhlman & Rich Burlew], *Fiendish Codex I: Hordes of the Abyss* [Ed Stark, James Jacobs, Erik Mona], *Monster Manual IV*, *Monster Manual V*, *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes, JD Wiker], and *Spell Compendium*.

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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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 nonplayer 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 PCs 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 PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. 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 reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Veluna. All Veluna characters pay 1 Time Unit, non-Veluna characters pay 2 Time Units.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep 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 avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the *LGCS* present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Primarily, the DM needs to determine if any PCs have levels in bard, or have ranks in Perform (string instrument). These PCs get some extra play opportunities and some expanded access options.

NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes,

prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

Veluna has long been known as a bastion of Peace, Reason and Serenity in the Flanaess. From acting as the moral compass of the old Ferrond empire to her key role in the Flight of Fiends and fight against Iuz, she has always acted towards those goals.

This is not to say that the Vale has not been subjected to strife or warfare, however. Incursions from Ket, Gran March and Keoland; skirmishes over trade with 'unsanctioned bandits' from Furyondy and Dyvers; the great conflict with the Temple of Elemental Evil; and, of course, ubiquitous raids by evil humanoids have dotted the history of this peaceful land. Among all these, the two conflicts that struck at Veluna's heart were the years under the thumb of Keoland and the War of the Heretic.

From 415CY to 438CY, Commandant Berlikyn of Gran March ruled a large swath of Veluna in the name of Keoland. The outlanders had been able to seize control because of Veluna's preoccupation with a trade war (of sorts) with Furyondy. From the beginning of the occupation, the Church of Rao maintained an effort to overthrow the oppressive regime, entreating her allies for aid – aid which never came. In 436CY, the Commandant stated his intention to claim the entirety of the Vale for Keoland. Only then, when her own borders were threatened, did Furyondy, supposedly Veluna's staunchest ally, come to the aid of the Vale. To this day, Velunese citizens despise the name Berlikyn, and distrust the intentions of Keoland and the west.

In 594, after years of secrets and treachery, the ex-canon lich Herion burst forth on the scene, leading an unholy alliance of his fanatic 'Cult of the One', orcs, undead, and devils. The war against Herion and his abominations raged for a year and a half, with many people lost to the fighting, including the venerable and revered Canon Hazen himself. While the Heretic Canon's attempt to retake the Vale was repulsed, it is feared he was not utterly destroyed and may return to assault the Vale again someday.

These two dark periods provide the basis for why the Church, particularly the current Canon, Priffin Truft, not only fears the One's return, but also the apparent naivete' towards (or willful ignorance of) the signs of Herion's coming by the Church in the years leading up to the war. Internal forces, the failure of friends and the lack of

vigilance had all contributed as much to the occupation by Keoland and rise of Herion as the villains themselves. Combine this history with some other current events, such as the secession of Grayington diocese, the rise of a diabolic cult, and the overthrow of a prominent noble family, and it is not hard to see why the Church has changed of late.

They have taken many aggressive actions in the past year that would have been far out of character prior to 594 CY. The Church cracked down on many criminals and subversives in 595, built a new fortress to watch a hotbed of chaos in 596 CY, and more recently tried to cleanse some anti-human elves from the Yatil Mountains. With the splash of recent events in Bissel, the ripples of which are beginning to spread across the region, Canon Truft has planned his most ambitious project yet for the defense of the Vale – a project designed to instill confidence in the hearts of the Velunese people, and to keep the rising tide of war in the west from spilling into the Vale.

Veluna will build a wall across the Fals River Gap.

Stretching from the banks of the Fals River on the north all the way into the foothills of the Lorridges, some 20 miles distant to the south, the Canon wishes to complete the project with as much secrecy and speed possible. But a project of such scale cannot remain secret for long. Shortly after construction began, forces loyal to Iuz discovered the project and have instigated plans to ratchet up tensions in the region.

In order to accomplish this Herculean task with such haste, the Canon and his advisors from the Colleges of the Arcane and Divine have called together a diverse group of artists uniquely suited to the task.

They have called for bards...

ADVENTURE SUMMARY

Introduction In Patchwall of 597 CY, a call has gone out for bards (and other performers) to audition their skills for a panel of judges from the Church and the Veluna Organization of Performance Arts. Those who perform adequately are given a chance to sign on to assist in the construction of the Fals Gap Wall. PCs with other related skills are also called for, whether to assist directly in the construction, or to protect the performers during their task.

1: The Fals Gap Express A caravan takes the PCs from the auditions in Mitrik to the site of the new Fals Gap Garrison. The keep's commander explains the intent of the construction in more detail, and the PCs are given an

initial chance to assist in the building of the remainder of the walls for the garrison itself.

2: And the Walls Came Tumblin' Down The raiders make their initial assault on the garrison, hoping to convince the forces there that Ket has become emboldened enough to conduct raids directly on Veluna itself. The party will have a chance to repel or defeat the raid on the garrison.

3: Over the River and Through the Woods The PCs find evidence that a second force attacked a Veluna surveying team on the north bank of the Fals River. Tracks and other signs point to the raid taking off to the north into the forbidding Yatil Mountains.

4: Lunch Time! The trail of the raiders leads the PCs into a mountain vale that was – until the raiders passed through – home to the remnants of a group of xenophobic elves referring to themselves as the Cleansers. No one was left alive, and the carnage and foul acts committed here have had a lingering effect on the fauna of the area, which are now corrupted and twisted beyond anything nature intended.

5: Come Into My Web... The pursuers begin to close the gap, as the trail leads into a series of gullies and canyons. The PCs find the remnants of one last trap the raiders threw together to dissuade further pursuit, but journey on.

6: Cornered At Last The PCs finally track the raiders to their stronghold in the Yatils. Because of the composition of the raiders' stronghold forces, infighting has broken out, and the humanoid "leaders" of the forces have been slaughtered. Only their demonic minions remain to do battle with the PCs...

INTRODUCTION

The events herein occur in the last week of Patchwall, 597 CY.

There are two separate introductions for this adventure, one for "performers" - bards and non-bard PCs with ranks in Perform (String Instrument), and a second for all other (non-performing) PCs.

Everyone may see **Player Handout #1 and #2**; it is expected that performers will respond to the first, however, while others respond to the second.

If there are no performers in the party, skip down to the [Non-performer Introduction](#).

If there are performers at the table, give the handouts to the non-performer PCs, and let them have a *brief* break until you are done playing out the [Performer Introduction](#) with the performers.

Performer Introduction:

This introduction is for bards and PCs with ranks in Perform (String Instrument).

Historically, the College has been rather ... condescending towards the bardic style of arcanism, so you were not sure what to make of it when you received an invitation to audition for them. Your curiosity piqued, you made the trip to Mitrik and now sit in a large room with two score other entertainers. The room is a cacophony of voices, instruments, laughter and many other sounds.

If there is more than one PC receiving this introduction, this would be a good time to let them introduce themselves.

Soon the din begins to subside as those gathered notice the small group of College officials gathering at the front of the room. When a older gentleman, not wearing College robes, but still with the look of an elder scholar makes his way to the dais, one of the officials rings a small bell and clears his throat.

“Attention! Attention, please!” He pauses until the crowd noise has quieted to murmurs.

Any Veluna PC, or member of the Veluna Organization for the Performing Arts might recognize the latest arrival (Knowledge (Local) DC 15, VOPA members may add their meta-org rank to their roll). He is Master Kellester von Helggensop, see below for details.

The elder man thanks the younger one and steps to the dais.

“Thank you all for coming today. As some of you may already know, I am Master Kellester von Helggensop, Director of the Mitrik Childrens’ Choir and Veterans’ Orchestra, and Senior Faculty of the Veluna Organization for the Performing Arts. I’m here today on behalf of both VOPA and the Church.”

He raises a hand to quiet a rising swell of murmurs.

“I know that some of you would consider that a rather odd coupling, so if you feel you might have any problems working with the ‘establishment’, as opposed to penning bawdy poetry poking fun at them, feel free to leave now – no questions asked, no names taken.”

Any PC bards that want to may leave. The adventure is over for them.

A very few individuals do get up and leave, but far more stay, eager to hear what he has to say.

“Now, without further ado, let me explain what we are here for, and then we can get to the auditions.”

“Recent events in the west have the government very concerned about the real possibility of another great war breaking out. The Canon, the nobles – no one in Veluna wants to suffer through another major conflict so soon after the troubles with the Heretic. Thus, the Church is taking an active role in trying to defuse the entire situation, and we are, of course, very confident in the abilities of Rao’s representatives to bring reason to the west.”

“However, unlike in foregone days, Veluna is now also preparing for less optimal eventualities. You have been gathered together to assist in swiftly erecting a wall – a bulwark to shield us from the hostilities brewing in the west.”

A tide of commotion rises swiftly, as the assembled musician’s debate what they have to do with this. Von Helggensop again raises a hand, smiling a bit as he quiets the rabble.

“I certainly hope that was all excitement and not whining! I assure you, the heaviest labor you will be doing is carrying Veluna’s hopes for peace on your backs.”

He motions to one of the gentlemen on the dais, who brings forward a medium sized box. Von Helggensop opens the lid and pulls out a marvelously decorated lyre which sparkles in the light. He plucks a string and a strong, clear note rings out over the hall, and he smiles.

“Lyres of building, provided by the College of the Arcane. Details will be provided later, but suffice it to say that all that pass the audition will have the chance to work with one of these beautiful instruments.”

He puts the lyre back into its case.

“Now if you would please proceed to the tables on your left, where you may check in and get your room assignment...”

The rush to the tables is swift.

The “performer” PCs may now audition for the gig. They are to use an instrument provided by VOPA, which is of masterwork quality, and thus provides a +2 bonus to their DC 15 Perform (String Instrument) check. Those PCs with the ability to enhance their musical skills through magic (whether by spells, or magical equipment) will be permitted to do so if the PC can demonstrate that the effect can be sustained for an extended period of time (generally for an entire day’s worth of work – 8 hours), as

the Church wishes to maximize the usefulness of the *lyres of building*).

For performers who fail badly (less than 10 on the Perform check), one of the judges on the panel is particularly snarky, and will take the opportunity to get in a comment or two before dismissing them, such as:

- That was just pathetic. What was that?
- Come back and wow us next year.
- You have just invented a new form of torture.
- Did you take lessons? Do you retain a barrister? Get a barrister and sue your teacher.
- What do you think we are looking for – a two-year-old who can't play?
- My advice would be if you want to pursue a career in the music business, don't.
- If your warden duties were as good as your playing, a lot of criminals would be escaping.
- You were having fun. But I'm not sure how much fun the other judges on the panel were having.
- You performing is like ordering a ferocious guard dog for your home and getting delivered a poodle in leather armor instead.

The success or failure of the check does not determine who is kept or dismissed (as those who “fail” the audition will still be offered a position to help in the construction), but will have repercussions later (regarding times they use the *lyre*, and thus what rewards they earn), so make note of the results.

By the end of the day, you are assigned to Team Blue – a small group of a dozen players led by a gnome named Zigmund Appletart MacMerry Pendleton, who takes you all out for dinner, drinks and merrymaking.

Late the next morning, you all gather together for a hearty traveler's breakfast, then head out to the college courtyard, where some guard types are lounging about next to what you assume is your supply wagon.

Proceed to Encounter 1.

Non-Performer Introduction

Recent events in the west have the government very concerned about the real possibility of another great war breaking out. Rumors are rampant of an impending Kettite (or even Keoish) invasion.

When a call recently went out for adventurers to assist the Church with a simple but important mission, you signed on – perhaps figuring the assignment might put you in excitement's way, or perhaps for other less altruistic reasons... Regardless, your superiors in this matter were not at all

forthcoming with details, only that “the security of the Vale depends on you safeguarding your charges”, and that more would be told once you arrived at your final destination.

Now you wait in the square outside the College of the Arcane. In fact, you have been waiting for over an hour, sitting with the supply wagon you have been assigned to escort westward. Another nearby wagon is being loaded with supplies similar to yours, including a couple of boxes marked “Fragile”. Waiting for this expedition's leader – someone named Pendleton.

After another twenty minutes, the College's main doors begin to open, but instead of powerful-looking wizards or dragon-blooded sorcerers, a rag-tag group of about a dozen people saunter out, led by a rather groggy-looking gnome. No staves of magical power, no imps on their shoulders... But every one seems to have an instrument of sorts...

Bards?

Some players will undoubtedly question why they would take such an assignment. For members of any Church-related meta-orgs, they have been requested by their superiors (or in the case of any of the knightly orders, or the Mitrik Temple Guard, ordered) to proceed with the caravan and assist in any way possible (providing security, tending to religious needs, etc.). Members of the College of the Arcane will be sent to keep an eye on the College's equipment (the *lyres of building*, as well as other magical equipment being used during construction). Other groups or individuals may have their own reasons as well...

For those participating for their own reasons, (e.g., a member of any group not mentioned above, or anyone who did not specifically receive a request to assist), the Church and VOPA will agree to pay part of their fee for the assignment up front (up to APL x 10gp), but only if the PCs specifically ask. They will explain that food and lodging will be paid for by the Church and VOPA during the assignment.

Gather Information:

PCs may try to Gather Information around town before leaving, including checking with meta-organizations. As Mitrik is a large city, there is much to be heard, though little directly relevant to the PCs

- DC 5: Despite the flooding last year, and subsequent record harvests, Whitehale is still having trouble recovering from the war with Herion. No one wants to come back given what happened.

- DC 7: The head of one of the noble families in the southern part of Veluna was assassinated recently; some say the church was behind it.
- DC 10: Tensions have been rising between the nobles and the Church. Some say the church is just trying to re-establish some semblance of order after the chaos of the war with Herion. Others say that the Church is overstepping its bounds into legal matters that have traditionally been the province of the nobles, and have even arrested some of the lesser nobles!
- DC 12: Eldried Sarneth appears to have left Grayington, permanently. He was last seen headed toward the Viscounty of Verbobonc, where it is said he is being considered for the office of Lord Regent until Viscount Langard is found.
- DC 13: The Forest of Whispers west of the city of Whitehale has been growing more dangerous lately. Animals have become more vicious, and the forest seems darker.
- DC 15: Pamphlets have been seen circulating in Veluna's cities calling for protests of the government's tax policies; some brave souls have even been seen preaching the same in the public squares around the Vale.
- DC 20: The pamphlets are similar to some that were handed out early last year, but aren't in quite the same style, and seem a bit more reasoned. People say they were distributed by someone calling himself "The Hound".

Treasure: This entry represents up to half of the Church's payment for the PCs services, if the PCs specifically asked to be paid up-front. Do not award this if they did not do so, and reduce it appropriately if necessary.

APL 2: Coin: 20 gp; Total 20 gp.

APL 4: Coin: 40 gp; Total 40 gp.

APL 6: Coin: 60 gp; Total 60 gp.

APL 8: Coin: 80 gp; Total 80 gp.

APL 10: Coin: 100 gp; Total 100 gp.

APL 12: Coin: 120 gp; Total 120 gp.

1: THE FALS GAP EXPRESS

The journey from Mitrik to Falsridge and beyond looked to be relatively straightforward at the start. Most of the performers seem hung-over from a night of revelry, and spend the morning snoring – in time, no less – to the clip-clop of the horses' hooves and the squeaking of the wagons' wheels. Unfortunately, the lunch stop in Hadrian appears to produce a full recovery. With no small amount of convincing, you finally herd the minstrels back into the wagons, and the caravan sets out once again.

The afternoon crawls on, as the bards – despite your efforts to the contrary – seem able to convince the drivers to stop at every small inn and way station on the road so they might perform for the locals. The closer you get to Falsridge, the bawdier the jokes and songs become – and the more the punch lines involve Cuthbertines – and you finally pull into Falsridge well past sunset.

The PCs can take this opportunity to buy just about any Open mundane supplies available to them in a large town (3,000 gp limit, and DM's discretion).

The following morning, after being joined by two more wagons bearing additional supplies, you set out once more. The saga of yesterday repeats itself until you reach Fals Keep, the last stop before the border. A small detachment of soldiers from the Keep ride out to meet and accompany the wagon train for the remainder of its journey. Once past Fals Keep, farms in the border region are sparse. A solitary barge loaded with crates passes by, floating downstream on the Fals – a reminder that this area of Veluna and Bissel is a major nexus for trade between the east and west of the Flanaess. As you make your way west, the land rises ever so slightly, and in the late afternoon, after cresting a low ridge, the Fals Gap lies before you. But breaking the monotony of the plain in front of you is a sight that is unexpected.

You recall that Canon Truft announced the establishment of the "Fals Gap Garrison" in Coldeven of this year [DM's note: this was earlier in 597CY], and what you see is clearly the end-result of that announcement. A small stone keep rises next to the Great Western Road, and what appears to be a gatehouse straddles the road. On the opposite side of the road from the keep sits a smaller, circular structure, resembling the larger temples of Rao sent throughout Veluna. High stone battlements stretch the half-mile or so from the gatehouse to the shores of the Fals River, ending in a tower in the river itself. As the caravan approaches closer, you can see that the foundations for two smaller towers have been laid next to either side of the road closer to you, while another section of wall heads east from the main gate for about 100 yards before ceasing. On the far side of the battlements, you notice a wide ditch extending towards the foothills of the Lorridges some 15 to 20 miles distant.

Some of the construction that the PCs see was built the old-fashioned way – i.e., by hand – but the defensive ditch and the initial walls were built using *lyres of building* by bards previously sent by the Church. Canon Truft's plan is bold; he intends for the Fals Gap Wall to

extend from the Fals River all the way to the Lorridges, a span of some 15 to 20 miles. Though he knows such a barrier cannot be impregnable, the Canon is sure that it will nonetheless serve as a strong deterrent to any force considering an invasion into Veluna from this direction. The PCs can see the intended size from the section of wall already extending from the gatehouse (see **DM Map 1**) – 25 feet high, and 15 feet wide, with watchtowers every mile. *[To give players a sense of scale, these dimensions are roughly the same as the Great Wall of China.]*

Though there are ground entrances to the gatehouses, the corner towers and the watchtowers can only be entered from the battlements. The rooms at the level of the battlements have arrow slits looking out from the keep, and contain spare arms and armor (longbows, spears, etc.). There are 2 rooms below the battlement level; the one just below the battlements has more arrow slits, while the “ground floor” contains quarters for off-duty guards – both are reached from the battlements via a spiral staircase running along the inside edge of the towers. The crenellated roof of the towers can be reached via a ladder leading up to a trapdoor. Inside the walls, there are also a few wooden ladders and ramps leading up to the battlements.

After your arrival, you are introduced to Sir Lynwerd Baaneth, a tall, stern-faced Oeridian man. On his tunic, a black badge bearing a golden pair of deer antlers gleams brightly. (DC 15 Knowledge (nobility and royalty), or DC 20 Knowledge (local-VTF) to identify this as a badge of the Knights of the Hart; beating the DC by 5 or more specifically identifies Sir Lynwerd as a Knight of Veluna) ***He invites you to a welcoming dinner, and during the dinner explains in more detail the intent of the construction and your roles therein. He also explains that there is a surveying team and patrol on the north side of the Fals, scouting suitable locations to continue the wall up into the foothills of the Yatils as a direct defense against incursions from Ket.***

Sir Lynwerd Baaneth: male Oeridian LG paladin 8 / Knight of Veluna 3 (Rao)

Gather Information:

The soldiers and other personnel at the keep don't see many travelers these days, and though they are only a day's ride from Falsridge, not much up-to-the-minute news makes it out this way. But everyone listens eagerly to anything the merchants passing through have to say. The same information can be had no matter who the PCs talk to (it's a small camp, and stories move quickly).

- DC 5: Tensions between Ket and Bissel keep growing. No matter which side you listen to,

each will say the other is responsible for all the border skirmishes of late. Some say Gran March will begin sending forces back into Thornward. The conflict is the reason we're all here now [i.e., manning and constructing the garrison and wall].

- DC 7: Veluna sent diplomats to Ket and the other countries of the Baklunish West in an effort to convince them that more fighting between the rivals could lead to a bigger conflict, something that could possibly rival the Greyhawk Wars. It seems their negotiations fell on deaf ears.
- DC 10: Speaking of negotiations, Turrosh Mak, the half-orc warlord who rules the Pomarj attempted a peace agreement with the lands of Greyhawk and Sheldomar, but was rebuffed.
- DC 15: Ket seems distracted from the skirmishes of late. Word is that a god had come to Ekbir and blessed them with an artifact of some kind.
- DC 20: It's said that the artifacts in question are none other than the fabled Cup and Talisman of al'Akbar, and that they were given directly to the Caliph of Ekbir's lap! Ket and Tusmit have both started marching troops towards Ekbir to reclaim what they think is rightfully theirs. Some say Old Wicked himself was involved in some way.

After dinner, the party is shown to their quarters; the performers have been given more elegant accommodations on the 2nd floor of the keep (“To keep them fresh!” Pendleton explains), while the remaining PCs are allotted space in the common room on the keep's 1st floor. PCs are free to set watches, or patrol with the garrison's forces, though no trouble occurs the first night.

The following day, the PCs are given a brief tour, and then taken out to assist in the continuing construction. Allow the PCs to roleplay this as much as they like, while keeping note of time in a convention or game-day setting. PCs with appropriate skills – for example, Craft (stonemasonry), Knowledge (architecture and engineering), Profession (siege engineer), etc. – can assist in evaluating plans, reviewing designs, or lending a hand to detail work); cleric PCs may be called upon to tend injuries sustained by the manual laborers, etc. Though they may regret it, PCs with no appropriate skills are simply asked to perform guard duty, patrol the area, lift heavy objects, etc.

If there are any performer PCs in the party (as determined in the Introduction), then now is their moment to “shine”. They are assigned one of the *lyres*

that were brought with the caravan, and after reviewing the designs for the fortifications, they are set to work. Performers find that the first hour of playing goes smoothly, but for each hour after the first, a character playing the *lyre* must make a DC 18 Perform (string instruments) check. If it fails, the PC must stop and cannot play the *lyre* again for this purpose until a week has passed. The performers may make up to 8 checks before work is called to a halt for the day. A *lyre of building* should be considered a masterwork instrument, and thus grants a +2 circumstance bonus on the Perform check. Make note of how long each performer plays, as each hour of playing (by one individual) adds roughly 10 feet of length to the walls described above.

(If there are no performers, the PCs are still assigned the duties described above, since there were approximately a dozen NPC bards escorted to the garrison.)

The parties may also wish to talk with the other inhabitants and personnel of the keep, and the following can be used for guidance:

Temple of Rao: This small temple of Rao is being managed by Edwig Fisher, a priest of Rao sent here to handle the religious needs of the garrison. With preparation, he can cast any spells appropriate to his domains and level. He has the following equipment available for sale:

- Potions: *bless weapon* (oil) (x3), *cure light wounds* (x15), *cure moderate wounds* (x10), *cure serious wounds* (x5), *lesser restoration* (x4), *tongues* (x2)
- Scrolls: *augury* (x2), *bless* (x4), *consecrate* (x2), *endure elements* (x6), *gentle repose* (x5), *remove disease* (x4)
- Miscellaneous: holy water (x10), antitoxin (x3)

Edwig Fisher: male Oeridian LG cleric 7 (Rao; Community, Pact)

Smithy: Godric Smithson is in charge of the forge in the garrison, repairing the soldiers' weapons, and crafting new ones as needed; he also has some skill as a bowyer. He has the following equipment available for sale: mwk longsword (x3), mwk light mace (x6), mwk spear (x4), longspears (x2), longbow (x4), shortbow (x2), light steel shield (x3)

Godric Smithson: male Flan NG warrior 1 / expert 5

Keep: The keep is relatively modest in size (though tall enough that the roof and upper floors have a commanding view over the garrison's walls), intended mainly for the comfort of the higher ranking personnel stationed here, or visiting officials (Sir Baaneth has

quarters on the 3rd floor). The first floor consists of a common area with a fire pit in the middle, though it can be covered if the hall is setup for dining. Spiral stairs in each corner lead to the upper floors (PCs will not be permitted past the second floor, which is where the bards will be accommodated, unless they wish to sleep in the common area on the first floor). There is also a sub-level with rooms which can serve as cells.

Barracks: This rather cramped 2-story barracks is partially sunk into the ground, and has bunks and room for approximately 50 soldiers. The conditions are quite spartan at this time.

Appraiser's Office: Farid bin Nazaran is a reed-thin Baklunish man originally from Ket, and a member of one of the few trading families whose devotion lies with Zilchus instead of Mouqol. His Kettite origins cause him to be the butt of jokes among some of the soldiers and merchants that pass through the garrison, but he has been personally vouched for by both Edwig Fisher and Sir Baaneth. He has been tasked with setting up what amounts to a customs facility for the garrison. He also serves as a money changer, and has some skill evaluating objects for the merchants and travelers passing through – assume that he has +5 to any Knowledge check, and a +12 to Appraise checks; as a wizard, he can also cast identify on items at standard spellcasting fees (110 gp).

Farid bin Nazaran: male Baklunish LN expert 5 / wizard 2

Once the PCs have completed their work or other affairs for the day, proceed to Encounter 2.

2: AND THE WALLS CAME TUMBLIN' DOWN

After a long day of performing and construction, Pendleton congratulates the performers on a good first day's work. Though some of the younger bards strummed a few dissonant chords, the main walls of the garrison are miraculously completed, with only detail work remaining. Sir Baaneth seems pleased as well, and speaks with each of the performers in turn, thanking them for their efforts. After another hearty dinner, those minstrels whose fingers aren't raw from a day of playing treat the party and keep personnel in attendance to an impromptu performance, after which you again settle down for the night.

The PCs may once again set watches, etc. The assault that follows will come around 4 AM (likely during a third watch rotation). For those inside the keep, sleeping PCs may make a DC 14 Listen check to hear the towers collapsing from the initial assault (the check DC accounts

for the PCs being asleep). Wake PCs need only make a DC 9 Listen check to hear the collapse.

Which description to use depends on the location of the PCs at the time of collapse:

For PCs who awaken from the sounds of the initial collapse (or paraphrase for wake PCs):

You wake with a start as a low rumble echoes off the walls around you. Dust drifts down from the ceiling, and the floors shake as well. From outside the keep walls, you begin to hear shouts mingled with screams, and then horns sounding alarms!

Proceed to the combat and Tactics section of this encounter.

For PCs who are outside:

Clouds flit across the slender crescents of Celene and Luna. Though the chill wind blowing through the Gap encourages you to keep moving, your watch has been rather uneventful so far. Now that the four walls of the garrison are complete, your fellow guards seem a bit less tense than you've previously seen. But you knew the dullness wouldn't last – it never does.

If the PC(s) are outside on the north wall, continue with the following; otherwise continue with the next paragraph:

A lull in the breeze brings a new sound off in the darkness to the north – the faint noise of grunting beasts, perhaps? Humanoid sounds as well! Just as you are able to focus on dark shapes approaching in the distance, two thin green beams leap from the darkness, striking the bases of the towers to your left and right. Almost immediately following, the ground begins shaking, and with a sharp CRACK! Both towers begin to collapse. The guards on the other battlements begin sounding alarms, answered by horns from the outside!

Proceed to the combat and Tactics section of this encounter.

If PCs are in the courtyard, or on any walls other than the northern wall, continue with this paragraph instead:

With a lull in the breeze you hear, and then see, the patrols on the north wall suddenly start running towards the corner towers! Almost immediately thereafter, the ground begins shaking, and with a sharp CRACK! the towers anchoring the north wall begin to collapse, falling outwards as they drop. The guards on the other battlements begin sounding alarms, answered by horns from the outside!

Proceed to the combat and Tactics section of this encounter.

Creatures: The raiders are all part of a force whose sole intent is to sow chaos in an act of subterfuge. Iuz still has an abiding hatred towards Veluna for her part in the purging of the Flanaess during the Flight of Fiends ceremony in 586 CY. While another group of Iuzians is conducting unknown business in the Baklunish West, this group has been sent to conduct raids in the border regions between Veluna, Bissel, and Ket. Their orders are to make the raids look like they have been conducted by each country's respective enemy (i.e., Kettites invading Veluna, and vice versa). To that end, the Iuzians have recruited mercenaries with the appropriate skills to conduct the main assault on the garrison, with minimal support from casters directly loyal to Iuz.

APL 2 (EL 3)

Raiders (6): male human warrior 1; hp 6, 6, 6, 6, 6; Appendix 1.

APL 4 (EL 5)

Raiders (3): male human warrior 2; hp 13, 13, 13; Appendix 1.

Raider Artillery: male human warmage 3; hp 15; Appendix 1.

APL 6 (EL 7)

Raiders (3): male human warrior 4; hp 27, 27, 27; Appendix 1.

Raider Artillery: male human warmage 5; hp 26; Appendix 1.

APL 8 (EL 9)

Raiders (6): male human warrior 1; hp 6, 6, 6, 6, 6; Appendix 1.

Elite Raiders (3): male human warrior 4; hp 30, 30, 30; Appendix 1.

Captain: male human fighter 5; hp 50; Appendix 1.

Raider Artillery: male human warmage 7; hp 26; Appendix 1.

APL 10 (EL 11)

Raiders (6): male human warrior 2; hp 13, 13, 13, 13, 13; Appendix 1.

Elite Raiders (3): male human warrior 5; hp 38, 38, 38; Appendix 1.

Captain: male human fighter 7; hp 70; Appendix 1.

Raider Artillery: male human warmage 9; hp 47; Appendix 1.

APL 12 (EL 13)

Raiders (6): male human warrior 2; hp 13, 13, 13, 13, 13, 13; Appendix 1.

Elite Raiders (4): male human warrior 6; hp 46, 46, 46, 46; Appendix 1.

Captain: male human fighter 10; hp 100; Appendix 1.

Raider Artillery: male human warmage 11; hp 47; Appendix 1.

Tactics: Torches are regularly spaced every 30 feet on the battlements, allowing the (human) soldiers to see clearly on the entirety of the walls.

The raiders are outfitted in traditional Ket / Baklunish military gear, stolen during raids against Kettite camps and caravans, and are trained in Kettite fighting style (scimitars, pikes). The initial collapse of the north towers was caused by a few high-powered wizards operating in concert (using *disintegrate* and *earthquake*), who then *teleported* to safety (returning to their encampment in the Yatils, the PCs' destination in Encounter 6). The mercenaries enter the keep from over the south wall 3 rounds after the towers collapse (they scale the wall using knotted *ropes of climbing* supplied for that purpose), after waiting for the guards to be drawn off to the north.

Any Velunan soldiers on patrol on the walls will generally be ineffective during combat, and should not contribute to the PCs' battle with the raiders. If they would not be overtly at risk of being attacked by the raiders, the guards attempt to stabilize fallen PCs (assume that it takes a guard one round to reach a downed PC, and that the soldier has a +2 to his Heal check).

If any PCs were on the north wall at the time of the attack, the collapse of the towers may make it difficult to get down. At APLs 2 and 4, the top sections of the wooden ramps and stairs are destroyed, leaving a 15 foot jump to the closest intact section; at APLs 6 and above, the ramps are completely toppled, leaving a 25 foot jump to the ground. A significant portion of the barracks also collapses (killing most of those inside)

The raiders with longswords try to retain the high ground if at all possible, and attempt to keep the PCs in bottlenecks (on the intact stairs leading up to the battlements, or by fighting side by side on the battlements). At higher APLs (those with both raiders and elite raiders), the elite raiders take point with the lower-level warriors backing them up. At APL 8 and above, the Captain who accompanies the group take the fight directly to the PCs at his first opportunity. He delights in fighting dirty, and has no honor – he tries to take out whomever he perceives as the weakest enemy, leaving more powerful foes to be softened up by the

warmage. The warmage tries to stay out of range of any physical attacks, and tends to target the strongest looking PCs, especially when the Captain is around.

The warmage and the captain are fiercely devoted to Iuz, and otherwise live by his credos: "Pain is power, and inflicting pain demonstrates power best." They are willing to die for him (even if their hired mercenaries are not), and to that end, each wears an alchemical tooth (described in Appendix 2) containing a dose of black lotus extract (*DMG* page 297; Contact; Fort DC 20; 3d6 Con/3d6 Con). If either is captured, they purposefully ingest the poison (and intentionally fail the save) to avoid questioning (remember that the Constitution damage also results in a loss of hit points). If the party kills them outright, assume that the NPCs activated the tooth in their death throes. Heal checks to determine cause of death will not expose the PC performing the check to a sufficient quantity of the poison to cause any harm, BUT UNDER NO CIRCUMSTANCE SHOULD THE PARTY BE ALLOWED TO COLLECT ANY OF THE POISON FOR LATER USE! If they try to do so, then they are exposed to the poison as well and must make the appropriate save, regardless of the APL.

Feel free to include additional vignettes to illustrate the chaos of the battle. For example: An un-statted raider has been given a *horn of blasting*, which he uses (for effect) on the structure of the walls *only* and not on the PCs. Unfortunately, the PCs only get to see its effects once, as his second attempt results in the horn's explosion, destroying the horn and killing the raider in the process. Scenes like this can illustrate the scope of the assault (which should feel larger than the forces the PCs actually face), as long as there is no in-game effect on the PCs themselves (i.e., causing damage or spell effects directly to the PCs, beyond what the stated NPCs are capable of).

Treasure: The PCs can gain the following treasure from the raiders:

APL 2: Loot 393 gp; Coin: 14 gp; Magic 48 gp; *potion of cure light wounds* (x12) (4 gp each); Total 455 gp.

APL 4: Loot 279 gp; Coin: 51 gp; Magic 390 gp; *+1 mithral shirt* (175 gp), *healing belt* (x3) (62 gp each), *potion of cure light wounds* (4 gp), *potion of invisibility* (25 gp); Total 720 gp.

APL 6: Loot 210 gp; Coin: 15 gp; Magic 914 gp; *+1 chain shirt* (x3) (108 gp), *+1 mithral shirt* (175 gp), *brooch of shielding* (125 gp), *healing belt* (x3) (62 gp each), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (x3) (25 gp each), *potion of invisibility* (25 gp); Total 1139 gp.

APL 8: Loot 649 gp; Coin: 45 gp; Magic 1295 gp; *+1 chain shirt* (x3) (108 gp), *+1 great scimitar* (208 gp), *brooch of*

shielding (125 gp), *cloak of charisma +2* (333 gp), *healing belt* (62 gp), *mithral shirt* (91 gp), *potion of cure light wounds* (x13) (4 gp each), *potion of cure moderate wounds* (x3) (25 gp each), *potion of invisibility* (25 gp); Total 1989 gp.

APL 10: Loot 815 gp; Coin: 71 gp; Magic 2654 gp; *+1 chainmail* (x3) (108 gp each), *+1 great scimitar* (208 gp), *+1 mithral shirt* (175 gp), *belt of growth* (250 gp), *brooch of shielding* (125 gp), *cloak of charisma +2* (333 gp), *headband of intellect +2* (333 gp), *healing belt* (x9) (62 gp each), *steadfast boots* (x3) (116 gp each); Total 3540 gp.

APL 12: Loot 738 gp; Coin: 118 gp; Magic 5002 gp; *+1 banded mail* (116 gp), *+1 chainmail* (x4) (108 gp each), *+1 corrosive great scimitar* (708 gp), *+1 heavy wooden shield* (96 gp), *+1 longspear* (x4) (192 gp each), *belt of growth* (250 gp), *brooch of shielding* (125 gp), *hawkfeather armor* (1014 gp), *headband of intellect +2* (333 gp), *healing belt* (x6) (62 gp each), *steadfast boots* (x5) (116 gp each), *tunic of steady spellcasting* (208 gp); Total 5858 gp.

Development: If captured, the mercenaries know little (if anything) about the Iuzian's subterfuge; they have only had contact with one or two other individuals from the Iuzian encampment (besides the warmage and/or captain), and they've had no contact with the demons. They have had training in Ket's military (before "going solo"), and they are natives of Ket – they were hired in Ket to conduct these raids, specifically so that questioning or divinations would demonstrate the veracity of their story.

As the battle winds down, the guards still on the walls will point out that there are large flames to the north. Based on the distance, it appears that the fires are on the other side of the Fals. Sir Baaneth eventually appears from the keep, and he can remind the PCs that the area where they see the fires is the same general area where the survey team was working. Though he won't prevent the PCs from investigating on their own at this instant, he suggests that they could do more good right now by helping tend to the wounded, or search the damaged portions of the garrison for survivors. (If the PCs do not investigate, he sends a 2-man scout team instead.)

Whether the PCs elect to investigate now (it is still night) or in the morning makes no difference, as they will not be attacked again at this time. Proceed to Encounter 3.

3: OVER THE RIVER AND THROUGH THE WOODS

Paraphrase the following depending on whether the PCs decide to investigate the fires on their own, or wait until later.

Come morning, the scouts Sir Baaneth dispatched to investigate the fires have returned. They report that there were signs of a fight, but no bodies were found in the camp. They also found a number of tracks leading to and from the camp; the tracks lead back up into the foothills of the Yatil Mountains.

If the PCs don't immediately jump to the task, Sir Baaneth requests that the PCs investigate the camp and if possible, to see where the tracks found lead. If necessary, Sir Baaneth can supply a tracker (the tracker will not contribute to combats in any way). If there are objections to leaving the safety of the keep, Sir Baaneth assures the party that though they had not expected an attack so soon, and were caught unawares, they will not allow the same to happen again. He has discussed what happened with the representatives from VOPA and the College of the Arcane, and it was decided that at least one of the bards is going to be on watch duty at night in the future, such that the *lyres* can be used to protect against future damage. Meanwhile, the *lyres* will also be used to make speedy repairs to the damage caused by the assault.

As you make your way along the path to the river, you can see that, while the garrison seemed to be the main target of the raiders, the wall and other towers between keep and the river also received similar damage. Soldiers have set about digging through the rubble, recovering what equipment they can. As you approach the river, some sections of the wall also appear to have been attacked by the massive claws of some beast.

(A few of the carnage demons had started to make their way to the garrison and were causing damage along the way, before they were called back to return to the raiders' stronghold.)

When the party reaches the river, they can see that the wall extends out into the river about 50 yards, forming a wharf of sorts, and ending in a tower similar to those on the corners of the garrison. A few small boats and rafts are tied off, and if the party does not have the means to cross the river under their own power (fly, water walk, winged boots, etc.), then one of the soldiers can ferry them across.

Disembarking at a small pier on the opposite shore, a well-trod path leads 100 or so feet straight up the embankment and towards the smoke rising from the woods in front of you. Following it, a small clearing about 50 feet across opens in front of you, ashes scattered about it, and smoke blackens the surrounding trees. It looks like there were three wooden huts and an equal number of two-man tents set up in the area, but the huts have been completely

collapsed and burned, and the tents have been torn to shreds.

A thorough search of the camp and the surrounding area turns up little other than the tracks leading up into the Yatils. The tracks are a mix of boots and heavy feet (ending in 3 clawed toes), and there was no attempt to hide their trail. They appear to lead in both directions (i.e., the raiders came and went the same way). Though it is clear there was fighting between the soldiers assigned to the patrol and the raiders, there are no bodies. Most of the equipment you would expect to find (weapons and armor for the soldiers, clothes, food, etc.) is gone, with only some of the survey equipment remaining (plumb-bobs, chains, leveling instruments, etc.), and most of that has been damaged or broken.

Development: If the PCs seek further guidance from Sir Baaneth at this point (the garrison is only a half mile away, after all), he again request they pursue the raiders' trail. He also requests that the party try and retrieve the survey team as quickly as possible.

4: LUNCH TIME!

The party's pursuit of the forces that attacked the garrison leads them farther and farther up into the Yatils. During the day, it is warm enough that the party can proceed unhindered (though it will be uncomfortably chilly), but once the sun sets, temperatures quickly drop to below freezing. If the party does not take appropriate precautions at night to keep warm (cold weather clothing, a large campfire, magical protection such as endure elements, etc.), then each unprotected PC must make a Fortitude save (DC 15, + 1 per previous check) each hour or take 1d6 points of nonlethal damage. A PC who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. A PC who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia. Treat the character as fatigued until the damage is recovered. For more information on cold effects, see *Dungeon Master's Guide*, pg. 302.

Though it winds at times to avoid larger natural hindrances, the trail of the attackers slowly leads farther up into the Yatils.

PCs with the appropriate skills may make a DC 15 Knowledge (geography) or Knowledge (local-VTF) check to discern that the trail is taking them along what would be the mountain border between Veluna and Ket.

On the second day of pursuit, the party enters a sheltered valley.

Coming through a cut between two higher hills, a small green dell stretches before you. Perhaps a mile or two across, you notice a number of dark shapes circling lazily and occasionally descending into a clearing on the opposite side of the valley from your position. Tendrils of smoke drift up from the same area.

At this distance, it will be impossible to positively identify the creatures, but a DC 40 Spot check can determine their relative size (Tiny to Small creatures). Assuming the party approaches, continue:

As you descend into the hollow, the alpine trees begin to thicken; a gloom surrounds you, and the sounds of your movement fall dead on the thick carpet of pine needles. Despite the soft cover, the trail remains obvious, with the indentations of heavy feet and broken branches on the trees surrounding you.

As you approach the clearing, sounds become evident once more. The croaking and cawing of a large flock of birds becomes apparent as you approach the clearing, and through the boughs overhead, the dark shapes continue to circle.

Once the PCs are within about 100-200 yards of the clearing, it should be clear that the shapes are actually birds of some kind (a mix of ravens and buzzards. If the party approaches to within 100 feet or so of the clearing, then they start to smell a strong odor – sweet at first, but very pungent, and quickly replaced by the distinct tang of rotting flesh.

If the party continues to move forward, then proceed:

The gruesome sight before you would likely make lesser folk weep in despair. What must have once been an encampment of sorts is now a scene of decay and destruction. Mutilated corpses are strewn about the clearing, and carrion birds feast on the remains, while the frames of tents and various small huts lie collapsed and smoldering.

The clearing is all that remains of a group of elves who have been systematically slaughtered for simply being in the way of the raiders. The raiders came upon the camp on their way to the garrison. There was a pitched battle, and the elves were able to defeat some of the attackers (including some of their demon cohorts), but all the elves (some three dozen or so) succumbed in the end. The raiders simply left all the bodies to rot after they passed through, including the demons that fell. Some of the local fauna came upon the corpses and started scavenging, but became corrupted by the taint the demons' blood left stained in the area.

From the edge of the clearing, the PCs can see that there is something wrong with the birds. Many are missing feathers, they're covered in sores, some have mismatched or twisted wings, and they attack the carcasses with more even more gusto than one might expect, but all seem to have hints that indicate their corrupted nature.

Although the corrupted creatures are all considered aberrations, allow the players to make appropriate checks (Knowledge (nature) for animals, and Knowledge(arcana) for the bulettes) to identify the base creatures; making the base check will at least indicate that these are not quite "normal" versions of such creatures.

When the PCs enter the clearing, read or paraphrase the following:

As you enter the clearing, several of the ravens cock their heads in your direction. A few particularly large buzzards in their midst, missing more than a few feathers, and covered in swollen pustules, scan you with a malevolent glint in their eyes, the first indication that something is not right with them.

APL 2

With a strangled croak, the buzzards take wing, followed by a flurry of black feathers, all headed in your direction!

At APLs 4 and above, the smaller birds do not attack when the PCs enter the clearing. They flutter out of the way at the last moment as the PCs approach any given corpse, and quickly return to the same if the PCs move on. The dire vulture will not attack the PCs at this point, though the PCs may still be affected by the creature's Stench ability.

APL 4 - 10

A minute or so after the PCs enter the clearing and have started exploring, allow PCs with ranks in Survival to make a DC 15 Survival check. Have all PCs make Listen checks (or use rolls made before the start of the adventure for this purpose) opposed by Move Silently checks for the creatures appropriate to the APL, then read or paraphrase the following:

A slight wind picks up, and with a start, you see and hear another group of birds take to the sky to the north of the camp. As if in response, the scavengers in the camp rise almost as one. Their numbers swarm around you for an instant, but then climb and alight in the trees surrounding the glade, while the larger buzzards hop away from the forest's edge. With a low growl, two large shapes approach through the tree line to the north.

PCs that made the Survival check above notice that the wind has shifted, and that the breeze is now blowing to the north, in the direction where the first group of birds took to the sky. If they also made the Listen check, then give them a +2 circumstance bonus to their Initiative roll (for realizing that the birds were likely startled by the approach of a larger creature).

APL 12

PCs that make a DC 15 Spot check will notice that the ground is disturbed in a few areas, as if freshly dug. A minute or so after the PCs enter the clearing and have started exploring, allow them to make a DC 20 Listen check (or use rolls made before the start of the adventure for this purpose) to pick up the low rumble of the bulettes moving underground, then read or paraphrase the following:

A slight wind picks up, and with a start, you see and hear another group of birds take to the sky to the north of the camp. As if in response, the scavengers in the camp rise almost as one. Their numbers swarm around you for an instant, but then climb and alight in the trees surrounding the glade, and even the larger buzzards take wing. With a spray of dirt and rock, a huge beast clambers up from underground, almost immediately followed by a second nearby.

APL 2 (EL 4)

Corrupt Raven Swarm: hp 22; Appendix 1.
Advanced Vulture (2): hp 24, 24; Appendix 1.

APL 4 (EL 6)

Corrupted Leopard (2): hp 27, 27; Appendix 1.
Dire Vulture: hp 42; Appendix 1.

APL 6 (EL 8)

Corrupted Owlbear (2): hp 65, 65; Appendix 1.
Dire Vulture: hp 42; Appendix 1.

APL 8 (EL 10)

Corrupted Dire Lion (2): hp 80, 80; Appendix 1.
Corrupted Dire Vulture: hp 84; Appendix 1.

APL 10 (EL 12)

Corrupted Dire Bear (2): hp 123, 123; Appendix 1.
Corrupted Dire Vulture: hp 84; Appendix 1.

APL 12 (EL 14)

Corrupted Advanced Bulette (2): hp 180, 180; Appendix 1.
Corrupted Dire Vulture: hp 84; Appendix 1.

Tactics: The corrupted creatures have lost any sense of self-preservation that they may have once had; they live only to feed at this point, and will fight to the death.

At APL 2, the swarm croaks and caws incessantly, driving the PCs to distraction. The vultures stay out of the swarm itself, but stay close, preferring to pick clean anything that drops as a result of the swarm's attacks.

At APLs 4 and above, the smaller birds do not attack when the PCs enter the clearing. They flutter out of the way at the last moment as the PCs approach any given corpse, and quickly return to the same if the PCs move on. The dire vulture is also a bit more cautious at these APLs, as it knows that larger predators frequent the area. It does not immediately attack unless directly attacked first.

If one PC becomes separated from the others, the dire vulture takes the opportunity to try for a fresh meal (especially if the PC is much smaller than them, e.g., halflings, gnomes, etc.), and it definitely attempts to make off with any downed bodies, especially if doing so would not put it in danger of being attacked by larger creatures. It can try to grapple such creatures as part of a Flyby Attack, taking them up into the trees surrounding the clearing to devour on its own terms. (A light load for a dire vulture is 152 lbs., while a light load for a corrupted dire vulture is 266 lbs.)

The larger creatures, however, are much more straightforward in their attacks. The leopards, owlbears, lions, and bears (APL 4, 6, 8, and 10, respectively) attempt to grab and maul the closest creature until that creature is dead. They do, however, lash out if they are injured while grappling (taking a -20 to its grapple checks to continue to hold the victim yet still attack). Though the bulettes (APL 12) cannot hold a creature in this way and still attack (they lack the improved grab ability), they use their Snatch feat to start grapples and fling their opponents in an effort to weaken them (especially if they happen to bite into an elf or a dwarf – thought corrupted, they still dislike the taste of both).

Note that any vile damage done by the corrupted creatures can only be healed within the area of a *consecrate* or *hallow* spell.

Though the scavengers have no treasure per se, the raiders were not overly concerned with plundering the camp after slaughtering the inhabitants. As such, the PCs are able to find the treasure listed below scattered throughout the remains of the Cleansers' camp.

Treasure: Searching the camp yields the following treasure; the Loot consists of mundane leather armor, longswords, and a few bows that were not destroyed or plundered by the raiders:

All APLs: Loot 97 gp; Coin 68 gp; Magic 482 gp; *bracers of armor +1* (x2) (83 gp each), *ring of protection +1* (166 gp), *sphere of awakening* (150 gp); Total 647 gp.

Development: The clearing is the first place along the trail that the PCs find remains of actual demons, though most of those remains have quickly decayed to festering pools of goo. A DC 16 Knowledge (planes) check (increased due to the decay and limited remains) can tell the PCs that such remains belonged to a demon, and that it was heavily muscled.

The PCs can also determine that most of the humanoid remains are elves, with only a few human bodies amongst them; all the humans are garbed in Kettish gear (turbans, scimitars, and other accoutrement typical of the Baklunish nation). The ruin of one tent appears to have been larger than the others, and a DC 20 Search check inside turns up a scorched and badly damaged journal in an elven script. What is still legible seems to consist of a combination of a manifesto, rants against humans and other races living in the Vale (with a high amount of vitriol towards the elves still there), and accounts of raids against settlements in the foothills north of the Fals River. A DC 20 Knowledge (local-VTF) check allows the PCs to discern that this was likely an encampment of the Cleansers, a group of militant, xenophobic elves who have caused trouble on the edges of Veluna over the past two years.

When the PCs are ready to move on and follow the trail, proceed to the next encounter.

5: COME INTO MY WEB...

The trail continues to lead north out of the clearing, and farther into the Yatils. The trees grow more sporadic, and other signs of life are sparse at best. After almost another full day's hike, the raiders' tracks turn into a mass of jumbled moraines and box canyons.

Though the PCs have continued to climb, they are not so high as to encounter difficulties from altitude – the raiders were sticking to lower passes to make their way to and from the Vale.

Short of flight, there is no real way to avoid travel through the canyons. The slopes are very steep and covered in loose gravel, with knife edges at the tops of the ridges. For those PCs who must travel on foot, build up a sense of paranoia – the canyons are narrow and twisting, the occasional loose rock falls from above with no obvious means of being dislodged, etc. In other words, allow them to feel they are walking into a trap, which in essence, they are.

The sounds of gusting wind and the occasional echoes of unseen animals are interrupted by a low rumble some distance ahead of you.

A few hundred yards on, you round a corner in the canyon, and can see the likely source of the noise. Clouds of dust still settle upon a tumbled mess of rock and scree which fills the lower portion of the ravine.

PCs can make a DC 20 Spot check to notice an arm sticking out of the rubble about 5 feet up the rock slide; from time to time, it twitches, and claws at the rock around it as if trying to dig out.

The bodies are, in fact, all the evidence that remains of a hastily constructed trap by the raiders that was set to dissuade any further pursuit. They killed a few of their Velunan prisoners, then re-animated them as zombies and set to guard the canyon route. Unfortunately, poorly worded instructions caused the zombies to attack one of the raiders who came back to check on them, and an avalanche was triggered as a result of the fight. The twitching is the remnant of the magic used to animate the bodies (the zombies took enough damage from the slide to “kill” them). A DC 12 Knowledge (religion) check identifies that they are/were zombies (as opposed to just dead humans), while a DC 10 Heal check shows that they had not been dead very long before being re-animated (perhaps a few hours).

If the PCs take the time to dig out some of the rubble, additional sliding occurs, but no damage is dealt to the PCs. They can recover three Velunan bodies (the former zombies), and one raider body. Make a note of whether the PCs return the Velunan bodies to the proper authorities.

The PCs will be able to re-obtain the trail on the other side of the avalanche. About a mile past the slide, the party approaches Encounter 6: Cornered At Last.

6: CORNERED AT LAST

The canyon eventually leads to what at first appeared to be a dead-end, but the evidence before you say otherwise. A humanoid body lies at the other side of a small, amphitheatre-like bowl; gaping, red slash marks mar his back, and it seems apparent he was struck down while trying to flee from someone, or something. Bloody footprints, made by heavy, clawed feet lead from the body into a dark opening in the canyon wall opposite.

If the PCs examine the body, it is human garbed in the Kettite style, the wounds caused by one of the demons (who then returned to the cave). From outside the cave

entrance, it is a DC 25 Listen check to hear the sounds of the battle continuing to rage from inside the cavern's depths.

Presuming the PCs enter the cave, continue:

The wide opening leads mostly straight into the cliffside for about 30 feet, then slopes down and to the right. A few small passages shoot off on both sides, though none appear natural – they look like something has clawed away the rock. The larger openings contain a variety of crates, bags, barrels, and in a few instances weapon racks, though what few weapons remain – scimitars and pikes for the most part – lie scattered on the floors.

The sounds of battle rage from the depths of passage. As you move farther in, bodies lie dashed along the sides of the passage, some clawed to death, other smashed into the tunnel walls. Black ichor drips from a few of their blades, but most seem to have been cut down without drawing blood themselves. Humanoid screams are punctuated from time to time by the roars and bellows of things clearly not of this Oerth.

If the party presses on, then continue (if they are attempting to sneak up on the battle, remember to paraphrase the final passages of what follows; while this internal conflict is raging, the demons will have a -8 modifier to their Listen and/or Spot checks due to distance from the party and being distracted by the battle):

As you round a corner, the passageway widens once again, and opens up into a long oval vault, lit by torchlight. Clearly this area had been used as a camp, or some sort of staging ground – there are tents and small huts to one side, plank tables for dining fill another alcove, and crates and barrels are stacked here and there. But the scene before you is one of carnage. Just as in the elven encampment, dozens of bodies are strewn about on the floor of the cavern, but now, humanoid bodies mingle with remains of clearly fiendish descent. Worst of all, no humanoid bodies remain standing – what was likely the last was torn clean in two by one/two of demonic creatures just as you entered the cavern [At APLs 10 and 12, the raider was cut in half by the ranseur of one of the bulezau; at all other APLs, the rending was done by the carnage demons (though just one at APL 2)]. With beastly snarls, they turn in your direction and leap to the attack!

Creatures: Only a few demons are left standing from the battle. One of the raiders became a little too careless and struck a carnage demon when it failed to get out of his way quickly enough. As such creatures are wont to do, it struck back, which set off a frenzy among the other

demons in the group, and they began slaughtering everything that wasn't a demon.

APL 2 (EL 5)

Manes (2): hp 15, 15; Appendix 1.

Carnage demon: hp 22; Appendix 1.

APL 4 (EL 7)

Carnage demon (3): hp 22, 22, 22; Appendix 1.

APL 6 (EL 9)

Advanced Carnage demon (4): hp 37, 37, 37, 37; Appendix 1.

APL 8 (EL 11)

Advanced Carnage demon (4): hp 67, 67, 67, 67; Appendix 1.

APL 10 (EL 13)

Advanced Carnage demon (4): hp 67, 67, 67, 67; Appendix 1.

Bulezau (2): hp 120, 120; Appendix 1.

APL 12 (EL 15)

Advanced Bulezau (4): hp 168, 168, 168, 168; Appendix 1.

Manes are generally humanoid in form, stand 3 feet tall, and appear to be bloated from rot and decay. Maggots squirm in the open sores of their pasty gray flesh. Their eyes are filmy white and their claws and jagged teeth hint at their feral nature. They are nearly mindless, devoted to savagery, and on the orders of more powerful demons, will throw themselves headlong into battle with little concern for their own safety.

Manes lore - Knowledge (planes):

- DC 11 – Manes are the lowest form of demonic life, the transformed physical shell of a chaotic evil mortal's soul after it reaches the Abyss. This result reveals all outsider traits.
- DC 16 – Manes are often used as currency between evil spellcasters and evil outsiders.
- DC 21 – A mane is a feeble combatant, but it bursts into a burning cloud of acidic vapor when slain.

Carnage demons have a powerful humanoid build, bordering on apelike, their long arms hanging nearly to the ground. Those arms are thickly muscled in their forearms, with stubby hands ending in thick fingers and claws. Their fanged mouths takes up most of their face, and their skin is a deep crimson to bloody red in color. In the Abyss, they are used as shock troops that embody malevolence and delight in inflicting suffering.

Carnage demon lore - Knowledge (planes):

- DC 14 – This is a carnage demon, a fiend from the Abyss that lives only to kill in as injurious a manner as possible. This result reveals all outsider traits.
- DC 19 – Carnage demons are resistant to most forms of energy, and they have skin that only silver can cut through reliably.
- DC 24 – A carnage demon's fists can pound through nearly any material. The more carnage demons present, the more powerful their attacks become.

Bulezaus are tall, gaunt creatures, whose heads resemble that of a large, sickly ram, complete with curved horns. Their flesh festers, and patches of wiry bristles sporadically cover their emaciated frames. Their eyes are dull, their froth-caked mouths filled with needlelike fangs. Their snakelike tails constantly writhe, and the tips are a tangle of metallic spines. They are the heavy infantry of the Abyss, and to that end, they enjoy diving into combat wielding weapons that appear far too large for a creature with their haggard frames.

Bulezau lore - Knowledge (planes):

- DC 15 – Bulezaus serve as the heavy infantry of the Abyss and are notoriously difficult to control. This result reveals all outsider traits.
- DC 20 – A bulezau can wield oversized weapons. Its weapon of choice is the ranseur.
- DC 25 – Bulezaus enjoy charging and using their horns to gore their opponents.
- DC 30 – A wounded bulezau is a terror to behold. It can fly into a berserk frenzy and become much stronger and harder to slay.

Tactics: Because of the severity of the battle, random squares (not indicated) on the map have enough corpses that they could be considered difficult terrain (scattered throughout the area surrounding #2 on **DM Map 3**). The bulezau are sufficiently large and nimble enough (i.e., high Jump checks) that the terrain should not hinder their ability to charge. The demons will also not setup directly next to the PCs (place them at random about area #2 as well).

At all appropriate APLs, the manes and carnage demons gleefully leap into battle with the PCs. If there are multiple carnage demons present, they try to stay within 30 feet of each other if possible, to increase both their ability to hit and to damage their enemies via their Carnage (Su) ability.

The bulezau are also willing to go toe-to-toe, but are slightly more methodical in their approach. Always under the effect of see invisibility, they prefer to lead off combat with a *shout* directed at the densest cluster of enemies. As they prefer victims who have nowhere to

run, at least one likely places a *solid fog* to prevent the PCs from retreating back up the passageway.

A bulezau leads off its melee attacks with a charge, and follows up in successive rounds with full attacks, using the reach of its ranseur. Against targets that get inside this reach, it drops its ranseur and switches to claw, gore, and tail attacks. It avoids using its fear ability unless it gets desperate (or its opponents are easily cornered), since it likes to keep its foes within reach of its weapons.

Though not the most intelligent fighters, they coordinate some attacks with their fellow buezau, such as using their *greater teleport* to get into flanking positions, and they make sure (at APL 10) that the carnage demons have room to get to enemies whenever possible (so that they themselves are not attacked).

Treasure: There is a large amount of mundane gear reflected in the Loot totals below – approximately enough armor, weaponry, and basic gear remains to equip 20 raiders (gear damaged beyond repair from the fight is not included); it is possible the PCs will not be able to plunder all of it.

APL 2: Loot 263 gp; Coin: 57 gp; Magic 150 gp; *potion of cure moderate wounds* (x6) (25 gp each); Total 470 gp.

APL 4: Loot 263 gp; Coin: 57 gp; Magic 300 gp; *potion of cure moderate wounds* (x12) (25 gp each); Total 620 gp.

APL 6: Loot 263 gp; Coin: 57 gp; Magic 684 gp; *+1 scimitar* (x2) (192 gp each), *potion of cure moderate wounds* (x12) (25 gp each); Total 1004 gp.

APL 8: Loot 263 gp; Coin: 57 gp; Magic 1017 gp; *+1 scimitar* (x2) (192 gp each), *amulet of health +2* (333 gp), *potion of cure moderate wounds* (x12) (25 gp each); Total 1337 gp.

APL 10: Loot 263 gp; Coin: 57 gp; Magic 2798 gp; Huge *+1 ranseur* (x2) (195 gp each), Large chain shirt (x2) (29 gp each), *potion of cure moderate wounds* (x4) (25 gp each), *runestaff of destruction* (2250 gp); Total 3118 gp.

APL 12: Loot 263 gp; Coin: 57 gp; Magic 3678 gp; Huge *+1 ranseur* (x4) (195 gp each), Large *+1 chain shirt* (x4) (112 gp each), *potion of cure moderate wounds* (x8) (25 gp each), *runestaff of destruction* (2250 gp); Total 3998 gp.

Development: There is precious little equipment and bodies that do not remain damaged in some way from the fight between the raiders and the demons. Most of the salvageable equipment is in area #3, where the raiders bunked. A few pieces (mostly potions, and other magical equipment at the higher APLs) are on random corpses in area #2, while the intact *runestaffs* (at APL 10 and 12) are being gripped by the dead bodies in area #4. Four of the corpses also have holy symbols of Iuz (none of the other raiders carry any holy symbols of any kind).

The supply crates and barrels are mostly foodstuffs (dried fish and meats) and other mundane gear. However, there are a number crates that bear closer scrutiny. Two crates each contain clothing and gear that could allow the wearer to pass for a regular soldier in the armies of Veluna, Ket, or Bissel, respectively. One of the crates is filled with a number of disguise and forgery kits; some papers already completed – military orders, travel papers, etc. – require a DC 35 Forgery check to determine their authenticity (or lack thereof). Another crate is filled with holy symbols for religions significant in the previously mentioned countries, including a large number for Rao and Al'Akbar. Thrown behind some of the crates are the uniforms of five Mitrik Temple Guardsmen.

The door to area #6 is locked (DC 20 Open Lock at APL 2 and 4; DC 25 Open Lock at APL 6 and 8; DC 30 Open Lock at APL 10 and 12). If the PCs make a DC 17 Listen check at the door, they may hear the sound of a man sobbing on the far side. If the PCs try to talk to him, the sobbing stops, but the man does not respond. If the PCs open the door (either by picking the lock or busting the door down), he cowers as far from the door as possible until the PCs can demonstrate that they will not harm him (see the next paragraph). The PCs also see two bodies lying against one of the walls of the holding area. They are both dead – there are obvious signs of torture; they appear to have been gnawed on in a few places as well.

For the purposes of Diplomacy, the man's initial attitude is "Hostile", and he must be improved to "Friendly" before he can provide any useful information to the PCs. Any *calm emotions* effect will immediately improve his attitude to indifferent. PCs that radiate an aura of good (for example, a cleric or paladin of Rao) will provide a +2 circumstance bonus to the Diplomacy check. Removing the dead bodies will also provide another +2 circumstance bonus.

If the PCs can calm the man down, he identifies himself as Ellian Toran, a member of the garrison survey team. He is the only survivor. He is quite haggard and bruised from his ordeal. If questioned, he can relate the following:

- The survey team and its guards were captured a few days ago, but he's not sure how many (he has been blindfolded, unconscious, or in the holding area for the entire time).
- During one stop on the trek to this camp, he heard some of the team members dragged off some distance, then heard screams that sounded like their voices – he has not seen them since.
- The bodies in the cell are the remains of the other two civilian members of the team. They were taken out several hours ago, and about an

hour later, thrown back into the cell in their current condition.

- The guards assigned to the surveyors were five Mitrik Temple Guardsmen. When Ellian first regained consciousness in the cell, there were only three Guardsmen present. They were taken out of the cell a few hours ago. If the PCs think to ask, their description will match the bodies found in the rubble of the landslide (in **Encounter 5**).
- He hasn't seen the other two Guardsmen since the original raid.
- Once, while the cell door was open for a brief moment, Ellian saw a man dressed in a Guardsmen's livery, but the man was not familiar to him. If he thinks about it, he will state that he looked like one of the raiders he had seen wearing Kettish gear earlier.
- Just before the PCs arrived, he heard one of the raiders arguing with one of the demons in a language he couldn't understand (if he tries to describe it, anyone who speaks Abyssal will recognize his description). The argument appeared to become heated, and then he heard a fight break out. He crawled as far back into the cell as he could, hoping that the battle wouldn't spill-over into the cell.

If brought out of the cell, Ellian nearly faints when he catches sight of the remains of the battle. He pleads with the PCs for them to return him to the garrison.

Ellian Toran: male Oeridian expert 4; hp 12 (currently at 2 hp)

CONCLUSION

The journey back to the garrison takes approximately three days (overland), during which time the PCs face no further resistance.

As you come down out of the foothills of the Yatils, and approach the banks of the Fals, you can tell that Pendleton and the other bards have been keeping busy. The destruction of the surveyors' camp has been cleared and a small palisade constructed around the new camp. A stone pier juts out from the bank towards its sibling on the south side of the River.

Making your way along the path back to the garrison, all of the damage you saw on your way out appears to have been repaired. The guards in the river watchtower are the first to notice your approach, and sound a horn to announce your arrival. The towers that had been destroyed in the raiders' initial assault appear back to their original form. Rounding the edge

of the keep, you can see that the eastern wall now stretches approximately a quarter mile more in the direction of the Lorridges.

It seems that there are also more men on the walls than were present when you first arrived a week ago. Sir Baaneth comes out from the keep to greet you. "It is good to see you again." After a glance at Ellian, he seems to realize that there will be no other surveyors or guards returning. "But I'll wager that not all the news you bring is good, unfortunately. Come – come inside, and tell me what you can."

Sir Baaneth treats the PCs to as fine a dinner as he can muster. If the PCs inform him of their findings, especially if they share that evidence that Iuz is somehow involved, a fire seems to ignite in his eyes – he is furious that Iuz's forces have once again turned their attention in part to Veluna. He rails for a few minutes before composing himself, and then exhorts the PCs to destroy Iuz's forces and machinations every chance they get.

He promises that all the information the party shares is going to be passed along to not only the Church, but to the Velunese diplomats in Bissel as well, in the hope that any tensions arising from similar raids into Ket or Bissel can be diffused before escalating any further.

"Well, it seems that you have gone above and beyond the duties that originally brought you here," Sir Baaneth continues. "I will make sure that you are compensated appropriately; and for those for whom it matters, that your superiors are also duly informed of your actions. Of course, you have my gratitude as well. Your initiative will allow us to complete our task here that much sooner."

"Say... Speaking of that task," he says with a bit of a twinkle in his eye, "since you're already here, perhaps we could convince you to stay on a bit longer, and continue to help out? The more hands we have, the faster the wall rises. I'm sure the Church and VOPA would agree to it, and I know I can persuade them to show appropriate appreciation of your efforts – what say you?"

PCs who answer "yes" have the chance to earn additional favors on the adventure record. See the **Adventure Record Items** section for how to disburse these favors.

Treasure: This entry represents the Church's payment for the PCs services in taking the original assignment; it also includes a bonus for pursuing the investigation of the raiders. Reduce it appropriately if the PC(s) were paid part of their fee up-front (in the **Introduction**).

APL 2: Coin: 50 gp; Total 50 gp.

APL 4: Coin: 100 gp; Total 100 gp.

APL 6: Coin: 150 gp; Total 150 gp.
APL 8: Coin: 200 gp; Total 200 gp.
APL 10: Coin: 250 gp; Total 250 gp.
APL 12: Coin: 300 gp; Total 300 gp.

APL 4	210 XP
APL 6	270 XP
APL 8	300 XP
APL 10	390 XP
APL 12	450 XP

CAMPAIGN CONSEQUENCES

In light of the assault on the garrison (and the possible revelation of the true culprits), the effects of the PCs actions on the campaign will mainly be focused on how the public perceives the Canon's efforts at defending the Vale – whether the Fals Gap Wall can truly stop an invading force, or if the threats to the country will continue to be both external and internal.

Official critical events results: Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the conclusion of play. They can then download the critical summary and use the password to open the file:

Password: likeherdingcats

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.

2: And the Walls Came Tumblin' Down

Defeat the raiders

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

4: Lunch Time!

Defeat the corrupted animals

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

6: Cornered At Last

Defeat the demons

APL 2	150 XP
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Story Award

Escort the bards to the garrison without killing any of them.

All APLs	15 XP
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Assist in the construction of the Fals Gap Wall (either in Encounter 1 or at the conclusion of the adventure)

All APLs	15 XP
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Return the bodies of the missing survey team to the keep for disposition.

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Discover the Iuzian subterfuge, and inform Sir Baaneth and/or the Church.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	180 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot

take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

1: Introduction

APL 2: Coin: 20 gp; Total 20 gp.

APL 4: Coin: 40 gp; Total 40 gp.

APL 6: Coin: 60 gp; Total 60 gp.

APL 8: Coin: 80 gp; Total 80 gp.

APL 10: Coin: 100 gp; Total 100 gp.

APL 12: Coin: 120 gp; Total 120 gp.

2: And the Walls Came Tumblin' Down

APL 2: Loot 393 gp; Coin: 14 gp; Magic 48 gp; *potion of cure light wounds* (x12) (4 gp each); Total 455 gp.

APL 4: Loot 279 gp; Coin: 51 gp; Magic 390 gp; *+I mithral shirt* (175 gp), *healing belt* (x3) (62 gp each), *potion of cure light wounds* (4 gp), *potion of invisibility* (25 gp); Total 720 gp.

APL 6: Loot 210 gp; Coin: 15 gp; Magic 914 gp; *+I chain shirt* (x3) (108 gp), *+I mithral shirt* (175 gp), *brooch of shielding* (125 gp), *healing belt* (x3) (62 gp each), *potion of cure light wounds* (4 gp), *potion of cure moderate wounds* (x3) (25 gp each), *potion of invisibility* (25 gp); Total 1139 gp.

APL 8: Loot 649 gp; Coin: 45 gp; Magic 1295 gp; *+I chain shirt* (x3) (108 gp), *+I great scimitar* (208 gp), *brooch of shielding* (125 gp), *cloak of charisma +2* (333 gp), *healing belt* (62 gp), *mithral shirt* (91 gp), *potion of cure light wounds* (x13) (4 gp each), *potion of cure moderate wounds* (x3) (25 gp each), *potion of invisibility* (25 gp); Total 1989 gp.

APL 10: Loot 815 gp; Coin: 71 gp; Magic 2654 gp; *+I chainmail* (x3) (108 gp each), *+I great scimitar* (208 gp), *+I mithral shirt* (175 gp), *belt of growth* (250 gp), *brooch of shielding* (125 gp), *cloak of charisma +2* (333 gp), *headband of intellect +2* (333 gp), *healing belt* (x9) (62 gp each), *steadfast boots* (x3) (116 gp each); Total 3540 gp.

APL 12: Loot 738 gp; Coin: 118 gp; Magic 5002 gp; *+I banded mail* (116 gp), *+I chainmail* (x4) (108 gp each), *+I corrosive great scimitar* (708 gp), *+I heavy wooden shield* (96 gp), *+I long spear* (x4) (192 gp each), *belt of growth* (250 gp), *brooch of shielding* (125 gp), *hawkfeather armor* (1014 gp), *headband of intellect +2* (333 gp), *healing belt* (x6) (62 gp each), *steadfast boots* (x5) (116 gp each), *tunic of steady spellcasting* (208 gp); Total 5858 gp.

4: Lunch Time!

All APLs: Loot 97 gp; Coin 68 gp; Magic 482 gp; *bracers of armor +1* (x2) (83 gp each), *ring of protection +1* (166 gp), *sphere of awakening* (150 gp); Total 647 gp.

6: Cornered At Last

APL 2: Loot 263 gp; Coin: 57 gp; Magic 150 gp; *potion of cure moderate wounds* (x6) (25 gp each); Total 470 gp.

APL 4: Loot 263 gp; Coin: 57 gp; Magic 300 gp; *potion of cure moderate wounds* (x12) (25 gp each); Total 620 gp.

APL 6: Loot 263 gp; Coin: 57 gp; Magic 684 gp; *+I scimitar* (x2) (192 gp each), *potion of cure moderate wounds* (x12) (25 gp each); Total 1004 gp.

APL 8: Loot 263 gp; Coin: 57 gp; Magic 1017 gp; *+I scimitar* (x2) (192 gp each), *amulet of health +2* (333 gp), *potion of cure moderate wounds* (x12) (25 gp each); Total 1337 gp.

APL 10: Loot 263 gp; Coin: 57 gp; Magic 2798 gp; Huge *+I ranseur* (x2) (195 gp each), Large *chain shirt* (x2) (29 gp each), *potion of cure moderate wounds* (x4) (25 gp each), *runestaff of destruction* (2250 gp); Total 3118 gp.

APL 12: Loot 263 gp; Coin: 57 gp; Magic 3678 gp; Huge *+I ranseur* (x4) (195 gp each), Large *+I chain shirt* (x4) (112 gp each), *potion of cure moderate wounds* (x8) (25 gp each), *runestaff of destruction* (2250 gp); Total 3998 gp.

Conclusion

APL 2: Coin: 50 gp; Total 50 gp.

APL 4: Coin: 100 gp; Total 100 gp.

APL 6: Coin: 150 gp; Total 150 gp.

APL 8: Coin: 200 gp; Total 200 gp.
APL 10: Coin: 250 gp; Total 250 gp.
APL 12: Coin: 300 gp; Total 300 gp.

Treasure Cap

APL 2: 450 gp
APL 4: 650 gp
APL 6: 900 gp
APL 8: 1,300 gp
APL 10: 2,300 gp
APL 12: 3,300 gp

ADVENTURE RECORD ITEMS

For fighting off the raiders in Encounter 1, the craftsmen and the merchants who frequent the garrison arrange for the PCs to receive the **Ever Vigilant** AR item.

If the PCs bring back Ellian Toran and the remains of the survey team (as much as possible), and inform Sir Baaneth of their findings (i.e., they determine that Iuz is somehow involved), he is furious that Iuz's forces have once again turned their attention in part to Veluna. He exhorts the PCs to destroy Iuz's forces and machinations every chance they get. For informing him of the plot, PCs receive the **Hart to Hart** AR item. DMs can also note that defeating the raiders counts as one defeat of the forces of Iuz for the purpose of meeting the special requirement for joining the Knights of Veluna / Order of the Hart.

Sir Baaneth knows that it is more important than ever for Veluna to be protected from her enemies. He asks the PCs to stay on a bit longer to help complete the construction of the Fals Gap Wall, and assures them that the Church of Rao will show its appreciation for their efforts should they do so. Ask each PC if they wish to stay on and help, and for how long. If they stay, they receive the **You Load 16 Tons...** AR item. For each 2 TUs the PCs contribute (max of 8), they receive a 25% discount on Standard upkeep in future Veluna adventures (2 TUs = 25%, 4 TUs = 50%, 6 TUs = 75%, 8 TUs = 100%). PCs that stay also receive the **Superstar!** AR item.

For those PCs who passed the audition in the **Introduction**, they will also be asked to continue the use of their special abilities during the construction. Have those PCs make a single DC 18 Perform (string instruments) check (just as they would have in Encounter 1) for each TU they contributed to gain the **You Load 16 Tons...** item. If the PC succeeds on at least half of the checks, then they receive the **Virtuoso of the Vale** AR item.

Unfortunately, Old Wicked is not pleased that agents of Veluna have once again foiled (or at least interrupted) his plans. His spies trace back the destruction of his strike force to the garrison, and eventually to the PCs. Every PC receives the **I's Watching You** AR item.

You Load 16 Tons...: You spent __ TUs working on the construction of the Fals Gap Wall, and the Church appreciates your efforts. This grants you a ___% discount on Standard upkeep on any adventure set in Veluna for 1 year from the date on this AR. The Church covers the cost of Standard upkeep for these TUs. You also gain access to the items marked with “#” below.

Ever Vigilant: The craftsmen in the garrison make the following item special abilities available to you (all *MIC*):
Armor: *called, easy travel, healing, heartening, restful crystal*; Weapon: *blessed, eager, harmonizing, quick loading, resounding, revealing, warning*

I's Watching You: You can't shake the feeling you're being watched. If you ever encounter minions of Iuz, they are allowed a DC 20 Wisdom check to recognize you. If recognized, they have motivation to concentrate their attacks on you. Old Wicked has a long memory...

Hart to Hart: Your pursuit of the raiders impressed Sir Baaneth, and he will put in a good word with the Order of the Hart if you so desire. The time required to advance from Squire to Knight-Errant in that Veluna meta-org is reduced to 3 months. You must still meet all other requirements to advance.

Virtuoso of the Vale: For assistance in strengthening Veluna's borders, VOPA and the Church arrange the following favors: 1) Access to the items below marked with “#” is changed to Regional; 2) Access to the following alternate class features: healing hymn (*CC*), hymn of fortification (*CC*), mimicking song (*DS*), spellbreaker song (*CM*); 3) Regional access to purchase one of the following items (all *MIC*; circle item chosen): *anstruth harp, canaith mandolin, cli lyre, doss lute, fochlucan bandore, mac-fuirmidh cithern, ollamh harp*

Superstar! Your actions have pleased the leadership of VOPA and the Church. You gain 3 influence points that may be used with the Church of Rao or VOPA in any combination.

Mace of Serenity: These weapons were originally created to protect Clerics of Rao journeying outside the Vale of Luna on diplomatic missions. Three times per day, you can activate this *+1 light mace* to create a *calm emotions* effect centered on you (Will DC 16 negates). The effect lasts for 5 rounds and does not require concentration. Any creature that successfully saves

against this effect is immune to further uses of that ability for 24 hours.

Faint enchantment; CL 5th; Craft Magic Arms and Armor, *calm emotions*; Price: 5305 gp; 4 lb.

APPENDIX 1: APL 2

2: AND THE WALLS CAME TUMBLIN' DOWN

RAIDER (6)

CR 1/2

Male human warrior 1

CN Medium humanoid (human)

Init +0; **Senses** Listen -1, Spot -1

Languages Baklunish

AC 15, touch 10, flat-footed 15

(+4 armor, +1 shield)

(AC 14 when wielding longspear)

hp 6 (1 HD)

Fort +3, **Ref** +0, **Will** -1

Speed 30 ft. in chain shirt (6 squares)

Melee longspear +4 (1d8+1/x3) or

Melee scimitar +4 (1d6+1/18-20/x2)

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

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

Combat Gear alchemist's fire (x2), *potion of cure light wounds* (x2), smokestick

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Feats Weapon Focus (longspear), Weapon Focus (scimitar)

Skills Climb +2, Intimidate +1, Jump +2

Possessions combat gear plus backpack, chain shirt, light wooden shield, mwk longspear, mwk scimitar, rope (50)

4: LUNCH TIME!

CORRUPT RAVEN SWARM

CR 2

(Use stats for demonet swarm)

NE Tiny outsider (evil, extraplanar, swarm)

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

Languages –

Aura demonic drone (60 ft.)

AC 15, touch 15, flat-footed 12

(+2 size, +3 Dex)

hp 22 (3 HD)

Immune sonic

Resist half damage from slashing and piercing

Immune swarm immunities

Fort +5, **Ref** +6, **Will** +2

Speed 20 ft (4 squares), fly 40 ft. (good)

Melee swarm (1d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Base Atk +3; **Grp** –

Abilities Str 1, Dex 16, Con 14, Int 1, Wis 9, Cha 1

SQ Hive mind, swarm traits

Feats Alertness, Improved Initiative

Skills Hide +17, Listen +7, Spot +7

Demonic Drone (Ex) Creatures within 60 feet of a demonet swarm take a -2 penalty on attack rolls, skill checks, ability checks, and saving throws. This is a sonic mind-affecting ability. Demonhive attendants, demonet swarms, and demonhive queens are immune to this effect.

Distraction (Ex) Fortitude DC 13, nauseated 1 round.

The save DC is Constitution-based.

Hive Mind (Ex) All demonhive members within 2 miles of a demonhive queen are in constant communication. If one is aware of a particular danger, they all are. If one in an encounter is not flat-footed, none of them are. No demonhive member in an encounter is considered flanked unless all of them are.

ADVANCED VULTURE (2)

CR 1

N Small animal

Init +2; **Senses** low-light vision, scent; Listen +2, Spot +8

AC 15, touch 13, flat-footed 13

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

hp 24 (3 HD)

Resist disease

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

Speed 10 ft. (2 squares), fly 60 ft. (average)

Melee bite +5 melee (1d4-1)

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

Abilities Str 8, Dex 15, Con 17, Int 2, Wis 14, Cha 4

Feats Track, Weapon Finesse

Skills Spot +8, Survival +10

Resistance to Disease (Ex) A vulture has a cast-iron stomach. It has a +2 bonus on Fortitude saves to resist normal diseases, but not supernatural or magical diseases such as mummy rot.

Skills A vulture has a +4 racial bonus on Spot and Survival checks.

6: CORNERED AT LAST

MANE (2)

CR 1

CE Small outsider (chaotic, evil, extraplanar, tanar'ri)

Init +0; **Senses** darkvision 60 ft., Listen -4, Spot -4

Languages telepathy 100 ft.

AC 14, touch 11, flat-footed 14

(+1 size, +3 natural)

hp 15 (2 HD); DR 5/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10

Fort +5, **Ref** +3, **Will** -1

Speed 20 ft. (4 squares)

Melee 2 claws +3 (1d3) and

bite +1 (1d4)

Base Atk +2; **Grp** -2

Abilities Str 10, Dex 10, Con 14, Int 3, Wis 3, Cha 3

SQ acidic cloud, tanar'ri traits

Feats Multiattack

Skills Climb +5, Hide +9, Jump -1, Move Silently +5

Acidic Cloud (Su) When a mane dies, it dissolves into a cloud of noxious vapor. Anyone within 10 feet of a slain mane who fails a DC 12 Reflex save takes 1d6 points of acid damage.

CARNAGE DEMON**CR 4**

CE Medium outsider (chaotic, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft., Listen +4, Spot +4**Languages** Abyssal

AC 13, touch 10, flat-footed 13

(+3 natural)

hp 22 (3 HD); DR 5/silver**Immune** electricity, poison**Resist** acid 10, cold 10, fire 10**Fort** +7, **Ref** +3, **Will** +3**Weakness** destructive appetite

Speed 30 ft. (6 squares)**Melee** 2 slams +8 each (1d4+5)**Base Atk** +3; **Grp** +8**Atk Options** aligned strike (chaotic, evil), carnage, reaving fists

Abilities Str 20, Dex 10, Con 14, Int 5, Wis 6, Cha 6**SA** aligned strike, carnage, reaving fists**Feats** Great Fortitude, Iron Will**Skills** Climb +11, Jump +11, Listen +4, Spot +4, Survival +4

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.

2: AND THE WALLS CAME TUMBLIN' DOWN

RAIDER (3)

CR 1

Male human warrior 2
 CN Medium humanoid (human)
Init +0; **Senses** Listen -1, Spot -1
Languages Baklunish

AC 17, touch 12, flat-footed 17
 (+4 armor, +1 shield, +2 deflection)
 (AC 16 when wielding longspear)

hp 13 (2 HD)

Fort +4, **Ref** +0, **Will** -1

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

Melee mwk longspear +5 (1d8+1/x3) or

Melee mwk scimitar +5 (1d6+1/18-20/x2)

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

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

Combat Gear alchemist's fire (x2), *healing belt**,
potion of shield of faith +2, smokestick (x2)

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Feats Weapon Focus (longspear), Weapon Focus (scimitar)

Skills Climb +4, Intimidate +1, Jump +4

Possessions combat gear plus backpack, mwk chain shirt, mwk light wooden shield, mwk longspear, mwk scimitar, rope (50 ft.)

* see Appendix 2: New Rules Items

RAIDER ARTILLERY

CR 3

Male human warmage 3
 CE Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +3
Languages Baklunish, Common, Abyssal

AC 16, touch 11, flat-footed 15
 (+1 Dex, +5 armor)

hp 15 (3 HD)

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

Speed 30 ft. in +1 *mithral shirt* (6 squares)

Melee shortspear +0 (1d6-1/x3) or

Melee dagger +0 (1d4-1/19-20/x2)

Ranged shortspear +2 (1d6-1/x2) or

Ranged dagger +2 (1d4-1/19-20/x2)

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

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

Combat Gear *potion of cure light wounds*, *potion of invisibility*, smokestick

Class Spells Prepared (CL 3rd):

1st (6/day)— *accuracy**, *burning hands* (DC 13), *chill touch* (+0 touch), *fist of stone**, *hail of stone**, *magic missile*, *lesser orb of acid** (+3 ranged touch), *lesser orb of cold** (+3 ranged touch), *lesser orb of electricity** (+3 ranged touch), *lesser orb of fire** (+3 ranged touch), *lesser orb of sound** (+3 ranged touch), *shocking grasp* (+0 touch), *true strike*

0 (6/day)— *acid splash* (+3 ranged touch), *disrupt undead* (+3 ranged touch), *flare* (DC 12), *light*, *ray of frost* (+3 ranged touch)

Abilities Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 15

Feats Combat Casting, Spell Focus (conjuration), Weapon Focus (ranged spells)

Skills Concentration +7 (+11 when casting defensively), Knowledge (arcana) +8, Spellcraft +8, Spot +3

Possessions combat gear plus +1 *mithral shirt*, dagger, shortspear

Armored Mage (Ex) A warmage's specialized training allows him to avoid arcane spell failure as long as he sticks to light armor and light shields.

Warmage Edge (Ex) Whenever this warmage casts a spell that deals hit point damage, he adds +2 to the amount of damage dealt. A single spell can never gain this extra damage more than once per casting. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

4: LUNCH TIME!

CORRUPTED LEOPARD (2)

CR 3

NE Medium aberration

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +5, Spot +5

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

hp 27 (3 HD); fast healing 1

Immune acid

Fort +7, **Ref** +6, **Will** +1

Speed 40 ft. (8 squares), climb 20 ft.

Melee bite +7 melee (1d8+5 plus 1 vile) and 2 claws +2 melee (1d4+2 plus 1 vile)

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

Atk Options improved grab, pounce, rake

Abilities Str 20, Dex 17, Con 19, Int 2, Wis 10, Cha 4

Feats Weapon Finesse, Alertness

Skills Balance +11, Climb +13, Hide +7*, Jump +13, Listen +5, Move Silently +7, Spot +5

Disruptive Attack (Su) A corrupted leopard deals an additional 1 point of vile damage when it touches uncorrupted, living, corporeal nonoutsiders.

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

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

Rake (Ex) Attack bonus +7 melee, damage 1d4+1 plus 4 vile.

Skills Corrupted leopards have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Leopards have a +8 racial bonus on Balance and Climb checks. A leopard

can always choose to take 10 on a Climb check, even if rushed or threatened. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

DIRE VULTURE

CR 3

N Large animal

Init +1; **Senses** low-light vision, scent; Listen +4, Spot +12

Aura stench

AC 17, touch 10, flat-footed 16
(-1 size, +1 Dex, +7 natural)

hp 42 (6 HD)

Resist disease

Fort +12, **Ref** +6, **Will** +7

Speed Flyby Attack, 20 ft. (4 squares), fly 80 ft. (average)

Melee bite +6 (1d8+4)

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

Base Atk +4; **Grp** +11

Abilities Str 16, Dex 13, Con 25, Int 2, Wis 14, Cha 4

Feats Alertness, Flyby Attack, Track

Skills Listen +4, Spot +12, Survival +11

Stench (Ex) A creature within 20 feet of a dire vulture must succeed on a DC 20 Fortitude save or be sickened for 1d6 rounds. A creature that successfully saves can't be affected by that dire vulture's stench ability for 24 hours.

Resistance to Disease (Ex) A dire has a +2 bonus on Fortitude saves to resist normal diseases, but not supernatural or magical diseases such as mummy rot.

Skills A dire vulture has a +4 racial bonus on Spot and Survival checks.

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.

6: CORNERED AT LAST

CARNAGE DEMON (3)

CR 4

CE Medium outsider (chaotic, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft., Listen +4, Spot +4

Languages Abyssal

AC 13, touch 10, flat-footed 13
(+3 natural)

hp 22 (3 HD); DR 5/silver

Immune electricity, poison

Fort +7, **Ref** +3, **Will** +3

Weakness destructive appetite

Speed 30 ft. (6 squares)

Melee 2 slams +8 each (1d4+5)

Base Atk +3; **Grp** +8

Atk Options aligned strike (chaotic, evil), carnage, reaving fists

Abilities Str 20, Dex 10, Con 14, Int 5, Wis 6, Cha 6

SA aligned strike, carnage, reaving fists

Feats Great Fortitude, Iron Will

Skills Climb +11, Jump +11, Listen +4, Spot +4, Survival +4

Destructive Appetite (Ex) A carnage demon is a threat even to its allies. After every successful

2: AND THE WALLS CAME TUMBLIN' DOWN

RAIDER (3)

CR 2

Male human warrior 3
 CN Medium humanoid (human)
Init +0; **Senses** Listen -1, Spot -1
Languages Baklunish

AC 18, touch 12, flat-footed 18
 (+5 armor, +1 shield, +2 deflection)
 (AC 17 when wielding longspear)

hp 23 (3 HD)
Fort +4, **Ref** +1, **Will** +0

Speed 30 ft. in +1 *chain shirt* (6 squares)
Melee mwk longspear +7 (1d8+3/x3) or
Melee mwk scimitar +7 (1d6+2/18-20/x2)
Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)
Base Atk +3; **Grp** +5

Combat Gear alchemist's fire (x2), *potion of cure moderate wounds*, *potion of shield of faith* +3, smokestick

Abilities Str 14, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Feats Toughness, Weapon Focus (longspear),
 Weapon Focus (scimitar)

Skills Climb +5, Intimidate +1, Jump +5

Possessions combat gear plus +1 *chain shirt*,
 backpack, mwk light wooden shield, mwk
 longspear, mwk scimitar, rope (50 ft.)

RAIDER ARTILLERY

CR 5

Male human warmage 5
 CE Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +4
Languages Baklunish, Common, Abyssal

AC 19, touch 14, flat-footed 18
 (+1 Dex, +5 armor, +3 deflection)

hp 26 (5 HD)
Fort +2, **Ref** +2, **Will** +4

Speed 30 ft. in +1 *mithral shirt* (6 squares)
Melee shortspear +1 (1d6-1/x2) or
Melee dagger +1 (1d4-1/19-20/x2)
Ranged shortspear +3 (1d6-1/x2) or
Ranged dagger +3 (1d4-1/19-20/x2)
Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)
Base Atk +2; **Grp** +1

Combat Gear *brooch of shielding*, *potion of cure light wounds*, *potion of invisibility*, *potion of shield of faith* +3

Class Spells Prepared (CL 5th):

2nd (5/day)— *blades of fire**, *continual flame*, *fire trap* (DC 15), *fireburst** (DC 16), *flaming sphere* (DC 16), *ice knife** (+5 ranged, DC 15), *Melf's acid arrow* (+4 ranged touch), *pyrotechnics* (DC 15), *scorching ray* (+4 ranged touch), *shatter* (DC 16), *whirling blade** (+5 melee)

1st (7/day)— *accuracy**, *burning hands* (DC 15), *chill touch* (+1 touch), *fist of stone**, *hail of stone**

magic missile, *lesser orb of acid** (+4 ranged touch), *lesser orb of cold** (+4 ranged touch), *lesser orb of electricity** (+4 ranged touch), *lesser orb of fire** (+4 ranged touch), *lesser orb of sound** (+4 ranged touch), *shocking grasp* (+0 touch), *true strike*
 0 (6/day)— *acid splash* (+4 ranged touch), *disrupt undead* (+4 ranged touch), *flare* (DC 14), *light ray of frost* (+4 ranged touch)

Abilities Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 16

Feats Combat Casting, Spell Focus (evocation),
 Weapon Focus (ranged spells)

Skills Concentration +9 (+13 when casting
 defensively), Knowledge (arcana) +10, Spellcraft
 +10, Spot +4

Possessions combat gear plus +1 *mithral shirt*,
 dagger, shortspear

Armored Mage (Ex) A warmage's specialized training allows him to avoid arcane spell failure as long as he sticks to light armor and light shields.

Warmage Edge (Ex) Whenever this warmage casts a spell that deals hit point damage, he adds +2 to the amount of damage dealt. A single spell can never gain this extra damage more than once per casting. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

The entire raiding party shares the use of one *superior rope of climbing**.

* see Appendix 2: New Rules Items

4: LUNCH TIME!

CORRUPTED OWLBEAR (2)

CR 6

NE Large aberration
Init +0; **Senses** darkvision 60 ft., scent; Listen +7,
 Spot +7

AC 18, touch 9, flat-footed 18
 (-1 size, +9 natural)

hp 65 (5 HD); fast healing 2; DR 5/magic
Immune acid

Fort +11, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares)
Melee 2 claws +11 melee (1d8+7 plus 2 vile) and bite
 +6 melee (2d6+3 plus 2 vile)

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

Base Atk +5; **Grp** +16

Atk Options improved grab

Abilities Str 25, Dex 10, Con 25, Int 2, Wis 10, Cha 8

Feats Alertness, Track

Skills Listen +7, Spot +7

Disruptive Attack (Su) A corrupted owlbear deals an additional 2 points of vile damage when it touches uncorrupted, living, corporeal nonoutsiders.

Improved Grab (Ex) To use this ability, a corrupted owlbear must hit with a claw attack. It can then

attempt to start a grapple as a free action without provoking an attack of opportunity.

DIRE VULTURE

CR 3

N Large animal

Init +1; **Senses** low-light vision, scent; **Listen** +4, **Spot** +12

Aura stench

AC 17, touch 10, flat-footed 16
(-1 size, +1 Dex, +7 natural)

hp 42 (6 HD)

Resist disease

Fort +12, **Ref** +6, **Will** +7

Speed Flyby Attack, 20 ft. (4 squares), fly 80 ft. (average)

Melee bite +6 (1d8+4)

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

Base Atk +4; **Grp** +11

Abilities Str 16, Dex 13, Con 25, Int 2, Wis 14, Cha 4

Feats Alertness, Flyby Attack, Track

Skills Listen +4, Spot +12, Survival +11

Stench (Ex) A creature within 20 feet of a dire vulture must succeed on a DC 20 Fortitude save or be sickened for 1d6 rounds. A creature that successfully saves can't be affected by that dire vulture's stench ability for 24 hours.

Resistance to Disease (Ex) A dire has a +2 bonus on Fortitude saves to resist normal diseases, but not supernatural or magical diseases such as mummy rot.

Skills A dire vulture has a +4 racial bonus on Spot and Survival checks.

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.

6: CORNERED AT LAST

ADVANCED CARNAGE DEMON (4) CR 5

CE Medium outsider (chaotic, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft., **Listen** +6, **Spot** +6

Languages Abyssal

AC 13, touch 10, flat-footed 13
(+3 natural)

hp 37 (5 HD); DR 5/silver

Immune electricity, poison

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

Weakness destructive appetite

Speed 30 ft. (6 squares)

Melee 2 slams +10 each (1d4+5)

Base Atk +5; **Grp** +10

Atk Options aligned strike (chaotic, evil), carnage, reaving fists

Abilities Str 21, Dex 10, Con 14, Int 5, Wis 6, Cha 6

SA aligned strike, carnage, reaving fists

Feats Great Fortitude, Iron Will

Skills Climb +13, Jump +13, Listen +6, Spot +6, Survival +6

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

**2: AND THE WALLS CAME TUMBLIN'
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RAIDER (6)

CR 1/2

Male human warrior 1
CN Medium humanoid (human)
Init +0; **Senses** Listen -1, Spot -1
Languages Baklunish

AC 15, touch 10, flat-footed 15
(+4 armor, +1 shield)
(AC 14 when wielding longspear)

hp 6 (1 HD)
Fort +3, **Ref** +0, **Will** -1

Speed 30 ft. in chain shirt (6 squares)
Melee longspear +4 (1d8+1/x3) or
Melee scimitar +4 (1d6+1/18-20/x2)
Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)
Base Atk +1; **Grp** +2
Combat Gear alchemist's fire (x2), *potion of cure light wounds* (x2), smokestick

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Feats Weapon Focus (longspear), Weapon Focus (scimitar)

Skills Climb +2, Intimidate +1, Jump +2
Possessions combat gear plus backpack, chain shirt, light wooden shield, mwk longspear, mwk scimitar, rope (50)

ELITE RAIDER (3)

CR 2

Male human warrior 3
CN Medium humanoid (human)
Init +0; **Senses** Listen -1, Spot -1
Languages Baklunish

AC 18, touch 12, flat-footed 18
(+5 armor, +1 shield, +2 deflection)
(AC 17 when wielding longspear)

hp 23 (3 HD)
Fort +4, **Ref** +1, **Will** +0

Speed 30 ft. in +1 *chain shirt* (6 squares)
Melee mwk longspear +7 (1d8+3/x3) or
Melee mwk scimitar +7 (1d6+2/18-20/x2)
Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)
Base Atk +3; **Grp** +5
Combat Gear alchemist's fire (x2), *potion of cure moderate wounds*, ~~*potion of shield of faith*~~ +3, smokestick

Abilities Str 14, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Feats Toughness, Weapon Focus (longspear), Weapon Focus (scimitar)

Skills Climb +5, Intimidate +1, Jump +5
Possessions combat gear plus +1 *chain shirt*, backpack, mwk light wooden shield, mwk longspear, mwk scimitar, rope (50 ft.)

CAPTAIN

CR 5

Male human fighter 5
CE Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1
Languages Baklunish

AC 21, touch 13, flat-footed 20
(+1 Dex, +6 armor, +2 shield, +2 deflection)

hp 50 (5 HD)
Fort +6, **Ref** +2, **Will** +4

Speed 20 ft. in mwk banded mail (4 squares)
Melee +1 *great scimitar** +12 (1d8+8/18-20/x2)
Base Atk +5; **Grp** +10

Atk Options Power Attack
Combat Gear *healing belt**, ~~*potion of bull's strength*~~, ~~*potion of shield of faith*~~ +2

Abilities Str 20, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Exotic Weapon Proficiency (great scimitar), Improved Toughness*, Iron Will, Power Attack, Weapon Focus (great scimitar), Weapon Specialization (great scimitar)

Skills Climb +3, Intimidate +7, Jump -3
Possessions combat gear plus +1 *great scimitar**, mwk banded mail, mwk heavy wooden shield

When not under the effect of *bull's strength*, the Captain has the following changed statistics:

Melee +1 *great scimitar** +10 (1d8+5/18-20/x2)
Grp +8

Abilities Str 16
Skills Climb +1, Jump -4

* see Appendix 2: New Rules Items

RAIDER ARTILLERY

CR 7

Male human warmage 7
CE Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +4
Languages Baklunish, Common, Abyssal

AC 18, touch 14, flat-footed 17
(+1 Dex, +4 armor, +3 deflection)

hp 36 (7 HD)
Fort +3, **Ref** +3, **Will** +5

Speed 30 ft. in mithral shirt (6 squares)
Melee shortspear +2 (1d6-1/x2) or
Melee dagger +2 (1d4-1/19-20/x2)
Ranged shortspear +2 (1d6-1/x2) or
Ranged dagger +2 (1d4-1/19-20/x2)

Base Atk +3; **Grp** +2
Atk Options Sudden Empower

Combat Gear *brooch of shielding*, *potion of cure light wounds*, *potion of invisibility*, ~~*potion of shield of faith*~~ +3

Class Spells Prepared (CL 7th):
3rd (5/day)— *fire shield*, *fireball* (DC 18), *flame arrow*, *gust of wind* (DC 18), *ice storm*, *lightning bolt* (DC 18), *poison*, *resonating bolt** (DC 18), *ring of blades**, *sleet storm*, *stinking cloud* (DC 18)

2nd (7/day)— *blades of fire**, *continual flame*, *fire trap* (DC 16), *fireburst** (DC 17), *flaming sphere*

(DC 17), *ice knife** (+7 ranged, DC 16), *Melf's acid arrow* (+5 ranged touch), *pyrotechnics* (DC 16), *scorching ray* (+5 ranged touch), *shatter* (DC 17), *whirling blade** (+7 melee)

1st (7/day)— *accuracy**, *burning hands* (DC 16), *chill touch* (+2 touch), *fist of stone**, *hail of stone**, *magic missile*, *lesser orb of acid** (+5 ranged touch), *lesser orb of cold** (+5 ranged touch), *lesser orb of electricity** (+5 ranged touch), *lesser orb of fire** (+5 ranged touch), *lesser orb of sound** (+5 ranged touch), *shocking grasp* (+2 touch), *true strike*

0 (6/day)— *acid splash* (+5 ranged touch), *disrupt undead* (+5 ranged touch), *flare* (DC 15), *light, ray of frost* (+5 ranged touch)

Abilities Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 18

Feats Combat Casting, Extra Edge*, Spell Focus (evocation), Sudden Empower*, Weapon Focus (ranged spells)

Skills Concentration +9 (+13 when casting defensively), Knowledge (arcana) +10, Spellcraft +10, Spot +4

Possessions combat gear plus *cloak of charisma* +2, dagger, mithral shirt, shortspear

Armored Mage (Ex) A warmage's specialized training allows him to avoid arcane spell failure as long as he sticks to light armor and light shields.

Warmage Edge (Ex) Whenever this warmage casts a spell that deals hit point damage, he adds +4 to the amount of damage dealt. A single spell can never gain this extra damage more than once per casting. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

* see Appendix 2: New Rules Items

4: LUNCH TIME!

CORRUPTED DIRE LION (2) CR 8

NE Large aberration

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +6, Spot +6

AC 18, touch 10, flat-footed 17
(-1 size, +1 Dex, +8 natural)

hp 80 (8 HD); fast healing 4; DR 5/magic

Immune acid

Fort +11, **Ref** +7, **Will** +6

Speed 40 ft. (8 squares)

Melee 2 claws +15 (1d8+9 plus 4 vile) and bite +9 (2d6+4 plus 4 vile)

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

Base Atk +6; **Grp** +19

Atk Options improved grab, pounce, rake

Abilities Str 29, Dex 13, Con 21, Int 2, Wis 10, Cha 8

Feats Alertness, Run, Weapon Focus (claw)

Skills Hide +1, Listen +6, Move Silently +4, Spot +6

Disruptive Attack (Su) A corrupted dire lion deals an additional 4 points of vile damage when it touches uncorrupted, living, corporeal nonoutsiders.

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

Pounce (Ex) If a corrupted dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +14 melee, damage 1d8+4 plus 4 vile.

Skills A corrupted dire lion has a +4 racial bonus on Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

CORRUPTED DIRE VULTURE CR 5

NE Large aberration

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Listen +3, Spot +11

Aura stench

AC 20, touch 9, flat-footed 20
(-1 size, +11 natural)

hp 84 (6 HD); fast healing 3; DR 5/magic

Immune acid

Resist disease

Fort +14, **Ref** +5, **Will** +6

Speed Flyby Attack, 20 ft. (4 squares), fly 80 ft. (average)

Melee bite +8 (2d6+7 plus 3 vile)

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

Base Atk +4; **Grp** +13

Abilities Str 20, Dex 11, Con 29, Int 2, Wis 12, Cha 2

Feats Alertness, Flyby Attack, Track

Skills Listen +3, Spot +11, Survival +10

Disruptive Attack (Su) A corrupted dire vulture deals an additional 3 points of vile damage when it touches uncorrupted, living, corporeal nonoutsiders.

Enhanced Power (Su) The save DCs of any and all of the corrupt dire vulture's special attacks increase by +4 (already figured into DCs).

Stench (Ex) A creature within 20 feet of a corrupted dire vulture must succeed on a DC 26 Fortitude save or be sickened for 1d6 rounds. A creature that successfully saves can't be affected by that dire vulture's stench ability for 24 hours.

Resistance to Disease (Ex) A dire vulture has a +2 bonus on Fortitude saves to resist normal diseases, but not supernatural or magical diseases such as mummy rot.

Skills A dire vulture has a +4 racial bonus on Spot and Survival checks.

6: CORNERED AT LAST

ADVANCED CARNAGE DEMON (4) CR 7

CE Medium outsider (chaotic, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft., Listen +10, Spot +10

Languages Abyssal

AC 13, touch 10, flat-footed 13

(+3 natural)

hp 67 (9 HD); DR 5/silver

Immune electricity, poison

Resist acid 10, cold 10, fire 10

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

Weakness destructive appetite

Speed 30 ft. (6 squares)

Melee 2 slams +16 each (1d4+6)

Base Atk +9; **Grp** +15

Atk Options aligned strike (chaotic, evil), carnage, reaving fists, Power Attack

Abilities Str 22, Dex 10, Con 14, Int 5, Wis 6, Cha 6

SA aligned strike, carnage, reaving fists

Feats Great Fortitude, Iron Will, Power Attack, Weapon Focus (slam)

Skills Climb +17, Jump +17, Listen +10, Spot +10, Survival +10

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.

2: AND THE WALLS CAME TUMBLIN' DOWN

RAIDER (6)

CR 1

Male human warrior 2
CN Medium humanoid (human)
Init +0; **Senses** Listen -1, Spot -1
Languages Baklunish

AC 17, touch 12, flat-footed 17
(+4 armor, +1 shield, +2 deflection)
(AC 16 when wielding longspear)

hp 13 (2 HD)

Fort +4, **Ref** +0, **Will** -1

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

Melee mwk longspear +5 (1d8+1/x3) or

Melee mwk scimitar +5 (1d6+1/18-20/x2)

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

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

Combat Gear alchemist's fire (x2), *healing belt**,
potion of shield of faith +2, smokestick (x2)

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Feats Weapon Focus (longspear), Weapon Focus
(scimitar)

Skills Climb +4, Intimidate +1, Jump +4

Possessions combat gear plus backpack, mwk chain
shirt, mwk light wooden shield, mwk longspear,
mwk scimitar, rope (50 ft.)

* see Appendix 2: New Rules Items

ELITE RAIDER (3)

CR 4

Male human warrior 5
CN Medium humanoid (human)
Init +0; **Senses** Listen -1, Spot -1
Languages Baklunish

AC 19, touch 12, flat-footed 19
(+6 armor, +1 shield, +2 deflection)
(AC 18 when wielding longspear)

hp 38 (5 HD)

Fort +5, **Ref** +1, **Will** +0

Speed 20 ft. in +1 *chainmail* (4 squares)

Melee mwk longspear +9 (1d8+3/x3) or

Melee mwk scimitar +9 (1d6+3/18-20/x2)

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

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

Combat Gear *healing belt**, *potion of shield of faith*
+2, smokestick, *steadfast boots**

Abilities Str 14, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Feats Improved Toughness*, Weapon Focus
(longspear), Weapon Focus (scimitar)

Skills Climb +5, Intimidate +0, Jump -1

Possessions combat gear plus backpack, +1
chainmail, mwk light wooden shield, mwk
longspear, mwk scimitar, rope (50 ft.)

* see Appendix 2: New Rules Items

CAPTAIN

CR 7

Male human fighter 7

CE Large humanoid (human)

Init +4; **Senses** Listen +1, Spot +1

Languages Baklunish

AC 21, touch 13, flat-footed 21

(+6 armor, +2 shield, +4 deflection, -1 size)

hp 70 (7 HD)

Fort +7, **Ref** +2, **Will** +5

Speed 20 ft. in mwk banded mail (4 squares)

Melee +1 *great scimitar* +14/+9 (2d6+12/18-20/x2)

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

Base Atk +7; **Grp** +17

Atk Options Combat Reflexes, Power Attack

Combat Gear *belt of growth**, *potion of bull's*
strength, *potion of shield of faith* +4

Abilities Str 22, Dex 11, Con 14, Int 10, Wis 12, Cha
8

Feats Combat Reflexes, Exotic Weapon Proficiency
(great scimitar), Improved Initiative, Improved
Toughness*, Iron Will, Power Attack, Weapon
Focus (great scimitar), Weapon Specialization
(great scimitar)

Skills Climb +8, Intimidate +1, Jump +2

Possessions combat gear plus +1 *great scimitar**,
mwk banded mail, mwk heavy wooden shield

The Captain begins the encounter under the effects of
a *potion of bull's strength* and his *belt of growth*.

When not under the effect of either, he is size

Medium and has the following changed statistics:

Init +5

AC 23, touch 15, flat-footed 22

Ref +3

Melee +1 *great scimitar* +12/+7 (1d8+6/18-20/x2)

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

Grp +10

Abilities Str 16, Dex 13

Skills Climb +5, Jump -1

* see Appendix 2: New Rules Items

RAIDER ARTILLERY

CR 9

Male human warmage 9

CE Medium humanoid (human)

Init +2; **Senses** Listen +0, Spot +6

Languages Baklunish, Common, Abyssal

AC 20, touch 15, flat-footed 18

(+2 Dex, +5 armor, +3 deflection)

hp 47 (9 HD)

Fort +4, **Ref** +5, **Will** +6

Speed 30 ft. in +1 *mithral shirt* (6 squares)

Melee longspear +3 (1d8-1/x3) or

Melee dagger +3 (1d4-1/19-20/x2)

Ranged light crossbow +6 (1d8/19-20/x2) or

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

Atk Options Sudden Empower, Sudden Maximize

Combat Gear *brooch of shielding*, *potion of shield of*
faith +3

Class Spells Prepared (CL 9th):

4th (5/day)— *blast of flame** (DC 18), *contagion* (DC 18), *Evard's black tentacles*, *orb of acid** (+7 ranged touch, DC 18), *orb of cold** (+7 ranged touch, DC 18), *orb of electricity** (+7 ranged touch, DC 18), *orb of fire** (+7 ranged touch, DC 18), *orb of force** (+7 ranged touch, DC 18), *orb of sound** (+7 ranged touch, DC 18), *phantasmal killer* (DC 18), *shout* (DC 19), *wall of fire* (DC 19)

3rd (7/day)— *fire shield*, *fireball* (DC 18), *flame arrow*, *gust of wind* (DC 18), *ice storm**, *lightning bolt* (DC 18), *poison*, *resonating bolt** (DC 18), *ring of blades**, *sleet storm*, *stinking cloud* (DC 18)

2nd (7/day)— *blades of fire**, *continual flame*, *fire trap* (DC 16), *fireburst** (DC 17), *flaming sphere* (DC 17), *ice knife** (+11 ranged, DC 16), *Melf's acid arrow* (+7 ranged touch), *pyrotechnics* (DC 16), *scorching ray* (+7 ranged touch), *shatter* (DC 17), *whirling blade** (+8 melee)

1st (7/day)— *accuracy**, *burning hands* (DC 16), *chill touch* (+3 touch), *fist of stone**, *hail of stone**, *magic missile*, *lesser orb of acid** (+7 ranged touch), *lesser orb of cold** (+7 ranged touch), *lesser orb of electricity** (+7 ranged touch), *lesser orb of fire** (+7 ranged touch), *lesser orb of sound** (+7 ranged touch), *shocking grasp* (+3 touch), *true strike*

0 (6/day)— *acid splash* (+7 ranged touch), *disrupt undead* (+7 ranged touch), *flare* (DC 15), *light*, *ray of frost* (+7 ranged touch)

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

Feats Combat Casting, Extra Edge*, Spell Focus (evocation), Sudden Empower*, Sudden Maximize*, Weapon Focus (ranged spells)

Skills Concentration +13 (+17 when casting defensively), Knowledge (arcana) +12, Spellcraft +12, Spot +6

Possessions combat gear plus *cloak of charisma* +2, crossbow bolts (20), *headband of intellect* +2, light crossbow, long spear, +1 *mithral shirt*

Armored Mage (Ex) This warmage's specialized training allows him to avoid arcane spell failure as long as he sticks to light or medium armor and light shields.

Warmage Edge (Ex) Whenever this warmage casts a spell that deals hit point damage, he adds +6 to the amount of damage dealt. A single spell can never gain this extra damage more than once per casting. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

* see Appendix 2: New Rules Items

4: LUNCH TIME!

CORRUPTED DIRE BEAR (2) CR 10

NE Large aberration

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Listen +9, Spot +9

AC 20, touch 9, flat-footed 20 (-1 size, +11 natural)

hp 132 (12 HD); fast healing 6; DR 10/magic

Immune acid

Fort +14, **Ref** +8, **Will** +8

Speed 40 ft. (8 squares)

Melee 2 claws +21 (2d6+12 plus 6 vile) and bite +15 (3d8+6 plus 6 vile)

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

Base Atk +9; **Grp** +25

Atk Options improved grab

Abilities Str 35, Dex 11, Con 23, Int 2, Wis 10, Cha 8

Feats Alertness, Endurance, Run, Toughness, Weapon Focus (claw)

Skills Listen +9, Spot +9, Swim +15

Disruptive Attack (Su) A corrupted dire bear deals an additional 6 points of vile damage when it touches uncorrupted, living, corporeal nonoutsiders.

Improved Grab (Ex) To use this ability, a corrupted dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

CORRUPTED DIRE VULTURE CR 5

NE Large aberration

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Listen +3, Spot +11

Aura stench

AC 20, touch 9, flat-footed 20 (-1 size, +11 natural)

hp 84 (6 HD); fast healing 3; DR 5/magic

Immune acid

Resist disease

Fort +14, **Ref** +5, **Will** +6

Speed Flyby Attack, 20 ft. (4 squares), fly 80 ft. (average)

Melee bite +8 (2d6+7 plus 3 vile)

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

Base Atk +4; **Grp** +13

Abilities Str 20, Dex 11, Con 29, Int 2, Wis 12, Cha 2

Feats Alertness, Flyby Attack, Track

Skills Listen +3, Spot +11, Survival +10

Disruptive Attack (Su) A corrupted dire vulture deals an additional 3 points of vile damage when it touches uncorrupted, living, corporeal nonoutsiders.

Enhanced Power (Su) The save DCs of any and all of the corrupt dire vulture's special attacks increase by +4 (already figured into DCs).

Stench (Ex) A creature within 20 feet of a corrupted dire vulture must succeed on a DC 26 Fortitude save or be sickened for 1d6 rounds. A creature that successfully saves can't be affected by that dire vulture's stench ability for 24 hours.

Resistance to Disease (Ex) A dire vulture has a +2 bonus on Fortitude saves to resist normal diseases, but not supernatural or magical diseases such as mummy rot.

Skills A dire vulture has a +4 racial bonus on Spot and Survival checks.

6: CORNERED AT LAST

ADVANCED CARNAGE DEMON (4) CR 7

CE Medium outsider (chaotic, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft., Listen +10, Spot +10

Languages Abyssal

AC 13, touch 10, flat-footed 13 (+3 natural)

hp 67 (9 HD); DR 5/silver

Immune electricity, poison

Resist acid 10, cold 10, fire 10

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

Weakness destructive appetite

Speed 30 ft. (6 squares)

Melee 2 slams +16 each (1d4+6)

Base Atk +9; **Grp** +15

Atk Options aligned strike (chaotic, evil), carnage, reaving fists, Power Attack

Abilities Str 22, Dex 10, Con 14, Int 5, Wis 6, Cha 6

SA aligned strike, carnage, reaving fists

Feats Great Fortitude, Iron Will, Power Attack, Weapon Focus (slam),

Skills Climb +17, Jump +17, Listen +10, Spot +10, Survival +10

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.

BULEZAU (2)

CR 9

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +2; **Senses** darkvision 60 ft., Listen +14, Spot +14

Languages Abyssal, Common; telepathy 30 ft.

AC 25, touch 11, flat-footed 23 (-1 size, +2 Dex, +4 armor, +10 natural)

hp 120 (10 HD); DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 20

Fort +14, **Ref** +9, **Will** +8

Speed 30 ft. (6 squares)

Melee* Huge +1 *ranseur* +13/+8 (3d6+18/19-20/x3) and tail +9 (1d8+7) or

Melee* gore +11 (2d6+10) and 2 claws +9 (1d6+7) and tail +9 (1d8+7)

* Attacks include the Power Attack feat (4 points)

Space 10 ft.; **Reach** 10 ft. (20 ft. with *ranseur*)

Base Atk +10; **Grp** +20

Atk Options Power Attack, blood frenzy

Special Actions powerful charge, *summon tanar'ri*

Combat Gear *potion of cure moderate wounds* (x2)

Spell-Like Abilities (CL 10th):

At Will— *command* (DC 11), *greater teleport* (self plus 50 pounds of objects only), *see invisibility*, *solid fog*

3/day— *fear* (DC 14)

1/day— *shout* (DC 14)

Abilities Str 22, Dex 14, Con 24, Int 6, Wis 12, Cha 10

SQ wield oversized weapon

Feats Improved Critical (*ranseur*), Multiattack, Power Attack, Weapon Focus (*ranseur*)

Skills Climb +19, Intimidate +13, Jump +19, Listen +14, Spot +14, Swim +19

Possessions Huge +1 *ranseur*, Large chain shirt

Blood Frenzy (Ex) A *bulezau* that takes damage in combat can fly into a frenzy in the following round, attacking madly until either it or its opponent is dead. It gains +2 Strength and Constitution, and it takes a -2 penalty to its Armor Class. A *bulezau* cannot end its frenzy voluntarily.

Powerful Charge (Ex) A *bulezau* typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows the *bulezau* to make a single gore attack with a +2 attack bonus that deals 4d6+10 points of damage.

Wield Oversized Weapon (Ex) A *bulezau* is skilled at wielding weapons one size category larger than itself and does not take any penalties when fighting with such weapons.

Summon Tanar'ri (Sp) Once per day, a *bulezau* can attempt to summon 1d6 dretches or 1d4 rutterkin with a 50% chance of success. This ability is the equivalent of a 3rd-level spell (CL 10th).

When in a blood frenzy, the *bulezau* has the following changed statistics:

AC 19, touch 9, flat-footed 17

hp 130 (10 HD)

Fort +15

Melee Huge +1 *ranseur* +14/+9 (3d6+19/19-20/x3) and tail +10 (1d8+7) or

Melee gore +12 (2d6+11) and 2 claws +10 (1d6+7) and tail +10 (1d8+7)

Grp +21

Abilities Str 24, Con 26

Skills Climb +20, Jump +20, Swim +20

The following creature can be summoned by the *bulezau*:

RUTTERKIN

CR 3

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

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

Languages Abyssal; telepathy 30 ft.

AC 18, touch 12, flat-footed 16
(+2 Dex, +6 natural)
hp 37 (5 HD); DR 5/cold iron or good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 14
Fort +7, **Ref** +6, **Will** +5

Speed 20 ft. (4 squares)
Melee mwk snap-tong +8 (1d10+3) or
Melee 2 claws +7 (1d6+2)
Ranged tri-blade +7 (2d4+2)
Base Atk +5; **Grp** +7
Atk Options snap-tong grapple
Spell-Like Abilities (CL 6th):
At Will— *darkness*, *cause fear* (DC 11)
1/day— *desecrate*

Abilities Str 14, Dex 15, Con 17, Int 9, Wis 12, Cha 10
Feats Exotic Weapon Proficiency (snap-tong), Exotic Weapon Proficiency (tri-blade)
Skills Balance +4, Climb +10, Intimidate +8, Jump +12, Listen +9, Move Silently +10, Spot +9, Tumble +12
Possessions masterwork snap-tong, 5 tri-blades

* see Appendix 2: New Rules Items

2: AND THE WALLS CAME TUMBLIN' DOWN

RAIDER (6)

CR 1

Male human warrior 2
CN Medium humanoid (human)
Init +0; **Senses** Listen -1, Spot -1
Languages Baklunish

AC 17, touch 12, flat-footed 17
(+4 armor, +1 shield, +2 deflection)
(AC 16 when wielding longspear)

hp 13 (2 HD)
Fort +4, **Ref** +0, **Will** -1

Speed 30 ft. in mwk chain shirt (6 squares)
Melee mwk longspear +5 (1d8+1/x3) or
Melee mwk scimitar +5 (1d6+1/18-20/x2)
Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)
Base Atk +2; **Grp** +3

Combat Gear alchemist's fire (x2), *healing belt**,
~~*potion of shield of faith*~~ +2, smokestick (x2)

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Feats Weapon Focus (longspear), Weapon Focus
(scimitar)

Skills Climb +3, Intimidate +3, Jump +3

Possessions combat gear plus backpack, mwk chain
shirt, mwk light wooden shield, mwk longspear,
mwk scimitar, rope (50 ft.)

* see Appendix 2: New Rules Items

ELITE RAIDER (4)

CR 5

Male human warrior 6
CN Medium humanoid (human)
Init +0; **Senses** Listen -1, Spot -1
Languages Baklunish

AC 19, touch 12, flat-footed 19
(+6 armor, +1 shield, +2 deflection)
(AC 18 when wielding longspear)

hp 46 (6 HD)
Fort +6, **Ref** +2, **Will** +1

Speed 20 ft. in +1 *chainmail* (4 squares)
Melee +1 *longspear* +10/+5 (1d8+4/x3) or
Melee mwk scimitar +10/+5 (1d6+3/18-20/x2)
Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)
Base Atk +6; **Grp** +8

Combat Gear alchemist's fire, ~~*potion of shield of faith*~~
+2, smokestick, *steadfast boots*

Abilities Str 14, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Feats Improved Toughness*, Power Attack, Weapon
Focus (longspear), Weapon Focus (scimitar)

Skills Climb +6, Intimidate +1, Jump +0

Possessions combat gear plus backpack, +1
chainmail, +1 *longspear*, mwk light wooden shield,
mwk scimitar, rope (50 ft.)

* see Appendix 2: New Rules Items

CAPTAIN

CR 10

Male human fighter 10

CE Large humanoid (human)
Init +5; **Senses** Listen +1, Spot +1
Languages Baklunish

AC 22, touch 13, flat-footed 21
(+1 Dex, +7 armor, +3 shield, +2 deflection, -1 size)
hp 100 (10 HD)
Fort +9, **Ref** +4, **Will** +6

Speed 20 ft. in +1 *banded mail* (4 squares)
Melee +1 *corrosive great scimitar* +18/+13 (2d6+9/15-
20/x2 plus 1d6 acid)

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

Base Atk +10; **Grp** +20

Atk Options Combat Reflexes, Power Attack, Power
Critical

Combat Gear *belt of growth**, ~~*potion of bull's*~~
~~*strength*~~, ~~*potion of shield of faith*~~ +2, *steadfast*
*boots**

Abilities Str 22, Dex 12, Con 14, Int 10, Wis 12, Cha
8

Feats Combat Reflexes, Exotic Weapon Proficiency
(great scimitar), Greater Weapon Focus, Improved
Critical, Improved Initiative, Improved Toughness*,
Iron Will, Power Attack, Power Critical* (great
scimitar), Weapon Focus (great scimitar), Weapon
Specialization (great scimitar)

Skills Climb +11, Intimidate +3, Jump +3

Possessions combat gear plus +1 *corrosive great*
*scimitar**, +1 *banded mail*, +1 *heavy wooden shield*
* see Appendix 2: New Rules Items

The Captain begins the encounter under the effects of
a potion of bull's strength and his *belt of growth*.
When not under the effect of either, he is size
Medium and has the following changed statistics:

Init +6

AC 24, touch 14, flat-footed 22
Ref +5

Melee +1 *great scimitar* +16/+11 (1d8+6/15-20/x2
plus 1d6 acid)

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

Grp +13

Abilities Str 16, Dex 14

Skills Climb +8, Jump +0

RAIDER ARTILLERY

CR 11

Male human wamage 11
CE Medium humanoid (human)
Init +2; **Senses** Listen +0, Spot +12
Languages Baklunish, Common, Abyssal

AC 21, touch 16, flat-footed 19
(+2 Dex, +4 armor, +1 shield, +4 deflection)

hp 57 (11 HD)
Fort +4, **Ref** +5, **Will** +7

Speed 30 ft. in *hawkfeather armor* (6 squares)

Melee shortspear +4 (1d6-1/x2) or

Melee dagger +4 (1d4-1/19-20/x2)

Ranged shortspear +7 (1d6-1/x2) or

Ranged dagger +7 (1d4-1/19-20/x2)

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

Atk Options Sudden Empower, Sudden Enlarge, Sudden Maximize

Combat Gear brooch of shielding, ~~potion of shield of faith~~ +4

Class Spells Prepared (CL 11th):

5th (4/day) — *arc of lightning** (DC 20), *cloudkill* (DC 20), *cone of cold* (DC 21), *greater fireburst** (DC 21), *flame strike* (DC 21), *prismatic ray** (+8 ranged touch, DC 21)

4th (7/day)— *blast of flame** (DC 19), *contagion* (DC 19), *defenestrating sphere** (+8 ranged touch, DC 20), *Evard's black tentacles*, *orb of acid** (+8 ranged touch, DC 19), *orb of cold** (+8 ranged touch, DC 19), *orb of electricity** (+8 ranged touch, DC 19), *orb of fire** (+8 ranged touch, DC 19), *orb of force** (+8 ranged touch, DC 19), *orb of sound** (+8 ranged touch, DC 19), *phantasmal killer* (DC 19), *shout* (DC 20), *wall of fire* (DC 20)

3rd (7/day)— *fire shield*, *fireball* (DC 19), *flame arrow*, *gust of wind* (DC 19), *ice storm*, *lightning bolt* (DC 19), *poison*, *resonating bolt** (DC 19), *ring of blades**, *sleet storm*, *stinking cloud* (DC 19)

2nd (7/day) — *blades of fire**, *continual flame*, *fire trap* (DC 17), *fireburst** (DC 18), *flaming sphere* (DC 18), *ice knife** (+12 ranged, DC 17), *Melf's acid arrow* (+8 ranged touch), *pyrotechnics* (DC 17), *scorching ray* (+8 ranged touch), *shatter* (DC 18), *whirling blade** (+10 melee)

1st (7/day)— *accuracy**, *burning hands* (DC 17), *chill touch* (+4 touch), *fist of stone**, *hail of stone**, *magic missile*, *lesser orb of acid** (+8 ranged touch), *lesser orb of cold** (+8 ranged touch), *lesser orb of electricity** (+8 ranged touch), *lesser orb of fire** (+8 ranged touch), *lesser orb of sound** (+8 ranged touch), *shocking grasp* (+4 touch), *true strike*

0 (6/day) — *acid splash* (+8 ranged touch), *disrupt undead* (+8 ranged touch), *flare* (DC 16), *light*, *ray of frost* (+8 ranged touch)

Abilities Str 8, Dex 14, Con 12, Int 16, Wis 10, Cha 20*

Feats Combat Casting, Extra Edge*, Spell Focus (evocation), Sudden Empower*, Sudden Enlarge*, Sudden Maximize*, Weapon Focus (ranged spells)

Skills Concentration +20 (+24 when casting defensively), Knowledge (arcana) +14, Spellcraft +14, Spot +12

Possessions combat gear plus dagger, darkwood buckler, *hawkfeather armor**, *headband of intellect* +2, shortspear, *tunic of steady spellcasting**

Armored Mage (Ex) This warmage's specialized training allows him to avoid arcane spell failure as long as he sticks to light or medium armor and light shields.

Warmage Edge (Ex) Whenever this warmage casts a spell that deals hit point damage, he adds +6 to the amount of damage dealt. A single spell can never

gain this extra damage more than once per casting. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

** Charisma boost from *hawkfeather armor* is already active at the start of the encounter.

* see Appendix 2: New Rules Items

4: LUNCH TIME!

CORRUPTED ADVANCED BULETTE (2) CR 12

NE Huge aberration

Init +1; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Listen +10, Spot +4

AC 29, touch 9, flat-footed 28

(-2 size, +1 Dex, +20 natural)

hp 180 (15 HD); fast healing 7; DR 10/magic

Immune acid

Fort +16, **Ref** +10, **Will** +7

Speed 40 ft. (8 squares), burrow 10 ft.

Melee bite +25 (3d8+11 plus 7 vile) and 2 claws +22 (3d6+5 plus 7 vile)

Space 15 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +34

Atk Options Snatch, leap

Abilities Str 32, Dex 13, Con 24, Int 2, Wis 11, Cha 4

Feats Alertness, Iron Will, Multiattack, Snatch, Track, Weapon Focus (bite)

Skills Jump +23, Listen +10, Spot +4

Disruptive Attack (Su) A corrupted advanced bulette deals an additional 7 points of vile damage when it touches uncorrupted, living, corporeal nonoutsiders.

Leap (Ex) A corrupted advanced bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +24 attack bonus, but it cannot bite.

CORRUPTED DIRE VULTURE CR 5

NE Large aberration

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Listen +3, Spot +11

Aura stench

AC 20, touch 9, flat-footed 20

(-1 size, +11 natural)

hp 84 (6 HD); fast healing 3; DR 5/magic

Immune acid

Resist disease

Fort +14, **Ref** +5, **Will** +6

Speed Flyby Attack, 20 ft. (4 squares), fly 80 ft. (average)

Melee bite +8 (2d6+7 plus 3 vile)

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

Base Atk +4; **Grp** +13

Abilities Str 20, Dex 11, Con 29, Int 2, Wis 12, Cha 2

Feats Alertness, Flyby Attack, Track

Skills Listen +3, Spot +11, Survival +10

Disruptive Attack (Su) A corrupted dire vulture deals an additional 3 points of vile damage when it touches uncorrupted, living, corporeal nonoutsiders.

Enhanced Power (Su) The save DCs of any and all of the corrupt dire vulture's special attacks increase by +4 (already figured into DCs).

Stench (Ex) A creature within 20 feet of a corrupted dire vulture must succeed on a DC 26 Fortitude save or be sickened for 1d6 rounds. A creature that successfully saves can't be affected by that dire vulture's stench ability for 24 hours.

Resistance to Disease (Ex) A dire vulture has a +2 bonus on Fortitude saves to resist normal diseases, but not supernatural or magical diseases such as mummy rot.

Skills A dire vulture has a +4 racial bonus on Spot and Survival checks.

6: CORNERED AT LAST

ADVANCED CARNAGE DEMON (2) CR 7

CE Medium outsider (chaotic, evil, extraplanar)
Init +0; **Senses** darkvision 60 ft., Listen +10, Spot +10

Languages Abyssal

AC 13, touch 10, flat-footed 13 (+3 natural)

hp 67 (9 HD); DR 5/silver

Immune electricity, poison

Resist acid 10, cold 10, fire 10

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

Weakness destructive appetite

Speed 30 ft. (6 squares)

Melee 2 slams +16 each (1d4+6)

Base Atk +9; **Grp** +15

Atk Options aligned strike (chaotic, evil), carnage, reaving fists, Power Attack

Abilities Str 22, Dex 10, Con 14, Int 5, Wis 6, Cha 6

SA aligned strike, carnage, reaving fists

Feats Great Fortitude, Iron Will, Power Attack, Weapon Focus (slam)

Skills Climb +17, Jump +17, Listen +10, Spot +10, Survival +10

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.

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)
Init +2; **Senses** darkvision 60 ft., Listen +18, Spot +18

Languages Abyssal, Common; telepathy 30 ft.

AC 26, touch 11, flat-footed 24

(-1 size, +2 Dex, +5 armor, +10 natural)

hp 168 (14 HD); DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 20

Fort +16, **Ref** +11, **Will** +10

Speed 30 ft. (6 squares)

Melee* Huge +1 *ranseur* +16/+11 (3d6+20/19-20/x3) and tail +12 (1d8+8) or

Melee* gore +14 (2d6+11) and

2 claws +12 (1d6+8) and

tail +12 (1d8+8)

* Attacks include the Power Attack feat (5 points)

Space 10 ft.; **Reach** 10 ft. (20 ft. with *ranseur*)

Base Atk +14; **Grp** +24

Atk Options Combat Reflexes, Power Attack, blood frenzy

Special Actions powerful charge, *summon tanar'ri*

Combat Gear *potion of cure moderate wounds* (x2)

Spell-Like Abilities (CL 14th):

At Will— *command* (DC 11), *greater teleport* (self plus 50 pounds of objects only), *see invisibility*, *solid fog*

3/day— *fear* (DC 14)

1/day— *shout* (DC 14)

Abilities Str 23, Dex 14, Con 24, Int 6, Wis 12, Cha 10

SQ wield oversized weapon

Feats Combat Reflexes, Improved Critical (*ranseur*), Multiattack, Power Attack, Weapon Focus (*ranseur*)

Skills Climb +23, Intimidate +17, Jump +23, Listen +18, Spot +18, Swim +23

Possessions Huge +1 *ranseur*, Large +1 *chain shirt*

Blood Frenzy (Ex) A *bulezau* that takes damage in combat can fly into a frenzy in the following round, attacking madly until either it or its opponent is dead. It gains +2 Strength and Constitution, and it takes a -2 penalty to its Armor Class. A *bulezau* cannot end its frenzy voluntarily.

Powerful Charge (Ex) A *bulezau* typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows the *bulezau* to make a single gore attack with a +2 attack bonus that deals 4d6+11 points of damage.

Wield Oversized Weapon (Ex) A *bulezau* is skilled at wielding weapons one size category larger than itself and does not take any penalties when fighting with such weapons.

Summon Tanar'ri (Sp) Once per day, a *bulezau* can attempt to summon 1d6 *dretches* or 1d4 *rutterkin* with a 50% chance of success. This ability is the equivalent of a 3rd-level spell (CL 14th).

ADVANCED BULEZAU (4)

CR 11

When in a blood frenzy, the advanced bulezau has the following changed statistics:

AC 19, touch 9, flat-footed 17

hp 182 (14 HD)

Fort +17

Melee Huge +1 *ranseur* +17/+12 (3d6+21/19-20/x3) and tail +13 (1d8+8) or

Melee gore +15 (2d6+12) and 2 claws +13 (1d6+8) and tail +13 (1d8+8)

Grp +25

Abilities Str 25, Con 26

Skills Climb +23, Jump +23, Swim +23

The following creature can be summoned by the bulezau:

RUTTERKIN **CR 3**

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

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

Languages Abyssal; telepathy 30 ft.

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 37 (5 HD); DR 5/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 14

Fort +7, **Ref** +6, **Will** +5

Speed 20 ft. (4 squares)

Melee mwk snap-tong +8 (1d10+3) or

Melee 2 claws +7 (1d6+2)

Ranged tri-blade +7 (2d4+2)

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

Atk Options snap-tong grapple

Spell-Like Abilities (CL 6th):

At Will— *darkness*, *cause fear* (DC 11)

1/day— *desecrate*

Abilities Str 14, Dex 15, Con 17, Int 9, Wis 12, Cha 10

Feats Exotic Weapon Proficiency (snap-tong), Exotic Weapon Proficiency (tri-blade)

Skills Balance +4, Climb +10, Intimidate +8, Jump +12, Listen +9, Move Silently +10, Spot +9, Tumble +12

Possessions masterwork snap-tong*, 5 tri-blades

APPENDIX 2: NEW RULES ITEMS

FEATS

Extra Edge [General]

Prerequisites: Warmage level 4th.

Benefit: You gain a +1 bonus on your warmage edge, plus an additional +1 bonus per four warmage levels. For instance, an 8th-level warmage with 18 Intelligence gets a +7 bonus on the damage dealt by any spell that deals hit point damage.

Normal: A character's warmage edge is equal to his Intelligence modifier.

Source: *Complete Arcane* 79

Improved Toughness [General]

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.

Source: *Monster Manual V* 304

Power Critical [General]

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Source: *Complete Warrior* 103

Snatch [General]

Prerequisites: Huge or larger.

Benefit: The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 × 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent

takes this amount of falling damage, whichever is greater.

Source: *Monster Manual* 304

Sudden Empower [Metamagic]

Prerequisites: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

Source: *Complete Arcane* 83

Sudden Maximize [Metamagic]

Prerequisites: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Source: *Complete Arcane* 83

MAGIC ITEMS

Belt of Growth

When you activate a *belt of growth*, you instantly increase in size (as if affected by *enlarge person*). This effect lasts for 10 minutes or until you command it to end. This ability doesn't stack with any other effect that increases your size.

A *belt of growth* functions once per day.

Caster Level: 10th; Prerequisites: Craft Wondrous Item, *enlarge person*; Price: 3000 gp; Weight: 1 lb.; Cost to Create: 1,500 gp +120 XP, 3 days.

Source: *Magic Item Compendium* 73

Corrosive (weapon property)

When activated, a corrosive weapon is sheathed in acid. The acid does not harm you as long as you have the weapon in hand. The effect persists until you speak a second command word. A weapon that has this property deals an extra 1d6 points of acid damage on a successful hit.

Projectile weapons bestow this property upon their ammunition.

Caster level: 10th; Craft Magic Arms and Armor, *acid fog*, *acid storm* (SC 7), *Melf's acid arrow*, or *storm of vengeance*; Price +1 bonus.

Source: *Magic Item Compendium* 31

Hawkfeather Armor

While wearing this *+1 studded leather armor*, you gain a continuous +5 competence bonus on Spot checks. In addition, the armor has two other special abilities.

Once a day, you can activate the armor to gain a +4 enhancement bonus to your Charisma for 9 minutes.

Three times per day, you can cause the armor to sprout wings, allowing you to fly with a speed of 60 feet (good maneuverability) for 5 rounds).

The special properties of *hawkfeather armor* function normally while you are in wild shape (although it does not grant its armor bonus to AC). This armor includes no metal parts, and thus druids are not prohibited from wearing it.

Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, *eagle's splendor*, wild shape; Price: 12,175 gp; Weight: 20 lb.; Cost to Create: 6000 gp (plus 175 gp for masterwork studded leather) +480 XP, 12 days.

Source: *Magic Item Compendium* 19

Healing Belt

While wearing a *healing belt*, you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition, the belt has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.)

1 charge: Heals 2d8 points of damage.

2 charges: Heals 3d8 points of damage.

3 charges: Heals 4d8 points of damage.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, *cure moderate wounds*; Price: 750 gp; Weight: 1 lb.; Cost to Create: 500 gp +40 XP, 1 day.

Source: *Magic Item Compendium* 110

Rope of Climbing, Superior

This item functions like a *rope of climbing* (DMG 266), except that it also grants a +5 circumstance bonus on Climb checks made to ascend it.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, *animate rope*; Price: 5,500 gp; Weight: 3 lb.; Cost to Create: 2,750 gp +220 XP, 6 day.

Source: *Magic Item Compendium* 176

Runestaff of Destruction

A *runestaff of destruction* allows you to cast any of the following spells (each once per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *disintegrate*
- *earthquake*

- *shatter*

Caster Level: 15th; Prerequisites: Craft Staff, *disintegrate*, *earthquake*, *shatter*; Price: 27,000 gp; Weight: 3 lb.; Cost to Create: 13,500 gp +1080 XP, 27 day.

Source: *Magic Item Compendium* 177

Sphere of Awakening

A *sphere of awakening* allows you to silently rouse your allies from slumber, even if magically created. When you activate the sphere, all allies in a 60-foot-radius burst are immediately awakened from sleep (whether mundane or magical in origin). In addition, any fatigue or exhaustion affecting you and those allies immediately ends. Furthermore, you and all affected allies gain immunity to fatigue, exhaustion, and sleep effects for 10 minutes after the sphere is activated.

A *sphere of awakening* functions once per day.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, *break enchantment*; Price: 1,800 gp; Weight: 1 lb.; Cost to Create: 900 gp +72 XP, 2 days.

Source: *Magic Item Compendium* 186

Steadfast Boots

Steadfast boots help keep you on your feet. You gain a +4 bonus on checks made to avoid being bull rushed, overrun, or tripped.

Furthermore, as long as you carry a two-handed weapon, you are treated as if you had readied that weapon against any creature that charges you (and thus it deals double damage if your attack is successful), even if the weapon can't normally be set against a charge.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, *bull's strength*; Price: 1,400 gp; Weight: 1 lb.; Cost to Create: 700 gp +56 XP, 2 days.

Source: *Magic Item Compendium* 138

Tunic of Steady Spellcasting

You gain a +5 competence bonus on Concentration checks. Despite the name, the tunic's bonus applies on all Concentration checks, not just those made to cast spells.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, *bear's endurance*; Price: 2,500 gp; Weight: 1 lb.; Cost to Create: 1,250 gp +100 XP, 3 days.

Source: *Magic Item Compendium* 144

MUNDANE EQUIPMENT

Alchemical Tooth

As its name suggests, this specially concealed item has been made to look like a tooth. The tooth functions in all respects like a capsule retainer. In addition, it is very

hard to find without a thorough search (Search DC 30). The false tooth is most often used as a concealed version of a capsule retainer, but a few extremely dedicated spies and other agents carry a tooth filled with poison as insurance against being captured alive. An alchemical tooth can hold one dose of any contact poison or ingested poison, but such poison can only affect the wearer of the tooth – there's no way to make the tooth an effective delivery mechanism when combined with a bite attack.

Cost: 300 gp

Source: *Complete Adventurer* 120

Great scimitar

A great scimitar is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). You can use a great scimitar two-handed as a martial weapon. Great scimitars are most often the personal weapons of heroes, crafted as masterwork weapons and inscribed with the hero's deeds and the weapon's name on the blade. Such names commemorate a great event in the hero's life, such as "The Blade of the Hundred-Day Sandstorm."

Cost: 200 gp; Dmg: 1d8/18-20/x2; 8 lb.; slashing

Source: *Sandstorm* 97

Snap-tong

This short polearm ends in a sharp spike that has one or more crescent-shaped pincers designed close around it. A proficient wielder that hits an opponent at least one size category smaller can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the snap-tong grabs the opponent and deals 1d10 of damage (plus the wielder's Strength modifier) each round the hold is maintained.

Cost: 250 gp; Dmg: 1d10/x2; 10 lb.; piercing

Source: *Fiendish Codex I* 51

Tri-blade

This thrown weapon consists of a three-bladed wedge launched from a sling-like device. Rutterkins usually carry five of these for use in ranged combat.

Cost: 35 gp; Dmg: 2d4/x2; Range: 20 ft.; 3 lb.; slashing

Source: *Fiendish Codex I* 51

SPELLS

Arc of Lightning

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Warmage 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./21 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all creatures in this line.

Arcane Material Component: Two small iron rods.

Source: *Spell Compendium* 15

Accuracy

Transmutation

Level: Warmage 1, wu jen 1

Components: V,S,M

Casting Time: 1 standard action

Range: Touch

Targets: One thrown weapon/level touched or one projectile weapon touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless object)

When you cast this spell, you enhance one or more thrown weapons or one projectile weapon to improve its chance of hitting distant targets. For the duration of the spell, the range increment for the affected weapon or weapons is doubled.

Material Component: Ink used to scribe a mystical character on each weapon affected by the spell.

Source: *Complete Arcane* 96

Blades of Fire

Conjuration (Creation) [Fire]

Level: Ranger 1, sorcerer/wizard 1, warmage 2

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Your melee weapons each deal an extra 1d8 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Source: *Spell Compendium* 31

Blast of Flame

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S, M

Casting Time: 1 Standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

Source: *Spell Compendium* 31

Defenestrating Sphere

Evocation [Air]

Level: Sorcerer/wizard 4 [warmage 4 via Advanced Learning]

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 2-ft.-radius sphere

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

When you cast this spell, you create a violently swirling sphere of air. As a move action, you can make the sphere travel up to 30 feet per round and strike a creature or object you indicate as a ranged touch attack. Any creature struck by the sphere takes 3d6 points of damage from the force of its winds. In addition, Medium or smaller creatures must succeed on a Fortitude save or be knocked prone. Creatures that fall prone must then succeed on a second Fortitude save or be swept up by the sphere and driven 1d8x10 feet into the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal. If a window is within range, the subject is automatically thrown in that direction.

If some obstacle prevents the subject creature from reaching its expelled height, it takes 1d6 points of damage for every 10 feet of movement it was unable to complete, so that a creature hurled 50 feet up in a room with a 20-foot ceiling would take 3d6 points of damage from the impact, then take 2d6 points of damage when it falls back to the ground.

The sphere can affect a maximum of one creature or object per round, and winks out if it exceeds the spell's range.

Focus: A gray pearl worth at least 100 gp.

Source: *Spell Compendium* 62

Fireburst

Evocation [Fire]

Level: Sorcerer/wizard 2, warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Source: *Spell Compendium* 93

Fireburst, Greater

Evocation [Fire]

Level: Sorcerer/Wizard 5, warmage 5

Effect: Burst of fire extending 15 ft. from you

This spell functions like *fireburst*, except that it affects creatures within 15 feet of you and deals 1d10 points of fire damage per caster level (maximum of 15d10).

Source: *Spell Compendium* 94

Fist of Stone

Transmutation [Earth]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for the purposes of attack rolls, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack, dealing 1d6 points of damage + your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks in that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty, or a -2 penalty if you have the Multiattack feat (*MM* 304), as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

Source: *Spell Compendium* 94

Ice Knife

Conjuration (Creation) [Cold]

Level: Assassin 2, Sorcerer/wizard 2, Warmage 2, Wu Jen 2 (water)

Components: S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One icy missile

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex half; see text

Spell Resistance: Yes

You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage and 2 points of Dexterity damage (a successful Fortitude save negates the Dexterity damage). Creatures that have immunity to cold also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, PH 158, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area (Reflex half).

Material Component: A drop of water or piece of ice.

Source: *Spell Compendium* 119

Hail of Stone

Conjuration (creation) [Earth]

Level: Sorcerer/wizard 1, warmage 1, wu jen 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth at least 5 gp.

Source: *Spell Compendium* 108

Orb of Acid

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Source: *Spell Compendium* 150

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium* 150

Orb of Cold

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of cold

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like *orb of acid*, except that it deals cold damage. In addition, a creature struck by an *orb of cold* must make a Fortitude save or be blinded for 1 round instead of being quickened.

Source: *Spell Compendium* 151

Orb of Cold, Lesser

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of cold

This spell functions like *lesser orb of acid*, except that it deals cold damage.

Source: *Spell Compendium* 151

Orb of Electricity

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like *orb of acid*, except that it deals electricity damage. In addition, a creature wearing metal armor struck by an *orb of electricity* must make a Fortitude save or be entangled for 1 round instead of being sickened.

Source: *Spell Compendium* 151

Orb of Electricity, Lesser

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of electricity

This spell functions like *lesser orb of acid*, except that it deals electricity damage.

Source: *Spell Compendium* 151

Orb of Fire

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 level)

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like *orb of acid*, except that it deals fire damage. In addition, a creature struck by an *orb of fire* must make a Fortitude save or be dazed for 1 round instead of being sickened.

Source: *Spell Compendium* 151

Orb of Fire, Lesser

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of fire

This spell functions like *lesser orb of acid*, except it deals fire damage.

Source: *Spell Compendium* 151

Orb of Force

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals a total of 1d6 points of damage per caster level (maximum 10d6).

Source: *Spell Compendium* 151

Orb of Sound

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 4, warmage 4

Components: V,

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of Sound Energy

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like *orb of acid*, except that it deals 1d4 points of sonic damage per level (maximum 15d4). In addition, a creature struck by an *orb of sound* must make a Fortitude save or be deafened for 1 round instead of being sickened.

Source: *Spell Compendium* 151

Orb of Sound, Lesser

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of sonic energy

This spell functions like *lesser orb of acid*, except it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Source: *Spell Compendium* 151

Prismatic Ray

Evocation

Level: Sorcerer/wizard 5, warmage 5

Components: V, S

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

A single beam of brilliantly colored light shoots from your outstretched hand. You must succeed on a ranged touch attack with the ray to strike a target. On a successful attack, creatures with 6 Hit Dice or fewer are blinded for 2d4 rounds by the *prismatic ray* in addition to suffering a randomly determined effect:

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as insanity (Will negates)
7	Violet	Sent to another plane (Will negates)
8	–	Two effects; roll twice more, ignoring any “8” results

Source: *Spell Compendium* 162

Resonating Bolt

Evocation [Sonic]
Level: Bard 4, sorcerer/wizard 3 [warmage 3 via Advanced Learning]
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: 60-ft. line
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

The bolt of sonic energy deals 1d4 points of sonic damage per caster level (maximum 10d4) to each creature within its area. In addition, a resonating bolt deals full damage to objects and can easily shatter or break interposing barriers. If the bolt destroys a barrier, it can continue beyond the barrier if its range permits; otherwise, it stops.

Source: *Spell Compendium* 174

Ring of Blades

Conjuration (Creation)
Level: Cleric 3, warmage 3
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You

Duration: 1 minute/level
This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round, at the beginning of your turn, and also when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area. Spell resistance does not apply to the damage dealt, but a creature’s damage reduction does apply. The blades are treated as magic, silvered, and slashing for the purpose of overcoming damage reduction.
Material Component: A small dagger.

Source: *Spell Compendium* 150

Whirling Blade

Transmutation
Level: Bard 2, sorcerer/wizard 2, warmage 2
Components: V, S, F
Casting Time: 1 standard action
Range: 60 ft.
Effect: 60-ft. line
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You hurl a weapon held at the time of casting, and it magically attacks all enemies along a line to the extent of the spell’s range. You make a normal melee attack, just as if you were attacking with the weapon in melee, against each foe in the weapon’s path, but you can choose to substitute your Intelligence modifier or your Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon’s attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attacks, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

Focus: A slashing melee weapon that the caster hurls.

TEMPLATES

Corrupted

Powerful evil, unchecked and rampant, can horribly alter any aspect of the physical world, and creatures are no exception. Twisted by malevolence, corrupted creatures take on a hideous appearance and gain evil powers and dire intent.

Corrupted creatures have unique countenances, each reacting to the source of malevolence in a different way. Most have twisted, misshapen (often asymmetrical) forms; mottled, discolored flesh; and reddish eyes. Although one might be tempted to confuse a corrupted creature with a fiendish or half-fiend creature, the corrupted creature usually has a more mutated and ungainly appearance.

Creating a Corrupted Creature

"Corrupted" is a template that can be added to any corporeal creature that is not an outsider (referred to hereafter as the base creature). Creatures that gain this template change their type to aberration. A corrupted creature uses all the base creature's statistics and special abilities except as noted here.

AC: The flesh of corrupted creatures becomes tougher and more resilient. Add +4 to the natural armor bonus of the base creature if it is Large or smaller. If it is Huge or larger, add +8.

Damage: The corrupted creature's claws lengthen, teeth multiply, and muscles harden. The damage die used when the creature deals damage with natural attacks increases by one die type, so that 1d6 becomes 1d8, 1d8 becomes 2d6, and so on, as if the creature were one size larger.

Special Attacks: A corrupted creature retains all the special attacks of the base creature.

Special Qualities: A corrupted creature retains all the special qualities of the base creature and also gains darkvision with a range of 60 feet plus acid immunity. It also gains the special qualities described below.

Damage Reduction (Ex): Corrupted creatures gain damage reduction according to their Hit Dice.

Hit Dice	Damage Reduction
1-3	—
4-7	5/magic
8-11	10/magic
12+	10/magic

If the base creature already has damage reduction, use the better value.

Disruptive Attack (Su): The corrupt creature deals additional vile damage (see below) when it touches uncorrupted, living, corporeal nonoutsiders. The amount of vile damage dealt is equal to half of the creature's Hit Dice (maximum 20 points of damage). For example, a 14-HD corrupted frost worm deals an additional 7 points of vile damage with its bite attack.

Enhanced Power (Su): The save DCs of any and all of the corrupt creature's special attacks increase by +4.

Fast Healing (Ex): Each round, a corrupted creature heals damage equal to half of its Hit Dice (maximum of 10 points healed). If the base creature already has fast healing, use the better value.

Abilities: Modify the base creature as follows: Str +4, Dex -2, Con +4, Int +0, Wis -2, Cha -2.

Climate/Terrain: Any land and underground.

Challenge Rating: Up to 3 HD, same as base creature +1. 4 HD to 7 HD, same as the base creature +2. 8+ HD, same as the base creature +3.

Alignment: Always evil.

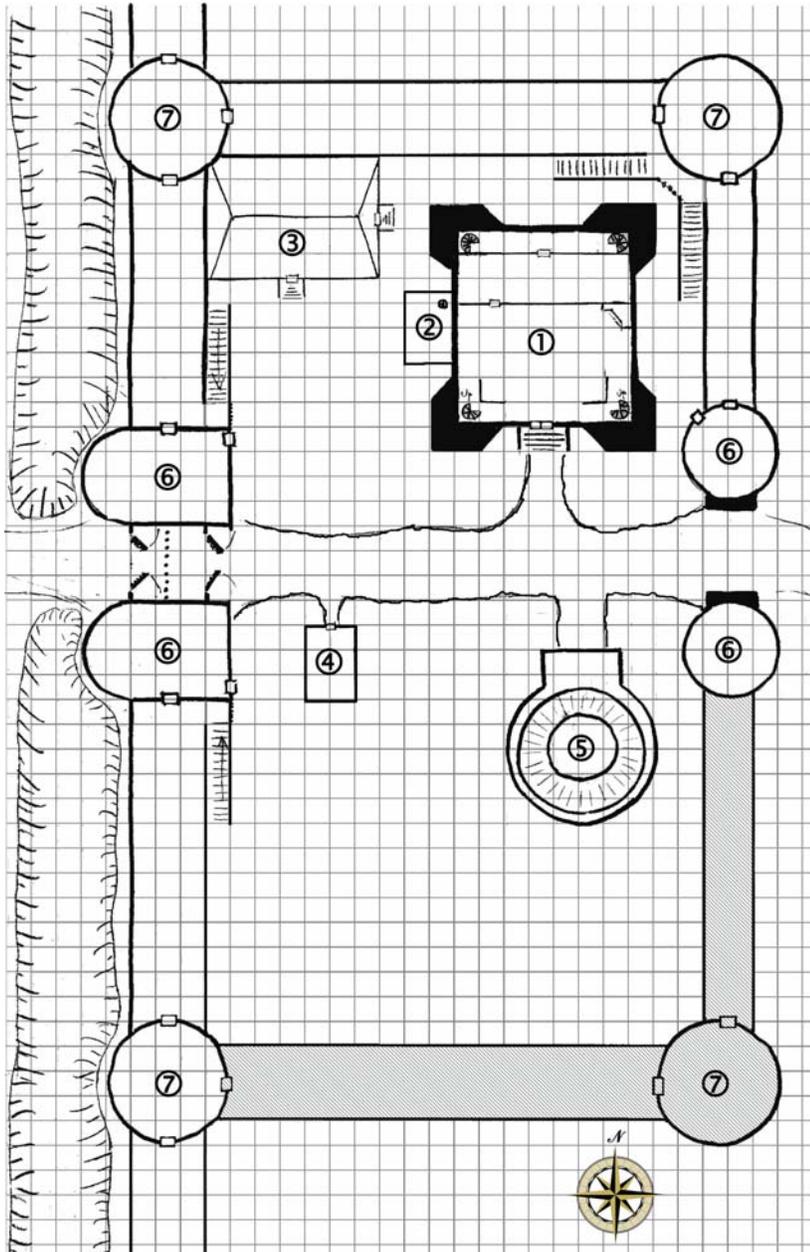
Source: *Book of Vile Darkness* 186

Vile Damage

Vile damage, like regular damage, results in the loss of hit points or ability score points. Unlike regular damage, vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell. Vile damage represents such an evil violation to a character's body or soul that only in a holy place can healing magic repair the damage.

Source: *Book of Vile Darkness* 34

DM MAP 1: ENCOUNTER 2: AND THE WALLS CAME
TUMBLIN' DOWN

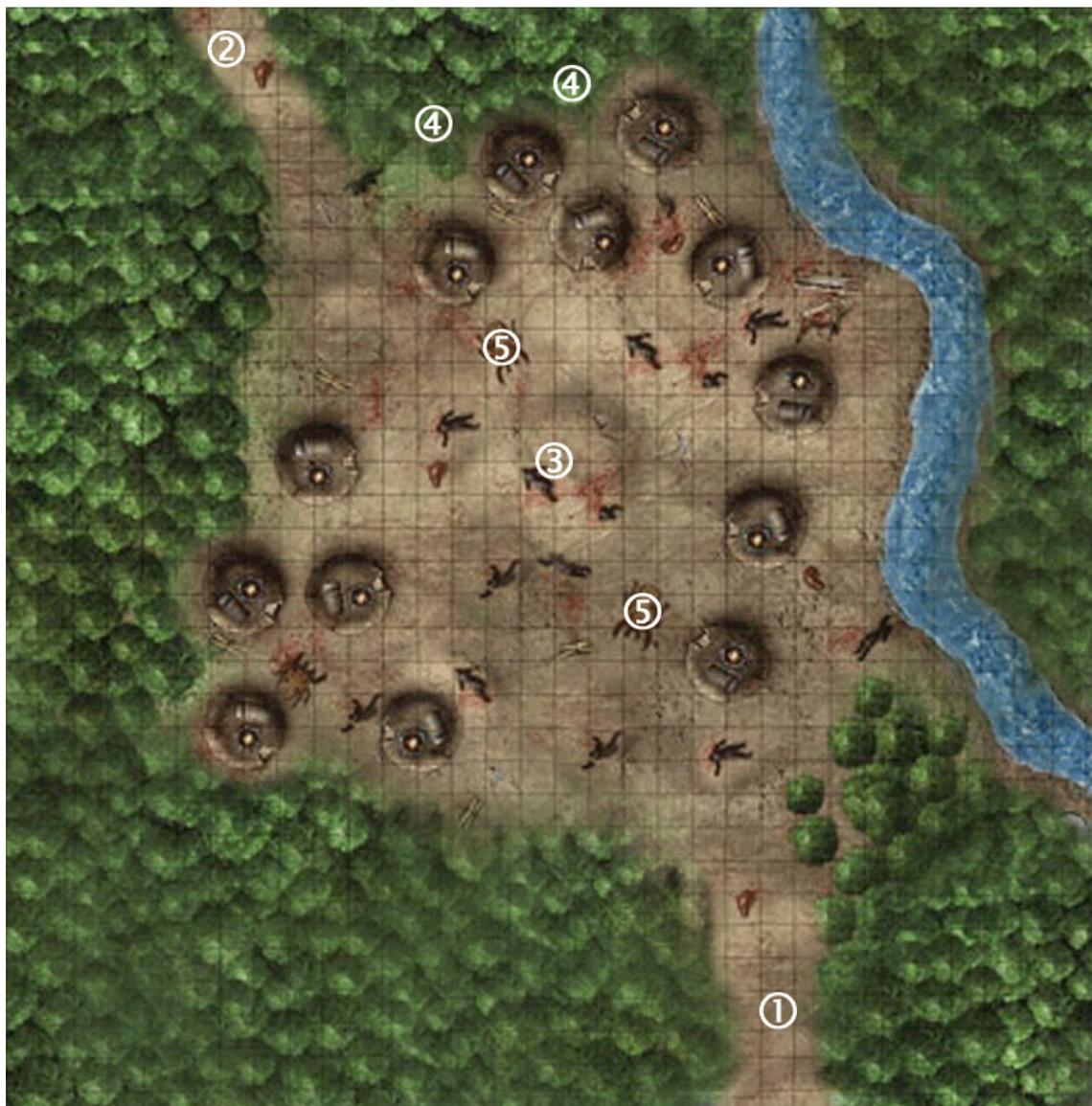


Key

- | | |
|-----------------------|------------------|
| 1) Keep | 5) Temple of Rao |
| 2) Smithy | 6) Gatehouse |
| 3) Barracks | 7) Watchtowers |
| 4) Appraiser's Office | |

Note: The grey / crosshatched areas in the southeast corner are not yet constructed when the PCs first arrive.

DM MAP 2: ENCOUNTER 4: LUNCH TIME!



Key

- 1) Party enters clearing
- 2) Raiders trail leaves clearing
- 3) Raven swarm / buzzards
- 4) Leopards / owlbears / dire lions / dire bears
- 5) Bulettes

DM MAP 3: ENCOUNTER 6: CORNERED AT LAST



Large/bold squares = 10 ft., small squares = 5 ft.

Key

- | | |
|------------------------|------------------|
| 1) PCs enter cave here | 4) Planning area |
| 2) Demons battling | 5) Dining tables |
| 3) Sleeping area | 6) Holding pen |

PLAYER HANDOUT 1

The following is seen posted around the VOPA campus and practice rooms, and at performance venues across the Vale:

Who: The Veluna Organization of Performance Arts

What: Looking for musicians (professional and otherwise) skilled in the stringed arts for a special project to benefit all Velunese citizens. Weekly performances scheduled for a 2-month engagement, but may be held over based on demand. Students may receive credit towards their coursework. Don't let your musical skills go to waste! Stop by the VOPA offices at the Veluna National Theater in Mitrik for more information, or arrange a *sending* directed to Mssr. Zigmund Appletart MacMerry Pendleton, with a brief (25 words or less!) description of your qualifications

Where: Veluna National Theater, Mitrik

When: Starday, 22nd of Patchwall, 10 bells

PLAYER HANDOUT 2

Throughout taverns, public houses, churches and guild halls around the Vale, the following notice has been posted:

The Canon and the Church of Rao seek able men and women of all walks for a special project to benefit all Velunese citizens. Those skilled in the arts of building are especially welcome, though an individual's final disposition for the project will be evaluated on a case by case basis.

Please contact your closest Church or Temple of Rao for more information.

The notice is signed with the seal of the Canon.

After locating the nearest church, the priest explains that the Church is in need of workers skilled in a variety of construction techniques (masonry, carpentry, etc.), as well as adventuring types to escort personnel to the site of the project, and to ensure the safety of the workers on the project. More details will be provided at the project site.

If you agree, he tells you he will forward your name to the coordinator of the project in Mitrik. You will need to report to the College of the Arcane by 8 bells on Sunday, the 23rd of Patchwall.

CRITICAL EVENTS SUMMARY

- | | | |
|---|-------|----|
| 1. Did any PCs pass the audition in the Introduction ? | YES | NO |
| 2. Did the PCs defeat the raiders in Encounter 2 ? | YES | NO |
| 3. Did the PCs capture any members of the raiding party? | YES | NO |
| 4. Did the PCs defeat the corrupted creatures in Encounter 4 ? | YES | NO |
| 5. Did the PCs defeat the demons in Encounter 6 ? | YES | NO |
| 6. Did the PCs return the remains of the survey team? | YES | NO |
| 7. Did any PCs donate TUs towards completing construction of the wall and garrison at the end of the adventure? | YES | NO |
| 8. How many PCs participated in the previous question? | _____ | |
| 9. How many TUs (combined) did said PCs donate to the effort? | _____ | |
| 10. Specifically, how many bards (if any) participated in the construction effort? | _____ | |
| 11. How many TUs (combined) did said bards donate? | _____ | |
| 12. How many of the TUs from the previous question resulted in successful Perform checks while using the <i>lyres of building</i> ? | _____ | |
| 13. Did the PCs inform anyone of their findings? | YES | NO |
| 14. If YES, which of the following groups? | | |
| • Sir Baaneth / Knights of Veluna | YES | NO |
| • Church of Rao | YES | NO |
| • Mitrik Temple Guard | YES | NO |
| • Circle of Life | YES | NO |
| • Other _____ | | |
| 15. Were there any other actions the PCs took that were significant, of note, and/or that you think the Veluna Triad should know about? | | |
| _____ | | |
| _____ | | |
| _____ | | |
| _____ | | |
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