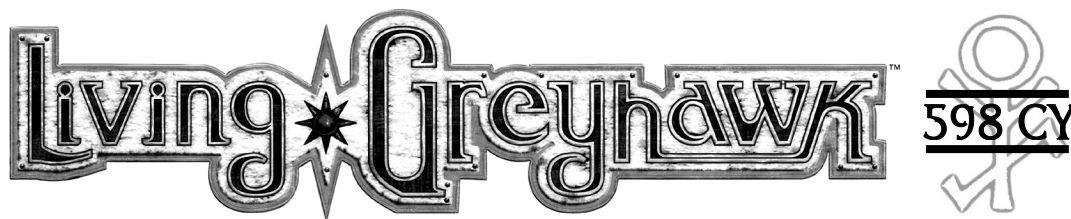


COR8-05



Pyre of the Righteous

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

Version 1

by Theron Martin

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Adventurers have thwarted Rary on most fronts in his quest to unmake the *Scorpion Crown*, but that has only irritated the former Circle member and forced him into more direct action. Some may soon learn that continuing to defy one of the most powerful wizards on Oerth comes at a hefty price. A one-round Core adventure set in Hardby and the Abbor-Alz Hills for characters level 4-15 (APLs 6-14) who know where their loyalties lie. Part one of "Rise of the Ancients" and a sequel to "Blight on Bright Sands."

Resources for this adventure include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Draconomicon* [Andy Collins, Skip Williams, James Wyatt], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], "Hardby: City of the Scorned" *Dungeon* 92 [Paul Looby], *Monster Manual III* [Rich Burlew, et al.], *Players Handbook II* [David Noonan], and *Spell Compendium* [Matthew Sernet, Jeff Grub, Mike McArtor].

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

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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 Core adventure, set in Hardby and the Bright Lands. Characters with the Bright Lands as a home region treat this scenario as 1 TU for purposes of paying upkeep. All other characters treat this scenario as 2 TUs for purposes of paying upkeep.

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.

ADVENTURE BACKGROUND

In the "Blight on Bright Sands" Core series, adventurers discovered Rary's grand plan to unmake the *Scorpion Crown*, a powerful artifact responsible for turning the Bright Lands into the desert it is now and transforming the citizens of the ancient Flan empire of Sulm into manscorpions or asherati. Though it may have outwardly seemed a noble goal, powerful individuals such as Circle of Eight member Tenser and the prominent paladin Karistyne judged that Rary sought to gain absolute dominion over the Bright Lands by using the unmaking to bend the Bright Lands to his will. To stop him, they set adventurers to work collecting various items that Rary would need for the unmaking ceremony before Rary could get his hands on them. The items included: the soul-stealing meteoric metal thinuan, the "Last Flower of Sulm," an evil-aligned weapon from the time of Sulm, and a good-aligned weapon from the time of Sulm. Rary, meanwhile, had other adventurers in his employ also seeking the same items, but those siding with Karistyne were more successful, denying Rary everything but some of the thinuan.

Defying a wizard of epic power is a dangerous business, however, for sooner or later one may provoke said wizard into direct action.

Despite her constant meddling, Rary had long avoided making a direct strike against Karistyne, partly because he knew such an action might personally call out

her ally Tenser and partly because taking her out would have eliminated any feeble claim to respectability he might still hold in the public eye. Late in CY 597, after spending most of the past year concocting a new scheme to unmake the *Scorpion Crown*, Rary decided that the time for subtlety and indirect conflict was past. To prevent her from interfering with his plans once again, Karistyne would have to be eliminated.

Knowing that Castle Karistyne had both solid physical defenses and powerful personnel guarding it, Rary planned his attack carefully. He constructed magical devices that, when strategically placed around the castle, would temporarily cover its environs in a *dimensional lock* and prepared another that would effectively jam any incoming or outgoing magical communications. He also created special magical constructs just for the mission and thoroughly researched Karistyne and her chief subordinates, so that he knew precisely what they could do and how best to take advantage of them.

When the attack actually happened, Rary led by infiltrating the castle under cover of *superior invisibility* and catching Shianne Stormhanded, the elven wizard he regarded as the greatest threat, with an *imprisonment*. (Although Shianne has claimed to throw her lot in with Rary, the archmage distrusts the elf's fickle nature and allegiances and so has opted to put her out of the way for now.) He then assisted his subordinates in damaging the castle and keeping Karistyne's griffon riders from taking flight while dispatching his constructs to wreak further havoc. Robilar, meanwhile, stormed the castle with a small strike force and sought out Karistyne and her elite companions.

Caught off-guard, Karistyne and her companions fared no better than Shianne. The half-elf Caralin Arvendis fell to Rary's constructs, while Galshin Helfloranis, the bodyguard/paramour of Shianne, was buried by a collapsed wall. Aaron Marander, the castle's seneschal, died attempting to defend Karistyne, and Robilar himself defeated the paladin in a duel, slaying her with a thinuan sword Rary had crafted just for that purpose. Most of the rest of the garrison also perished.

Only Helena Stanmaer, the resident cleric of Fharlanghn, managed to escape by using her Fharlanghn-granted abilities to enhance her speed and elude Rary's magical attempts to contain her, but as she fled one of Rary's apprentices caught her with a *baleful polymorph* that turned her into a rabbit. That turned out to be a mistake, as her mind remained intact and her smaller size actually made it easier for her to hide from pursuers, but the limitations of her new form have kept her from casting spells or contacting help.

After destroying the castle and laying a couple of warnings for those coming to investigate, Rary departed, leaving his magical constructs behind to guard the site and to hinder rescue attempts. A couple of days later Tenser noticed something was wrong when his routine magical attempts to contact Karistyne and her garrison failed. Lacking time to deal with the matter himself but greatly dismayed upon scrying the castle, Tenser called upon one of his underlings to recruit some adventurers to

find out what, exactly, happened. Rary also decided, after some thought, to send some adventurers to try to track down Helena, whom he suspected might have valuable information, and double-check the site for anything he might have missed.

ADVENTURE SUMMARY

Introduction: PCs hear various rumors about events in Hardby.

Encounter 1: The PCs are contacted by an agent of either Tenser or Rary and asked to go to Castle Karistyne either to investigate what happened to it (Tenser) or to locate the missing Helena Stanmaer and check for anything that might have been missed (Rary).

Encounter 2: PCs who have participated in certain previous “Blight on Bright Sands” scenarios may be contacted by a factional element from Hardby before they depart, offering them additional rewards for information about Castle Karistyne and its disposition.

Encounter 3: Upon arrival at Castle Karistyne the PCs discover the place in ruins and most defenders dead.

Encounter 4: At some point while exploring the ruins the PCs encounter the magical constructs left behind by Rary to discourage rescuers.

Encounter 5: At some point, while searching the ruins the PCs find the body of Karistyne. While investigating her corpse they find magical traps and a note left behind by Rary to warn them about interfering further.

Encounter 6: While looking around they may (depending on their disposition) encounter the familiar of Shianne hiding amidst the rubble.

Encounter 7: At some point, the PCs come across one of the few of Karistyne’s foot soldiers who escaped the carnage. He informs the PCs about what happened to Helena and may be able to help them track her down.

Encounter 8: The PCs sortie off to rescue (or capture) Helena, only to discover that they aren’t the only adventuring party out looking for her.

Epilogue: If working for Tenser, the PCs must decide what to do about the bodies of Karistyne and her companions and subordinate and how to “un-rabbit” her. If working for Rary, they must turn Helena over to his agents.

PREPARATION FOR PLAY

Before beginning play, asks each of the players whether their PC would be more likely to side with Karistyne and Tenser or Rary; encourage them to base their decision on actions and affiliations their PC took in “Blight on Bright Sands” adventures, if any. (PCs unfamiliar with Rary, Tenser, or Karistyne may make a DC 10 Knowledge (local-Core), bardic lore, or Gather Information check to recognize Tenser as a powerful good-aligned wizard and Rary who is widely-renowned as a Traitor for attempting to kill some of his comrades a few years ago. On a DC 15 check the PC knows that Karistyne is a prominent

paladin of Heironeous who controls a castle in the Abbor-Alz Hills and is widely-known for opposing Rary. PCs who have the Honored Ally of Tenser or Honored Ally of Rary favor from COR6-16 *Dominion Over Bright Sands* have no choice in the matter. Additionally, PCs with the Ally of Tenser favor from COR6-14 *Cloud of Darkness* are assumed to work for Tenser. The side which has the most affiliations within the party (a majority is not required) determines the overall disposition of the party for purposes of encounter one. In the event of a tie, or if no one in the party has affiliations, run both sides of encounter one.

Determine which PCs are an Honored Ally of Tenser or an Honored ally of Rary (from COR6-16 *Dominion over Bright Sands*). This comes into play in several encounters.

Also determine which PCs have any of the following and run the appropriate part of encounter two for those PCs after completing encounter one:

- PCs with the Gratitude of Jelal Havelos from COR3-13 *Traitor’s Road*, the Favor of Despotrix Ilena from COR5-09 *Gateway to the Bright Sands*, the Favor of Robilar from COR6-02 *Rallying Point for the Bright Sands*, or a favor from a Hardby official in any other Core adventure get encounter 2a at the appropriate time.
- PCs with the Favor of Geven from COR6-02 *Rallying Point for the Bright Sands*, or those who possess the normal or upgraded version of Geven’s Ring from that adventure or COR6-09 *Beneath the Bright Sands*, get encounter 2b at the appropriate time.

INTRODUCTION

Once again the winds of Fate have carried you to Hardby, City of the Scorned, the most prominent port on the eastern side of the Woolly Bay. Some of you may have come here as a stop-over on a journey home from a previous adventurer, while others may have come because of its reputation as a place adventurers can find employment. Still others of you might have your own motivations; many nations in the central Flaeness have taken at least a passing interest in what transpires in this strategic port city.

Whatever your cause, you have found yourselves walking its streets, or carousing in its many inns and taverns, for the past day. As always in such a city, many rumors fly about.

Have all of the PCs make individual, unassisted (unless they start out traveling together) Gather Information checks. On a DC 10 they receive one rumor from the following list, plus one addition per 5 points above 10. Using all of the rumors is not necessary, and duplicates can be passed out if there are not enough to provide unique rumors for each PC.

- “Yeah, it’s a popular story these days, ‘bout how that paladin up in the hills directed some ‘venturers in

messing up The Traitor's plans to take total control of the Bright Lands."

- "I was talking to a desert centaur the other day, and she said her people see signs that Rary's up to somethin' new. Been a lot of troop movements on the western side of the Bright Lands of late."
- "Word on the street is, Robilar – yes, *the* Robilar – was seen in Hardby again just a fortnight past. No one knows what he was up to this time, though."
- "Did you hear that assassins tried to take out Justicar Longland a couple of nights ago? She was badly wounded, they say, but managed to fight them off."
- (Only if the previous rumor was given:) "Ain't no surprise, I s'pose, that they worked for the Slavelords. The Justicar has a long history with 'em and Turrosh Mak."
- "Aleeta Norbelos – you've heard she's the new Gynarch, right? – anyway, she's supposedly trying to put together enough support to force the Greyhawkers out."
- "Word in the shipping lanes is that the Scarlet Brotherhood is all up in arms 'bout some powerful group of adventurers decimating one of their sea ports down towards the Amedio Jungle. They even supposedly left behind taunting messages."
- "You know, I heard the strangest story from some traveler, that some noble up in Furyondy has let a colony of otherworldly bees settle on his land."

During your time in Hardby you have fallen into the company of a group of fellow adventurers who, like yourself, are at loose ends. It is while commiserating over breakfast one fine spring morn that adventure finds you.

Have the PCs introduce themselves, if necessary, and then proceed to the appropriate part of encounter one.

1A: THE MISSION – ALLIES OF KARISTYNE

Use this version of the encounter only if the overall party disposition favors Karistyne.

The more keen-eyed amongst you notice a medium-sized tabby cat wander into the inn and look around, as if deciding where to go. Stray cats are not so unusual in town, so you pay it no further mind until it wanders over to your table and starts rubbing around your legs. Odder still is the voice you hear in your heads a moment later and the sense that the cat is the speaker.

"Man, it's taken some effort to find you," the laid-back voice says. "Listen, my master has some extremely urgent business that requires the prompt attention of some adventurers, and since some of you have worked for us before, well, we figured you

might be game. It involves Lady Karistyne. If you're in, just nod; don't want to arouse any suspicions."

This is Scorimongishaz, the pseudodragon familiar of one of Tenser's most loyal apprentices, who appeared in several "Blight on Bright Sands" adventures. Anyone who has previously dealt directly with Scor before can make a DC 12 Intelligence check to recognize the voice. Scor has not considered that his use of *disguise self* is keeping the PCs from recognizing him on sight, so he explains who he is (by name and, if necessary, "familiar to the apprentice of a rather powerful good-aligned wizard") if none of the PCs seem to recognize him.

☞ **Scorimongishaz:** NG male pseudodragon familiar.

Normal Physical Appearance: Scor is a tiny reddish dragon, about the size of a house cat, who wears a gem-studded collar.

Current Physical Appearance (under disguise self): Scor looks like an unremarkable tabby cat.

Normally Scor is a laid-back, good-natured critter (portraying him as a hippie would not be out of line), but those who have encountered him before note that he seems jittery this time. He counts Shianne Stormhanded's familiar Farfax as a friend and is deeply concerned about her safety, though he won't mention it unless pointedly asked about it.

If the PCs start asking questions aloud, Scor tells them to hold them until they can talk in private. Once the PCs express interest, he leads them outside into a nearby alley and explains:

"Sorry 'bout the trickery," the cat explains telepathically as it scratches at some fleas, "but this is strictly a hush-hush deal.

"For those of you that don't already know, I work for Tenser – well, my master does, anyway. Anyhow, the big boss man has reason to believe that there's trouble with a capital 'T' at Castle Karistyne. It seems to have been attacked, and none of its key people are answering magical attempts to contact 'em. He's asked my master to round up some trustworthy people, quick as possible, and send them to the castle to find out what's happened and help out in any way they can. You guys up for that?"

Scor knows little about the matter (that's why the PCs are being dispatched), but he can tell any of the following in response to specific questions about the topic:

- Tenser (yes, THAT Tenser) considers Karistyne a close ally in the conflict against Rary the Traitor. As such, he keeps in regular contact with her.
- This morning Tenser tried to make routine communication with Karistyne. When that failed, and he could not contact her cleric or wizard companions, either, he scryed the castle. Despite unusual magical interference, he was able to see evidence of serious

damage to the castle and no immediate sign of its defenders.

- Other weighty matters are keeping him too busy to investigate personally, which is why Scor is out recruiting PCs.
- Rary's involvement is, naturally, suspected, but determining the truth or falsehood of that will fall to the PCs.
- (Sigh) Yes, you will be paid well for this if you need such motivation. (Scor mutters something indistinct about "mercenaries.")
- Yes, time is of the essence in this matter, especially if there are people in need of help.

Once the PCs have confirmed that they will do the job, Scor asks if they have the magical means to get there quickly. If not, Scor tells them to meet him in this same location in an hour, at which time he provides them with a *ring of spell storing* containing a *teleport* spell (CL 18th). This item may be used at the PCs' discretion after the *teleport* has been expended, but its return at the end of the mission is expected. If the PCs require more transport capacity than what this ring allows (i.e. multiple Large PCs or Large animal companions) they are left to their own devices.

Whether they use their own means or the ring, Scor also provides the PCs with one of his *sending* stones. (A PC crushing the chalk-like stone and whispering Scor's activates the stone). The PCs can use it to contact Scor's master if they find something of interest or matters get beyond their ability to handle.

Development: If the PCs do not leave immediately (whether because of waiting for Scor or a desire to do something before they leave) and one or more of them qualifies for part of encounter two, run it at this time. Otherwise skip ahead to encounter three.

1B: THE MISSION – ALLIES OF RARY

Use this version of the encounter if the overall party disposition favors Rary.

A thin, bearded Baklunish man clad in desert apparel steps into the inn and surveys the room before casually approaching your table.

"Greetings, friends," he says in lightly-accented Common, "I trust I have not found disagreeable company?"

As he speaks, he flashes a metal pin in such a way that only those at your table can see it. The pin bears the emblem of a gauntleted fist clutching a crescent moon under a line of three stars.

Any PC who is a former Bright Lands native, has played adventures in the "Blight on Bright Lands" series, or who makes a DC 12 Knowledge (local-Core) or Knowledge

(nobility and royalty) check recognizes the emblem as the symbol of the Empire of the Bright Lands.

If the PCs brush him off, the man comments that he was under the impression that some of them had worked for his employer in the past, and his employer rewards effective employees quite well. If that is not enough to get the PCs interested, he shrugs and walks off. The adventure is over at this point unless the PCs have someone who could qualify them for the Karistyne side. If attacked, he flees.

☞ **Sirocco:** N human male rogue 8 (Bluff +12, Sense Motive +10); *boots of striding and springing*.

Sirocco is a sly-tongued man who always measures his words carefully and prides himself on never acting rashly. He generally prefers to imply meaning rather than outright say anything.

If the PCs agree to Sirocco's initial statement, or at least agree to hear him out, continue:

The man pulled over an unused chair from another table and sits down facing you. "My name is. . . well, just call me Sirocco. I have been sent to contact you because my master has an assignment suited to adventurers that he needs covered post-haste, and some of you come highly recommended. It pays quite handsomely, provided that you are available immediately, are thorough, and will keep the mission to yourselves. I should warn that it could involve some significant risk, however. Are you interested?"

When the PCs agree, continue:

In a lowered voice, Sirocco continues. "My master has recently decided to deal with a certain meddlesome paladin and her entourage, one who has interfered with his plans one too many times." He raises his hands. "Don't worry, the dirty work has already been done. We only need you for a, shall we say, clean-up mission.

"It seems that one of the paladin's chief subordinates escaped, albeit in an altered form that cripples her spellcasting ability, and may have some valuable information. We need you to find her, as well as survey the remains of that paladin's castle for any information or items of importance that he may have missed during the attack. Discouraging allies of the paladin may also be required."

"Time could be of the essence, so we would need you to leave for the castle within the hour."

The PCs doubtless have questions. Sirocco can clarify on any of the following points:

- His master is the Emperor of the Bright Lands, of course.
- Yes, he is referring to Lady Karistyne and Castle Karistyne.
- No, she won't be coming back.

- The one that got away is believed to be their cleric. (Those who have played COR6-02 *Rallying Point for the Bright Sands* know her as Helena Stanmaer, all others know that on a DC 20 Knowledge (local-Core) or bardic knowledge check.) Sirocco doesn't know the details, but she may have gotten turned into some kind of animal. If found, she is to be brought back to Hardby, where he will take care of matters.
- The PCs are welcome to claim any treasure they find. They will also be paid on top of that. They should not, however, tamper with the bodies of the lady paladin or any Empire of the Bright Lands soldiers they may find at the site, as that could be hazardous to their health.

Sirocco either does not know, or will not divulge, more than this.

Once a reasonable number of questions have been satisfied, Sirocco requests that the PCs leave within the hour and by their fastest possible means. If the PCs do not have their own means of rapid transport, Sirocco instructs them to meet him here again in an hour, at which time he provides them a *ring of spell storing* containing a *teleport* spell (CL 18th). This item may be used at the PCs' discretion after the *teleport* has been expended, but its return at the end of the mission is expected. If the PCs require more transport capacity than what this ring allows (i.e. multiple Large PCs or Large animal companions) they are left to their own devices.

Development: If the PCs do not leave immediately (whether because of waiting for Sirocco or a desire to do something before they leave) and one or more of them qualifies for part of encounter two, run it at this time. Otherwise skip ahead to encounter three.

2A – THE DESPOTRIX'S DIDATRIX

Run this encounter only if the conditions established in the "Preparations For Play" section are met and the PCs do not leave Hardby immediately upon receiving their mission. If only one or two PCs meet the qualifying condition, they could be approached apart from the rest of the group. Take the appropriate players off to the side. Otherwise Phelia addresses the group as a whole.

While waiting/making your preparations, you are approached by three cloak individuals. One, upon pulling her hood down, reveals herself to be a young Suel woman of median height and build clad in a courtier's dress, one with average looks but a stately manner that gives her a presence beyond physical beauty. The two Suel women accompanying her, both dressed in studded leather and armed with rapiers, take stances suggestive of being bodyguards.

"Greetings," the lead woman says in a pleasant but firm tone. "I am Phelia Jonnosh, Didatrix to

Despotrix Aleeta Norbelos. Might I have a moment of your time?"

PCs unfamiliar with Hardby know on a DC 15 Knowledge (local-Core) check that "Despotrix" is the title of the city's always-female leader, and "Didatrix" is a personal herald, secretary, and annalist for a member of the city's ruling Gynarchy. On a DC 25 check they recognize the last name "Jonnosh" as that of one of the six original Families of the city, which combined with her position means this young woman is probably in line to be a Gynarch herself someday.

♣ **Phelia Jonnosh:** N female human bard 5 (Diplomacy +17, Sense Motive +10); Will +7.

♣ **Bodyguards (2):** LN female human fighter 4.

The younger sister of one of Aleeta's closest friends, Phelia earned her position for her ability to be simultaneously diplomatic and businesslike, a combination she displays here. Although pleasant, she tends to phrase things in a manner which suggests that she expects cooperation. She is not as ardent a feminist as Aleeta is but nonetheless still gives preferential treatment to female PCs, especially female Suel PCs.

"Within the past couple of hours the Despotrix has gotten word that great trouble has befallen Castle Karistyne," Phelia explains. "The paladin Karistyne has occasionally meddled in Hardby's affairs, but of greater concern is that any force capable of being a threat to her could be a threat to us, too. Since you/some of you have worked for us in the past and we knew you to be in the city, the Despotrix requests that you go to Castle Karistyne, find out what is happening, and report back to her, through me. You will, of course, be compensated for your efforts."

Although Phelia knows that Aleeta is friendly with Rary, she does not know anything about Rary's actions as described in the Adventure Background, nor does Aleeta; both have been kept out of the loop, and that worries Aleeta. They are not even sure Rary was responsible, though they do suspect his culpability. Phelia will not admit this, however; the PCs can only learn it from her with a *detect thoughts* or similar means.

Phelia cannot answer many questions, beyond confirming that those who do favors for the Despotrix are rewarded in return. She will not explain how they know about the castle being attacked, but can explain that they regularly keep tabs on adventurers who are "known commodities" who pass through the city, in case something like this comes up. If told that the PCs have already been approached by other parties concerning this matter, Phelia is very interested to know any particulars.

If the PCs agree, they are told to leave a message for Phelia at the Mistress of the Coach Inn when they return. PCs who agree here can earn the "Favor of the Despotrix" entry on the AR if they complete the task.

Development: Once this encounter is over, proceed to encounter three unless some or all PCs also qualify for encounter 2b.

2B: GEVEN

Geven, aka Retep Mandel, is the secretary to embattled military governor Wilbrem Carister, but is actually an undercover agent for the Greyhawk Assassin's Guild. He is currently mightily irritated about being caught off guard in the recent assassination attempt on Deidre Longland, whom Greyhawk considers their most prominent ally in the Gynarchy, so he has been hitting the streets trying to dredge up information. Because of his contacts, he has gotten wind that something has happened at Castle Karistyne before rumor hits the streets and regards getting a leg up on that information as a potent advantage.

♣ **Geven/Retep Mandel:** LE (detects as N) male human rogue 5/assassin 4 (Bluff +14, Disguise +12, Sense Motive +5); *disguise self, undetectable alignment; cape of the mountebank.*

"Geven" is cold and calculating, utterly without mercy. He is a short, thin, nondescript man who regularly uses magic to disguise his alignment, voice, and true appearance. Unless the majority of the PCs have his favor and/or ring, he approaches only the PC(s) who have the favor/ring:

As you walk down the street you see a modestly-dressed merchant walking in your general direction. On his arms are an assortment of bangles and baubles.

"Greetings, my friend(s)!" he says in a jovial voice with a thick Western accent. "Could I interest you in a trinket? Something for the love of your life, perhaps?" He lowers his voice so only you might hear. "Or perhaps something more special, with only a favor for one named Geven required."

Give PCs who don't recognize the name a DC 10 Intelligence check to recognize it as the name given by a shadowy figure they may have dealt with in COR6-02 Rallying Point for the Bright Sands, amongst other possible places.

If PCs express interest, Retep implies that Geven (he never admits to actually being Geven) has heard through contacts that trouble may be going down at Castle Karistyne, and he would pay well for getting first claim to any information about what transpires there, should the PC(s) happen to be "promptly headed in that direction." He even implies that an upgrade for a ring Geven may have once given the PC(s) could be available upon completion. If asked about who Geven is, Retep only admits that he may (or may not) work for a group who supports "the lawful order of Hardby and rule of Greyhawk."

If the PC(s) agree, Retep gives one of them a special ring enchanted with a one-shot *sending* spell keyed specifically to him. He instructs the PC(s) to use the ring once they have gleaned information that might be especially valuable. The PC(s) will be rewarded on their return or next visit to Hardby.

If the PC(s) do not agree, the "merchant" goes on about his way before vanishing around the nearest corner. If he is assaulted in any way or has reason to feel threatened, he uses his *cape of the mountebank* to escape.

Development: Regardless of how this encounter ends, go directly to encounter three.

3: A CASTLE IN RUINS

If the PCs must travel by conventional means, the trip from Hardby to Castle Karistyne takes ten days; this delay may factor into certain encounters. A trip by *wind walk* takes a bit less than four hours, while *teleport* is, of course, instantaneous. A PC spellcaster/ring user who has previously been to Castle Karistyne only once is treated as "Seen Casually" for purposes of the miss chance, while PCs who have made multiple previous visits will be in the "Studied Carefully" or "Very Familiar" category, depending on the number of previous visits and DM's discretion. If no PCs have previously been to Castle Karistyne, treat the caster/activator as "Viewed Once."

If PCs end up off target, assume they are 10 miles deeper into the hills than intended. It will take them a full day of travel to get to Castle Karistyne, and on the way there they run across encounter eight. If PCs end up in a "similar area", they end up at the ruins of an ancient fortress in the Abbor-Alz hills that bears no resemblance whatsoever to Castle Karistyne. They are also a day away from Castle Karistyne in this case, and will come across encounter eight on the way there.

PCs who arrive correctly with *teleport* find themselves outside of the castle walls. Describe the following as dramatically as possible when they arrive or approach, and adjust the description accordingly if the PCs are arriving at night or so on:

Castle Karistyne once stood as a resolute bastion deep in the Abbor-Alz hills, but now it lies in ruin. The report of its damage was grossly inadequate; the castle has been devastated. The curtain walls encompassing the castle grounds remains intact only in places, and three of the five square towers spaced around it have collapsed into rubble. Most of the outbuildings within the curtain wall have also been leveled, and the central donjon now lacks its upper two levels. Chunks of rubble and bodies, both human and animal, litter the compound. Most wear the heraldry of Karistyne, and none move.

Curiously, for all the carnage present, no carrion birds can be seen, nor any sign of scavengers. Save for the blowing wind, it is disconcertingly quiet.

Have the PCs make Spot checks and add the following lines based on the highest party check.

(DC 10+) *Sticking through one of the partly destroyed curtain walls is a huge, boxy stone cart on rollers.*

(DC 15+) *Sticking partway out of one side of the donjon is the back end of what looks to be a large stone statue of a dragon.*

(DC 20+) *Scattered amongst the bodies in the compound are patches of blood, bone, and feathers or tufts of fur.*

(DC 25+ and APL 14 only) *Lying amongst the fallen soldiers is a human-sized figure encased completely in armor*

PCs who start thoroughly investigating the site soon notice all of the above automatically. PCs who make a DC 12 Knowledge (nature) check know that this many bodies remaining undisturbed by carrion birds and scavengers in terrain like this is *not* normal.

At this point the PCs have many options. Refer to Map 1 and the sections below as the PCs move around to investigate various aspects of the scene. In addition, there are four set encounters, which do not necessarily occur in order:

When the PCs approach the dragon statue, the stone cart, or after having been present within the walls for several minutes of game time, run encounter four.

When the PCs investigate the donjon, run encounter five.

When the PCs find the body of Galshin Hefloranis (see below), run encounter six.

At some point after encounter four, or while the PCs explore the land around the castle, run encounter seven.

GENERAL NOTES

All curtain walls are/were 25 feet high and ten feet thick, with battlements running along the top and access provided by a stair in the middle of each wall section. The gatehouse and still-standing towers are each 35 feet high, with three interior levels, arrow slits along the outside edges at the top, and access to the wall tops at the top level. The walls of the donjon are ten foot thick stone around the outside edges, with arrow slits along all but the back wall of the second level. It originally stood more than 40 feet high but now only the bottom two floors, totaling a height of 20 feet, remain. Any dwarf recognizes all of the stonework as dwarven work, while anyone else can determine that on a DC 20 Knowledge (architecture and engineering) or Craft (stonemasonry) check.

BODIES

PCs closely examining the bodies scattered about note that most of the bodies are humans who wear Karistyne livery over chain shirt, with longsword, axe, and bow in hand or at hand, armaments that any previous visitor to Castle Karistyne knows are typical of the castle's men-at-

arms. Scattered among the 70 dead are a few individuals wearing lighter armor and several others dressed as workers and craftspeople, including a dwarf and a couple of half-elves. The bodies of a dozen horses can also be counted.

A successful DC 20 Heal check determines that the battle took place about two days ago. Causes of death vary from blunt trauma (falling rubble) to weapon wounds to magical energy damage. About 20% of the bodies show trauma far beyond what would be necessary to kill the victim, and all such victims, on a DC 20 Heal check, also show signs of electrocution.

PCs who make a DC 20 Search check while searching bodies also discover a few that look like they have been turned to stone. If the PCs make a DC 25 Search check, or specifically state that they are poking through piles of rubble, they discover the body of the elf Gelshan Hefloranis. Go to encounter six at that point. On a DC 30 check, the PCs find an emblem of the Empire of the Bright lands buried in the mud.

If the PCs closely examine the bloody spots with the feather or fur tufts, a PC who makes a DC 20 Knowledge (nature) check can judge that the remains are consistent with crows and land-based scavengers, but they are torn up as if put through a shredder. This is, of course, the work of the shredstorms in encounter four, who have taken their "kill any living creatures" orders quite literally.

If a *speak with dead* is used on any of these victims, they can only say that they were taken by surprise and attacked by wizards from above while a team of ground troops, several "animated statues," and clouds of "metal shards" wreaked havoc on the ground. If specifically asked about the identity of the attackers, any random person has a 50% chance of having seen Empire of the Bright Lands emblems before they died. If asked the right questions, some of the victims can also say that they heard/saw a horn used to destroy some of the walls.

APL 14 Only: PCs who examine the body of the armor-encased figure discover that it is, in fact, an inert mechanical humanoid with rapiers extending from its hands. A DC 20 Knowledge (arcana) check can identify it as a nimblewright, an intelligent, dexterous mechanical construct designed for infiltration missions and animated by an elemental water spirit. This one has been badly damaged and is thus inactive. If PCs wish to know more specifics about its capabilities, refer to its stat block in lower APLs as per normal for Knowledge checks. At lower APLs this construct is still active and running around, and will be met in encounter four.

TRACKS IN THE COMPOUND

So much day-to-day activity takes place in the compound that the ground is too well-beaten, and too heavily-trafficked, to show definitive evidence of tracks. On a DC 30 check PCs can determine that large, heavy creatures with vaguely humanoid or dragonlike feet have walked here within the past couple of days.

INTACT STRUCTURES (NOT THE DONJON)

The still-standing towers show signs of general damage but no specific effort to collapse them, as does the gate house. Each towers houses living quarters suitable for 25 individuals (though it looks like they were not used to more than 60% capacity) and a small armory containing barrels of oil, bundles of arrows and bolts, crossbows, pole arms, and shields. None of the weapons are of greater than mundane quality or value. The gatehouse has a small shrine dedicated to Fharlanghn.

The only standing buildings in the compound are a row of outhouses tucked in one back corner. One contains a soldier who crawled in there to die from his injuries but is otherwise unremarkable.

WALLS /DAMAGED STRUCTURES

The curtain walls are 25 feet high and ten feet thick, with battlements running along the top. Have PCs who examine the damage to the curtain wall and/or destroyed towers make Spellcraft, Knowledge (architecture/engineering), and Search checks, with bonuses for stonemasonry applicable to all three. On a Search check of less than 15, PCs only notice that some sections look like they were just knocked down, as if by some great and powerful creature. On 15+ Search checks, the PCs find the following:

- **DC 15:** Some sections show clear signs of energy damage. A DC 21 Spellcraft or DC 15 Knowledge check determines that the energy damage was mostly sonic but included some acid.
- **DC 18 (towers only):** The rubble of one of the destroyed towers has the remnants of a ballista among it.
- **DC 20:** Signs of very clean cutting or reshaping of the stone. A DC 25 Spellcraft check can identify use of *stone shape*, while a DC 26 check also identifies use of *disintegrate*. An accompanying DC 15 Knowledge (engineering) check determines that these spells were placed carefully to maximize overall structural damage; this was not random blasting or hole-making activity.
- **DC 25:** Some places along the wall show signs of the stone having been finely chopped up. A DC 25 Knowledge check can estimate that the stonework looks like it was processed through some kind of shredder. (PCs who have already encountered the shredstorms in encounter four get a +10 bonus on this check.)

PCs who examine the exterior damage to the lower levels of the donjon get much the same results as with the curtain walls and towers, save that the “finely chopped stonework” result requires only a DC 15 Search check to find. If the PCs examine upper levels from the outside, a DC 15 Knowledge check determines that they were just blasted apart, and much of the rubble in the courtyard

seems to come from them. They also automatically find the bodies of two griffons and their studded leather-clad riders. A more thorough search of the remnants of those floors reveals only mundane personal effects; items of value have already been stripped. On a DC 25 Search check PCs can turn up a sealed scroll tube with a symbol of Heironeous on the seal and an inscription on it which reads, “Open only in the advent of the death of Lady Karistyne.” PCs who open and read it get Player’s Handout 1.

PCs who examine the collapsed outbuildings can determine that they were either burned or knocked down by hand.

SURROUNDING TERRAIN

Castle Karistyne is located on a plateau primarily composed of tilled fields. Rary saw little point in wasting effort razing the fields, so they are still largely intact and obviously have been prepped for spring plantings.

A DC 10 Spot (if casually looking) or Search (if intently looking) check focused on the fields notices the burnt bodies of two soldiers dressed in studded leather laying amongst the tilled rows. A DC 15 Heal check is sufficient to determine they were struck down by magical fire and have since been picked at by scavengers, and a DC 23 Spellcraft check can determine, based on marks in the ground around their bodies, that it was probably a *fireball*. If communicated with through *speak with dead*, they can tell PCs that they were scouts for Karistyne sent to try to reach help when the attackers looked like they were overwhelming the defenses, but they were struck down by a “ball of fire.” Both clearly saw emblems of the Empire of the Bright Lands amongst the attackers and think that another scout might have gotten away.

PCs who look for tracks other than those of the dead soldiers can find the following on the appropriate Track check:

- **DC 15:** A single human-sized individual with booted feet, but his track disappears at the edge of the fields. It was headed out into the hills. (This was the scout whose trackless step ability kicked in at the edge of the fields.)
- **DC 15:** The trail of four human-sized individuals (three at APL 8+) also heads out into the hills, although they do not seem to be pursuing the first track and are going at a more deliberate pace.
- **DC 20:** Tracks indicate that a few natural scavengers headed into the castle from various directions but did not leave.
- **DC 35 (DC 25 if specifically looking for rabbit tracks):** A single set of rabbit tracks departs from the castle, but there is no sign of the rabbit’s approach. That trail leads out into the hills in roughly the same direction as the trail of the group.

If the PCs examine the surrounding terrain for clues other than tracks, have them make a DC 25 Search check. (They may “take 20” on this, but such an effort requires

3d4 hours.) On a success the PCs find pieces of eight small, carefully camouflaged idols planted in the ground in a circle about 100 yards out from the castle, with the distribution of pieces at each site suggesting that they shattered. If the pieces of the ones at N-S-E-W compass points are assembled (takes an hour and a DC 18 Craft (sculptor) check or *make whole* spell), they become male figures with open mouths and raised hands, while the ones at NW-NE-SW-SE compass points, if assembled (same check as for the male figures), are female figures wearing padlocked chains around their necks. All radiate lingering traces of abjuration magic, and a DC 25 Knowledge (history) check can determine they are of ancient Sulm design. (Bonuses specific to ancient history apply to this check, and PCs who played COR5-19 *Time's Tide on the Bright Sands* or COR6-14 *Cloud of Darkness* get a +4 insight bonus on the check.)

A PC who studies an assembled idol with *detect magic* and makes a DC 20 Knowledge (arcana) check can estimate that these were probably components in some kind of cooperative spell that shattered when the spell's duration ran out. On a DC 30 Knowledge (arcana) check the PC can presume that the matching statues were likely part of some kind of cumulative field-generating effect designed to put the castle under the temporary effects of some spell, but once activated such an effect would likely be limited to a couple of hours at most if it was used to cover this large an area. If *identify*, *analyze dweomer*, or a similar effect is used, the male idols generated a field that scrambled magical communications, while the female idols generated a *dimensional lock*. Crafting such items would require a wizard of immense skill.

Development: If the PCs head off in the direction of the single individual and have not yet met Jeriko, run encounter seven. If the PCs follow the trail of the group or the rabbit, run encounter eight.

ENCOUNTER 4: LEFTOVERS

CART

At APLs 6-10 the huge stone cart with stone rollers is an animated object which starts moving and attacks when the PCs approach it or after they have been active in the courtyard for ten minutes. This also spurs a nimblewright inside of it to action. At APLs 8 and 10 the cart's activation also draws the attention of the shredstorm(s) lying among the nearby rubble.

At APLs 12 and 14, the stone cart is merely a former animated object which radiates a lingering transmutation aura and shows signs of significant damage. The shredstorms start elsewhere, as does the nimblewright.

DRAGON STATUE

This 12 foot long and 6 foot tall beautifully-crafted statue of a dragon is actually a drakestone golem, which activates only at APL 14 and only when approached within 30 feet or attacked. At APLs 6-12 approaching the golem spurs other constructs to action, however; at APLs

6-10 the nimblewright, shredstorm(s), and cart activate over at their starting location (see the "Cart" section above), while at APLs 12 and 14 the nimblewright and shredstorms currently lurk in Area 7 of the donjon and a stone golem lies concealed amidst a pile of rubble nearby.

A DC 45 Knowledge (arcane) check is required to accurately identify the drakestone golem, although on a DC 25 check a PC recognizes it as some kind of construct that is/was more than just an animated object. PCs who approach within 30 feet can detect the presence of the buried golem on a DC 25 Spot check, though it only activates at APL 12.

If the PCs make a DC 12 Search check around the drakestone golem (or, at APL 14, automatically after they defeat the golem), they discover the body of the half-elf Caralin Arvendis crushed underneath one of its feet and partly concealed by rubble. PCs with previous Karistyne association recognize him on a DC 15 Intelligence or Knowledge (local-Core) check (he's been badly mauled), while PCs unfamiliar with Karistyne require a DC 25 Knowledge (local-Core) or bardic knowledge check. In both cases, PCs who recognize him know him as a fighter/cleric devoted to the elven god Labelas Enorath who was amongst Karistyne's most loyal and elite companions. However, they must wait until after the ensuing fight to deal with him.

COMBAT

The fight starts once the PCs visit one of the trigger locations or have been present inside the curtain walls in some detectable fashion for ten minutes. All of the constructs are under orders to ignore anyone openly wearing an Empire of the Bright Lands emblem who does not attack them, but they attack any other living creature that enters the castle grounds. They do not pursue PCs beyond the castle wall unless attacked from beyond. Awakened golems, if present, may operate on their own initiative, however, and can direct the shredstorms.

If all of the PCs wear Empire of the Bright Lands emblems, they can avoid this fight entirely as long as they remain non-hostile. They still get some experience for doing so, however.

APL 6 (EL 8)

- **Nimblewright:** hp 75; Appendix 1.
- **Huge Animated Cart:** hp 115; Appendix 1.

APL 8 (EL 10)

- **Nimblewright:** hp 75; Appendix 1.
- **Huge Animated Cart:** hp 115; Appendix 1.
- **Shredstorm:** hp 105; Appendix 1.

APL 10 (EL 12)

- **Nimblewright:** hp 75; Appendix 1.
- **Huge Animated Cart:** hp 115; Appendix 1.
- **Shredstorm (2):** hp 105 each; Appendix 1.

When combat begins, read:

You hear the unmistakable grinding of stone against stone as the stone cart begins to move. As it backs up out of the wall, a cloaked, fully-armored figure nimbly leaps out of it, flicking rapiers out of each arm as it does so. (At APLs 8 and 10, also add:) From nearby swirling dark cloud(s) of metal shrapnel rise from the rubble and spin through the air towards you, accompanied by a shrill grinding noise. Arcs of lightning flicker within the metallic swarm(s).

PCs who make a DC 25 Spot check note that the nimblewright is actually a clockwork creature.

APL 12 (EL 14)

- **Advanced Nimblewright:** hp 105; Appendix 1.
- **Shredstorm (2):** hp 105 each; Appendix 1.
- **Awakened Stone Golem:** hp 135; Appendix 1.

Suddenly bursting upward from a pile of rubble near the dragon statue is a roughly chiseled stone statue of a soldier, one standing half again as tall as a human. It looks at you and speaks.

“So you have not yet learned your lesson,” it says in deep, rumbling Common. “You will be destroyed! Come forth, my friends!”

Treat this as a surprise round action. The nimblewright and shredstorms come out of the donjon on their initiatives; use the descriptions for APLs 6-10 when they appear. PCs who recognize this as a stone golem (on a DC 24 Knowledge (arcane) check) also know that they do not normally talk. A DC 29 Spellcraft check suggests that it might be awakened with an *awaken construct* (Spell Compendium.)

APL 14 (EL 17)

- **Awakened Drakestone Golem:** hp 262; Appendix 1.
- **Shredstorm (3):** hp 105 each; Appendix 1.

The stone scales on the beautifully crafted dragon statue suddenly ripple like muscled flesh and its eyes begin to gleam with amber light. Its head turns to look at you.

“So you have not yet learned your lesson,” it says in a deep, rumbling Common. “You will be destroyed! Come forth, my friends!”

Treat this as a surprise round action. The shredstorms come out of the donjon on their initiatives; use their description for APLs 6-10 when they appear. PCs who recognize this as a drakestone golem know that they do not normally talk. A DC 29 Spellcraft check suggests that it might be awakened with an *awaken construct* (Spell Compendium.)

Tactics–Animated Object: Roll and crush targets.

Tactics–Nimblewright: If the trigger was the “PCs have been present for ten minutes” option, assume the

nimblewright starts with *cat’s grace* and *entropic shield* active. Its first action in a fight is always to use *haste* unless engaged in melee prior to being able to do so. It uses Combat Expertise if its target proves easy to hit, disarm once an opponent has been tripped, and Spring Attack if it would be tactically sound for the situation. It is intelligent, and demonstrates reasonable combat tactics.

Tactics–Shredstorm(s): Their current order is to “kill any living creature in the castle grounds not wearing an Empire of the Bright Lands emblem,” so they just swarm over the nearest PCs unless directed otherwise by an awakened golem. Each round a shredstorm has a 25% chance of firing off its *lightning bolt* if it has not already used it.

Tactics–Awakened Golems: Any PC who is an Honored Ally of Rary will not be attacked by these golems unless they attack it first, and they direct the other constructs not to attack such PCs, either. They generally have a good understanding of tactics, and so use their feats to their best advantage; moving a PC into a shredstorm with bull rush or Awesome Blow, for instance, or readying an attack against an approaching PC instead of moving up on one. They generally only use Awesome Blow in situations where they would have only one attack and concentrate on opponents with adamantite weapons first. The stone golem normally Power Attacks for 2, while the drakestone normally Power Attacks for 10; in both cases adjust accordingly as circumstances dictate. Additionally, the drakestone golem usually starts with its breath weapon and uses it thereafter whenever it can catch multiple PCs with it.

If spoken to during the fight, the golems explain nothing more than that “the mistress of this castle is being punished, as is anyone else foolish enough to stand with her.”

Development: Once the fight is over and Caralin’s body has been discovered, the PCs can investigate it. His body still wears +2 *elven chain*, a *cloak of resistance* +2, and a holy symbol of Labelas. Freeing up the armor, cloak, or body in general takes a monumental effort at APLs lower than 14, however, as a 3,000 pound statue firmly rests upon him.

If spoken to with *Speak with Dead*, Caralin can identify himself and his allegiance and confirm, beyond a shadow of a doubt, that the attackers were from the Empire of the Bright Lands. Given the power level of some of the magic used in the battle, he suspects that Rary himself might have even been present (though he never saw the Baklunish wizard), and Robilar certainly was. He was slain while fighting the “animated dragon statue” outside and so does not know what fate befell “Karistyne or Aaron” inside, but he did see Gelshan get buried under rubble near the front of the building and thought he saw Helena trying to escape. He never saw Shianne Stormhanded during the fight, which makes him suspicious about her motives. If asked, he does want to be brought back to life and will reimburse the PCs for doing so.

5: THE FALLEN RIGHTEOUS

Unless otherwise noted, all rooms in the donjon are currently unlit. Those who have been to Castle Karistyne before recall that the interior of the donjon was liberally lighted with *everburning torches*, but they have all been removed.

PCs who have previously visited the castle are familiar with all of the rooms in the donjon and can identify their original functions.

Area 1: Foyer – The outer doors to the entryway have been smashed open, as have the doors to the Great Hall beyond. The bodies of two men-at-arms lie to either side of the door, both clearly slain by sword blows.

Area 2: Work Rooms – These rooms were reserved for craftsman to work in at night or during adverse weather. Work benches and typical craft tools are strewn about.

Area 3: The Great Hall – See “The Great Hall” section below.

Area 4: Chapel to Heironeous – This small area is equipped with altar, various symbols of Heironeous, a prayer book to Heironeous, and seating sufficient for 20 people. A young man dressed in the robes of an acolyte of Heironeous lies dead in here, but otherwise the chapel is undisturbed.

Area 5: Trophy Room – Trophies and portraits of Karistyne’s past deeds, including an intact young adult black dragon’s head, line the walls and shelves here, as well as assorted knickknacks Karistyne picked up in her travels. The room looks like it has been ransacked.

Area 6: Armory – Although Karistyne and her companions kept their prized weapons in their rooms, this room contains a reserve stock of weapons consisting of pole arms, bows and arrows, swords, and shields. Everything has been smashed, burnt, or otherwise rendered unusable, and scorch marks mar the walls.

Area 7: Meeting Room – PCs who have been to the castle before know that Karistyne used this room for private discussions or matters of secrecy. Whatever contents it had have been torn to shreds, as has the door to the room. The dragon statue described in encounters three and four rests through the outer wall at this location. At APLs 12 and 14 the shredstorms lurk in here and attack when the PCs enter, while at all APLs the PCs’ entrance into this room triggers encounter four if it hasn’t already happened.

Area 8: Kitchen – As one would expect. Its back door is exceptionally sturdy and bolted from the inside (DC 28 check to break open) but that didn’t save the dead cook and her two young assistants, whose bodies lie in here. Various foodstuffs and seasonings can be found in cabinets.

Area 9: Forge – The door from the Great Hall to the forge is heavy, sturdy, and bolted shut from the inside, requiring a DC 28 check to break open from the forge side. The doors from the forge to the outside have been torn apart, and the fire in the forge itself has faded to smoking embers. Among the tools and other items

typical of a forge are the bodies of two gnomes slain by some form of acid attack; the picks still in their hands testify that they went down fighting. If spoken with through *Speak with Dead*, they only know that the castle was under attack by “very powerful forces” but they never got a chance to find out who was responsible.

Area 10: Bath – This room has a three-foot deep circular tub set into the floor, with ledges appropriate both for Medium and Small-sized creatures. Cabinets hold assorted bath supplies. This room has not been disturbed, and the bath is currently empty.

Area 11: Stairs – Both sets descend to a quarter-full underground granary and ascend to the second floor. PCs who have been to the castle before know they originally ascended to third and even fourth floors, but the rubble-choked stairs upward to those levels now only lead to open sky and the ruins of the upper floors, as described in the “Damaged Structures” section of encounter three.

Areas 12: Guest Rooms – PCs who have been to the castle before have probably stayed in these rooms before. Nothing of interest or value can be found here.

Area 13: Employee’s Rooms – The kitchen workers, gnomes, and dwarf all use these rooms, as do a handful of other castle employees. The rooms have been ransacked for valuables.

Area 14: Storage – This long room is used both for storage and for defense in the advent of attack, since its gate-facing wall is lined with arrow slits and its floor is fitted with small trap doors opening down onto the foyer that can be used as murder holes. Amongst the training dummies, spare bedding, disassembled tables, and assorted supplies stored here are the bodies of three archers whose bodies bear no obvious trauma. Someone who makes a DC 20 Heal check can determine they were poisoned. (They were done in by a *cloudkill*.) Each of the archers got a good look at the attackers and can identify them as Empire of the Bright Lands forces if spoken to through *Speak with Dead*. They can also describe all of the constructs, as they saw them all in action before they fell.

THE GREAT HALL

The Great Hall of Castle Karistyne, stretching most of the length of the donjon, is clearly the centerpiece of activity in the castle. Those of you who have been here before remember that functions as diverse as dining, holding council, and weapons training took place here during your visits, but now it is a scene of destruction. Most of the doors off it stand broken or blasted open, and the great banners bearing the heraldry of Karistyne and the symbol of Heironeous, which once hung at the hall’s northern end, have been torn down. The wooden shards of what must have been tables lay scattered everywhere, as do five human bodies.

When the PCs move to investigate the bodies continue:

One human, lying about in the center of the room, wears desert garb, while three others wear armor and uniforms typical of Karistyne's soldiers.

The fifth body, a large human man in plate armor, lays sprawled at the feet of the sight which quickly draws your attention: the body of a tall, solidly-built human woman in plate armor roped upright to a cross-shaped stone post standing out of the floor two-thirds of the way across the room, her blond hair matted with blood. Her battle-scarred and rent armor bears the heraldry of Karistyne, to which a scroll of some kind has been pinned. An impressive-looking greatsword rests against the body, as if positioned that way deliberately.

Even at a distance, those who have met Karistyne before recognize the woman's body as hers, and those who have previously worked for Karistyne can, on a DC 10 Intelligence check, recognize the man at her feet as Aaron Marander, her seneschal; all other PCs can recognize both on a DC 20 Knowledge (local-Core) or bardic knowledge check. Any who have previously had contact (or conflict) with Rary's forces recognize the desert-clad man's apparel as typical of Empire of the Bright Lands forces, while others require a DC 15 Knowledge (local-Core) check.

PCs who have searched the compound prior to coming in might be wary of the Bright Lands soldier's body, since his is the only body of a living attacker to be found anywhere in the castle. They are right to be wary, for he represents a trap of sorts.

Prior to the attack, Rary had one of his most fanatical solders fitted with two contingent spells by using the Craft Contingent Spell feat, one set to trigger upon his death, and one set to trigger if his body were to be disturbed or investigated. He was then sent into the Great Hall first. The first spell (a *cone of cold*) was triggered when Aaron struck him down with his sword, but the second one remains active on his corpse and detonates if his body is disturbed in any way. To provide bait, Rary gave him a pair of *boots of springing and striding* to wear.

NOTE: For purposes of this "trap," a successful Disable Device attempt means that the PC was able to move the body without triggering the contingency.

A second trap lies with Karistyne. Rary inscribed a powerful *symbol* on the *stone shaped* post behind Karistyne's body, where it is not apparent or detectable, nor will it trigger, unless Karistyne's body is removed from the post. (Her body is effectively covering it up.) At APLs 10+ an *extended alarm* spell keyed to an earth elemental (or two) in the vicinity has also been centered on the post, resulting in the elemental arriving one minute after the alarm is triggered. If the PCs take more than two days to get here, however, then the *extended alarm* has faded away. The *alarm*, and the *symbols*, are all cast at 24th level.

APL 6 (EL 7)

↗ **Symbol of Pain Trap:** CR 6; magic trap; CL 24th; spell trigger (seeing the symbol); no reset (active for 120

minutes when triggered); wracking pains on all within 60 feet (-4 penalty on attack rolls, skill checks, and ability checks for one hour, DC 23 Fortitude save negates); Search DC 30; Disable Device DC 30.

↗ **Fireball Trap:** CR 6; magic trap; spell trigger (body is disturbed by living creature); no reset; as spell (10d6 fire damage, DC 21 Reflex save for half); Search DC 28; Disable Device 28.

APL 8 (EL 9)

↗ **Symbol of Weakness Trap:** CR 8; magic trap; CL 24th; spell trigger (seeing the symbol); no reset (active for 150 minutes when triggered); weakness on all within 60 feet (3d6 Strength damage, DC 25 Fortitude save negates); Search DC 32; Disable Device DC 32.

↗ **Empowered Fireball Trap:** CR 6; magic trap; spell trigger (body is disturbed by living creature); no reset; as spell (10d6 x 1.5 fire damage, DC 23 Reflex save for half); Search DC 30; Disable Device 30.

APL 10 (EL 11)

↗ **Symbol of Weakness Trap:** CR 8; magic trap; CL 24th; spell trigger (seeing the symbol); no reset (active for 150 minutes when triggered); weakness on all within 60 feet (3d6 Strength damage, DC 25 Fortitude save negates); Search DC 32; Disable Device DC 32.

↗ **Empowered Fireball Trap:** CR 6; magic trap; CL 24th; spell trigger (body is disturbed by living creature); no reset; as spell (10d6 x 1.5 fire damage, DC 23 Reflex save for half); Search DC 30; Disable Device 30.

➤ **Greater Earth Elemental:** hp 231; MM 97.

APL 12 (EL 13)

↗ **Symbol of Insanity Trap:** CR 9; magic trap; CL 24th; spell trigger (seeing the symbol); no reset (active for 150 minutes when triggered); permanent insanity on all within 60 feet (as *insanity* spell, DC 26 Will save negates); Search DC 33; Disable Device DC 33.

↗ **Repeating Empowered Fireball Trap:** CR 9; magic trap; CL 24th; spell trigger (body is disturbed by living creature); no reset; as spell centered on body (10d6 x 1.5 fire damage first round, repeat second round, DC 26 Reflex save for half each round); Search DC 33; Disable Device DC 33.

➤ **Elder Earth Elemental:** hp 268; MM 97.

APL 14 (EL 14)

Symbol of Insanity Trap: CR 9; magic trap; CL 24th; spell trigger (seeing the symbol); no reset (active for 150 minutes when triggered); permanent insanity on all within 60 feet (as *insanity* spell, DC 26 Will save negates); Search DC 33; Disable Device DC 33.

↗ **Repeating Empowered Fireball Trap:** CR 9; magic trap; CL 24th; spell trigger (body is disturbed by living creature); no reset; as spell centered on body (10d6 x 1.5 fire damage first round, repeat second round, DC 26 Reflex save for half each round); Search DC 33; Disable Device DC 33.

➤ **Elder Earth Elemental (2):** hp 268; MM 97.

Tactics: At all APLs the elementals have been attuned to the *symbols* and thus cannot trigger them or be affected by them. At APLs 12 and 14 the elementals have been told that some of those present when they arrive might be under the effects of insanity, so they avoid attacking any PC engaged in obviously erratic behavior if they can. They otherwise just smash until reduced to less than 30 hp, at which point they retreat and do not return.

Checking the Bodies

PCs who examine Karistyne's body closely notice that she suffers from a multitude of injuries consistent with having been in an epic duel with another warrior (Robilar did not allow any spellcasters to assist him), but a DC 15 Heal check determines that the fatal injury was a stab to the throat. Robilar slew her with a thinuan blade, so she cannot be *raised*, *resurrected*, or even spoken with through *speak with dead* so long as Rary and Robilar hold the fatal weapon. Since she gave him a good fight, Robilar decided to "honor" her by insisting that her equipment remain on her person, so she still wears +3 *improved electricity resistance half-plate*, *ring of freedom of movement*, and *gloves of dexterity +4*, while her sword *Wyrmtide*, a +2 *holy dragonbane greatsword*, lays at her side. The non-magical scroll pinned to her armor is Player's Handout 2.

Aaron Marander was also slain by Robilar but not with the thinuan blade, so he can be *raised* normally or spoken with through *speak with dead*. He still wears +3 *full plate*, but the rest of his equipment was scavenged. If brought back to life or spoken with through *speak with dead*, he confirms that Robilar was the one who led the small body of ground forces against the castle and personally killed him, although he had support from constructs and flying wizards; the power of some of the magic at use suggests to him that Rary himself may have been present. He knows most of Karistyne's other companions were fighting outside but does not know what fate befell them, and he never saw Shianne Stormhanded, which makes him quite suspicious. (He has been leery of her true motives for some time now and, if asked pointedly about it, thinks Shianne may have sold them out to Rary.) He also knows that Karistyne instructed Helena Stanmaer to escape on foot and summon help when it became apparent that something was blocking her ability to *teleport*. He does not know if she successfully got away or not, as he had his hands full with Robilar at that point.

Unlike Karistyne's other companions, Aaron knows her wishes about the disposal of her body, as detailed in Player Handout 1.

The bodies of the soldiers are unremarkable and have been stripped of valuables beyond basic equipment.

6: A FAMILIAR RAT

In a pile of rubble at the designated location lies the body of the elf Gelshan Hafloranis, the paramour of Shianne

Stormhanded. Like his love, he had secretly taken to siding with Rary of late on the matter of attempting to restore the Bright Lands, but despite his philosophical differences with Karistyne he did not agree with killing her or the garrison and so opposed Rary's forces once he realized what they were doing. For that, Rary personally threw the spell which resulted in the wall collapsing on him. Rary's minions did not take the time to unbury him, so his body still wears a +2 *mithral chain shirt*, a +1 *heavy steel shield*, and a *cloak of resistance +2* and has at hand a +1 *frost elven thinblade*.

If spoken to through *speak with dead*, Gelshan can accurately identify the attackers, including Robilar, and comment on the constructs he saw in action (all of them) during the attack. He heard fighting inside the donjon at the time he was killed and knows Robilar went in there, while he last saw Helana trying to escape and Caralin trying to hold off the "dragon statue." He does not know what happened to Shianne, as she left his company to relieve herself shortly before the battle and never returned. He suspects Rary did something with her prior to the battle beginning, knowing that she was the most potent wizard present. He resists any attempt to question him about his or Shianne's loyalties to Rary and only wants to be *raised* if Shianne is still alive.

At the time the PCs come into the compound, Shianne's rat familiar Farfax is using the pile of rubble where Gelshan is buried as a hiding place. She was not near enough to Shianne when Rary used the *imprisonment* on her to get caught in it but, thanks to Shianne's ranks in Spellcraft, Farfax did recognize what happened to her master. She has been hiding ever since, trying to avoid the constructs that would kill her if they saw her.

Farfax becomes aware of the PCs soon after they enter the compound and watches them as best she can from the pile to try to determine their motives. If she sees obvious holy symbols of good-aligned gods, or hears them talking positively about Karistyne or negatively about Rary, she reveals herself when the PCs approach the pile where Gelshan is. If the PCs seem to be missing it, she reveals herself once they have dealt with the constructs in encounter four. She does not reveal herself to obvious employees of Rary, although such individuals may spot her on an opposed Spot check.

Use the more appropriate of the two descriptions below for the situation in which she appears.

As you move the rubble aside to get to the body, a rat, its nose twitching, suddenly pops out from underneath the pile. This strikes you as odd because it is the first living creature you have found within the compound, but stranger still, the rat starts jumping up and down as if trying to get your attention.

As you tend to your injuries after the battle, a rat scurries into your midst from out of nearby shadows. Its presences strikes you as odd given that it is the first living creature you have found within the compound, but as you watch the rat hops around

and seems to be pointedly looking at (choose the most obviously wizard-looking PC).

ALL APLs

🦊 **Farfax:** rat familiar; hp 30; Appendix 1.

Having such a chaotic and fiery wizard as Shianne as her master has caused Farfax to be quite an excitable, and somewhat neurotic, rat, and the stress of her master being “off-line” due to being in suspended animation has made her even twitchier than normal. She cannot speak to PCs verbally unless some form of telepathy is used, but she is quite intelligent and does her best to communicate with the PCs. This typically involves sketches and some degree of pantomiming, but if someone suggests she write in the dirt, she crudely does so with her nose. If one of the PCs also has a rat familiar, Farfax happily communicates what happened with her fellow rat. If the PCs found her rather than her finding them, they must convince the rat that they are friendly with Diplomacy (treat her as unfriendly) to get the rat to talk. A PC who is an Honored Ally of Tenser or Honored Ally of Rary does not need to make this check.

If the PCs can effectively communicate with Farfax, she tells them the following:

- “The Mistress” (Shianne) was headed out to the outhouse when she suddenly froze and was enclosed in a sphere of energy. She seemed to lose consciousness as she and the sphere sank into the ground. (DC 29 Spellcraft check to recognize this as the description of an *imprisonment*.)
- I’m pretty sure she was affected by an *imprisonment* spell, but I didn’t see, hear, or smell the culprit. The only wizards I know of in this part of Oerth powerful enough to do pull this off are Rary and Mordenkainen, and I can’t imagine why “big M” would do this.
- Right after that the attack started. It was definitely Empire of the Bright Lands troops; I got a good look at them. Robilar might have been leading them, but I didn’t get a good look at their big guy so I couldn’t be sure.
- I went to find Gelshan to tell him what happened, but he already had his hands full battling some kind of construct that looked like a clockwork man. I also saw a stone golem, an animated dragon statue, and an animated cart.
- Oh, yeah, and watch out for those swarms of metal shards, too. They can tear just about anything up.
- Don’t know what happened inside the main building, but I know Caralin bit it fighting that dragon statue. Too bad; he was always nice to me, and I think he was kinda sweet on The Mistress.
- Yeah, I did see that Walker-Lady try to get away. (On a DC 15 Knowledge (religion) check, PCs know that “Walker” is a name given to priests of Fharlanghn.) Some flying wizard caught her with a *baleful*

polymorph spell that turned her into a rabbit, but she was still too quick for them.

- I went into hiding here in the rubble once it was all over, and have been hiding from those constructs ever since. They kill everything living that comes into the compound, scary birds and all. Makes it hard to hunt for food.
- After the battle I did see a Baklunish wizard walking around surveying the scene. I’m pretty sure that was Rary. He spent a good amount of time in the main building before leaving.

Farfax is sad to hear that Karistyne is dead but urges the PCs to go try and save Helena (the “Walker-Lady”). She knows that Shianne and Gelshan started working for Rary but will *not* admit that unless mentally probed or severely intimidated. If asked why Rary would go after Shianne first, Farfax proudly boasts that Shianne is probably the next most powerful wizard in the region after Rary, so Rary was surely more concerned about her than anyone else.

Even at APL 14 the PCs almost certainly lack the resources to rescue Shianne, since only a *freedom* spell can do that. Farfax can sense her master’s presence well enough to pinpoint where she is, but knows of no one capable of getting her out short of Rary or one of the current Circle of Eight members. An earth dreamer or other character capable of moving freely through stone can, with several hours of searching, locate Shianne’s exact position underground but cannot free her.

Development: Farfax agrees to go along with the PCs for now if they offer to take her. She can point them in the direction that Helena hopped off, which gives the PCs a +5 circumstance bonus on the Track check in encounter three (but *not* the ones in encounter eight). She also agrees to help with Knowledge checks if someone in the party can regularly communicate with her.

7: SURVIVOR

Jeriko, one of Karistyne’s best scouts, managed to evade the *fireball* that struck down his fleeing companions and escape into the hills. Once Rary and his minions left, Jeriko crept back to observe the castle but dared not approach because of the fearsome constructs which patrolled its grounds. He is not nearby at the time of the PCs’ arrival but is drawn back towards the castle by the sounds of the PCs’ fight in encounter four. He attempts to observe the PCs from hiding for a time while trying to determine their affiliation, and only approaches if the PCs are not obviously employees of Rary (though such individuals might Spot him if keeping a lookout).

You hear a voice calling out to you from across the fields outside the castle. Scampering into view is a scruffy-looking Oeridian man clad in a gray hooded cloak and well-worn studded leather armor. A short sword and axe hang from his belt and he carries a

short bow in one hand. He holds a sewn emblem of Karistyne in his other hand.

“Oy!” He yells from a distance of eighty feet. “Are ye friend or foe of the Lady?”

ALL APLs (EL 6)

🔱 **Jeriko:** male human scout 6; hp 42; Appendix 1.

Jeriko comes from an earthy, rough-necked “country hick” background and fancies himself an expert hunter. (“Been huntin’ varmints since mah head was up to mah daddy’s privates.”) He has a weakness for powerful, attractive human women, who can get him to do just about anything – which is, of course, how he ended up in Karistyne’s service. He has no love for Rary or the Empire of the Bright Lands due to past near-death experiences with his forces and will not cooperate with acknowledged Rary supporters without serious Intimidation.

Jeriko’s initial reaction to the party depends on various factors:

Helpful if an Honored Ally of Tenser or other PC with 3+ Favours of Karistyne is present, or if a physically imposing human female PC with a 12+ Charisma serves as the PCs’ spokeswoman; in this case he freely talks with the PCs and not only volunteers to go with them to help find Helena but also helps them in fights.

Friendly if multiple PCs have 1-2 Favours of Karistyne or any PC openly wears a holy symbol of Heironeous (he doesn’t worship him but knows “the Lady” does and respects that); in this case he talks to PCs freely and helps them track down Helena if asked, but holds back in any fight.

Indifferent otherwise; in this case he acts warily to the PCs and offers or provides no assistance, though he talks to them about what happened.

Appropriate Diplomacy checks can increase his reaction level. Additionally, if any PC is an Honored Ally of Rary, drop the initial reaction two places. If both an Honored Ally of Rary and Honored Ally of Tenser are present, Jeriko questions why the Tenser ally is working with “a devil like < PC name>.”

Depending on the reaction he has to the PCs and what they ask, Jeriko can tell them any or all of the following:

- “Oh, yeah, the attackers were stooges of Rary fer sure. The big guy leading ‘em might’ve even been that Robeelar fella. Came almost right up to the castle under cover o’ darkness, they did.”
- “I only ‘scaped ‘cause I was outside o’ the castle when they hit us.” (If pressed on why he was outside of the castle, he sheepishly admits that he had “a thing” going on with Karistyne’s cook, and there aren’t many private places in the castle to spend some time alone. He has her tucked away in a hiding place out in the hills.)
- “Yeah, one o’ them wizards tried ta catch me with some ball o’ fire spell when I met up wit’ a couple other scouts fleedin’ the castle, but I was too slick for ‘im. Cain’t say the same ‘bout me buds.”

- “I only run far ‘nough to hide and watch what happened, so I saw them wizards and their magic pets tear up the castle. Only other person I saw get away was that cleric of the travelin’ god, and she got turned into a varmint as she run off. Didn’t want that happenin’ to me so’s I stayed well-hidden and slunk off into the hills when they started sendin’ people out ta look around.”
- “Been hidin’ out in the hills for the last couple o’ days, but I got me a position where I can keep an eye on the castle. When I saw people creepin’ around ‘gain, thought I’d better check it out.”
- “Yeah, I think I got me a good bead on where that varmint-lady went.” (If the PCs work for Tenser, add:) “Think the Traitor sent scouts on her trail, though, so you ain’t the only ones lookin’ for her.” (If the PCs work for Rary but haven’t revealed that fact, add:) “A lotta dangers out in them hills for a defenseless varmint, even one what was formely a priestess. Might not wanna waste time gettin’ on her track.”

Development: If Jeriko agrees to work with the PCs, he can do the tracking duties for them if the PCs do not have a more competent tracker, and assists a PC who is. Go on to encounter eight once the PCs head out, regardless of whether Jeriko is with them or not.

On a reaction lower than indifferent, or if the PCs do anything that could be deemed offensive, he flees the scene. He knows the surrounding terrain well enough that he can be out of line of bowshot once he gets a 200-foot lead on the PCs, at which point he starts hiding.

8: A MOST PECULIAR RABBIT

Since fleeing from the castle in rabbit form, Helena Stanmaer has done her best to hide out from Rary’s hunters, denizens of the hills, and natural predators. She has her own intelligence but not the natural instincts of a rabbit, so sooner or later her luck is going to run out. If the PCs got to Castle Karistyne quickly and go hunting for her by the third day after the attack then she is still at large. If the PCs had to travel to Castle Karistyne the slow way then she has been caught by whichever group listed below was hunting her and thus must be rescued from those individuals.

If the PCs are working for Tenser they must contend with a Rary-affiliated group hunting for Helena. If the PCs are working for Rary then they must contend with a Tenser-affiliated group who has just defeated a group of orcs who netted Helena. Either way, the other group is unlikely to give up their claim on Helena without a fight.

This encounter can come about one of two ways: either with the PCs heading towards the castle after an inaccurate *teleport* or with them following tracks away from Castle Karistyne. In the former case assume the PCs just happen across the hunting party a couple of miles away from the castle.

If the PCs are tracking from the castle, three Track checks are required to hunt down the rabbit; DC 15 for

those following the trail of the group of human-sized individuals mentioned in encounter three and DC 25 for following the rabbit tracks. Jeriko, if present, either assists the best PC tracker or takes the lead, depending on relative skill levels.

Regardless of circumstances, use Map 2 for this encounter. The PCs approach from the south if coming from the castle and approach from the northwest if headed to the castle.

As the PCs approach the scene, have them make DC 20 Spot checks to see if they notice the druid's eagle animal companion (a normal eagle by all appearances) circling high above a spot around the side of a hill, about 500 feet ahead in the direction which the trail leads. PCs who watch it for at least three rounds and make a DC 15 Knowledge (nature) check can note that its movements are atypical for a bird of prey just out on the hunt. Unless the PCs are specifically being stealthy, the eagle spots them after two rounds and dives down to report to its master; consider the NPCs to have advance warning in this case unless the PCs can transport there immediately (such as by *dimension door*).

The following description assumes the PCs approach normally and that the hunting party had advance warning of their approach. If the PCs catch the NPCs unaware at APL 6 or 8 the druid is still in her human form; she regularly travels in her dire lion form at APLs 10+. If the PCs were not spotted and a PC sneaks up on the hunting party to spy on them, they can be overheard arguing about how best to get "that damned rabbit out of that hole she's crawled into" if they are Rary-affiliated and about how to "get her untangled from that net and turned back into human form" if they are Tenser-affiliated.

As you come over/around the last hill you spot a group of four individuals and a crocodile/large lion clustered loosely together and eyeing you warily. Amongst the people is a robust but scraggly-looking dwarf dressed in a traveler's outfit, a Baklunish man in desert apparel wielding two scimitars, a Suel man in heavy armor wearing a medallion depicting a pair of dice, and a wood elf dressed in light armor with a bow at ready and an invigorating song on his lips.

(If the PCs work for Rary, add:) *Laying about the group are the bodies of several dead orcs and signs of a recent battle, but if this group took much harm from the battle then they do not show it. A rabbit caught in a weighted net sits amongst the group.*

In both cases the hunting party is a mix of loyalists (the dervish and wizard), sympathizers (the druid and archer), and mercenary-types (the cleric). The loyalists have differing alignments depending on their Rary or Tenser affiliation, but otherwise the hunting parties have personnel with identical stats, equipment, and party composition regardless of affiliation. None of them wear any outward signs of their affiliation.

In both cases the archer's *inspirational boost*-enhanced inspire courage (+2) is active at the start of the encounter and maintained throughout any discussion, unless the

NPCs were caught without advance notice. The hunting party attacks immediately if one or more PCs are recognizable (not disguised, hidden, in an alternate form, and so on) as an Honored Ally of the opposing faction. They otherwise are not looking for a fight, and so do not initiate one, but do not back down or give up their claim on Helana, either. If a fight does not start immediately the dervish serves as their spokesman and leads by insisting the PCs tell them who they are and what they're doing out here.

If the NPCs work for Rary, the dervish only admits that they are out hunting and that they have cornered some prey in this spot. They are not interested in sharing, so he insists that the PCs move along and find their own dinner. If the PCs pointedly ask if the hunting party is hunting rabbit, the dervish comments that "there are a lot of rabbits around these parts," while a DC 15 Sense Motive check determines that such a comment puts all of them even more on edge. Any mention about hunting a "special rabbit" or someone transformed into a rabbit triggers the fight.

If the NPCs work for Tenser, they claim that they defeated some "evil marauders" and took the rabbit they caught. They do not, under any circumstances, let the PCs get a closer look at the rabbit or even discuss a trade for it. They insist the PCs "go find their own" and warn pushy or insistent PCs that they will use force, if necessary, to convince the PCs to leave. If the PCs take aggressive action or refuse to leave despite a repeated warning, start the fight.

ALL APLs

🐉 **Helena Stanmaer:** human female (currently in rabbit form) cleric 12; hp 96; Appendix 1.

APL 6 (EL 9)

🐉 **Druid:** female human druid 5; hp 40; Appendix 1.

🐉 **Eagle Animal Companion:** hp 21; Appendix 1.

🐉 **Archer:** male wood elf bard 2/fighter 2; hp 28; Appendix 1.

🐉 **Dervish:** male human scout 2/fighter 2; hp 31; Appendix 1.

🐉 **Cleric:** male human cleric 4; hp 36; Appendix 1.

🐉 **Wizard:** male dwarf evoker 5; hp 30; Appendix 1.

APL 8 (EL 11)

🐉 **Druid:** female human druid 6/nature's warrior 1; hp 57; Appendix 1.

🐉 **Eagle Animal Companion:** hp 35; Appendix 1.

🐉 **Dervish:** male human scout 3/fighter 3; hp 46; Appendix 1.

🐉 **Archer:** male wood elf bard 2/fighter 4; hp 45; Appendix 1.

🐉 **Cleric:** male human cleric 6; hp 54; Appendix 1.

🐉 **Wizard:** male dwarf evoker 7; hp 42 (55); Appendix 1.

APL 10 (EL 13)

➤ **Druid:** female human (in dire lion form) druid 5/nature's warrior 4; hp 85; Appendix 1.

➤ **Archer:** male wood elf bard 2/fighter 6; hp 70; Appendix 1.

➤ **Dervish:** male human scout 3/fighter 4/dervish 1; hp 71; Appendix 1.

➤ **Cleric:** male human cleric 8; hp 72; Appendix 1.

➤ **Wizard:** male dwarf evoker 9; hp 54 (70); Appendix 1.

APL 12 (EL 15)

➤ **Druid:** female human (in dire lion form) druid 6/nature's warrior 5; hp 106; Appendix 1.

➤ **Archer:** male wood elf bard 2/fighter 8; hp 89; Appendix 1.

➤ **Dervish:** male human scout 3/fighter 4/dervish 3; hp 98; Appendix 1.

➤ **Cleric:** male human cleric 10; hp 90; Appendix 1.

➤ **Wizard:** male dwarf evoker 11; hp 66 (83); Appendix 1.

APL 14 (EL 17)

➤ **Druid:** female human (in dire lion form) druid 6/nature's warrior 5/warshaper 2; hp 135; Appendix 1.

➤ **Archer:** male wood elf bard 2/fighter 10; hp 108; Appendix 1.

➤ **Dervish:** male human scout 3/fighter 4/dervish 5; hp 117; Appendix 1.

➤ **Cleric:** male human cleric 12; hp 108; Appendix 1.

➤ **Wizard:** male dwarf evoker 13; hp 78 (108); Appendix 1.

NOTE: The druid's eagle animal companion is unlikely to have a significant impact on the combat beyond APL 8, and so is not statted out above that level. At APLs 6 and 8 it starts at a height of 60 feet; at higher APLs assume it is circling much higher in the sky, well away from combat.

Tactics-General: None of these NPCs are fanatics or suicidal, so they retreat (taking the net with Helena with them if they are working for Tenser and such an action is feasible) or surrender once they are clearly losing and grossly outclassed. They are more apt to surrender if they see their fellows being subdued or stabilized once unconscious rather than outright killed.

Tactics-Jeriko: If present and his reaction in encounter seven was helpful, he assists the PCs in the fight. At APLs 6-8 he contributes as best he can, though he stays at range and does not unduly risk himself. At APLs 10-14 he realizes he is out of his league and stays back, only helping out by pulling fallen PCs out of the fight and stabilizing them. If his reaction was not helpful he merely stays well back from the fight.

Tactics-Helena: If the PCs work for Tenser, she stays hidden until the fight is over and then pokes her nose out for a look. If the PCs work for Rary, she stays where she is unless the PCs try to grab her or the net, in

which case she does her best to get free. (See the rules for a net on p. 119 of the PH.)

Tactics-Druid: She is a self-buffing front-liner who fights in her animal form (crocodile at APLs 6-8, dire lion at APLs 10+) and only uses *summon nature's ally* if unable to get at the PCs. If she has advance warning, she puts up as many buff spells as she has time to do (with *barkskin*, *thornskin*, and *bull's strength*, in that order, being her first priorities), but does not cast *nature's favor* until the first round of combat.

Tactics-Archer: If the hunting party has advance warning he has used his *oil of sonic weapon* on his bow and his inspire courage bard song enhanced by *inspirational boost* (+2 bonus) already up. If caught unaware, his first action is to put up the bard song. Otherwise he moves and shoots as the situation dictates.

Tactics-Dervish: He is an intelligent fighter, so he does not take silly risks and uses his Combat Expertise and skirmish sensibly. If he has advance warning, he uses whatever potions he carries. At APLs 10+ he immediately goes into his dervish dance when combat starts and goes after the PC he judges to be most dangerous. When dancing he tries to avoid ever ending his turn within 10 feet of a hard-hitting PC fighter-type.

Tactics-Cleric: He can buff himself and wade into combat if necessary, but he is primarily a caster and healer. At APL 14 he cast *heroes' feast* for his group at the start of the day, and at all APLs where he has them he casts *shield of faith* (on the dervish), *freedom of movement* (on the dervish), *protection from energy* (acid, on himself), and *entropic shield* if he has advance warning.

Tactics-Wizard: He likes to measure himself against other arcane casters, so he preferentially targets them unless he faces a more imminent threat. At higher APLs he leads with *improved invisibility* and takes to the air. With advance warning he typically has *shield*, *cat's grace*, and *fly* (except at APL 14) active to start, and at APL 14 he cast *chain greater magic weapon* on his party's armaments earlier in the day. Do not forget that he can also use *chain nerveskitter* to heighten his party's initiative rolls at APL 14!

Development-PCs Work For Rary: Once the combat is over Helena does her best to escape and pretend to be only a normal rabbit if the PCs seemed to be siding with Rary. (She immediately recognizes anyone who is an Honored Ally of Rary.) The PCs must knock her unconscious to keep her from trying to escape; remember, her domain ability allows her to slip out of most magical restraints, but not physical ones.

Development-PCs Work For Tenser: Once the combat is over Helena comes out of her hole enough to study the PCs to see if they have obvious good-aligned affiliations or include an Honored ally of Tenser. If neither is the case, the PCs may have to do some coaxing to convince her; treat her as unfriendly in this case.

Once satisfied that the PCs are friendly, Helena tries to convince them that she is more than an ordinary rabbit. A *dispel magic* or similar effect successful against a CL 11 spell is required to revert her back to normal form,

at which point she explains to the PCs what happened at Castle Karistyne if they don't already know and insists on going there to find out the outcome of the battle, or asks what happened to the named NPCs at the castle if the PCs clearly do already know about it. In either case she is very interested in going to talk to Tenser, as in her travels across "the Bright" she has discovered suggestions that Rary is setting up a second attempt to unmake the *scorpion crown* but did not have a chance to discuss the matter with Karistyne before the attack hit. (It happened shortly after she had returned.)

It is also possible that the PCs may decide to use their *sending* with Scor in this case to call for help to get the *baleful polymorph* undone. In this case a 13th level wizard with a *greater dispel magic* prepped arrives shortly by *greater teleport* and takes care of the matter if the issue was sufficiently explained in the *sending*.

In either case go on to encounter three if the PCs have not already been to the castle or to the appropriate Conclusion if the PCs already have dealt with the castle.

Troubleshooting: In a "PCs work for Rary" scenario, it is possible one may try to grab the net with Helena and run off with it. Treat Helena as an unwilling participant if magical means of instant transport are used, and she tries to escape the net (as described above) if more conventional movement modes are used. If all of the PCs bug out at this point, the NPCs chase them down as best they can; they otherwise stand and defeat the remaining PCs before pursuing.

It is also possible that the *baleful polymorph* on Helena could get dispelled during the combat, whether as a deliberate action on the part of the PCs or by accidentally catching her in an area effect *dispel magic* or equivalent. In such a case Helena immediately, vengefully, and unmercifully goes after whichever faction seems to be siding with Rary. This could grossly imbalance the fight for or against the PCs, as Helena has been praying for her spells every day even though she couldn't use them, but do not have her pull any punches regardless of the APL. PCs deserve the benefit for their cleverness or punishment for their carelessness, as appropriate for the situation.

CONCLUSION

Resolve all of the conclusions that apply to the PCs' circumstances. Unless the PCs have their own magical means of instantaneous or high-speed transport, they must travel back to Hardby by foot, which takes ten days.

In various Tenser-serving scenarios the PCs may figure out that Robilar used a thinuan weapon and so hope to eventually recover the weapon and thus being able to bring Karistyne back. In this case, or other cases where they do not wish to destroy Karistyne's body, they can instead turn it over to a Temple of Heironeous for safe keeping with *gentle repose* spells until the matter can be resolved. Transporting Karistyne's body to a suitable temple costs at least one PC 2 TUs unless rapid means of magical transport are available.

A: Tenser Employees Rescue Helena

If the PCs were not able to turn Helena back into human form, Scorimongishaz has the PCs hand over the Helena rabbit to him, after which he leaves with the rabbit via *dimension door* to deal with the problem. The PCs later get word that the effort to "un-rabbit" Helena was successful.

If the PCs were able to turn Helena back into human form, she goes with Scor upon returning to talk with Tenser directly about what happened at Castle Karistyne and what they wish to do about it. Either way, Scor takes reports of the details with great alarm.

If Shianne's situation is mentioned, Scor says he will pass the word on up the chain of command and see if Tenser has the time and inclination to deal with getting her out.

If the PCs also brought Farfax back with them, she goes with Scor.

In this case, all PCs get the Favor of Tenser entry on the AR, the conclusion gold, and access to the starred items on the AR.

B: Tenser Employees Don't Rescue Helena But Do Report

Eliminate details the PCs do not report about:

When you return to Hardby to report, Scor again meets you in cat form. He takes the details of the circumstances at Castle Karistyne with great alarm.

"It's a shame you were not able to rescue Helena," he says, "and I will pass word about Shianne's situation on up the chain of command, see if Tenser has time to deal with this." He shakes his head. "We suspected Rary might be capable of this, but did not think he would have the gall to actually do it."

In this case, PCs get the conclusion gold but not the favor.

C: Rary Employees Report

Parties who return with Helena intact and hand her over to Sirocco in Hardby get the Favor of Rary on the AR, the conclusion gold, and access to the starred items on the AR. He heartily thanks the PCs and assures them that their excellent service will be remembered, and they may expect more jobs in the future.

Parties who fail to return with Helena get only half the conclusion gold and do not get the favor. They are unlikely to be trusted by Rary with an important task in the future.

D: PCs Report to Phelia Jonnosh

Only PCs who agreed to the deal proposed by Phelia Jonnosh in encounter 2a get this conclusion. Such PCs who do report their findings at Castle Karistyne get the Favor of the Despotrix item on their ARs.

E: PCs Report to Geven

Only PCs who cut a deal with Geven as proposed in encounter 2b get this encounter. PCs who report what you judge to be information of interest to Geven get the Favor of Geven item on their ARs.

F: PCs Arrange For Raising of Karistyne's Companions

If the PCs cannot do this themselves, or chose not to do so, their bodies can be brought back to Hardby or Greyhawk to be *raised* at normal costs. PCs who do this are reimbursed by Aaron Marander, Gelschan, or Caralin, but don't tell the PCs this in advance unless they asked those individuals about it through *Speak with Dead!* If asked, none of them are keen about being *reincarnated*.

If at least one of these individuals is brought back (whether by the PCs or via other arrangements) they continue to honor all outstanding Favors of Karistyne from other adventures; cross off the No More Karistyne Favors item on the AR.

G: PCs Properly Dispose of Karistyne's Body

If the PCs act in accordance with the wishes described by Karistyne in Player Handout 2 or told to them by Aaron Marander, ask them who they ultimately give the ashes to. Assuming it is an NPC, note that in the Notes section on their AR and in the Campaign Consequences section below. If the PCs do both this *and* bring back Aaron Marander, he allows them access to Karistyne's equipment, marked with a "K" on the AR.

If one of the PCs is a "devoted of Heironeous" and keeps Karistyne's ashes, mark the Karistyne Ashes entry on the AR. *Only one PC at each table may get this item.*

H: Castle Plunderers

It is entirely possible (especially where the PCs work for Rary) that the PCs may take the equipment of Karistyne and her companions for themselves and sell it or keep it. In this case they get the Conclusion H gold total but also the Infamy of Karistyne AR entry.

Conclusion: All

Word soon hits the streets of Hardby about what has happened at Castle Karistyne and who is likely responsible. Commoners merely find the news of passing interest, for such conflicts are too far above them to be of much concern, but those in power or with power know that Rary's bold move has certainly altered the balance of power in the region. The aftershocks of this action could rumble for a long time to come.

CAMPAIGN CONSEQUENCES

If this adventure is played by May 1st, 2008, report the following results (or have your convention coordinator report the following collective results) to the writer at theronm4@comcast.net.

1. What were the dispositions of Aaron Marander, Galshin Helfloranis, and Caralin Arvendis at the end of the adventure?
2. What was the disposition of Helena Stanmaer at the end of the adventure?
3. What did the PCs do with Karistyne's body?

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.

4: Leftovers

Defeat the constructs

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	510 XP

Use trickery or stealth to avoid fighting the constructs

APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP
APL 14	260 XP

5: The Fallen Righteous

Disable or trigger both traps (½ x.p. for only one)

APL 6	210 XP
APL 8	270 XP

Disable or trigger both traps and deal with elemental(s) (or deactivate *alarm* spell)

APL 10	330 XP
APL 12	390 XP
APL 14	420 XP

8: A Most Peculiar Rabbit

Defeat the hunting party OR successfully escape with Helena without defeating the hunting party

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

Story Award

Captured or rescued Helena and report evidence that Rary's forces attacked Castle Karistyne (only ½ x.p. for doing one):

APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP
APL 14	240 XP

Discretionary roleplaying award

APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

APL 14	120 XP
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Total Possible Experience

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 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.

5: The Fallen Righteous

All APLs: Magic 458 gp; *boots of striding and springing* (458 gp)

8: A Most Peculiar Rabbit

APL 6: Loot 236 gp; Magic 998 gp; +1 dragonhide breastplate (141 gp), +1 mighty composite longbow (+3, 225 gp), +1 cloak of resistance x3 (83 gp each), oil of sonic weapon (25 gp), potion of cure light wounds (4 gp), +1 chain shirt (104 gp), lesser rod of extend (250 gp)

APL 8: Loot 209 gp; Magic 1,592 gp; +1 dragonhide breastplate (141 gp), +1 mighty composite longbow (+3, 225 gp), +1 cloak of resistance x3 (83 gp each), oil of sonic weapon (25 gp), potion of cure light wounds (4 gp), +1 chain shirt (104 gp), lesser rod of extend (250 gp), +1 scimitar (193 gp), +1 morningstar (192 gp), +1 ring of protection (166 gp), scroll of fireball (7th level, 43 gp).

APL 10: Loot 209 gp; Magic 3,884 gp; +1 dragonhide breastplate (141 gp), +1 mighty shock composite longbow (+3, 725 gp), +1 cloak of resistance x3 (83 gp each), oil of sonic weapon (25 gp), potion of cure light wounds (4 gp), +1 chain shirt (104 gp), lesser rod of extend (250 gp), +1 scimitar x2 (193 gp each), +1 morningstar (192 gp), +1 ring of protection (166 gp), scroll of fireball (9th level, 56 gp), +1 amulet of mighty fists (500 gp), +2 amulet of health (333 gp), potion of bull's strength (25 gp), potion of fly (62 gp), +2 headband of intellect (333 gp), +2 periapt of wisdom (333 gp).

APL 12: Loot 200 gp; Magic 6,088 gp; +1 beastskin dragonhide breastplate (808 gp), +1 mighty shock composite longbow (+3, 725 gp), +1 cloak of resistance (x2) (83 gp each), +2 cloak of resistance x2 (333 gp each), oil of sonic weapon (25 gp), potion of cure light wounds (4 gp), +1 chain shirt (104 gp), lesser rod of extend (250 gp), +1 scimitar x2 (193 gp each), +1 morningstar (192 gp), +1 ring of protection x2 (166 gp each), scroll of fireball (9th level, 56 gp), +1 amulet of mighty fists (500 gp), +2 amulet of health (333 gp), potion of bull's strength (25 gp), potion of cat's grace (25 gp), potion of fly (62 gp), +2 headband of intellect (333 gp), +2 periapt of wisdom (333 gp), +1 heavy shield (97 gp), +2 gloves of dexterity (333 gp).

APL 14: Loot 200 gp; Magic 9,067 gp; +2 beastskin dragonhide breastplate (1,391 gp), +1 mighty shock composite longbow (+3, 725 gp), +2 cloak of resistance x4 (333 gp each), oil of sonic weapon (25 gp), potion of cure light wounds (4 gp), +2 chain shirt (354 gp each), +2 mithril chain shirt (425 gp), lesser rod of extend (250 gp), +1 scimitar x2 (193 gp each), +1 morningstar (192 gp), +1 ring of protection x2 (166 gp each), scroll of fireball (9th level, 56 gp), +1 amulet of mighty fists (500 gp), +2 amulet of health (333 gp), potion of bull's strength (25 gp), potion of cat's grace (25 gp), potion of fly (62 gp), +4 headband of intellect (1,333 gp), +4 periapt of wisdom (1,333 gp), +1 heavy shield (97 gp), +2 gloves of dexterity x2 (333 gp each).

Conclusions A-G

APL 6: Coin: 200 gp

APL 8: Coin: 350 gp

APL 10: Coin: 500 gp

APL 12: Coin: 650 gp

APL 14: Coin: 800 gp

Conclusion H

All APLs: Magic 15,864 gp; Wyrmtide (4,196 gp), +3 improved electricity resistance half-plate (4,297 gp), ring of freedom of movement (3,333 gp), +4 gloves of dexterity (1,333 gp), +3 full plate (804 gp), +2 elven chain (679 gp), +2 cloak of resistance x2 (333 gp each), +2 mithral chain shirt (425 gp), +1 heavy steel shield (97 gp), +1 frost elven thinblade (367 gp)

Treasure Cap

APL 6: 900 gp; **APL 8:** 1,300 gp; **APL 10:** 2,300 gp; **APL 12:** 3,300 gp; **APL 14:** 6,600 gp.

Total Possible Treasure

APL 6: 1,892 gp; **APL 8:** 2,609 gp; **APL 10:** 5,051 gp; **APL 12:** 7,396 gp; **APL 14:** 10,525 gp.

ADVENTURE RECORD ITEMS

☛ **Wyrmtide:** This +2 holy dragonbane greatsword is famed as Karistyne's personal weapon. Any non-Heironeous worshipper using this weapon receives the Infamy of Karistyne entry.

☛ **Infamy of Karistyne:** Your actions are considered shameful by followers of Heironeous. You have a -4 circumstance penalty on all social interactions with worshipers of Heironeous, but a +2 circumstance bonus on social interactions with Hextor worshipers.

☛ **No More Karistyne Favors:** All Favors of Karistyne from any source are suspended until further notice.

☛ **Karistyne's Ashes:** You are carrying a sealed urn containing the ashes of the paladin Karistyne. This may have future consequences.

☛ **Favor of Tenser/Rary:** You have done a valuable service for a powerful wizard (delete as appropriate). Once only you may spend this favor and 2 TUs at the beginning of an adventure to have a contingent version of any Core access wizard spell up to 6th level placed on you by a 13th-level wizard, as per the Craft Contingent Spell feat in *Complete Arcane*. You must designate the trigger conditions at the time you choose the spell. The contingent spell only lasts until expended or the end of the adventure. Cross this favor out when used.

☛ **Favor of Geven:** You may use this favor in one of three ways: negate any one disfavor from the Greyhawk Assassin's Guild; upgrade *Geven's Ring* with deflection bonuses as per a *ring of protection*; or gain access to the training required for the Nightsong Enforcer and Nighthong Infiltrator prestige classes, at a cost of 4 TUs.

☛ **Favor of the Despotrix:** Use this favor once to renew Adventure access to one item on an AR set in Hardby.

☛ **Dwarven Spellbook:** All spells are from the PH or Spell Compendium.

APL 6: familiar pocket, lesser acid orb, magic missile, nerveskitter, shield, cat's grace, glitterdust, false life, scorching ray, fireball, fly, greater mage armor, greater magic weapon, haste; Cost 2,800 gp.

APL 8 add: defenestrating sphere, dimension door, ice storm, improved invisibility, orb of acid; Cost 4,800 gp.

APL 10 add: cone of cold, greater fireburst, overland flight, vitriolic sphere; Cost 6,800 gp.

APL 12 add: chain lightning, fires of purity, howling chain; Cost 8,600 gp.

APL 14 add: brilliant aura, delayed blast fireball, emerald flame fist; Cost 10,000 gp.

ITEM ACCESS

APL 6:

- +1 dragonhide breastplate (Adventure; DMG; 1,700 gp)
- lesser rod of extend (Adventure; DMG)
- boots of striding and springing (Adventure; DMG)
- *gauntlets of giantfelling (Adventure; MIC; 2,000 gp)
- ring of spell storing (Adventure; DMG)
- +2 elven chain (Adventure; DMG; 8,150 gp)
- +1 frost elven thinblade (Adventure; CW; 4,400 gp)
- (K)Wyrmlblade (Core; 50,350 gp)

APL 8 (all of APL 6 plus the following):

- oil of sonic weapon (Adventure; Spell Compendium; 300 gp)
- *circlet of persuasion (Adventure; DMG)

APL 10 (all of APLs 6-8 plus the following):

- Scroll of fireball (CL 9) (Adventure; DMG; 675 gp)
- *glove of storing (Adventure; DMG)
- *boots of big stepping (Adventure; MIC; 6,000gp)

APL 12 (all of APLs 6-10 plus the following):

- +1 beastskin dragonhide breastplate (Adventure; MIC; 9,700 gp)
- +1 mighty shock composite longbow (Adventure; DMG)
- *ring of wizardry (1st-level) (Adventure; DMG)
- (K)+3 improved electricity resistance half-plate (Core; DMG; 51,750 gp)

APL 14 (all of APLs 6-12 plus the following):

- +2 beastskin dragonhide breastplate (Adventure; MIC; 16,700 gp)
- *cloak of the bat (Adventure; DMG)
- (K)ring of freedom of movement Core; DMG)

APPENDIX 1: ALL APLS

6: FAMILIAR RAT

FARFAX CR --

Female rat familiar (of Shianne Stormhanded)
CG Tiny animal
Init +2; **Senses** Listen +1, Spot +1
Languages Common, Elvish (understands only but can speak to master), Rat, empathic link

AC 22, touch 14, flat-footed 20
(+2 size, +2 Dex, +8 natural)
hp 30 (15 HD)
Resist improved evasion; **SR** 20
Fort +5, **Ref** +7, **Will** +10

Speed 15 ft. (3 squares); climb 15 ft.; swim 15 ft.
Melee bite +11 (1d3-4)
Space 2½ ft.; **Reach** 0 ft.
Base Atk +7; **Grp** -5
Atk Options deliver touch spells

Abilities Str 2, Dex 15, Con 10, Int 13, Wis 12, Cha 2
Feats Weapon Finesse
Skills Balance +12, Climb +14, Concentration +18, Hide +18, Move Silently +14, Swim +10
Skills Farfax can always take 10 on Climb and Swim checks, even if rushed, distracted, or threatened. He can also use the run action while swimming.

7: SURVIVOR

JERIKO CROMLEY CR 6

Male human (Oeridian) scout 6
LN Medium humanoid
Init +4; Listen +8, Spot +8
Languages Common, Orc, Giant

AC 16(17), touch 13, flat-footed 16; Dodge, Mobility, uncanny dodge
(+3 Dex, +1 class [situational], +3 armor)
hp 42 (6 HD)
Resist evasion
Fort +4, **Ref** +8, **Will** +4

Speed 40 ft. (8 squares); Spring Attack, flawless stride, trackless step
Melee +1 *short sword* +8 (1d6+2)
Ranged composite shortbow +8 (1d6+1)
Base Atk +4; **Grp** +5
Special Actions skirmish +2d6/+1 AC
Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 16, Con 12, Int 10, Wis 14, Cha 8
SQ trapfinding
Feats Dodge, Mobility, Weapon Finesse, Spring Attack, Track
Skills Climb +3, Disable Device +11, Hide +17, Jump +11, Knowledge (nature) +5, Listen +8, Move Silently +12, Search +9, Speak Languages, Spot +8, Survival +13, Tumble +12
Possessions combat gear plus masterwork studded leather armor, +1 *short sword*, masterwork composite short bow (+1 Str bonus) and 20 arrows, *cloak of elvenkind*

Flawless Stride (Ex) Jeriko can move through any sort of terrain that impedes movement at normal speed and without taking damage or suffering other impairment. Not applicable to terrain requiring a Climb or Swim check or terrain magically manipulated to impede movement.

Trackless Step (Ex) Jeriko cannot be tracked in natural surroundings.

Skirmish (Ex) When moving at least 10 feet while making an attack, Jeriko gains +2d6 damage on attacks during the scout's turn and +1 competence bonus to AC until the scout's next turn. Extra damage is not applicable against targets more than 30 feet away or which are normally immune to critical hits.

8: A MOST PECULIAR RABBIT

HELENA STANMAER CR 12

Female rabbit cleric 12
NG Tiny animal
Init +2; **Senses** Listen +4, Spot +4
Languages Common, Celestial, Flan

AC 14, touch 12, flat-footed 14
(+2 size, +2 Dex)
hp 96 (12 HD)
Resist magical effects that impede movement as if affected by *freedom of movement* (12 rounds/day)
Fort +8, **Ref** +6, **Will** +12

Speed 50 ft. (10 squares)
Melee bite +7 (1d3-4)
Space 2½ ft.; **Reach** 0 ft.
Base Atk +9; **Grp** -3
Special Actions Divine Vigor, good fortune, spontaneous casting (*cure spells*), turn undead 4/day (+3, 2d6+13, 12th)

Cleric Spells Prepared (CL 12th):
6th—*find the path*^D, *greater dispel magic*, *heal*
5th—*flame strike* (DC 19), *righteous might*, *teleport*^D
4th—*dimension door*^D, *divine power*, *dispel evil*, *freedom of movement*
3rd—*spikes*, *fly*^D, *protection from energy*, *searing light* (2)
2nd—*aid*^D, *bull's strength*, *hold person* (DC 16), *silence*, *spiritual weapon*
1st—*command* (DC 15), *detect evil*, *divine favor*, *endure elements*, *longstride*^D, *shield of faith*
0—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *purify food and water*

NOTE: Unable to cast any spells in current form.
D: Domain spell. Deity: Fharlanghn. Domains: Luck, Travel

Abilities Str 3(12), Dex 15(12), Con 10(14), Int 12, Wis 19, Cha 12
Feats Divine Vigor, Domain Spontaneity (travel), Extend Spell, Quicken Spell, Scribe Scroll, Track
Skills Concentration +15, Heal +14, Hide +14, Jump +18, Knowledge (geography) +6, Knowledge (religion) +13, Survival +14
Good Fortune (Ex) Once/day reroll one roll just made, before the result is known.

Skills In rabbit form, Helena has a +8 racial skill bonus to Jump checks and a +4 racial bonus on Hide checks.

When in her normal form, Helena Stanmaer has the following, altered statistics:

Female human cleric 12

NG Medium humanoid

AC 18, touch 12, flat-footed 17

(+1 Dex, +7 armor, +1 deflection)

hp 96 (12 HD)

Fort +12, **Ref** +7, **Will** +14

Speed 30 ft. (6 squares)

Melee +1 *defending quarterstaff* +11/+6 (1d6+2)

Ranged mwk light crossbow +11(1d8/19-20) or

Ranged ray spell +10

Grp +10

Abilities Str 12, Dex 12, Con 14, Int 13, Wis 19, Cha 12

Skills Concentration +17, Jump +1

Possessions +2 *mithral breastplate*, *cloak of resistance* +2, *ring of protection* +1, 2 holy symbols of Fharlanghn

4: LEFTOVERS**NIMBLEWRIGHT* CR 7****Monster Manual II 162*

CN Medium construct

Init +7; **Senses** darkvision 60 ft., Listen +3, Spot +3**Languages** Common, Dwarven, Elven**AC** 24, touch 17, flat-footed 17; Dodge, Mobility (+7 Dex, +7 armor)**hp** 75 (10 HD)**Immune** mind-affecting spells, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, nonlethal damage, critical hits, fatigue, exhaustion, ability damage, ability or energy drain, any effects requiring a Fortitude save (unless the effect also works on objects)**SR** 27**Fort** +3, **Ref** +10, **Will** +6**Weakness** cold effects slow a nimblewright for 3 rounds, fire effects stun it for one round**Speed** 40 ft.; Spring Attack**Melee** 2 rapier-hands +11 each (2d6+4/12-20)**Base Atk** +7; **Grp** +11**Atk Options** Combat Expertise, Combat Reflexes, Improved Disarm, augmented critical, tripping thrust**Spell-Like Abilities** (CL 10th):At will—*cat's grace*, *disguise self*, *entropic shield*, *feather fall*, *haste***Abilities** Str 19, Dex 24, Con --, Int 10, Wis 17, Cha 19**Feats** Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Mobility, Spring Attack**Tripping Thrust (Ex)** A Medium-sized or smaller opponent who is the target of a nimblewright's critical hit must make a DC 19 Reflex save or be knocked prone as if tripped. Stability bonuses for defending against trip attempts also apply to this saving throw.**HUGE ANIMATED CART CR 5**

N Huge construct

Init -1; **Senses** low-light vision, darkvision 60 ft.; Listen -5, Spot -5**AC** 13, touch 7, flat-footed 13 (-2 size, -1 Dex, +6 natural)**hp** 115 (8 HD); hardness 8**Immune** mind-affecting spells, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, nonlethal damage, critical hits, fatigue, exhaustion, ability damage, ability or energy drain, any effects requiring a Fortitude save (unless the effect also works on objects)**Fort** +2, **Ref** +1, **Will** -3**Speed** 60 ft.**Melee** Slam +9 (2d6+7)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +6; **Grp** +19**Abilities** Str 20, Dex 8, Con --, Int --, Wis 1, Cha 1**Special Note** Individuals who manage to climb into the cart are immune from attacks by it. This requires a move action and a DC 25 Tumble check to avoid an attack of opportunity.**8: A MOST PECULIAR RABBIT****DRUID****CR 5**

Female human druid 5

N Medium humanoid (human)

Init +1; **Senses** Listen +10, Spot +10**Languages** Common, Druidic**AC** 19, touch 11, flat-footed 18 (+1 Dex, +6 armor, +2 shield)**hp** 40 (5 HD)**Fort** +6, **Ref** +2, **Will** +7; +4 against fey spell-like abilities**Speed** 20 ft. in breastplate (4 squares), base speed 30 ft.; trackless step, woodland stride**Melee** club +3 (1d6-1)**Ranged** ranged touch +4 (spell)**Base Atk** +3; **Grp** +2**Special Actions** spontaneous spellcasting (*summon nature's ally*), share spells, wild shape 1/day**Combat Gear****Druid Spells Prepared** (CL 5th):3rd—*protection from energy*, *thornskin*2nd—*barkskin*, *bull's strength*, *nature's favor*1st—*cure light wounds*, *magic fang*, *produce flame*, *speak with animals*0—*create water*, *know direction*, *light*, *mending*, *resistance***Abilities** Str 8, Dex 13, Con 14, Int 12, Wis 16, Cha 10**SQ** link with companion, share spells, wild empathy +7**Feats** Extend Spell, Practiced Spellcaster (druid), Track**Skills** Concentration +10, Handle Animal +6 (+10 with animal companion), Knowledge (nature) +11, Knowledge (planes) +3, Listen +10, Spot +10, Survival +15**Possessions** +1 *dragonhide breastplate*, masterwork club, masterwork heavy wooden shield, padded glove (for eagle), mistletoe, spell components**Wild Shape (Su)** 1/day change form to that of a Small or Medium-sized animal of 5 HD or less. (See below)**DRUID CROCODILE FORM**

N Medium animal

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)**hp** 40 (5 HD)**Fort** +7, **Ref** +2, **Will** +7**Speed** 20 ft. (4 squares), swim 30 ft.; woodland stride**Melee** bite +7 (1d8+6) or**Melee** tail slap +7 (1d12+6)**Base Atk** +3; **Grp** +7**Special Action** improved grab, wild shape**Abilities** Str 19, Dex 12, Con 17, Int 12, Wis 16, Cha 10

Improved Grab (Ex) On a successful bite attack, start a grapple as a free action without provoking an attack of opportunity.

EAGLE ANIMAL COMPANION CR --

Male eagle

N Small animal

Init +2; **Senses** Listen +3, Spot +15; low-light vision

AC 17, touch 14, flat-footed 14
(+1 size, +3 Dex, +3 natural)

hp 21 (3 HD)

Resist evasion

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

Speed 10 ft. (2 squares), fly 80 ft. (average)

Melee 2 talons +6 (1d6) and
bite +1 (1d4)

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

Abilities Str 11, Dex 16, Con 12, Int 2, Wis 14, Cha 6

Feats Improved Natural Attack (talons), Weapon
Finesse

Skills Listen +3, Spot +15

ARCHER CR 4

Male wood elf bard 2/fighter 2

N Medium humanoid (elf)

Init +3; **Senses** Listen +2, Spot +2; low-light vision

Languages Common, Elvish

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

hp 28 (4 HD)

Immune *sleep* effects

Fort +4, **Ref** +6, **Will** +3 (+5 against enchantments)

Speed 30 ft. (6 squares)

Melee greatsword +6 (2d6+4/19-20)

Ranged composite longbow +8 (1d8+4/x3) or

Ranged composite longbow +6/+6 (1d8+4/x3) with
Rapid Shot

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

Atk Options Point Blank Shot, Precise Shot

Special Actions bardic music 2/day (countersong,
inspire courage, *fascinate*)

Combat Gear *oil of sonic weapon*, *potion of cure light
wounds*

Bard Spells Known (CL 2nd):

1st (1/day)—*cure light wounds*, *inspirational boost*

0 (3/day)—*dancing lights*, *mage hand*, *message*

Abilities Str 16, Dex 17, Con 12, Int 6, Wis 10, Cha
12

SQ Bardic knowledge +0

Feats Point Blank Shot, Precise Shot, Rapid Shot,
Weapon Focus (composite longbow)

Skills Bluff +6, Intimidate +10, Perform (singing) +6,
Tumble +7

Possessions combat gear plus masterwork chain
shirt, +1*mighty composite longbow* (+3 Str), quiver
of 20 normal arrows, quiver of 10 cold iron and 10
silver arrows, greatsword, song book

DERVISH CR 4

Male human (Baklunish) scout 2/fighter 2

NG/NE (Tenser/Rary) Medium humanoid (human)

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

Languages Ancient Baklunish, Common, Orcish

AC 19(17), touch 12, flat-footed 19(17); Combat Expertise,
Dodge, Mobility, uncanny dodge
(+2 Dex, +5 armor, +2 shield)

hp 31 (4 HD)

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

Speed 30 ft. (6 squares)

Melee mwk scimitar +7 (1d6+2/18-20) or

Melee mwk scimitar +5 (1d6+2/18-20) and
mwk spiked shield +4(1d4+1)

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

Atk Options Combat Expertise, skirmish +1d6

Abilities Str 14, Dex 15, Con 13, Int 13, Wis 10, Cha 8
SQ battle fortitude, trapfinding

Feats Combat Expertise, Dodge, Mobility, Two Weapon
Fighting, Weapon Focus (scimitar)

Skills Balance +7, Climb +7, Disable Device +10, Jump
+9, Knowledge (geography) +3, Listen +7, Search +8,
Spot +7, Tumble +9

Possessions *cloak of resistance* +1, +1 *chain shirt*,
masterwork scimitar, masterwork light spiked wooden
shield, masterwork thieves' tools

Skirmish (Ex) When moving at least 10 feet while making
an attack, gain +1d6 damage on attacks during the
dervish's turn. Extra damage is not applicable against
targets more than 30 feet away or which are normally
immune to critical hits.

CLERIC CR 4

Male human (Suel) cleric 4

CN Medium humanoid (human)

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

Languages Common

AC 21, touch 11, flat-footed 20
(+1 Dex, +8 armor, +2 shield)

hp 36 (4 HD)

Fort +7, **Ref** +3, **Will** +8

Speed 20 ft. in full plate (4 squares); 30 ft. base speed

Melee morningstar +5 (1d8+1)

Ranged *spiritual weapon* (dagger) +7 (1d8+1/19-20)

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

Special Actions good fortune, spontaneous casting (*heal*
spells), turn undead 2/day (+1, 2d6+3, 4th)

Cleric Spells Prepared (CL 4th):

2nd—*aid*^D, *hold person* (DC 15), *spiritual weapon*,
sound burst (DC 15)

1st—*divine favor*, *doom* (DC 14), *entropic shield*^D,
magic weapon, *shield of faith*

0—*create water*, *detect magic*, *light* (2), *purify food and
drink*

D: Domain spell. Deity: Norebo. Domains: Luck, Trickery

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

Feats Augment Healing, Improved Toughness, Weapon
Focus (ranged spell)

Skills Concentration +9, Heal +10, Knowledge (religion)
+7, Spellcraft +2

Possessions masterwork morningstar, masterwork full plate, large shield, *cloak of resistance* +1, 2 holy symbols of Norebo (pair of eight-sided dice), healer's kit

Good Fortune (Ex) Once/day reroll one roll just made, before the result is known.

WIZARD

CR5

Male dwarf evoker 5

CG/CE (Tenser/Rary) Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3;

Languages Common, Dwarf, Draconic, Flan, Celestial/Infernal, empathic link

AC 17, touch 11, flat-footed 16; +4 dodge vs. giants (+1 Dex, +6 armor [extended *greater mage armor*])

hp 30 (5 HD)

Resist bull rush, trip +4

Fort +5 (+7 against poison), **Ref** +5, **Will** +6; +2 against spells and spell-like abilities

Speed 20 ft. (4 squares)

Melee club +2 (1d6)

Ranged light crossbow +3 (1d8/19-20) or

Ranged ranged touch +3 (as spell)

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

Atk Options Point Blank Shot, +1 on attack against orcs and goblinoids

Combat Gear *lesser rod of extend*

Wizard Spells Prepared (CL 5th):

3rd—*fireball* (DC 17), *fly*, *greater mage armor*[†],

2nd—*cat's grace*, *glitterdust*, *scorching ray* (2)

1st—*familiar pocket*[†], *lesser acid orb*, *magic missile* (2), *shield*

0—*detect magic*, *ray of frost*, *daze*, *read magic*

† Already cast

Abilities Str 10, Dex 13, Con 16, Int 16, Wis 12, Cha 6

SQ *extended familiar pocket*, stonecunning, weasel familiar

Feats Alertness^B, Empower Spell, Point Blank Shot, Scribe Scroll, Spell Focus (evocation)

Skills Concentration +11, Decipher Script +7, Knowledge (arcana) +11, Knowledge (local-Core) +7, Spellcraft +13 (+15 evocation), Tumble +2

Possessions combat gear plus light crossbow, 20 bolts, club, *cloak of resistance* +1, spellbook, spell components

Spellbook spells prepared plus Treasure Summary.

Weasel Familiar Because the familiar is in a *familiar pocket* it is not visible during combats, nor can it play any role during combats.

4: LEFTOVERS

NIMBLEWRIGHT* CR 7**Monster Manual II 162*

CN Medium construct

Init +7; **Senses** darkvision 60 ft., Listen +3, Spot +3**Languages** Common, Dwarven, Elven**AC** 24, touch 17, flat-footed 17; Dodge, Mobility (+7 Dex, +7 armor)**hp** 75 (10 HD)**Immune** mind-affecting spells, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, nonlethal damage, critical hits, fatigue, exhaustion, ability damage, ability or energy drain, any effects requiring a Fortitude save (unless the effect also works on objects)**SR** 27**Fort** +3, **Ref** +10, **Will** +6**Weakness** Cold effects slow a nimblewright for 3 rounds, fire effects stun it for one round.**Speed** 40 ft. (8 squares); Spring Attack**Melee** 2 rapier-hands +11 each (2d6+4/12-20)**Base Atk** +7; **Grp** +11**Special Actions** Combat Expertise, Combat Reflexes, Improved Disarm, augmented critical, tripping thrust**Spell-Like Abilities** (CL 10th):At will—*disguise self*, *cat's grace*, *entropic shield*, *feather fall*, *haste***Abilities** Str 19, Dex 24, Con --, Int 10, Wis 17, Cha 19**Feats** Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Mobility, Spring Attack**Tripping Thrust (Ex)** A Medium-sized or smaller opponent who is the target of a successful critical hit from a nimblewright must make a DC 19 Reflex save or be knocked prone as if tripped. Stability bonuses for defending against trip attempts also apply to this saving throw.**HUGE ANIMATED CART** CR 5

N Huge construct

Init -1; **Senses** low-light vision, darkvision 60 ft.; Listen -5, Spot -5**AC** 13, touch 7, flat-footed 13 (-2 size, -1 Dex, +6 natural)**hp** 115 (8 HD); hardness 8**Immune** mind-affecting spells, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, nonlethal damage, critical hits, fatigue, exhaustion, ability damage, ability or energy drain, any effects requiring a Fortitude save (unless the effect also works on objects)**Fort** +2, **Ref** +1, **Will** -3**Speed** 60 ft. (12 squares)**Melee** Slam +9 (2d6+7)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +6; **Grp** +19**Abilities** Str 20, Dex 8, Con --, Int --, Wis 1, Cha 1**Special Note** Individuals who manage to climb into the cart are immune from attacks by it. This requires a move action and a DC 25 Tumble check to avoid an attack of opportunity.**SHREDSTORM*** CR 8**Monster Manual III 153*

N Fine construct (swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision, Listen +0, Spot +0**AC** 24, touch 24, flat-footed 18 (+8 size, +6 Dex)**hp** 105 (14 HD)**Immune** weapon damage, electricity, mind-affecting spells, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, nonlethal damage, critical hits, flanking, fatigue, exhaustion, ability damage, ability or energy drain, any effects requiring a Fortitude save (unless the effect also works on objects), spells or effects that target individual creatures**Fort** +4, **Ref** +10, **Will** +4**Weakness** +50% damage from spells or effects that affect an area, subject to wind effects as Fine creatures but do not take damage from it.**Speed** 90 ft. (perfect) (18 squares)**Melee** swarm (3d6 +2d6 electricity)**Space** 10 ft.; **Reach** 0 ft.**Base Atk** +10; **Grp** --**Atk Options** penetration**Special Actions** distraction, lightning bolt**Abilities** Str 6, Dex 22, Con --, Int --, Wis 11, Cha 10**Distraction (Ex)** Any living creature vulnerable to a shredstorm's damage that begins its turn with a swarm in its square is nauseated for one round (DC 17 Fortitude to resist). Spellcasting or concentrating on spells within the area of a swarm requires a DC 20 + spell level Concentration check, while using skills requiring concentration requires a DC 20 Concentration check. The save DC is Charisma-based.**Lightning Bolt (Su)** Discharge a *lightning bolt* as spell at 14th level (DC 17 Reflex save). Save is Charisma-based. 2d6 hours recharge time required for reuse, during which time the electricity damage from its swarm attack drops to 1d6.**Penetration (Ex)** Treat swarm attack as an adamantine magic weapon for purposes of overcoming DR, ignoring hardness, and attacking incorporeal creatures.

8: A MOST PECULIAR RABBIT

DRUID CR 7

Female human druid 6/nature's warrior 1

N Medium humanoid (human)

Init +1; **Senses** Listen +12, Spot +12**Languages** Common, Druidic**AC** 19, touch 11, flat-footed 18

(+1 Dex, +6 armor, +2 shield)
hp 57 (7 HD)
Fort +9, **Ref** +3, **Will** +8; +4 against fey's spell-like abilities

Speed 30 ft. in breastplate (6 squares), base speed 40 ft.; trackless step, woodland stride
Melee mwk club +5 (1d6-1)
Ranged ranged touch +6 (as spell)
Base Atk +5; **Grp** +4
Atk Options claws of the grizzly
Special Action Natural Spell, spontaneous casting (*summon nature's ally* spell) wild shape
Druid Spells Prepared (CL 7th):
3rd—*greater magic fang*, *protection from energy*, *thornskin*
2nd—*barkskin*, *bull's strength*, extended *longstrider*¹, *nature's favor*
1st—*cure light wounds*, *magic fang*, *produce flame*, *speak with animals*
0—*create water*, *know direction*, *light*, *mending*, *resistance*
† Already cast

Abilities Str 8, Dex 13, Con 14, Int 12, Wis 16, Cha 10
SQ link with companion, share spells, wild empathy +7
Feats Extend Spell, Natural Spell, Practiced Spellcaster (druid), Track
Skills Concentration +11, Handle Animal +7 (+11 with animal companion), Knowledge (nature) +13, Knowledge (planes) +3, Listen +12, Spot +12, Survival +17
Possessions +1 *dragonhide breastplate*, masterwork club, masterwork heavy wooden shield, padded glove (for eagle), mistletoe, spell components

Claws of the Grizzly (Su): +3 damage bonus when using natural weapons in animal form.
Wild Shape (Su) 3/day change form to that of a Small or Medium-sized animal of 7 HD or less.

When in crocodile form, the druid has the following, changed statistics:

DRUID CROCODILE FORM

N Medium animal
AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 57 (7 HD)
Fort +10, **Ref** +3, **Will** +8
Speed 20 ft. (4 squares), swim 30 ft.; woodland stride
Melee bite +9 (1d8+9) or
Melee tail slap +9 (1d12+9)
Base Atk +5; **Grp** +9
Special Action improved grab
Abilities Str 19, Dex 12, Con 17, Int 12, Wis 16, Cha 10
Improved Grab (Ex) On a successful bite attack, start a grapple as a free action without provoking an attack of opportunity.

EAGLE ANIMAL COMPANION CR --

Male eagle
N Small animal
Init +2; **Senses** Listen +3, Spot +15; low-light vision

AC 19, touch 14, flat-footed 14 (+1 size, +3 Dex, +2 natural)
hp 35 (5 HD)
Resist evasion
Fort +5, **Ref** +7, **Will** +3 (+7 against enchantments)
Speed 10 ft. (2 squares), fly 80 ft. (average)
Melee 2 talons +7 (1d6+1) and bite +2 (1d4+1)
Base Atk +3; **Grp** -1

Abilities Str 12, Dex 17, Con 12, Int 2, Wis 14, Cha 6
Feats Improved Natural Attack (talons), Weapon Finesse
Skills Listen +3, Spot +17

ARCHER

CR 6

Male wood elf bard 2/fighter 4
AL N Medium humanoid (elf)
Init +7; **Senses** Listen +2, Spot +2; low-light vision
Languages Common, Elvish

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor)
hp 45 (6 HD)
Immune sleep effects
Fort +6, **Ref** +8, **Will** +5 (+7 against enchantments)
Bard F+0, R+3, W+3; Fighter F+4, R+1, W+1; Abilities Con +1, Dex +3; resistance +1

Speed 30 ft. (6 squares)
Melee mwk greatsword +9 (2d6+4/19-20)
Ranged composite longbow +10 (1d8+6/x3) or
Ranged composite longbow +8/+8 (1d8+6/x3) with Rapid Shot
Base Atk +5; **Grp** +8
Atk Options Point Blank Shot, Precise Shot
Special Actions bardic music 2/day (countersong, inspire courage, fascinate)
Combat Gear *oil of sonic weapon*, *potion of cure light wounds*
Bard Spells Known (CL 2nd):
1st (1/day)—*cure light wounds*, *inspirational boost*
0 (3/day)—*dancing lights*, *mage hand*, *message*

Abilities Str 16, Dex 17, Con 12, Int 6, Wis 10, Cha 12
SQ Bardic knowledge +0
Feats Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)
Skills Bluff +6, Intimidate +12, Perform (singing) +6, Tumble +7
Possessions combat gear plus +1 *chain shirt*, +1 *mighty composite longbow* (+3 Str), *cloak of resistance* +1, quiver of 20 normal arrows, quiver of 10 cold iron and 10 silver arrows, greatsword, song book

DERVISH CR 6

Male human (Baklunish) scout 3/fighter 3
AL NG/NE (Tenser/Rary) Medium humanoid (human)
Init +3; **Senses** Listen +10, Spot +10
Languages Ancient Baklunish, Common, Orcish

AC 19(17), touch 12, flat-footed 19(17); Combat Expertise, Dodge, Mobility, skirmish +1, uncanny dodge

(+2 Dex, +5 armor, +2 shield, +1 competence (situational))

hp 46 (6 HD)

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

Speed 40 ft. (8 squares); trackless step

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

Melee scimitar +7 (1d6+3/18-20) and spiked shield +6 (1d4+1)

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

Atk Options Combat Expertise, skirmish +1d6/+1 AC

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

SQ battle fortitude, trapfinding

Feats Combat Expertise, Dodge, Mobility, Two Weapon Defense, Two Weapon Fighting, Weapon Focus (scimitar)

Skills Balance +8, Climb +7, Disable Device +11, Jump +9, Knowledge (geography) +3, Listen +10, Perform (dance) +2, Search +8, Spot +10, Tumble +11

Possessions *cloak of resistance* +1, +1 *chain shirt*, +1 *scimitar*, masterwork light spiked wooden shield, masterwork thieves' tools

Skirmish (Ex) When moving at least 10 feet while making an attack, gain +1d6 damage on attacks during the scout's turn and a +1 competence bonus on AC until the scout's next turn. Extra damage is not applicable against targets more than 30 feet away or which are normally immune to critical hits.

CLERIC

CR 6

Male human (Suel) cleric 6

CN Medium humanoid (human)

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

Languages Common

AC 21, touch 11, flat-footed 20

(+1 Dex, +8 armor, +2 shield)

hp 54 (6 HD)

Resist good fortune

Fort +8, **Ref** +4, **Will** +9

Speed 20 ft. in full plate (4 squares); 30 ft. base speed

Melee +1 *morningstar* +6 (1d8+2)

Ranged *spiritual weapon* (dagger) +8 (1d8+2/19-20)

Base Atk +4; **Grp** +5

Special Actions Augment Healing, spontaneous casting (*cure* spells), turn undead 2/day (+1, 2d6+5, 6th)

Cleric Spells Prepared (CL 6th):

3rd—*dispel magic*, *protection from energy*^D, *prayer*, *searing light*

2nd—*aid*^D, *bull's strength*, *hold person* (DC 16), *spiritual weapon*, *sound burst* (DC 15)

1st—*divine favor*, *doom* (DC 14), *entropic shield*^D, *magic weapon*, *shield of faith*

0—*create water*, *detect magic*, *light* (2), *purify food and drink*

D: Domain spell. Deity: Norebo. Domains: Luck, Trickery

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

Feats Augment Healing, Improved Toughness, Spell Focus (enchantment), Weapon Focus (ranged spell)

Skills Concentration +11, Heal +11, Knowledge (religion) +8, Spellcraft +4

Possessions +1 *morningstar*, masterwork full plate, large shield, *cloak of resistance* +1, 2 holy symbols of Norebo (pair of eight-sided dice), healer's kit

Good Fortune (Ex) Once/day reroll one roll just made, before the result is known.

WIZARD

CR 7

Male dwarf evoker 7

CG/CE (Tenser/Rary) Medium humanoid (dwarf)

Init +1; **Senses** Listen +3, Spot +3; darkvision 60 ft.

Languages Common, Draconic, Dwarf, Flan, Celestial/Infernal, empathic link

AC 18, touch 12, flat-footed 17; +4 dodge against giants

(+1 Dex, +6 armor [*greater mage armor*], +1 deflection)

hp 42 (55 with *false life*) (5 HD)

Resist +4 against bull rush and trip

Fort +6 (+8 against poison), **Ref** +6, **Will** +7; +2 against spells and spell-like abilities

Speed 20 ft. (4 squares)

Melee club +3 (1d6)

Ranged light crossbow +4 (1d8/19-20) or

Ranged ranged touch +4 (as spell)

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

Atk Options Point Blank Shot, Precise Shot, +1 on attack rolls against orcs and goblinoids

Combat Gear *lesser rod of extend*, scroll of *fireball* (CL 7th)

Wizard Spells Prepared (CL 7th):

4th—*ice storm*, *improved invisibility*

3rd—*fireball* (DC 17), *fly*, *greater mage armor*¹, *haste*

2nd—*cat's grace*, *glitterdust*, *false life*¹, *scorching ray* (2)

1st—*familiar pocket*¹, *lesser acid orb* (2), *magic missile* (2), *shield*

0—*detect magic*, *ray of frost*, *daze*, *read magic*

‡ Already cast

Abilities Str 10, Dex 13, Con 16, Int 16, Wis 12, Cha 6

SQ *extended familiar pocket*, stonecunning, weasel familiar

Feats Alertness^B, Empower Spell, Point Blank Shot, Precise Shot, Scribe Scroll, Spell Focus (evocation)

Skills Concentration +13, Decipher Script +9, Knowledge (arcana) +13, Knowledge (local-Core) +9, Spellcraft +15 (+17 evocation), Tumble +2

Possessions combat gear plus light crossbow, 20 bolts, club, *cloak of resistance* +1, *ring of protection* +1, spellbook, spell components,

Spellbook spells prepared plus Treasure Summary.

Weasel Familiar: Because the familiar is in a *familiar pocket* it is not visible during combats, nor can it play any role during a combats.

4: LEFTOVERS**NIMBLEWRIGHT* CR 7****Monster Manual II 162*

CN Medium construct

Init +7; **Senses** darkvision 60 ft., Listen +3, Spot +3**Languages** Common, Dwarven, Elven**AC** 24, touch 17, flat-footed 17; Dodge, Mobility (+7 Dex, +7 armor)**hp** 75 (10 HD)**Immune** mind-affecting spells, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, nonlethal damage, critical hits, fatigue, exhaustion, ability damage, ability or energy drain, any effects requiring a Fortitude save (unless the effect also works on objects)**SR** 27**Fort** +3, **Ref** +10, **Will** +6**Weakness** Cold effects slow a nimblewright for 3 rounds, fire effects stun it for one round.**Speed** 40 ft. (8 squares); Spring Attack**Melee** 2 rapier-hands +11each (2d6+4/12-20)**Base Atk** +7; **Grp** +11**Special Actions** Combat Expertise, Combat Reflexes, Improved Disarm, augmented critical, tripping thrust**Spell-Like Abilities** (CL 10th):At will—*disguise self*, *cat's grace*, *entropic shield*, *feather fall*, *haste***Abilities** Str 19, Dex 24, Con --, Int 10, Wis 17, Cha 19**Feats** Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Mobility, Spring Attack**Tripping Thrust (Ex)** A Medium-sized or smaller opponent who is the target of a successful critical hit from a nimblewright must make a DC 19 Reflex save or be knocked prone as if tripped. Stability bonuses for defending against trip attempts also apply to this saving throw.**HUGE ANIMATED CART CR 5**

N Huge construct

Init -1; **Senses** low-light vision, darkvision 60 ft.; Listen -5, Spot -5**AC** 13, touch 7, flat-footed 13 (-2 size, -1 Dex, +6 natural)**hp** 115 (8 HD); hardness 8**Immune** mind-affecting spells, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, nonlethal damage, critical hits, fatigue, exhaustion, ability damage, ability or energy drain, any effects requiring a Fortitude save (unless the effect also works on objects)**Fort** +2, **Ref** +1, **Will** -3**Speed** 60 ft.**Melee** Slam +9 (2d6+7)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +6; **Grp** +19**Abilities** Str 20, Dex 8, Con --, Int --, Wis 1, Cha 1**Special Note** Individuals who manage to climb into the cart are immune from attacks by it. This requires a move action and a DC 25 Tumble check to avoid an attack of opportunity.**SHREDSTORM* CR 8****Monster Manual III 153*

N Fine construct (swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision, Listen +0, Spot +0**AC** 24, touch 24, flat-footed 18 (+8 size, +6 Dex)**hp** 105 (14 HD)**Immune** weapon damage, electricity, mind-affecting spells, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, nonlethal damage, critical hits, flanking, fatigue, exhaustion, ability damage, ability or energy drain, any effects requiring a Fortitude save (unless the effect also works on objects), spells or effects that target individual creatures**Fort** +4, **Ref** +10, **Will** +4**Weakness** +50% damage from spells or effects that affect an area, subject to wind effects as Fine creatures but do not take damage from it.**Speed** 90 ft. (perfect) (18 squares)**Melee** swarm (3d6 +2d6 electricity)**Space** 10 ft.; **Reach** 0 ft.**Base Atk** +10; **Grp** --**Atk Options** penetration**Special Actions** distraction, lightning bolt**Abilities** Str 6, Dex 22, Con --, Int --, Wis 11, Cha 10**Distraction (Ex)** Any living creature vulnerable to a shredstorm's damage that begins its turn with a swarm in its square is nauseated for one round (DC 17 Fortitude to resist). Spellcasting or concentrating on spells within the area of a swarm requires a DC 20 + spell level Concentration check, while using skills requiring concentration requires a DC 20 Concentration check. The save DC is Charisma-based.**Lightning Bolt (Su)** Discharge a *lightning bolt* as spell at 14th level (DC 17 Reflex save). Save is Charisma-based. 2d6 hours recharge time required for reuse, during which time the electricity damage from its swarm attack drops to 1d6.**Penetration (Ex)** Treat swarm attack as an adamantine magic weapon for purposes of overcoming DR, ignoring hardness, and attacking incorporeal creatures.**8: A MOST PECULIAR RABBIT****DRUID IN DIRE LION FORM****CR 9**

Female human druid 6/nature's warrior 3

N Large animal

Init +2; **Senses** Listen +15, Spot +12**Languages** Common, Druidic**AC** 18, touch 11, flat-footed 16 (-1 size, +2 Dex, +7 natural)**hp** 85 (9 HD)

Fort +11, **Ref** +5, **Will** +9; +4 against fey's spell-like abilities

Speed 50 ft. (10 squares); trackless step, woodland stride, *extended longstrider*

Melee 2 claws +14 (1d6+11) and bite +9 (1d8+7)

Ranged ranged touch +9 (as spell)

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

Base Atk +7; **Grp** +18

Atk Option improved grab, pounce, rake 1d6+7

Special Action Natural Spell, spontaneous casting (summon nature's ally spells) wild shape 3/day

Druid Spells Prepared (CL 9th):

4th—*air walk*

3rd—*blindsight, protection from energy, thornskin*

2nd—*barkskin, bull's strength, extended longstrider*¹, *nature's favor*

1st—*cure light wounds, faerie fire, magic fang, produce flame, speak with animals*

0—*create water, know direction, light, mending, resistance* (2)

¹ Already cast

Abilities Str 25, Dex 15, Con 17(15), Int 12, Wis 16, Cha 10

SQ link with companion, nature's armament (armor of the crocodile, claws of the grizzly), share spells, wild empathy +9

Feats Extend Spell, Improved Toughness, Natural Spell, Practiced Spellcaster (druid), Track

Skills Concentration +11, Handle Animal +7 (+11 with animal companion), Knowledge (nature) +16, Jump +18, Knowledge (planes) +3, Listen +15, Spot +12, Survival +20

Possessions +1 *dragonhide breastplate*, masterwork club, masterwork heavy wooden shield (all subsumed into animal form), +1 *amulet of mighty fists* (not subsumed*), padded glove (for eagle), mistletoe, spell components

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

Pounce (Ex) The druid can make a full attack (including rakes) on a charge.

Rake (Ex) Attack bonus +14 melee, damage 1d6+7.

Wild Shape (Su) 3/day change form to that of a Small or Medium-sized animal of 7 HD or less. (See below)

ARCHER

CR 8

Male wood elf bard 2/fighter 6

N Medium humanoid (elf)

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

Languages Common, Elvish

AC 19, touch 14, flat-footed 16 (+4 Dex, +5 armor)

hp 70 (8 HD)

Immune *sleep* effects

Fort +8, **Ref** +10, **Will** +6 (+8 against enchantments)

Speed 30 ft. (6 squares)

Melee mwk greatsword +11/+6 (2d6+4/19-20)

Ranged composite longbow +13/+8 (1d8+6/x3) or

Ranged composite longbow +11/+11/+6 (1d8+6/x3) with Rapid Shot

Base Atk +7; **Grp** +10

Atk Options Manyshot, Point Blank Shot, Precise Shot

Special Actions bardic music 2/day (countersong, inspire courage, *fascinate*)

Combat Gear *oil of sonic weapon, potion of cure moderate wounds*

Bard Spells Known (CL 2nd):

1st (1/day)—*cure light wounds, inspirational boost*

0 (3/day)—*dancing lights, mage hand, message*

Abilities Str 16, Dex 18, Con 14, Int 6, Wis 10, Cha 12

SQ Bardic knowledge +0

Feats Improved Initiative, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Skills Bluff +6, Intimidate +14, Perform (singing) +6, Tumble +8

Possessions combat gear plus +1 *chain shirt*, +1 *mighty shock composite longbow* (+3 Str), *cloak of resistance* +1, *amulet of health* +2, quiver of 20 normal arrows, quiver of 10 cold iron and 10 silver arrows, greatsword, song book

DERVISH

CR 8

Male Human (Baklunish) scout 3/fighter 3/dervish 2

AL NG/NE (Tenser/Rary) Medium humanoid (human)

Init +3; **Senses** Listen +11, Spot +10

Languages Ancient Baklunish, Common, Orcish

AC 19, touch 13, flat-footed 19; **Combat Expertise**, Dodge, skirmish +1 uncanny dodge (+2 Dex, +5 armor, +1 class, +1 shield)

hp 71 (8 HD)

Fort +8, **Ref** +10, **Will** +6

Speed 45 ft. (9 squares); movement mastery, trackless step

Melee scimitar +11/+6 (1d6+3/18-20) or

Melee scimitar +10/+5 (1d6+4/18-20) and scimitar +10 (1d6+3/18-20) with dervish dance

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

Atk Options Combat Expertise, dervish dance, skirmish +1d6/+1 AC, slashing blades

Combat Gear *potion of bull's strength, potion of fly*

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

SQ battle fortitude, movement mastery, trapfinding

Feats Combat Expertise, Dodge, Mobility, Two Weapon Defense, Two Weapon Fighting, Weapon Focus (scimitar)

Skills Balance +11, Climb +8, Disable Device +11, Jump +14, Knowledge (geography) +3, Listen +11, Perform (dance) +9, Search +8, Spot +10, Tumble +14

Possessions combat gear plus *cloak of resistance* +1, +1 *chain shirt*, +1 *scimitar* (2), masterwork thieves' tools

Dervish Dance (Ex) 1/day for 5 rounds, fatigued at end.

While in a dervish dance, the dervish gets a +1 bonus on attacks and damage with slashing weapons and can take a full melee attack option and still move up to speed, with a minimum of 5 feet of movement between attacks and no returning to a square the dervish just

left. The dervish is subject to attacks of opportunity during the dance but may tumble normally as part of the dance. A dervish stopped from completing his move is also prevented from finishing his attacks. The dervish dance may only be done while wielding a slashing weapon, wearing armor no heavier than light, and using no shield. Skills involving concentration or the dervish remaining still cannot be used, nor can a rage or frenzy, though Combat Expertise can.

Movement Mastery (Ex) The dervish may take 10 on Jump, Perform (dance), and Tumble checks even if stress or distraction would normally prevent him.

Skirmish (Ex) When moving at least 10 feet while making an attack, gain +1d6 damage on attacks during the scout's turn and a +1 competence bonus on AC until the scout's next turn. Extra damage is not applicable against targets more than 30 feet away or which are immune to critical hits.

CLERIC

CR 8

Male human (Suel) cleric 8

CN Medium humanoid (human)

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

Languages Common

AC 23, touch 11, flat-footed 20
(+1 Dex, +10 armor, +2 shield)

hp 73 (8 HD)

Resist good fortune

Fort +9, **Ref** +4, **Will** +11

Speed 20 ft. in full plate (4 squares); 30 ft. base speed

Melee +1 *morningstar* +8/+3 (1d8+2)

Ranged *spiritual weapon* (dagger) +11/+6 (1d8+2/19-20) or

Ranged Touch *searing light* +8 (as spell)

Base Atk +6; **Grp** +7

Special Actions Augment Healing, spontaneous casting (*cure* spells), turn undead 2/day (+1, 2d6+7, 8th)

Cleric Spells Prepared (CL 8th):

4th—*confusion*^D (DC 19), *divine power*, *poison*, *sending*

3rd—*dispel magic*, *magic vestments*^I, *protection from energy*^D, *prayer*, *searing light*

2nd—*aid*^D, *bull's strength*, *hold person* (DC 17), *spiritual weapon*, *sound burst* (DC 16)

1st—*divine favor*, *doom* (DC 15), *entropic shield*^D, *magic weapon*, *protection from good*, *shield of faith*

0—*create water*, *detect magic* (2), *light* (2), *purify food and drink*

D: Domain spell. Deity: Norebo. Domains: Luck, Trickery

‡ Already cast

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 19, Cha 8

Feats Augment Healing, Improved Toughness, Spell Focus (Enchantment), Weapon Focus (ranged spell)

Skills Concentration +13, Heal +14, Knowledge (religion) +8, Spellcraft +6

Possessions +1 *morningstar*, masterwork full plate (with +2 *magic vestments*), large shield, +1 *cloak of resistance*, +2 *perapt of wisdom*, 2 holy symbols of Norebo (pair of eight-sided dice), healer's kit

Good Fortune (Ex) Once/day reroll one roll just made, before the result is known.

WIZARD

CR 9

Male dwarf evoker 9

CG/CE (Tenser/Rary) Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3;

Languages Common, Dwarf, Draconic, Flan, Celestial/Infernal, empathic link

AC 19, touch 13, flat-footed 17; +4 dodge against giants (+2 Dex, +6 armor [*extended mage armor*], +1 deflection)

hp 54 (70 with *false life*) (9 HD)

Resist bull rush, trip +4

Fort +7 (+9 against poison), **Ref** +8, **Will** +8; +2 against spells and spell-like abilities

Speed 20 ft. (4 squares)

Melee club +4 (1d6) or

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

Ranged ranged touch +7 (as spell)

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

Atk Options Point Blank Shot, Precise Shot, +1 on attack rolls against orcs and goblinoids

Combat Gear *lesser rod of extend*, scroll of *fireball* (CL 9th)

Wizard Spells Prepared (CL 9th):

5th—*cone of cold* (DC 20), empowered *fireball* (DC 20)

4th—*dimension door*, empowered *scorching ray*, *ice storm*, *improved invisibility*

3rd—*fireball* (DC 18), *fly*, *greater mage armor*^I, *haste*
2nd—*cat's grace*, *glitterdust*, *false life*^I, *scorching ray* (2)

1st—*familiar pocket*^I, *lesser acid orb* (2), *magic missile* (2), *shield*

0—*detect magic*, *ray of frost*, *daze*, *read magic*

‡ Already cast

Abilities Str 10, Dex 14, Con 16, Int 18, Wis 12, Cha 6

SQ *extended familiar pocket*, stonecunning, weasel familiar

Feats Alertness^B, Empower Spell, Point Blank Shot, Precise Shot, Scribe Scroll, Spell Focus (evocation), Weapon Focus (ranged spell)

Skills Concentration +15, Decipher Script +10, Knowledge (arcana) +16, Knowledge (local-Core) +10, Knowledge (planes) +8, Spellcraft +18 (+20 evocation), Tumble +3

Possessions combat gear plus light crossbow, 20 bolts, club, *cloak of resistance* +1, *ring of protection* +1, spellbook, spell components, *headband of intellect* +2

Spellbook spells prepared plus Treasure Summary.

Weasel Familiar Because the familiar is in a *familiar pocket* it is not visible during combats, nor can it play any role during combats.

4: LEFTOVERS

ADVANCED NIMBLEWRIGHT* CR 8**Monster Manual II 162*

CN Medium construct

Init +7; **Senses** darkvision 60 ft., Listen +3, Spot +3**Languages** Common, Dwarven, Elven**AC** 24, touch 17, flat-footed 17; Dodge, Mobility (+7 Dex, +7 armor)**hp** 105 (14 HD)**Immune** mind-affecting spells, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, nonlethal damage, critical hits, fatigue, exhaustion, ability damage, ability or energy drain, any effects requiring a Fortitude save (unless the effect also works on objects)**SR** 27**Fort** +4, **Ref** +11, **Will** +7**Weakness** Cold effects slow a nimblewright for 3 rounds, fire effects stun it for one round.**Speed** 40 ft. (8 squares); Spring Attack**Melee** 2 rapier-hands +15 each (2d6+5/12-20)**Base Atk** +10; **Grp** +15**Special Actions** Combat Expertise, Combat Reflexes, Improved Disarm, Whirlwind Attack augmented critical (included above), tripping thrust**Spell-Like Abilities** (CL 14th):At will— *cat's grace*, *disguise self*, *entropic shield*, *feather fall*, *haste***Abilities** Str 20, Dex 24, Con --, Int 10, Wis 17, Cha 19**Feats** Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Mobility, Spring Attack, Whirlwind Attack**Tripping Thrust (Ex)** A Medium-sized or smaller opponent who is the target of a successful critical hit from a nimblewright must make a DC 21 Reflex save or be knocked prone as if tripped. Stability bonuses for defending against trip attempts also apply to this saving throw.**SHREDSTORM*** CR 8**Monster Manual III 153*

N Fine construct (swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0**AC** 24, touch 24, flat-footed 18 (+8 size, +6 Dex)**hp** 105 (14 HD)**Immune** weapon damage, electricity, mind-affecting spells, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, nonlethal damage, critical hits, flanking, fatigue, exhaustion, ability damage, ability or energy drain, any effects requiring a Fortitude save (unless the effect also works on objects), spells or effects that target individual creatures**Fort** +4, **Ref** +10, **Will** +4**Weakness** +50% damage from spells or effects that affect an area, subject to wind effects as Fine creatures but do not take damage from it.**Speed** 90 ft. (perfect) (18 squares)**Melee** swarm (3d6 +2d6 electricity)**Space** 10 ft.; **Reach** 0 ft.**Base Atk** +10; **Grp** --**Atk Options** penetration**Special Actions** distraction, lightning bolt**Abilities** Str 6, Dex 22, Con --, Int --, Wis 11, Cha 10**Distraction (Ex)** Any living creature vulnerable to a shredstorm's damage that begins its turn with a swarm in its square is nauseated for one round (DC 17 Fortitude to resist). Spellcasting or concentrating on spells within the area of a swarm requires a DC 20 + spell level Concentration check, while using skills requiring concentration requires a DC 20 Concentration check. The save DC is Charisma-based.**Lightning Bolt (Su)** Discharge a *lightning bolt* as spell at 14th level (DC 17 Reflex save). Save is Charisma-based. 2d6 hours recharge time required for reuse, during which time the electricity damage from its swarm attack drops to 1d6.**Penetration (Ex)** Treat swarm attack as an adamantine magic weapon for purposes of overcoming DR, ignoring hardness, and attacking incorporeal creatures.**AWAKENED STONE GOLEM** CR 12

N Large construct

Init -1; **Senses** low-light vision, darkvision 60 ft.; Listen +12, Spot +12**Languages** Ancient Baklunish, Common**AC** 26, touch 8, flat-footed 26

(-1 size, -1 Dex, +18 natural)

hp 135 (14 HD); **DR** 10/adamantine**Immune** mind-affecting spells, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, nonlethal damage, critical hits, fatigue, exhaustion, ability damage, ability or energy drain, any effects requiring a Fortitude save (unless the effect also works on objects), any spell that allows spell resistance except as noted in SQ and Weaknesses sections**Fort** +4, **Ref** +3, **Will** +6**Weakness** *transmute rock to mud* slows a stone golem for 2d6 rounds (as spell *slow*, no save), *stone to flesh* negates DR and magic immunity for one round.**Speed** 20 ft. (4 squares)**Melee** 2 slams +19 each (2d10+9)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +10; **Grp** +23**Atk Options** Awesome Blow, Improved Bull Rush (+13), Power Attack, Shock Trooper**Special Actions** *slow***Abilities** Str 29, Dex 9, Con --, Int 13, Wis 14, Cha 8**SQ** *transmute mud to rock* on golem heals all lost hit points**Feats** Awesome Blow, Improved Bull Rush, Power Attack, Shock Trooper, Weapon Focus (slam)

Skills Climb +19, Intimidate +20, Listen +12, Spellcraft +6, Spot +12

Slow (Su) As spell as a free action once every 2 rounds, 10 ft. range, 7 round duration, DC 17 Will save negates.

Special Note The golem was awakened during its construction process via the *awaken construct* (*Spell Compendium*), thus allowing the spell to bypass its normal magical immunities.

8: A MOST PECULIAR RABBIT

DRUID IN DIRE LION FORM CR 11

Female human druid 6/nature's warrior 5
N Large animal

Init +2; **Senses** Listen +15, Spot +12

Languages Common, Druidic

AC 26, touch 11, flat-footed 24
(-1 size, +2 Dex, +6 armor, +9 natural)

hp 106 (11 HD); **DR** 3/--

Fort +12, **Ref** +5, **Will** +9; +4 on saves against fey's spell-like abilities

Speed 40 ft. (8 squares); trackless step, woodland stride

Melee 2 claws +16 each (1d6+11) and bite +11 (1d8+7)

Ranged ranged touch +11 (as spell)

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

Base Atk +9; **Grp** +20

Atk Option improved grab, pounce, rake 1d6+7

Special Action Natural Spell, spontaneous casting (*summon nature's ally* spells), wild shape 3/day

Combat Gear Druid Spells Prepared (CL 11th):

4th—*air walk, freedom of movement*

3rd—*blindsight, extended bear's endurance, protection from energy, thornskin*

2nd—*barkskin, bull's strength, extended longstrider*¹, *nature's favor*

1st—*cure light wounds, faerie fire, magic fang, produce flame, speak with animals*

0—*create water, know direction, light, mending, resistance* (2)

† Already cast

Abilities Str 25, Dex 15, Con 17(15), Int 12, Wis 16, Cha 10

SQ link with companion, nature's armament (armor of the crocodile, claws of the grizzly, earth's resilience), share spells, wild empathy +9

Feats Extend Spell, Improved Toughness, Natural Spell, Practiced Spellcaster (druid), Track, Weapon Focus (claws)

Skills Concentration +11, Handle Animal +7 (+11 with animal companion), Knowledge (nature) +16, Jump +18, Knowledge (planes) +3, Listen +15, Spot +12, Survival +20

Possessions masterwork club, masterwork heavy wooden shield (all subsumed into animal form), +1 *amulet of mighty fists*, +1 *beastskin dragonhide breastplate* (not subsumed), padded glove (for eagle), mistletoe, spell components

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

Pounce (Ex) Make a full attack (including rakes) on a charge.

Rake (Ex) Attack bonus +14 melee, damage 1d6+7.

Wild Shape (Su) 3/day change form to that of a Small or Medium-sized animal of 7 HD or less. (See below)

ARCHER CR 10

Male wood elf bard 2/fighter 8

N Medium humanoid (elf)

Init +9; **Senses** Listen +2, Spot +2; low-light vision

Languages Common, Elvish

AC 20, touch 15, flat-footed 15
(+5 Dex, +5 armor)

hp 89 (10 HD)

Immune *sleep* effects

Fort +9, **Ref** +11, **Will** +6 (+8 against enchantments)

Speed 30 ft. (6 squares)

Melee mwk greatsword +13/+8 (2d6+4/19-20)

Ranged composite longbow +18/+13 (1d8+8/x3 plus 1d6 electricity)

Ranged composite longbow +18/+18/+13 (1d8+8/x3 plus 1d6 electricity/x3) with Improved Rapid Shot

Base Atk +9; **Grp** +12

Atk Options Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot

Special Actions bardic music 2/day (countersong, inspire courage, *fascinate*)

Combat Gear *oil of sonic weapon, potion of cure moderate wounds*

Bard Spells Known (CL 2nd):

1st (1/day)—*cure light wounds, inspirational boost*

0 (3/day)—*dancing lights, mage hand, message*

Abilities Str 16, Dex 20, Con 14, Int 6, Wis 10, Cha 12

SQ Bardic knowledge +0

Feats Improved Initiative, Improved Rapid Shot, Manyshot, Ranged Weapon Mastery (piercing), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Skills Bluff +6, Intimidate +16, Perform (singing) +6, Tumble +8

Possessions combat gear plus +1 *mithril chain shirt*, +1 *mighty shock composite longbow* (+3 Str), *cloak of resistance* +1, *amulet of health* +2, *gloves of dexterity* +2, quiver of 20 normal arrows, quiver of 10 cold iron and 10 silver arrows, greatsword, song book

DERVISH CR 10

Male human (Baklunish) scout 3/fighter 4/dervish 3

AL NG/NE (Tenser/Rary) Medium humanoid (human)

Init +3; **Senses** Listen +13, Spot +10

Languages Ancient Baklunish, Common, Orcish

AC 20, touch 14, flat-footed 20; **Combat Expertise**, **Dodge**, **Two Weapon Defense**, *skirmish* +1, *uncanny dodge* (+2 Dex, +5 armor, +1 class, +1 shield, +1 deflection)

hp 98 (10 HD)

Fort +11, Ref +10, Will +6

Speed 45 ft. (9 squares); Spring Attack, movement mastery, trackless step

Melee scimitar +15/+10 (1d6+7/18-20) or

Melee scimitar +15/+10 (1d6+9/18-20) and scimitar +15 (1d6+8/18-20) with dervish dance

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

Atk Options Combat Expertise, dervish dance, skirmish +1d6/+1 AC, slashing blades

Combat Gear *potion of bull's strength*, *potion of cat's grace*, *potion of fly*

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

SQ battle fortitude, trapfinding

Feats Combat Expertise, Dodge, Melee Weapon Mastery (slashing), Mobility, Spring Attack, Two Weapon Defense, Two Weapon Fighting, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Balance +13, Climb +10, Disable Device +11, Jump +16, Knowledge (geography) +3, Listen +13, Perform (dance) +11, Search +8, Spot +10, Tumble +16

Possessions combat gear plus *cloak of resistance* +1, +1 *chain shirt*, +1 *scimitar* (2), *amulet of health* +2, *ring of protection* +1, masterwork thieves' tools

Dervish Dance (Ex) 2/day for 6 rounds (once per combat), fatigued at end. While in a dervish dance a dervish gets a +2 bonus on attacks and damage with slashing weapons and can take a full melee attack option and still move up to speed, with a minimum of 5 feet of movement between attacks and no returning to a square the dervish just left. The dervish is subject to attack of opportunities during the dance but may tumble normally as part of the dance. A dervish finished from completing his move is also prevented from finishing his attacks. The dervish dance may only be done while wielding a slashing weapon, wearing armor no heavier than light, and using no shield. Skills involving concentration or the dervish remaining still cannot be used, nor can a rage or frenzy, though Combat Expertise can.

Movement Mastery (Ex) May take 10 on Jump, Perform (dance), and Tumble checks even if stress or distraction would normally prevent it.

Skirmish (Ex) When moving at least 10 feet while making an attack, gain +1d6 damage on attacks during the scout's turn and a +1 competence bonus on AC until the scout's next turn. Extra damage is not applicable against targets more than 30 feet away or which are normally immune to critical hits.

CLERIC

CR 10

Male human (Suel) cleric 10

CN Medium humanoid (human)

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

Languages Common

AC 24, touch 11, flat-footed 20 (+1 Dex, +10 armor, +3 shield)

hp 92 (10 HD)

Fort +11, Ref +6, Will +13

Speed 20 ft. in full plate (4 squares); 30 ft. base speed

Melee +1 *morningstar* +9/+4 (1d8+2)

Ranged *spiritual weapon* (dagger) +12/+7 (1d8+3/19-20) or

Ranged Touch *searing light* +9 (as spell)

Base Atk +7; **Grp** +8

Special Actions Augment Healing, spontaneous casting (*cure* spells), turn undead 2/day (+1, 2d6+9, 10th)

Cleric Spells Prepared (CL 10th):

5th—*break enchantment*^D, *flame strike* (2) (DC 19), *greater command* (DC 20)

4th—*confusion*^D (DC 19), *divine power*, *freedom of movement*, *poison*, *sending*

3rd—*dispel magic*, *magic vestments*¹, *protection from energy*^D, *prayer*, *searing light*

2nd—*aid*^D, *bull's strength*, *hold person* (2) (DC 17), *spiritual weapon*, *sound burst* (DC 16)

1st—*divine favor*, *doom* (DC 15), *entropic shield*^D, *magic weapon*, *protection from good/evil*, *shield of faith*

0—*create water*, *detect magic*, *light* (2), *purify food and drink*

D: Domain spell. Deity: Norebo. Domains: Luck, Trickery

† Already cast

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 19, Cha 8

Feats Augment Healing, Combat Casting, Improved Toughness, Spell Focus (Enchantment), Weapon Focus (ranged spell)

Skills Concentration +15 (+19), Heal +14, Knowledge (religion) +10, Spellcraft +8

Possessions +1 *morningstar*, masterwork full plate (with +2 *magic vestments*), +1 *heavy shield*, *cloak of resistance* +2, *periapt of wisdom* +2, 2 holy symbols of Norebo (pair of eight-sided dice), healer's kit

Good Fortune (Ex) Once/day reroll one roll just made, before the result is known.

WIZARD

CR 11

Male dwarf evoker 11

CG/CE (Tenser/Rary) Medium humanoid (dwarf)

Init +1; **Senses** Listen +3, Spot +3; darkvision 60 ft.

Languages Common, Dwarf, Draconic, Ancient Flan, Celestial/Infernal, empathic link

AC 20, touch 14, flat-footed 17; +4 dodge against giants (+3 Dex, +6 armor [*greater mage armor*], +1 deflection)

hp 66 (84 with *false life*) (11 HD)

Resist bull rush, trip +4

Fort +8 (+10 against poison), **Ref** +10, **Will** +10; +2 against spells and spell-like abilities

Speed 20 ft. (4 squares)

Melee club +5 (1d6)

Ranged light crossbow +8 (1d8/19-20) or

Ranged ranged touch +9 (as spell)

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

Atk Options Point Blank Shot, Precise Shot, +1 on attack rolls against orcs and goblinoids

Combat Gear *lesser rod of extend*, scroll of *fireball* (CL 9th)

Wizard Spells Prepared (CL 11th):

6th—*chain lightning* (DC 21), empowered *orb of acid*

5th—*cone of cold* (DC 20), empowered *fireball* (DC 20), *quickened true strike*
4th—*dimension door*, empowered *scorching ray*, *ice storm*, *improved invisibility*
3rd—*fireball* (DC 18) (2), *fly*, *greater mage armor*[†], *haste*
2nd—*cat's grace*, *glitterdust*, *false life*[†], *scorching ray* (2)
1st—*familiar pocket*[†], *lesser acid orb* (2), *magic missile*(2), *shield*
0—*detect magic*, *ray of frost*, *daze*, *read magic*

† Already cast

Abilities Str 10, Dex 16, Con 16, Int 18, Wis 12, Cha 6

SQ *extended familiar pocket*, *stonecunning*, *weasel familiar*

Feats *Alertness*^B, *Empower Spell*, *Point Blank Shot*, *Precise Shot*, *Quicken Spell*, *Scribe Scroll*, *Spell Focus (evocation)*, *Weapon Focus (ranged spell)*

Skills *Concentration* +17, *Decipher Script* +12, *Knowledge (arcana)* +18, *Knowledge (local-Core)* +10, *Knowledge (planes)* +10, *Spellcraft* +20 (+22 *evocation*), *Tumble* +4

Possessions *combat gear* plus *light crossbow*, 20 bolts, club, *cloak of resistance* +2, *ring of protection* +1, *spellbook*, *spell components*, *headband of intellect* +2, *gloves of dexterity* +2

Spellbook *spells prepared* plus *Treasure Summary*.

Weasel Familiar Because the familiar is in a *familiar pocket* it is not visible during combats, nor can it play any role during combats.

4: LEFTOVERS

AWAKENED DRAKESTONE GOLEM*

CR 16

**Draconomicon* 164

N Large construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +21, Spot +21**Languages** Baklunish, Common, Draconic**AC** 36, touch 8, flat-footed 36

(-1 size, -1 Dex, +28 natural)

hp 262 (35 HD); **DR** 11/magic and adamantite**Immune** mind-affecting spells, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, nonlethal damage, critical hits, fatigue, exhaustion, ability damage, ability or energy drain, any effects requiring a Fortitude save (unless the effect also works on objects), any spell that allows spell resistance except as noted under SQ and Weakness**Fort** +12, **Ref** +11, **Will** +13**Weakness** *transmute rock to mud* slows a drakestone golem for 2d6 rounds (as spell *slow*, no save)**Speed** 30 ft. (6 squares)**Melee** bite +36 (2d8+11) and

2 claws +34 (2d6+5) and

2 wings +34 (1d10+5) and

tail slap +34 (2d6+16)

Space 10 ft.; **Reach** 5 ft.**Base Atk** +26; **Grp** +41**Atk Options** Awesome Blow, Blind-Fighting, Cleave, Great Cleave, Improved Bull Rush (+15), Improved Overrun (+15), Improved Sunder (+40), Power Attack, Shock Trooper**Special Actions** petrifying breath**Abilities** Str 33, Dex 8, Con --, Int 12, Wis 13, Cha 15**SQ** *transmute rock to mud* cast on a drakestone golem heals all lost hit points**Feats** Awesome Blow, Blind-Fighting, Cleave, Great Cleave, Greater Resiliency, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Sunder, Multiattack, Power Attack, Shock Trooper**Skills** Climb +23, Intimidate +44, Jump +21, Listen +21, Spellcraft +11, Spot +21**Petrifying Breath (Su)** Once every 1d4 rounds, 30 ft. cone of petrifying gas (DC 27 Fortitude save negates).**Special Note:** The golem was awakened during its construction process via the *awaken construct* spell (SpC), thus allowing the spell to bypass its normal magical immunities.

SHREDSTORM*

CR 8

**Monster Manual III* 153

N Fine construct (swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0**AC** 24, touch 24, flat-footed 18 (+8 size, +6 Dex)**hp** 105 (14 HD)**Immune** weapon damage, electricity, mind-affecting spells, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, nonlethal damage, critical hits, flanking, fatigue, exhaustion, ability damage, ability or energy drain, any effects requiring a Fortitude save (unless the effect also works on objects), spells or effects that target individual creatures**Fort** +4, **Ref** +10, **Will** +4**Weakness** +50% damage from spells or effects that affect an area, subject to wind effects as Fine creatures but do not take damage from it.**Speed** 90 ft. (perfect) (18 squares)**Melee** swarm (3d6 +2d6 electricity)**Space** 10 ft.; **Reach** 0 ft.**Base Atk** +10; **Grp** --**Atk Options** penetration**Special Actions** distraction, lightning bolt**Abilities** Str 6, Dex 22, Con --, Int --, Wis 11, Cha 10**Distraction (Ex)** Any living creature vulnerable to a shredstorm's damage that begins its turn with a swarm in its square is nauseated for one round (DC 17 Fortitude to resist). Spellcasting or concentrating on spells within the area of a swarm requires a DC 20 + spell level Concentration check, while using skills requiring concentration requires a DC 20 Concentration check. The save DC is Charisma-based.**Lightning Bolt (Su)** Discharge a *lightning bolt* as spell at 14th level (DC 17 Reflex save). Save is Charisma-based. 2d6 hours recharge time required for reuse, during which time the electricity damage from its swarm attack drops to 1d6.**Penetration (Ex)** Treat swarm attack as an adamantite magic weapon for purposes of overcoming DR, ignoring hardness, and attacking incorporeal creatures.

8: A MOST PECULIAR RABBIT

DRUID

CR 13

Female human (in dire lion form) druid 6/nature's warrior 5/warshaper 2

N Large animal

Init +2; **Senses** Listen +15, Spot +12**Languages** Common, Druidic (understood only)**AC** 27, touch 11, flat-footed 25

(-1 size, +2 Dex, +7 armor, +9 natural)

hp 135 (146) (13 HD); **DR** 4/--**Immunities** stunning, critical hits, poison, fear (*heroes' feast* [CL 12])**Fort** +17, **Ref** +5, **Will** +10; +4 against fey's spell-like abilities**Speed** 40 ft. (8 squares); trackless step, woodland stride, *extended longstrider***Melee** 2 claws +20 (1d8+13) and bite +15 (1d8+8)**Ranged** ranged touch +13 (as spell)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +23**Atk Option** improved grab, pounce, rake 1d6+8

Special Action spontaneous casting (*summon nature's ally* spells), wild shape 3/day

Druid Spells Prepared (CL 12th):

4th—*air walk, freedom of movement*

3rd—*blindsight, extended bear's endurance, protection from energy, thornskin*

2nd—*barkskin, bull's strength, extended longstrider¹, nature's favor*

1st—*cure light wounds, faerie fire, magic fang, produce flame, speak with animals*

0—*create water, know direction, light, mending, resistance* (2)

† Already cast

Abilities Str 29, Dex 15, Con 21(16), Int 12, Wis 16, Cha 10

SQ link with companion, share spells, nature's armament (armor of the crocodile, claws of the grizzly, earth's resilience), morphic body, morphic immunities, morphic weapons, wild empathy +9

Feats Extend Spell, Greater Resiliency, Natural Spell, Practiced Spellcaster (druid), Track, Weapon Focus (claws)

Skills Concentration +11, Handle Animal +7 (+11 with animal companion), Knowledge (nature) +16, Jump +18, Knowledge (planes) +3, Listen +15, Spot +12, Survival +20

Possessions masterwork club, masterwork heavy wooden shield (all subsumed into animal form), +1 *amulet of mighty fists*, +2 *beastskin dragonhide breastplate* (not subsumed), padded glove (for eagle), mistletoe, spell components

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

Pounce (Ex) Make a full attack (including rakes) on a charge.

Rake (Ex) Attack bonus +15 melee, damage 1d6+7.

Nature's Armaments (Su) These are included in the stat block.

Wild Shape (Su) 3/day change form to that of a Small or Medium-sized animal of 7 HD or less. (See below)

ARCHER

CR 12

Male wood elf bard 2/fighter 10

N Medium humanoid (elf)

Init +9; **Senses** low-light vision; Listen +2, Spot +2

Languages Common, Elvish

AC 21, touch 15, flat-footed 16

(+5 Dex, +6 armor)

hp 108 (119) (12 HD)

Immune *sleep* effects, poison, fear

Fort +11, **Ref** +13, **Will** +9 (+11 against enchantments)

Speed 30 ft. (6 squares)

Melee mwk greatsword (with +3 *greater magic weapon*) +18/+13/+8 (2d6+7/19-20)

Ranged +1 *mighty shock composite longbow* (with +3 *greater magic weapon*) +23/+23/+18/+13 (1d8+10

+1d6 electricity/19-20, x3) with Improved Rapid Shot

Base Atk +11; **Grp** +14

Atk Options Improved Precise Shot, Improved Rapid Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot

Special Actions bardic music 2/day (countersong, inspire courage, *fascinate*)

Combat Gear *oil of sonic weapon, potion of cure moderate wounds*

Bard Spells Known (CL 2nd):

1st (1/day)—*cure light wounds, inspirational boost*

0 (3/day)—*dancing lights, mage hand, message*

Abilities Str 16, Dex 20, Con 15, Int 6, Wis 10, Cha 12

SQ Bardic knowledge +0, *heroes' feast* (CL 12)

Feats Improved Initiative, Improved Critical (composite longbow), Improved Precise Shot, Improved Rapid Shot, Manyshot, Ranged Weapon Mastery (piercing), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Skills Bluff +6, Intimidate +18, Perform (singing) +6, Tumble +8

Possessions combat gear plus +2 *mithril chain shirt*, +1 *mighty shock composite longbow* (+3 Str), *cloak of resistance* +2, *amulet of health* +2, *gloves of dexterity* +2, quiver of 20 normal arrows, quiver of 10 cold iron and 10 silver arrows, greatsword, song book

DERVISH

CR 12

Male human (Baklunish) scout 3/fighter 4/dervish 5

NG/NE (Tenser/Rary) Medium humanoid (human)

Init +4; **Senses** Listen +15, Spot +10

Languages Ancient Baklunish, Common, Orcish

AC 23, touch 16, flat-footed 23; Combat Expertise, Dodge, Mobility, Two-Weapon Defense, skirmish +1, uncanny dodge

(+3 Dex, +6 armor, +2 class, +1 shield, +1 deflection)

hp 117 (128) (12 HD)

Immune poison, fear (*heroes' feast* [CL 12])

Fort +12, **Ref** +13, **Will** +9

Speed 50 ft. (10 squares); Spring Attack, movement mastery, trackless step

Melee +1 *scimitar* (with +3 *greater magic weapon*) scimitar +20/+15/+10 (1d6+9/15-20) or

Melee +1 *scimitar* (with +3 *greater magic weapon*) +21/+16/+11 (1d6+12/15-20) and +1 *scimitar* (with +3 *greater magic weapon*) +21 (1d6+11/15-20) with dervish dance

Base Atk +11; **Grp** +13

Atk Options Cleave (during dervish dance only), Combat Expertise, dervish dance, skirmish (+1d6, +1 AC)

Atk Options dance of death, slashing blades

Combat Gear *potion of bull's strength, potion of cat's grace, potion of fly*

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

SQ battle fortitude, trapfinding

Feats Combat Expertise, Dodge, Improved Critical (scimitar), Melee Weapon Mastery (slashing), Mobility, Spring Attack, Two Weapon Defense, Two Weapon Fighting, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Balance +15, Climb +10, Disable Device +11, Jump +20, Knowledge (geography) +3, Listen +15, Perform (dance) +13, Search +8, Spot +10, Tumble +19

Possessions combat gear plus *cloak of resistance* +2, +2 *chain shirt*, +1 *scimitar* (2), *amulet of health* +2, *ring of protection* +1, masterwork thieves' tools

Dance of Death While performing a dervish dance, gain the benefit of the Cleave feat.

Dervish Dance (Ex) 3/day for 7 rounds (once per combat), fatigued at end. While in a dervish dance a dervish gets a +3 bonus on attacks and damage with slashing weapons and can take a full melee attack option and still move up to speed, with a minimum of 5 feet of movement between attacks and no returning to a square the dervish just left. The dervish is subject to attack of opportunities during the dance but may tumble normally as part of the dance. A dervish finished from completing his move is also prevented from finishing his attacks. The dervish dance may only be done while wielding a slashing weapon, wearing armor no heavier than light, and using no shield. Skills involving concentration or the dervish remaining still cannot be used, nor can a rage or frenzy, though Combat Expertise can.

Movement Mastery (Ex) May take 10 on Jump, Perform (dance), and Tumble checks even if stress or distraction would normally prevent it.

Skirmish (Ex) When moving at least 10 feet while making an attack, gain +1d6 damage on attacks during the scout's turn and a +1 competence bonus on AC until the scout's next turn. Extra damage is not applicable against targets more than 30 feet away or which are normally immune to critical hits.

CLERIC

CR 12

Male human (Suel) cleric 12

CN Medium humanoid (human)

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

Languages Common

AC 25, touch 11, flat-footed 20 (+1 Dex, +11 armor, +3 shield)

hp 110 (121) (12 HD)

Immune poison, fear (*heroes' feast* [CL 12th])

Resist good fortune

Fort +12, **Ref** +7, **Will** +17

Speed 20 ft. in full plate (4 squares); 30 ft. base speed

Melee +1 *morningstar* (with +3 *greater magic weapon*) +14/+9 (1d8+4)

Ranged *spiritual weapon* (dagger) +17/+12 (1d8+4/19-20) or

Ranged Touch *searing light* +12 (as spell)

Base Atk +9; **Grp** +10

Special Actions Augment Healing, spontaneous casting (*cure* spells), turn undead 2/day (+1, 2d6+11, 12th)

Cleric Spells Prepared (CL 12th):

6th—*heroes' feast*[†], *harm* (DC 22), *heal*, *mislead*

5th—*break enchantment*^D, *flame strike* (2) (DC 21), *greater command* (DC 23), *righteous might*

4th—*confusion*^D (DC 22), *divine power*, *freedom of movement*, *poison*, *sending*

3rd—*dispel magic*, *magic vestments*[†], *protection from energy*^D, *prayer*, *searing light* (2)

2nd—*aid*^D, *bull's strength*, *hold person* (2) (DC 20), *spiritual weapon* (2), *sound burst* (DC 18)

1st—*divine favor*, *doom* (DC 15), *entropic shield*^D, *magic weapon*, *protection from good*, *shield of faith* (2)

0—*create water*, *detect magic*, *light* (2), *purify food and drink*

D: Domain spell. Deity: Norebo. Domains: Luck, Trickery

† Already cast

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 22, Cha 8

Feats Augment Healing, Combat Casting, Greater Spell Focus (enchantment), Improved Toughness, Spell Focus (Enchantment), Weapon Focus (ranged spell)

Skills Concentration +17 (+21), Heal +14, Knowledge (religion) +12, Spellcraft +10

Possessions +1 *morningstar*, masterwork full plate (with +2 *magic vestments*), +1 *heavy shield*, *cloak of resistance* +2, *periapt of wisdom* +4, 2 holy symbols of Norebo (pair of eight-sided dice), healer's kit

Good Fortune (Ex) Once/day reroll one roll just made, before the result is known.

WIZARD

CR 13

Male dwarf evoker 13

CG/CE (Tenser/Rary) Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Listen +3, Spot +3

Languages Common, Dwarf, Draconic, Flan, Celestial/Infernal, empathic link

AC 20, touch 14, flat-footed 17; +4 dodge against giants (+3 Dex, +6 armor [*greater mage armor*], +1 deflection)

hp 78 (108 with *false life*) (13 HD)

Immune poison, fear (*heroes' feast* [CL 12th])

Resist bull rush, trip +4

Fort +9 (+11 against poison), **Ref** +11, **Will** +12; +2 agasint spells and spell-like abilities

Speed 20 ft. (4 squares); fly 40 ft. (average)

Melee club (with +3 *greater magic weapon*) +10/+5 (1d6+3)

Ranged light crossbow (with +3 *greater magic weapon*) +13 (1d8+3/19-20) or

Ranged ranged touch +11 (as spell)

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

Atk Options Point Blank Shot, Precise Shot, +1 on attack rolls against orcs and goblinoids

Combat Gear *lesser rod of extend*, scroll of *fireball* (9th level)

Wizard Spells Prepared (CL 11th):

7th—empowered *cone of cold* (DC 23), *brilliant aura*

6th—*chain lightning* (DC 22), *chain greater magic weapon*[†], empowered *orb of acid*

5th—*cone of cold* (DC 21), empowered *fireball* (DC 21), *overland flight*[†], quickened *magic missile*, quickened *true strike*

4th—*chain nerveskitter*, *dimension door*, empowered *scorching ray*, *ice storm*, improved invisibility

3rd—*fireball* (DC 19) (2), *fly*, *greater mage armor*[†], *haste*

2nd—*cat's grace*, *glitterdust*, *false life*[†], *scorching ray* (2)

1st—*familiar pocket*[†], *lesser acid orb* (2), *magic missile* (2), *shield*

0—*detect magic*, *ray of frost*, *daze*, *read magic*

† Already cast

Abilities Str 10, Dex 16, Con 16, Int 21, Wis 12, Cha 6

SQ *extended familiar pocket*, *stonecunning*, *weasel familiar*

Feats Alertness^B, Chain Spell, Empower Spell, Point Blank Shot, Precise Shot, Quicken Spell, Scribe

Scroll, Spell Focus (evocation), Weapon Focus (ranged spell)

Skills Concentration +19, Decipher Script +13, Knowledge (arcana) +21, Knowledge (local-Core) +13, Knowledge (planes) +13, Spellcraft +23 (+25 evocation), Tumble +4

Possessions combat gear plus light crossbow, 20 bolts, club, *cloak of resistance* +2, *ring of protection* +1, spellbook, spell components, *headband of intellect* +4, *gloves of dexterity* +2

Spellbook spells prepared plus Treasure Summary.

Weasel Familiar Because the familiar is in a *familiar pocket* it is not visible during combats, nor can it play any role during combats.

APPENDIX 2: NEW RULES ITEMS

FEATS

Augment Healing

Prerequisite: Heal 4 ranks

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction (Healing) spell that you cast.

Source: *Complete Divine* 79

Craft Contingent Spell [Item Creation]

You know how to attach semipermanent spells to a creature and set them to activate under certain conditions.

Prerequisites: Caster level 11th.

Benefit: you can make contingent any spell that you know. Crafting a contingent spell takes one day for each 1,000 gp in its base price (spell level x caster level x 100 gp). To craft a contingent spell, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of the base price. Some spells incur extra costs in material components or XP (as noted in their descriptions), which must be paid when the contingent spell is created.

Source: *Complete Arcane* p. 77

Divine Vigor [Divine]

You can channel energy to increase your speed and durability.

Prerequisite: Turn/rebuke undead ability.

Benefit: As a standard action, spend one of your turn/rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Source: *Complete Warrior* 108

Domain Spontaneity [Divine]

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn/rebuke undead.

Benefit: Convert prepared divine spells into any spell of the domain chosen at the time of taking the feat. This works just as a cleric's Spontaneous Casting ability, except that one turn/rebuke undead attempt must be expended each time the feat is used.

Improved Toughness

You are significantly tougher than normal.

Prerequisite: Base Fort save bonus +2.

Benefit: Gain 1 additional hp per die.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Complete Warrior* 101

Greater Resiliency

Your extraordinary resilience to damage increases.

Prerequisites: DR as a class feature or innate ability.

Benefit: Your DR increases by 1. You may not take this feat more than once, and must choose which DR to increase if you have multiple DRs. This feat has no effect on the type of weapon or damage that overcomes your DR.

Source: *Complete Warrior* 99

Improved Rapid Shot

You are an expert at firing weapons with exceptional speed.

Prerequisites: Manyshot, Point Blank Shot, Rapid Shot.

Benefit: When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attacks.

Special: A fighter bonus feat option.

Source: *Complete Warrior* 101

Melee Weapon Mastery

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon, Weapon Focus and Weapon Specialization with selected weapon, BAB+8

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attacks and damage.

Special: You can select this feat more than once, each time for a new damage type. A fighter can select it as one of his bonus feats.

Source: *Players Handbook* II 81

Ranged Weapon Mastery

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon, Weapon Focus and Weapon Specialization with selected weapon, BAB+8

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a weapon that deals this type of damage. When using any ranged weapon that has the damage type you selected, you gain a +2 bonus on attacks and damage. In addition, you increase the range increment by 20 feet.

Special: You can select this feat more than once, each time for a new damage type. A fighter can select it as one of his bonus feats.

Source: *Players Handbook* II 82

Repeat Spell [Metamagic]

You can cast spells that repeat on the following round.

Prerequisite: Any metamagic feat.

Benefit: A repeated spell is automatically cast again at the beginning of your turn on the following round. No matter where you might have moved in the previous round, the second spell originates from the same location and affects the same area as the original spell. If the original spell designates a ranged target, the repeated spell affects the same target if it is within 30 feet of the original position; otherwise, the second spell fails. Touch range spells cannot be affected by this feat.

A repeated spell uses up a slot three levels higher than the spell's actual level.

Source: *Complete Arcane* 83

Shock Trooper [Tactical]

You are adept at breaking up formations of soldiers when you rush into battle.

Prerequisites: Improve Bull Rush, Power Attack, BAB +6

Benefit: The Shock Trooper Feat enables the use of three tactical maneuvers:

Directed Bull Rush: When making a successful bull rush attempt as part of a charge, you may push your foe one square to the left or right for every square you push the foe back.

Domino Rush: When you make a successful bull rush attempt that forces a foe into the same square as another foe, you may make a free trip attempt against both foes at the same time, and neither gets a chance to trip you if your attempt fails.

Headless Charge: To use this maneuver, you must charge and make a Power Attack of 5 or greater at the end of the charge. In addition to normal charge modifiers, you can assign any portion of your Power Attack penalty to your Armor Class instead, up to a maximum equal to your BAB.

Special: A fighter may select Shock Trooper as one of his fighter bonus feats.

Source: *Complete Warrior* 112

SPELLS

Blindsight

Transmutation

Level: Cleric 3, druid 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the subject the blindsight ability (MM 306) effective out to 30 feet.

Brilliant Aura

Transmutation

Level: Cleric 8, druid 8, sorcerer/wizard 7

Targets: Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart.

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *brilliant blade* (you give target weapon or group of projectiles the brilliant energy special ability – DMG p. 224), except as noted here, and that all weapons of the subject creatures gain the brilliant energy special ability.

Inspirational Boost

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Targets: You

Duration: 1 round or special; see text

While this spell is in effect, the morale bonus granted by your inspire courage bardic music ability increases by one.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Mage Armor, Greater

Conjuration (Creation)[Force]

Level: Sorcerer/wizard 3

Components: V, S

This spell functions like *mage armor* (PHB p. 249), except that it requires no material component and its tangible field of force provides +6 armor bonus to Armor Class.

Nature's Favor

Evocation

Level: Druid 2

Components: V, S, DF

Casting Time: 1 swift action

Range: Touch

Target: Animal touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You grant the subject animal a +1 luck bonus on attack and damage rolls for every three caster levels you possess (maximum +5).

Nerveskitter

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: Yes

You cast this spell when you and your party roll initiative. (Unlike other immediate action spells, you can cast this one while flat-footed.) You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, the spell has no effect.

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches in diameter 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 damage, to a maximum of 5d8 damage at 9th level.

Sonic Weapon

Transmutation [Sonic]

Level: Bard 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level (D)

While this spell is in effect, the affected weapon deals an extra 1d6 points of sonic damage with each successful hit. The sonic energy does not harm the weapon's wielder. Bows, crossbows, and slings affected by this spell bestow the sonic energy on their ammunition.

Spikes

Transmutation

Level: Cleric 3, Druid 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +2 enhancement bonus on attacks, its threat ranged is doubled, and it also gains a +1 enhancement bonus per caster level on damage (maximum +10). This spell only works on weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

Thornskin

Transmutation

Level: Druid 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your skin sprouts thorns when this spell is cast, increasing the damage you deal with an unarmed strike and making you difficult to grab. As well as dealing lethal damage with your unarmed strikes (if you don't already do so), you deal an extra 1d6 points of piercing damage. In addition, any creature that hits you with a natural weapon or unarmed strike (including all successful grapple checks) takes 5 points of piercing damage.

A creature's damage reduction, if any, applies to the damage from this spell. The damage from *thornskin* is treated as piercing for the purposes of overcome damage reduction.

Material component: A thorn.

PLAYER HANDOUT 1

The scroll tube contains only a carefully hand-printed note:

If you are reading this, then I am dead. If my demise did not happen from natural causes then I request that you use a *Speak with Dead* spell to determine whether or not I wish to be brought back to life. If I do not, or you cannot bring me back or are unable to determine my will, then please burn my body on a funeral pyre with proper ceremony and hand my ashes over to a devoted of Heironeous for safe keeping, for I cannot imagine a worse fate than becoming an undead. All of my worldly properties and possessions pass into the control of Aaron Marander or, should he not be alive, the Church of Heironeous.

Consider this my final wish.

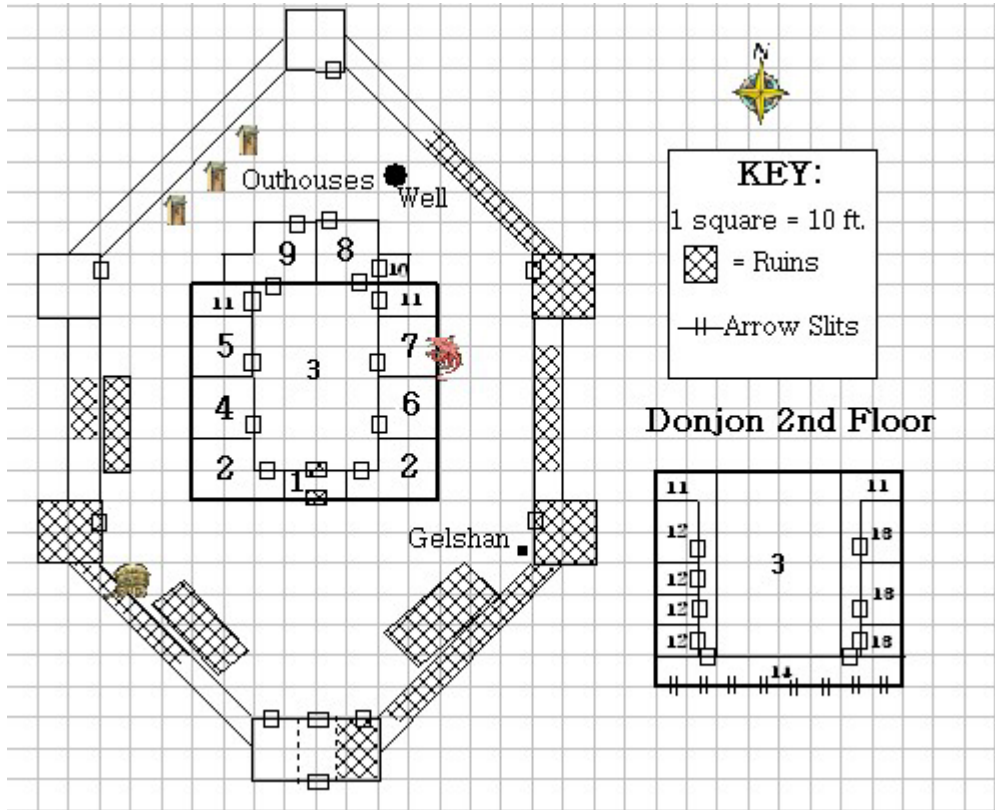
- Karistyne

PLAYER HANDOUT 2

Let this be a lesson to those who would interfere with the restoration of the Bright Lands. What happened here could be repeated elsewhere, if needed.

- \mathcal{R}

MAP #1: CASTLE KARISTYNE



MAP #2: ENCOUNTER 8

