

PAL04M-04

Man Ripper

A One-Round D&D Living Greyhawk® Theocracy of the Pale Regional Mini-Mission

Version 0.9

By Joe Streeper

She's back, she's pissed, and she's coming to kill you. A mini mission for APLs 2-16, part of the "Scouting Tenh" missions.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name

at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average

character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a Regional mini-mission, set in the Theocracy of the Pale. Characters native to the Pale pay one Time Unit; all others pay two Time Units.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-

described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

Adventure Background

Background material begins with PAL 1-07 Northern Brewings. In summary, Rhelt Sevvord I, the Master of Stonehold (a kingdom to the north of the Pale) sends his niece, Dehzbah the Man Ripper on a scouting mission into the Troll Fens. Her scouting group ultimately captures a Palish tree fort. A party of PCs track down the scouts and attack the fort. That scenario ends with Dehzbah the Man Ripper being slain by the PCs.

Rhelt Sevvord I is highly displeased by the death of his niece. He manages to find some of the remains of Dehzbah's body, and has her resurrected. Upon returning to life she vows vengeance upon those who have slain her. She also vows to kill any other adventurers she comes across, especially if she thinks they are allied with the enemies of Stonehold – luz, the northern barbarian tribes, orcs from the Griffs, or the Pale.

As part of her plan of slaughter she commissions a powerful wizard, Azig the Liar, to create some copies of her, both as a testament to her greatness, and as a means to exact greater vengeance and destruction upon those who oppose her whims.

Azig has gladly accepted her commission, as he is attempting to amass great wealth in order to finance his attempt at transforming himself into a lich. He has created 13 *simulacra* (the plural form of the word "simulacrum") of Dehzbah to date, which has given him the means to acquire a significant amount of vile knowledge and power in his quest to become a lich. In the meantime, Dehzbah has been very busy over the last few years, participating in many bloody adventures where she has taken on great challenges and acquired significant wealth and power of her own. As she has increased in power, so too have the

later versions of her *simulacra* become more powerful. These creatures are about half as powerful as the original at the time of their creation. The first few were not very impressive, but as she grew to great power, the later *simulacra* became fairly impressive in their own right.

And now she seeks to command some of her duplicates to find and painfully remove the internal organs of anyone who would be bold enough to cross her path. The Man Ripper has returned with a vengeance.

Adventure Summary

The scenario begins in Atherstone, where the PCs gather together in a pub. There, a violent woman named Dehzbah the Man Ripper attacks them. In reality, this woman one of her *simulacra*, created after the real Dehzbah was resurrected.

The PCs will learn of several more *simulacra* causing trouble. After asking around and doing some investigation, they will be invited to visit a mysterious man. This invitation is an audience with the archmage Drave (pronounced "Dray-v.").

Drave will explain that a troublesome former student of his is making the *simulacra*. He would be pleased to see this student eliminated and provides his whereabouts.

The PCs may then travel to meet this wizard in his lab and deal with him. The real Dehzbah is actually not to be found in this scenario, but clearly she is alive and well. She's also still interested in getting revenge on any adventurers she comes across.

Preparation for Play

- If possible, the DM is encouraged to acquire and read the scenario PAL 1-07 Northern Brewings.
- The DM should be familiar with the *simulacrum* spell.

Details

It may be helpful to the DM to understand a little more of the nuts and bolts of the various game mechanics involved in this scenario.

First, Dehzbah the Man Ripper was killed when she was 8th level. (In Northern Brewings, she was either a Bbn6 or a Bbn8, depending on APL.) She was brought back to life after Rhelt Sevvord I sent

a war party back to find her remains, which were carelessly left behind by the adventurers who killed her. The *resurrection* spell was cast by Gunan, a cleric of Erythnul (see Encounter One, high APLs.)

Rhelt Sevvord I has vast riches at his disposal, and can easily afford nearly anything he wishes. Similarly, Dehzbah has substantial access to wealth, both from having a king for an uncle, and from her numerous exploits over the last few years since being restored to life.

Dehzbah has been raiding across the lands, slaughtering countless foes and taking anything she could. She has also managed to find some dwarven settlements deep in the Griff Mountains where she has ruthlessly defeated several wealthy dwarven clans. Through all these exploits she has managed to reach 16th level (Bbn16). Fortunately, the real Dehzbah is not to be encountered in this scenario.

Since *simulacra* are one-half the level of the original, each of the versions of *simulacra* featured in this scenario represent those made at different times of her level advancement. The lowest of the *simulacra* was created when she was 8th level, while the best of them are those created at 16th level.

Azig the Liar, an accomplished wizard, created all the simulacra. As noted in the spell, the *simulacrum* is under the command of the wizard. However, Azig has commanded each *simulacrum* to follow the orders of Dehzbah. With the creation of the 13 creatures, Azig has lost 13,000 xp, but he spends about half his time seeking out adventure of his own and gaining more than enough xp to offset any losses he incurs through his creation endeavors. And since he intends to transform himself into a lich, time spent in this life means little to him.

Lastly, should any PC try to scry on Dehzbah, Azig the Liar, Drave, Rhelt Sevvord I, or any other powerful figure, assume that they are “scry proof.” For game purposes, just assume that these people are under the effects of a *Mordenkainen’s Private Sanctum*. Hopefully this won’t be an issue. Alternatively the DM can assume that a *screen* spell is active. However, the *simulacrum* spell requires a piece of the creature to be duplicated; in this case, the real Dehzbah has given Azig some of her hair which smart PCs might choose to hold onto. It may be possible to use this hair at some point in the future to *scry* on her.

Introduction

The PCs are in Atherstone meeting in a tavern known as the Inn of the Bloody Fields. The DM should create a vibrant scene of a rowdy inn and fill it out as best he can. The PCs will have a big battle here, so it is important to do a good job creating an interesting map for the players to fight in.

Locals (14): Com1; hp: 4

The PCs should interact with each other for a while. If they don’t know each other, the players can introduce themselves. The DM might encourage them to explain why they are in Atherstone. They could also perhaps discuss the coming military campaign or other current events.

None of the locals need be particularly noteworthy. The DM may wish to take a big food order. This will help make the next encounter better as the food and drinks go flying about.

Encounter One: The Man Ripper Joins the Party

In walks one (or more) simulacra of Dehzbah the Man Ripper, who has heard about the adventurers at the tavern. She walks right up to the table where they would be sitting, pulls out her greatsword, and strikes the center of the table, destroying it by cutting it in half. She then attacks the PCs, especially looking to anyone who she recognizes from her fateful day back in the Palish fort where she was slain. Depending on the APL, she might also have some help in terrorizing the PCs.

A cloaked figure enters the inn and comes to your table. From behind the cowl, she says, “Your day of reckoning has come. Vengeance shall be mine!”

She throws back her hood revealing an attractive face smeared in a ritual blood pattern. It is none other than the notorious Dehzbah the Man Ripper, thought to be killed several years ago. She draws a massive sword from behind her back and brings it down in a massive blow to the table, slicing it in half.

“LET THE SLAUGHTER BEGIN!”

APL 2 (EL 4)

Dehzbah Alpha: Female human (simulacrum) Bbn4; hp 38; see *Appendix One*.

APL 4 (EL 6)

Dehzbah Beta: Female human (simulacrum) Bbn6; hp 57; see *Appendix Two*.

APL 6 (EL 8)

Dehzbah Beta: Female human (simulacrum) Bbn6; hp 57; see *Appendix Three*.

Winterblood sister (2): Female werewolf humanoid (shapechanger) CR4; hp 37; see *Appendix Three*.

APL 8 (EL 10)

Dehzbah Gamma: Female human (simulacrum) Bbn8; hp 76; see *Appendix Four*

Winterblood sister (2): Female werewolf humanoid (shapechanger) CR6; hp 62; see *Appendix Four*.

APL 10 (EL 12)

Dehzbah Gamma (2): Female human (simulacrum) Bbn8; hp 76; see *Appendix Five*

Winterblood sister (4): Female werewolf humanoid (shapechanger) CR6; hp 62; see *Appendix Five*.

APL 12 (EL 14)

Dehzbah Gamma (2): Female human (simulacrum) Bbn8; hp 76; see *Appendix Six*

Winterblood sister (6): Female werewolf humanoid (shapechanger) CR8; hp 84; see *Appendix Six*.

APL 14 (EL 16)

Dehzbah Gamma (2): Female human (simulacrum) Bbn8; hp 76; see *Appendix Seven*

Winterblood sister (6): Female werewolf humanoid (shapechanger) CR8; hp 84; see *Appendix Seven*.

Gunan: Male human Clr14; hp 91; see *Appendix Seven*.

APL 16 (EL 18)

Dehzbah Gamma (2): Female human (simulacrum) Bbn8; hp 76; see *Appendix Eight*

Winterblood sister (6): Female werewolf humanoid (shapechanger) CR8; hp 84; see *Appendix Eight*.

Werewolf Lord (2): Werewolf humanoid (shapechanger); hp 132; see *Monster Manual*, pg. 174.

Gunan: Male human Clr14; hp 91; see *Appendix Eight*.

Tactics: Any werewolves will already have been in the inn, scouting it out for Dehzbah. One will have slipped out to pass the word to the Dehzbah simulacrum that adventurers were here and needed to be killed.

If there is more than one Dehzbah or the cleric at this battle, they will arrive after one round of combat, coming in the front door looking for people to kill.

The attacking group will try to keep any commoners inside so they can be slaughtered. They want things to be as desperate and bloody as possible. The DM should use the commoners as pawns to keep the battle tense and to limit the use of area effect attacks by the PCs.

All combatants believe in the teachings of Erythnul the Many, dedicated to slaughter. They fight to the death, attempting to kill as many people as possible.

Development: If reduced to 0 hp, a simulacrum reverts to snow and melts instantly into nothingness. However, if the PCs think to look for it, several hairs of the real Dehzbah can be found among the remains. If the PCs state that they are specifically looking for the material component remains, allow them to succeed in finding it. Otherwise, if they merely search the remains, a Search check (DC: 30) is required.

About 5 minutes after the battle begins, a contingent of 20 Prelatal Army soldiers arrives, led by a male Oeridian sergeant, Barrogg. The soldiers will bring order to the area and gather information about what occurred. The PCs should not be under any particular suspicion unless they have done something unusual.

Encounter Two: Investigation

Here the party will likely do some asking around about Dehzbah and her accomplices. The DM should freely allow the PCs to ask around Atherstone for information about Dehzbah, and fill in blanks as he deems appropriate. However, in general no one knows very much at all about what is going on.

In order to assist the DM in this free form investigation, he may wish to refer to the Appendix description of Atherstone. If the PCs are not familiar with who Dehzbah is, a Gather Information check (DC 10) will reveal that she is the niece of

Rhelt Sevvord I, Master of Stonehold. If the PCs achieve higher DCs, the DM may wish to reveal additional information about her background as deemed appropriate.

Some possible resources the PCs may wish to visit might be:

- The Provisional Governor's office: Louis Phillip Gastón II is unavailable to speak to the PCs. (He is in Wintershiven privately meeting with Sloan Burgos and other high level generals about war planning.) Other personnel in the office will speak with the PCs about Dehzbah the Man Ripper. They are aware who she is and her reputation. They have heard rumors that she has been spotted in numerous locations, including Vlekstad, Nevond Nevnend, and the Griff Mountains.
- The Church: Although the church is concerned about disorder in Atherstone, they have no information that might help the PCs discover what is going on.
- The Arcanist Guild: A member of the guild could easily confirm that the *simulacrum* spell had been used to create the copies of Dehzbah. The guild house has a very good laboratory, but no one has used it yet to create such things as *simulacra*. Few members are even powerful enough to do so. If the PCs have a Favor of Master Trumbore (from the scenario Possessions in the Dust), he will gladly attend to the party personally.
- Tents on the outskirts of town: Although most of the Flan inhabitants living in the encampments don't know anything about what is going on, a Gather Information check (DC 20) will reveal that a week ago a man living by himself in a makeshift building was killed. The authorities were not able to confirm exactly what happened, but they assumed it was a rogue troll who tore him to pieces. In reality this man was killed by one of the Dehzbah *simulacra*.
- The Prelatal Army: The army is issuing a notice to be on the lookout for Stonehold spies. They will eventually come to realize that Dehzbah has probably been restored to life, and word will be sent to the higher-ranking officers to be on the lookout for anyone matching her description.

After some of these leads have played out, a man will approach the PCs.

Colgast, male human Wiz7: hp: 29; AL LE (spells memorized: *invisibility*, *dimension door*), has a *carpet of flying* 5'x10'.

Colgast will give a party member a magical black token with warped black waves carved into it. He tells the party that they have been invited to speak with someone very important about their issues. (Although Colgast does not reveal this, he is an apprentice of Drave, the Black Mage of Rel Astra, and he has been sent to invite the PCs to meet with Drave.)

Colgast tells the PCs that they must travel to a particular building in the village of Lighton to the northwest. There they can use the black token to gain entrance to where they need to go.

He will then try to leave without answering any more questions. He will not try to be overly evasive, but merely insist that he can't share any more information. However, he will resist any attempts at coercing him to talk more or getting him to stick around. Once he departs, he finds his way to a quiet alley, casts *invisibility*, then *dimension door* to as far away as his range will allow, then he commands his *carpet of flying* to take him back to his master in Lighton.

Encounter Three: Drave

When the PCs come to Lighton, they find little more than a decimated village. However, if they follow the instructions of Colgast, they will discover a black portal of some sort set into the wall of an otherwise decimated building. The opaque portal looks the same on both sides, and forcefully resists any attempts to move it. It radiates with an overwhelming magic aura (conjuration, abjuration, and transmutation) if *detect magic* is cast.

As soon as the black token touches the portal, the door shimmers and changes color to an opaque light gray color, and thus remains open for several minutes. The token turns to dust in the process. The PCs can proceed inside to meet Drave whenever they see fit.

Drave is a master of information. He has his own devious ways of acquiring knowledge and using it to further his secretive goals. He normally operates in and around Rel Astra, but his sphere of influence stretches across many lands of the Flanaess.

He is extremely powerful and is protected by his apprentices and other powerful beings (undead servants, bound elementals, and stone golems) that are hidden behind the scenes in his house.

He also has a cache of powerful magic items at his disposal.

One very special “item” is his portable house. The interior of the house is the equivalent of a permanent *Mordenkainen’s Magnificent Mansion* at caster level 16. The door is actually a semi-sentient creature bound to serve Drave. The door operates similarly to the spell, except that it is always solid black, will only allow entry to those designated by Drave, and can be commanded (by Drave) to cast *greater teleport* once/day. Thus Drave can “set up shop” pretty much wherever he chooses. When activating the *greater teleport* ability, Drave can choose to take or leave behind any creature inside the abode.

Drave has placed the door to his abode in a wall of the remains of a decimated building in the destroyed village of Lighton. The door looks very much out of place among the remains of the village, which is little, more than a few hollowed out structures, rocks, and sand.

The PCs will be met inside by an apprentice and shown to a waiting room. They will be sat next to a beholder who has come to speak with Drave about some issues he wants help with, primarily about hunting down and killing another rival beholder. The creature is not hostile, but will certainly fight back if the PCs decide to attack him.

Bogorth, Beholder: hp 93; see *Monster Manual*.

Bogorth will be invited in to speak privately with Drave for about 5 minutes. The beholder will then leave through the entry portal and float off to go about his business. Eventually the PCs will be taken back to meet Drave in his consulting chamber. Although there are many other chambers in the house, they are all “off limits” to any visitors, being protected by *arcane locked* doors and other wards. The PCs are not welcome to wander around.

Drave: Male human Con16; hp 93; see *Appendix*.

Drave is waiting for the PCs in his lavish chamber. When the PCs enter, he will be seated in a swiveling chair with his back to them. He will dramatically swing around and introduce himself.

- He tells the party that his is a wizard of comparable power to the Circle of Eight.
- He is an information broker.
- He knows that Dehzbah was *resurrected* by a powerful cleric of Erythnul, after a search party

sent by Rhelt Sevvord I recovered her remains.

- Azig the Liar, a former apprentice of his, has created the simulacra.
- Azig has proven to be a terrible nuisance in many ways. He is devious (he lies about everything after all) and very dangerous. If he is not stopped, he will be a lasting problem.
- Azig can be found in an underground structure in the remains of Oxton. He provides exact directions to find it.
- If the party doesn’t want to go after Azig for some reason, he’ll find someone else to do it.

Once the party has the information it needs, they will be dismissed by Drave. They are not welcome to stick around and ask lots of additional questions. Should the party try to explore the house any further, Drave will simply teleport the house away to Rel Astra, leaving the PCs behind in Lighton.

Assuming the PCs depart his home peacefully, Drave will wrap up a few more pieces of personal business for an hour or so and then command the house to teleport to Rel Astra.

Encounter Four: The Simulacrum Factory

Azig the Liar has been creating *simulacra* of Dehzbah for the last several years. He has a hidden laboratory in the destroyed town of Oxton. See Map #2.

Important features:

- No doors are locked.
- The trap door entry is well hidden, but can be easily found with the information provided by Drave.
- Near the trap door is an *alarm* cast by Azig the Liar. The alarm is mental and has no sound. If activated, Azig becomes alerted to intruders.

The main room is a densely cluttered laboratory containing all sorts of magical supplies and equipment. Features of the room include:

- A wide stairway leads down from the trap door. The heavy large iron door opens toward the stairs.
- Twenty feet inside the room is a lit *lantern of revealing* that hangs from a decorated post.

Two other normal lanterns are also in this room providing plenty of light.

- 4 small support columns
- A nice carpet.
- Boxes, barrels, and supplies of all sorts.
- Laboratory benches.
- Sculpting supplies
- A small pool of acid.
- A barrel containing a bound ice para-elemental creature. This creature is used to create ice as needed.
- Golem creation equipment.
- Three large shelves containing a small library of several hundred books. Many of these books deal with creating constructs or necromancy. There is also extensive information about becoming a lich. Azig has many notes about performing rituals that will transform him into an undead creature of great power.
- Work benches with all sorts of equipment.
- Study desks.
- The southern stairs lead up to a small balcony with a railing. The balcony door leads to several bedrooms containing mundane items.

Creatures:

APL 2 (EL 4)

Azig's Apprentice: Male human Wiz3; hp 13; see *Appendix One*.

Klzig the Sculptor: Male human Exp2; hp 9; see *Appendix One*.

APL 4 (EL 6)

Azig's Apprentice: Male human Wiz5; hp 22; see *Appendix Two*.

Klzig the Sculptor: Male human Exp2; hp 9; see *Appendix Two*.

Necrophidius: hp 30; see *Fiend Folio* or *Appendix Ten*.

APL 6 (EL 7)

Azig's Apprentice: Male human Wiz6; hp 27; see *Appendix Three*.

Necrophidius (2): hp 30; see *Fiend Folio* or *Appendix Ten*.

APL 8 (EL 9)

Azig's Apprentice: Male human Wiz7; hp 32; see *Appendix Four*.

Golem, Flesh: hp 79; see *Monster Manual*, pg. 135

APL 10 (EL 11)

Azig's Apprentice: Male human Wiz7; hp 32; see *Appendix Five*.

Golem, Clay: hp 90; see *Monster Manual*, pg. 134

APL 12 (EL 13)

Azig's Apprentice: Male human Wiz12; hp 54 plus 15 (*false life*); see *Appendix Six*.

Golem, Clay: hp 90; see *Monster Manual*, pg. 134

APL 14 (EL 15)

Azig the Liar: Male human Wiz13/Archmage1; hp 91 plus 15 (*false life*); see *Appendix Seven*.

Golem, Clay (2): hp 129; see *Monster Manual*, pg. 134

APL 16 (EL 17)

Azig the Liar: Male human Wiz13/Archmage1; hp 91 plus 15 (*false life*); see *Appendix Eight*.

Azig's Apprentice: Male human Wiz12; hp 54 plus 15 (*false life*); see *Appendix Eight*.

Golem, Iron (2): hp 129; see *Monster Manual*, pg. 136

Tactics: At the lower APLs, Azig merely teleports away once he realizes he's been discovered. The PCs will probably not even be aware that he was there. Klzig the Sculptor is around at low APLs to help out with creating constructs, statues, and other crafts; he will attack just like the others. At all APLs where constructs are present, the DM should place them in the main room fairly near the door; they attack when the door is opened. Azig's Apprentice will do his best to stay back from intruders and attack with ranged spells. He might even want to be up on the balcony. For APL 14 and 16, Azig stays and fights. He will try to fill the entire room with *Evard's black tentacles (widened)*. He has numerous options to provide a challenge to a party and staying protected. If he is reduced to 1/4 his total hit points, he will *teleport* away if possible. (Even if he is killed, he has a *clone* hidden away in a secret location in Vlekstad, so he won't be permanently killed in any event.) At APL

16, it is a good option to have the Iron Golems in front, Azig in the rear at floor level being protected by *Evard's black tentacles (widened)* and possibly *acid fog* since he is immune to the effect of both of these spells, and his apprentice should be up on the balcony casting spells. In all cases, the DM should play these opponents as intelligently as possible; they are wizards after all.

Conclusion

In the end, the real Dehzbah is not to be found in this scenario. She's hidden away in Stonehold somewhere plotting her next move. The party can strike a blow against the source of her *simulacra* however, which should be a great benefit to all good-hearted people.

If killed, Azig the Liar will likely come back to life through his *clone*. Such is life. Perhaps the PCs can permanently kill him another day.

A few days after the events of this scenario take place, the PCs will learn of 18 unlucky Prelatal Army members killed near Calbut on a scouting mission. The solo attacker at first appeared to Dehzbah the Man Ripper, but like the one(s) the PCs faced, it was merely a *simulacrum*. Only 2 survivors of the 20-man patrol were able to finally destroy the creature and report back.

Lastly, the DM should give the players the handout. It is a letter from Dehzbah herself, the real Dehzbah.

The End

Experience Point Summary

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

Encounter One

Defeat Dehzbah *simulacrum* and other opponents

- APL2 120 xp
- APL4 180 xp
- APL6 240 xp
- APL8 300 xp
- APL10 360 xp
- APL12 420 xp

APL14 480 xp

APL16 540 xp

Encounter Three

Defeat Bogorth.

All APLs 390 xp

Encounter Four

Defeat Azig the Liar and/or minions

APL2 120 xp

APL4 180 xp

APL6 210 xp

APL8 270 xp

APL10 330 xp

APL12 390 xp

APL14 450 xp

APL16 510 xp

Total possible experience:

(Note that this xp is capped at the maximum allowed.)

APL2 225 xp

APL4 337 xp

APL6 450 xp

APL8 562 xp

APL10 675 xp

APL12 787 xp

APL14 900 xp

APL16 1012 xp

Treasure Summary

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

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Total Possible Treasure

The amount of available treasure available in this scenario far exceeds the cap. If the PCs are victorious in the final encounter, they receive the maximum possible for their APL. If the PCs are not victorious in the final encounter, the Church sees to that they are rewarded half the maximum amounts shown.

APL2 225 gp

APL4 325 gp

APL6 450 gp

APL8 650 gp

APL10 1,150 gp

APL12 1,650 gp

APL14 3,300 gp

APL16 4,950 gp

Special

Enmity of the Man Ripper: You have provoked great rage from Dehzbah the Man Ripper. One day she will have her vengeance upon you.

A lock of hair: You managed to find a small bit of hair from some remains that may belong to Dehzbah the Man Ripper. Such a personal item may prove valuable when trying to locate or defeat her in the future. Unfortunately, attempts to *scry* her have all failed.

Items for the Adventure Record

Item Access

(none)

Appendix One – APL 2

Encounter One

Dehzbah Alpha: Female human (simulacrum) Bbn4; CR 4; Medium humanoid (human); HD 4d12+12; hp 38; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +4/+8; Atk/Full Atk: +9 melee (2d6+6/19-20, masterwork greatsword); SA rage 2/day; SQ fast movement, uncanny dodge, trap sense +1; AL NE; SV Fort +7, Ref +3, Will +4; Str 18, Dex 14, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +6, Craft (weaponsmithing) +6, Hide +2, Jump +4, Listen +8, Move Silently +2, Ride +9, Spot +3; Blind-Fight, Endurance, Iron Will.

Languages spoken: common, giant.

Rage: When Dehzbah Alpha rages (8 rounds duration), her statistics change as follows – hp: 46; AC: 14, touch 10, flat-footed 12; Grp +10; Atk/Full Atk +11 melee (2d6+9, masterwork greatsword); SV Fort +9; Will +6

Possessions: Masterwork greatsword, +1 Hide Armor, greatsword, shortsword, kukri, spiked gauntlet (2), 10 gp.

Physical Description: attractive young woman, hair the color of wheat, skin white as milk, and war paint of blood and ichor

Encounter Four

Azig's Apprentice: Male human Wiz3; CR 3; Medium humanoid (human); HD 3d4+6; hp 13; Init +1; Spd 30 ft.; AC 13, touch 13, flat-footed 12; Base Atk/Grp: +1/+1; Atk/ Full Atk: +1 melee (1d6, club) or +3 ranged (1d8/19-20, masterwork light crossbow); AL NE; SV Fort +3, Ref +2, Will +3; Str 10, Dex 12, Con 15, Int 15, Wis 10, Cha 7.

Skills and Feats: Bluff +1, Concentration +7, Craft (leatherworking) +4, Craft (armorsmithing) +3, Craft (stonemasonry) +4, Decipher Script +7, Knowledge (arcana) +5, Knowledge (nature) +4, Knowledge (religion) +4, Knowledge (the planes) +4, Spellcraft +10; Alertness, Craft Wondrous Item, Magical Aptitude, Scribe Scroll, Still Spell.

Possessions: bracers of armor +2, wand of magic missile (3rd caster level, 20 charges), club, masterwork light crossbow, spell components, masterwork needles and string, artisans outfit, hemp rope, spellbook.

Spells Prepared (4/3/2; base DC = 12 + spell level): 0—[*arcane mark, mending* (3)]; 1st—[*animate rope, shocking grasp, grease*]; 2nd—[*glitterdust, mirror image*].

Spellbook: 1st—[*animate rope, shocking grasp, grease, obscuring mist, magic weapon, unseen servant, identify*]; 2nd—[*glitterdust, mirror image, darkness, knock*].

Ssssss!, tiny viper familiar: tiny magical beast; HD: 3; hp: 6; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 19, touch 15, flat-footed 16; Base Atk/Grp: +1/-10; Atk: +6 melee (1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.]; SA Poison; SQ scent; AL NE; SV Fort +2, Ref +5, Will +4; Str 4, Dex 17, Con 11, Int 6, Wis 12, Cha 2.

Poison (Ex): 1d6 Con/1d6 Con, Fort save DC 10

Klizig the Sculptor: Male human Exp2; CR 1; Medium humanoid (human); HD 2d4+4; hp 9; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk/Grp: +1/+4; Atk/ Full Atk: +4 melee (1d6+3, light mace) AL LE; SV Fort +3, Ref +4, Will +3; Str 17, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Craft (alchemy) +6, Craft (armorsmithing) +6, Craft (basket weaving) +6, Craft (carpentry) +6, Craft (leatherworking) +6, Craft (pottery) +6, Craft (sculpting) +9, Craft (stonemasonry) +9; Skill Focus (Craft (sculpting)), Skill Focus (Craft (stonemasonry)).

Possessions: leather armor, light mace, dagger (4), masterwork artisan's tools, artisans outfit.

Appendix Two – APL 4

Encounter One

Dehzbah Beta: Female human (simulacrum) Bbn6; CR 6; Medium humanoid (human); HD 6d12+18; hp 57; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +6/+10; Atk: +11 melee (2d6+6/19-20, masterwork greatsword); Full Atk: +11/+6 melee (2d6+6/19-20, masterwork greatsword); SA rage 2/day; SQ fast movement, improved uncanny dodge, trap sense +2; AL NE; SV Fort +9, Ref +5, Will +6; Str 19, Dex 14, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +6, Craft (weaponsmithing) +6, Handle Animal +7, Hide +2, Intimidate +7, Jump +4, Listen +8, Move Silently +2, Ride +13, Spot +3; Blind-Fight, Endurance, Iron Will, Power Attack.

Languages spoken: common, giant.

Rage: When Dehzbah Beta rages (8 rounds duration), her statistics change as follows – hp: 69; AC: 14, touch 10, flat-footed 12; Grp +12; Atk/Full Atk +13/+8 melee (2d6+9, masterwork greatsword); SV Fort +11; Will +8

Possessions: Masterwork greatsword, +1 Hide Armor, *cloak of resistance* +1, potion of *enlarge person*, greatsword, shortsword, kukri, spiked gauntlet (2), 10 gp.

Physical Description: attractive young woman, hair the color of wheat, skin white as milk, and war paint of blood and ichor

Encounter Four

Azig's Apprentice: Male human Wiz5; CR 5; Medium humanoid (human); HD 5d4+10; hp 22; Init +1; Spd 30 ft.; AC 14, touch 14, flat-footed 13; Base Atk/Grp: +2/+2; Atk/ Full Atk: +3 melee (1d6, masterwork club) or +4 ranged (1d8/19-20, masterwork light crossbow); AL NE; SV Fort +4, Ref +3, Will +5; Str 10, Dex 12, Con 15, Int 16, Wis 10, Cha 7.

Skills and Feats: Bluff +2, Concentration +9, Craft (leatherworking) +6, Craft (armorsmithing) +3, Craft (stonemasonry) +4, Decipher Script +7, Knowledge (arcana) +6, Knowledge (nature) +4, Knowledge (religion) +5, Knowledge (the planes) +4, Spellcraft +12; Alertness, Craft Wand, Craft Wondrous Item, Magical Aptitude, Scribe Scroll, Still Spell.

Possessions: bracers of armor +3, cloak of resistance +1, wand of magic missile (5th caster level, 20 charges), wand of burning hands (5th caster level, 50 charges), wand of shield, masterwork club, masterwork light crossbow, spell components, masterwork needles and string, artisans outfit, hemp rope, spellbook.

Spells Prepared (4/4/3/2; base DC = 13 + spell level): 0—[*arcane mark*, *mending* (3)]; 1st—[*animate rope*, *hold portal*, *shocking grasp*, *grease*]; 2nd—[*flaming sphere*, *glitterdust*, *mirror image*]; 3rd—[*deep slumber*, *slow*].

Spellbook: 1st—[*animate rope*, *hold portal*, *shocking grasp*, *grease*, *obscuring mist*, *magic weapon*, *unseen servant*, *identify*]; 2nd—[*see invisibility*, *daze monster*, *glitterdust*, *mirror image*, *darkness*, *knock*]; 3rd—[*deep slumber*, *keen edge*, *slow*].

Ssssss!, tiny viper familiar: tiny magical beast; HD: 5; hp: 11; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 20, touch 15, flat-footed 17; Base Atk/Grp: +2/-9; Atk: +7 melee (1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.]; SA Poison; SQ improved evasion, deliver touch spells, scent, speak with master; AL NE; SV Fort +2, Ref +5, Will +5; Str 4, Dex 17, Con 11, Int 6, Wis 12, Cha 2.

Poison (Ex): 1d6 Con/1d6 Con, Fort save DC 10

Klizig the Sculptor: Male human Exp2; CR 1; Medium humanoid (human); HD 2d4+4; hp 9; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk/Grp: +1/+4; Atk/ Full Atk: +4 melee (1d6+3, light mace) AL LE; SV Fort +3, Ref +4, Will +3; Str 17, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Craft (alchemy) +6, Craft (armorsmithing) +6, Craft (basket weaving) +6, Craft (carpentry) +6, Craft (leatherworking) +6, Craft (pottery) +6, Craft (sculpting) +9, Craft (stonemasonry) +9; Skill Focus (Craft (sculpting)), Skill Focus (Craft (stonemasonry)).

Possessions: leather armor, light mace, dagger (4), masterwork artisan's tools, artisans outfit.

Appendix Three – APL 6

Encounter One

Dehzbah Beta: Female human (simulacrum) Bbn6; CR 6; Medium humanoid (human); HD 6d12+18; hp 57; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +6/+10; Atk: +11 melee (2d6+6/19-20, masterwork greatsword); Full Atk: +11/+6 melee (2d6+6/19-20, masterwork greatsword); SA rage 2/day; SQ fast movement, improved uncanny dodge, trap sense +2; AL NE; SV Fort +9, Ref +5, Will +6; Str 19, Dex 14, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +6, Craft (weaponsmithing) +6, Handle Animal +7, Hide +2, Intimidate +7, Jump +4, Listen +8, Move Silently +2, Ride +13, Spot +3; Blind-Fight, Endurance, Iron Will, Power Attack.

Languages spoken: common, giant.

Rage: When Dehzbah Beta rages (8 rounds duration), her statistics change as follows – hp: 69; AC: 14, touch 10, flat-footed 12; Grp +12; Atk/Full Atk +13/+8 melee (2d6+9, masterwork greatsword); SV Fort +11; Will +8

Possessions: Masterwork greatsword, +1 Hide Armor, *cloak of resistance* +1, potion of *enlarge person*, greatsword, shortsword, kukri, spiked gauntlet (2), 10 gp.

Physical Description: attractive young woman, hair the color of wheat, skin white as milk, and war paint of blood and ichor

Winterblood Sister, female werewolf War4, human form: CR 4; medium humanoid (human, shapechanger); HD 4d8+4 (human) plus 2d8+6 (wolf); hp 37; Init +4; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grp: +5/+7; Atk: +7 melee (1d8+2/19-20, longsword) or +5 ranged (1d8/19-20, light crossbow); Full Atk: +7 melee (1d8+2/19-20, longsword) or +5 ranged (1d8/19-20, light crossbow); SA -; SQ Alternate form, wolf empathy, low-light vision, scent; AL CE; SV Fort +8, Ref +4, Will +3; Str 14, Dex 11, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +1, Handle Animal +4, Intimidate +5, Jump +1, Ride +9, Survival +2, Swim -5; Improved Initiative, Iron Will, Quick Draw, Stealthy, Track, Weapon Focus (longsword), Weapon Focus (bite).

Winterblood Sister, female werewolf War4, wolf form: CR 4; medium humanoid (human,

shapechanger); HD 4d8+4 (human) plus 2d8+6 (wolf); hp 37; Init +6; Spd 50 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +5/+8; Atk: +9 melee (1d6+4, bite) Full Atk: +9 melee (1d6+4, bite); SA Curse of lycanthropy, trip; SQ Alternate form, DR 10/silver, wolf empathy, low-light vision, scent; AL CE; SV Fort +10, Ref +6, Will +3; Str 16, Dex 15, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +4, Handle Animal +4, Hide +2, Intimidate +5, Jump +4, Listen +3, Ride +9, Survival +2*, Swim +3; Improved Initiative, Iron Will, Quick Draw, Stealthy, Track, Weapon Focus (longsword), Weapon Focus (bite).

Winterblood Sister, female werewolf War4, hybrid form: CR 4; medium humanoid (human, shapechanger); HD 4d8+4 (human) plus 2d8+6 (wolf); hp 37; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +5/+8; Atk: +8 melee (1d4+3, claw) Full Atk: +8/+8 melee (1d4+3, 2 claws) and +4 melee (1d6+1, bite); SA Curse of lycanthropy, trip; SQ Alternate form, DR 10/silver, wolf empathy, low-light vision, scent; AL CE; SV Fort +10, Ref +6, Will +3; Str 16, Dex 15, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +4, Handle Animal +4, Hide +2, Intimidate +5, Jump +4, Listen +3, Ride +9, Survival +2*, Swim +3; Improved Initiative, Iron Will, Quick Draw, Stealthy, Track, Weapon Focus (longsword), Weapon Focus (bite).

Alternate form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su): Any human or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the trip attempt fails, the opponent cannot react to trip the werewolf.

Wolf empathy (Ex): Communicate with wolves and dire wolves, and a +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf in hybrid form gains a +4 racial bonus on Survival checks when tracking by scent.

Possessions: chain shirt, light wooden shield, longsword, light crossbow, kukri.

Poison (Ex): 1d6 Con/1d6 Con, Fort save DC 10

Encounter Four

Azig's Apprentice: Male human Wiz6; CR 6; Medium humanoid (human); HD 6d4+12; hp 27; Init +1; Spd 30 ft.; AC 15, touch 15, flat-footed 14; Base Atk/Grp: +3/+3; Atk/ Full Atk: +4 melee (1d6, masterwork club) or +5 ranged (1d8/19-20, masterwork light crossbow); AL NE; SV Fort +5, Ref +4, Will +6; Str 10, Dex 12, Con 15, Int 16, Wis 10, Cha 7.

Skills and Feats: Bluff +2, Concentration +10, Craft (leatherworking) +6, Craft (armorsmithing) +4, Craft (stonemasonry) +4, Decipher Script +8, Knowledge (arcana) +7, Knowledge (nature) +5, Knowledge (religion) +5, Knowledge (the planes) +4, Spellcraft +13; Alertness, Craft Wand, Craft Wondrous Item, Empower Spell, Magical Aptitude, Scribe Scroll, Still Spell.

Possessions: bracers of armor +4, cloak of resistance +2, wand of magic missile (5th caster level, 20 charges), wand of empowered magic missile (5th caster level, 5 charges), wand of burning hands (5th caster level, 50 charges), wand of shield, masterwork club, masterwork light crossbow, spell component pouch (2), masterwork needles and string, artisans outfit, hemp rope, spellbook.

Spells Prepared (4/4/4/3; base DC = 13 + spell level): 0—[*arcane mark, mending* (3)]; 1st—[*animate rope, hold portal, shocking grasp, grease*]; 2nd—[*flaming sphere, glitterdust, mirror image, minor image*]; 3rd—[*deep slumber, slow, empowered burning hands*].

Spellbook: 1st—[*animate rope, hold portal, shocking grasp, grease, obscuring mist, magic weapon, unseen servant, identify*]; 2nd—[*see invisibility, daze monster, glitterdust, mirror image, darkness, knock*]; 3rd—[*deep slumber, keen edge, slow, lightning bolt, invisibility sphere*].

Ssssss!, tiny viper familiar: tiny magical beast; HD: 6; hp: 13; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 20, touch 15, flat-footed 17; Base Atk/Grp: +3/-8; Atk: +8 melee (1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.]; SA Poison; SQ improved evasion, deliver touch spells, scent, speak with master; AL NE; SV Fort +2, Ref +5, Will +5; Str 4, Dex 17, Con 11, Int 6, Wis 12, Cha 2.

Appendix Four – APL 8

Encounter One

Dehzbah Gamma: Female human (simulacrum) Bbn8; CR 8; Medium humanoid (human); HD 8d12+24; hp 76; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk/Grp: +8/+13; Atk: +14 melee (2d6+8/19-20, +1 greatsword); Full Atk: +14/+9 melee (2d6+8/19-20, masterwork greatsword); SA rage 3/day; SQ DR 1/-, fast movement, improved uncanny dodge, trap sense +2; AL NE; SV Fort +10, Ref +5, Will +6; Str 20, Dex 14, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +6, Craft (weaponsmithing) +6, Handle Animal +7, Hide +2, Intimidate +10, Jump +6, Listen +10, Move Silently +2, Ride +16, Spot +4; Blind-Fight, Endurance, Iron Will, Power Attack.

Languages spoken: common, giant.

Rage: When Dehzbah Gamma rages (8 rounds duration), her statistics change as follows – hp: 92; AC: 17, touch 10, flat-footed 15; Grp +15; Atk/Full Atk +16/+11 melee (2d6+11, +1 greatsword); SV Fort +12; Will +8

Possessions: +1 greatsword, +2 Breastplate with armor spikes, *cloak of resistance* +1, potion of *enlarge person*, greatsword, shortsword, kukri, spiked gauntlet (2), 10 gp.

Physical Description: attractive young woman, hair the color of wheat, skin white as milk, and war paint of blood and ichor

Winterblood Sister, female werewolf War8, human form: CR 6; medium humanoid (human, shapechanger); HD 8d8+8 (human) plus 2d8+6 (wolf); hp 62; Init +4; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grp: +9/+11; Atk: +11 melee (1d8+2/19-20, longsword) or +9 ranged (1d8/19-20, light crossbow); Full Atk: +11/+6 melee (1d8+2/19-20, longsword) or +9 ranged (1d8/19-20, light crossbow); SA -; SQ Alternate form, wolf empathy, low-light vision, scent; AL CE; SV Fort +10, Ref +5, Will +4; Str 15, Dex 11, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +4, Handle Animal +7, Intimidate +8, Jump +1, Ride +9, Survival +6, Swim -5; Improved Initiative, Iron Will, Quick Draw, Stealthy, Toughness, Track, Weapon Focus (longsword), Weapon Focus (bite).

Winterblood Sister, female werewolf War8, wolf form: CR 6; medium humanoid (human,

shapechanger); HD 8d8+8 (human) plus 2d8+6 (wolf); hp 62; Init +6; Spd 50 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +9/+11; Atk: +13 melee (1d6+4, bite) Full Atk: +13 melee (1d6+4, bite); SA Curse of lycanthropy, trip; SQ Alternate form, DR 10/silver, wolf empathy, low-light vision, scent; AL CE; SV Fort +12, Ref +7, Will +4; Str 17, Dex 15, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +7, Handle Animal +7, Hide +2, Intimidate +8, Jump +4, Listen +3, Ride +9, Survival +5*, Swim +3; Improved Initiative, Iron Will, Quick Draw, Stealthy, Track, Weapon Focus (longsword), Weapon Focus (bite).

Winterblood Sister, female werewolf War8, hybrid form: CR 6; medium humanoid (human, shapechanger); HD 8d8+8 (human) plus 2d8+6 (wolf); hp 62; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +9/+11 Atk: +12 melee (1d4+3, claw) Full Atk: +12/+12 melee (1d4+3, 2 claws) and +8 melee (1d6+1, bite); SA Curse of lycanthropy, trip; SQ Alternate form, DR 10/silver, wolf empathy, low-light vision, scent; AL CE; SV Fort +12, Ref +7, Will +4; Str 17, Dex 15, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +7, Handle Animal +7, Hide +2, Intimidate +8, Jump +4, Listen +3, Ride +9, Survival +5*, Swim +3; Improved Initiative, Iron Will, Quick Draw, Stealthy, Track, Weapon Focus (longsword), Weapon Focus (bite).

Alternate form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su): Any human or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the trip attempt fails, the opponent cannot react to trip the werewolf.

Wolf empathy (Ex): Communicate with wolves and dire wolves, and a +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf in hybrid form gains a +4 racial bonus on Survival checks when tracking by scent.

Possessions: chain shirt, light wooden shield, longsword, light crossbow, kukri.

+2, Ref +5, Will +5; Str 4, Dex 17, Con 11, Int 9, Wis 12, Cha 2.

Poison (Ex): 1d6 Con/1d6 Con, Fort save DC 10

Encounter Four

Azig's Apprentice: Male human Wiz7; CR 7; Medium humanoid (human); HD 7d4+14; hp 32; Init +1; Spd 30 ft.; AC 15, touch 15, flat-footed 14; Base Atk/Grp: +3/+3; Atk/ Full Atk: +4 melee (1d6, masterwork club) or +5 ranged (1d8/19-20, masterwork light crossbow); AL NE; SV Fort +7, Ref +6, Will +8; Str 10, Dex 12, Con 15, Int 18, Wis 10, Cha 7.

Skills and Feats: Bluff +2, Concentration +12, Craft (leatherworking) +6, Craft (armorsmithing) +5, Craft (stonemasonry) +5, Decipher Script +8, Knowledge (arcana) +8, Knowledge (nature) +5, Knowledge (religion) +5, Knowledge (the planes) +4, Spellcraft +14; Alertness, Craft Wand, Craft Wondrous Item, Empower Spell, Magical Aptitude, Scribe Scroll, Still Spell.

Possessions: bracers of armor +4, cloak of resistance +3, headband of intellect +2, wand of magic missile (7th caster level, 20 charges), wand of empowered magic missile (7th caster level, 5 charges), wand of burning hands (5th caster level, 50 charges), wand of shield, masterwork club, masterwork light crossbow, spell component pouch (2), masterwork needles and string, artisans outfit, hemp rope, spellbook.

Spells Prepared (4/5/4/3/2; base DC = 14 + spell level): 0—[*arcane mark, mending* (3)]; 1st—[*animate rope, hold portal, shocking grasp, grease*]; 2nd—[*flaming sphere, glitterdust, mirror image, minor image*]; 3rd—[*deep slumber, slow, empowered burning hands*]; 4th—[*greater invisibility, still blink*].

Spellbook: 1st—[*animate rope, hold portal, shocking grasp, grease, obscuring mist, magic weapon, unseen servant, identify*]; 2nd—[*see invisibility, daze monster, glitterdust, mirror image, darkness, knock*]; 3rd—[*deep slumber, keen edge, slow, lightning bolt, invisibility sphere*] 4th—[*greater invisibility, phantasmal killer, dimension door*].

Ssssss!, tiny viper familiar: tiny magical beast; HD: 7; hp: 16; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 21, touch 15, flat-footed 18; Base Atk/Grp: +3/-8; Atk: +8 melee (1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.]; SA Poison; SQ improved evasion, deliver touch spells, scent, speak with master; AL NE; SV Fort

Appendix Five – APL 10

Encounter One

Dehzbah Gamma: Female human (simulacrum) Bbn8; CR 8; Medium humanoid (human); HD 8d12+24; hp 76; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk/Grp: +8/+13; Atk: +14 melee (2d6+8/19-20, +1 greatsword); Full Atk: +14/+9 melee (2d6+8/19-20, masterwork greatsword); SA rage 3/day; SQ DR 1/-, fast movement, improved uncanny dodge, trap sense +2; AL NE; SV Fort +10, Ref +5, Will +6; Str 20, Dex 14, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +6, Craft (weaponsmithing) +6, Handle Animal +7, Hide +2, Intimidate +10, Jump +6, Listen +10, Move Silently +2, Ride +16, Spot +4; Blind-Fight, Endurance, Iron Will, Power Attack.

Languages spoken: common, giant.

Rage: When Dehzbah Gamma rages (8 rounds duration), her statistics change as follows – hp: 92; AC: 17, touch 10, flat-footed 15; Grp +15; Atk/Full Atk +16/+11 melee (2d6+11, +1 greatsword); SV Fort +12; Will +8

Possessions: +1 greatsword, +2 Breastplate with armor spikes, *cloak of resistance* +1, potion of *enlarge person*, greatsword, shortsword, kukri, spiked gauntlet (2), 10 gp.

Physical Description: attractive young woman, hair the color of wheat, skin white as milk, and war paint of blood and ichor

Winterblood Sister, female werewolf War8, human form: CR 6; medium humanoid (human, shapechanger); HD 8d8+8 (human) plus 2d8+6 (wolf); hp 62; Init +4; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grp: +9/+11; Atk: +11 melee (1d8+2/19-20, longsword) or +9 ranged (1d8/19-20, light crossbow); Full Atk: +11/+6 melee (1d8+2/19-20, longsword) or +9 ranged (1d8/19-20, light crossbow); SA -; SQ Alternate form, wolf empathy, low-light vision, scent; AL CE; SV Fort +10, Ref +5, Will +4; Str 15, Dex 11, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +4, Handle Animal +7, Intimidate +8, Jump +1, Ride +9, Survival +6, Swim -5; Improved Initiative, Iron Will, Quick Draw, Stealthy, Toughness, Track, Weapon Focus (longsword), Weapon Focus (bite).

Winterblood Sister, female werewolf War8, wolf form: CR 6; medium humanoid (human,

shapechanger); HD 8d8+8 (human) plus 2d8+6 (wolf); hp 62; Init +6; Spd 50 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +9/+11; Atk: +13 melee (1d6+4, bite) Full Atk: +13 melee (1d6+4, bite); SA Curse of lycanthropy, trip; SQ Alternate form, DR 10/silver, wolf empathy, low-light vision, scent; AL CE; SV Fort +12, Ref +7, Will +4; Str 17, Dex 15, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +7, Handle Animal +7, Hide +2, Intimidate +8, Jump +4, Listen +3, Ride +9, Survival +5*, Swim +3; Improved Initiative, Iron Will, Quick Draw, Stealthy, Track, Weapon Focus (longsword), Weapon Focus (bite).

Winterblood Sister, female werewolf War8, hybrid form: CR 6; medium humanoid (human, shapechanger); HD 8d8+8 (human) plus 2d8+6 (wolf); hp 62; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +9/+11 Atk: +12 melee (1d4+3, claw) Full Atk: +12/+12 melee (1d4+3, 2 claws) and +8 melee (1d6+1, bite); SA Curse of lycanthropy, trip; SQ Alternate form, DR 10/silver, wolf empathy, low-light vision, scent; AL CE; SV Fort +12, Ref +7, Will +4; Str 17, Dex 15, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +7, Handle Animal +7, Hide +2, Intimidate +8, Jump +4, Listen +3, Ride +9, Survival +5*, Swim +3; Improved Initiative, Iron Will, Quick Draw, Stealthy, Track, Weapon Focus (longsword), Weapon Focus (bite).

Alternate form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su): Any human or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the trip attempt fails, the opponent cannot react to trip the werewolf.

Wolf empathy (Ex): Communicate with wolves and dire wolves, and a +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf in hybrid form gains a +4 racial bonus on Survival checks when tracking by scent.

Possessions: chain shirt, light wooden shield, longsword, light crossbow, kukri.

+2, Ref +5, Will +5; Str 4, Dex 17, Con 11, Int 9, Wis 12, Cha 2.

Poison (Ex): 1d6 Con/1d6 Con, Fort save DC 10

Encounter Four

Azig's Apprentice: Male human Wiz7; CR 7; Medium humanoid (human); HD 7d4+14; hp 32; Init +1; Spd 30 ft.; AC 15, touch 15, flat-footed 14; Base Atk/Grp: +3/+3; Atk/ Full Atk: +4 melee (1d6, masterwork club) or +5 ranged (1d8/19-20, masterwork light crossbow); AL NE; SV Fort +7, Ref +6, Will +8; Str 10, Dex 12, Con 15, Int 18, Wis 10, Cha 7.

Skills and Feats: Bluff +2, Concentration +12, Craft (leatherworking) +6, Craft (armorsmithing) +5, Craft (stonemasonry) +5, Decipher Script +8, Knowledge (arcana) +8, Knowledge (nature) +5, Knowledge (religion) +5, Knowledge (the planes) +4, Spellcraft +14; Alertness, Craft Wand, Craft Wondrous Item, Empower Spell, Magical Aptitude, Scribe Scroll, Still Spell.

Possessions: bracers of armor +4, cloak of resistance +3, headband of intellect +2, wand of magic missile (7th caster level, 20 charges), wand of empowered magic missile (7th caster level, 5 charges), wand of burning hands (5th caster level, 50 charges), wand of shield, masterwork club, masterwork light crossbow, spell component pouch (2), masterwork needles and string, artisans outfit, hemp rope, spellbook.

Spells Prepared (4/5/4/3/2; base DC = 14 + spell level): 0—[*arcane mark, mending* (3)]; 1st—[*animate rope, hold portal, shocking grasp, grease*]; 2nd—[*flaming sphere, glitterdust, mirror image, minor image*]; 3rd—[*deep slumber, slow, empowered burning hands*]; 4th—[*greater invisibility, still blink*].

Spellbook: 1st—[*animate rope, hold portal, shocking grasp, grease, obscuring mist, magic weapon, unseen servant, identify*]; 2nd—[*see invisibility, daze monster, glitterdust, mirror image, darkness, knock*]; 3rd—[*deep slumber, keen edge, slow, lightning bolt, invisibility sphere*] 4th—[*greater invisibility, phantasmal killer, dimension door*].

Ssssss!, tiny viper familiar: tiny magical beast; HD: 7; hp: 16; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 21, touch 15, flat-footed 18; Base Atk/Grp: +3/-8; Atk: +8 melee (1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.]; SA Poison; SQ improved evasion, deliver touch spells, scent, speak with master; AL NE; SV Fort

Appendix Six – APL 12

Encounter One

Dehzbah Gamma: Female human (simulacrum) Bbn8; CR 8; Medium humanoid (human); HD 8d12+24; hp 76; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk/Grp: +8/+13; Atk: +14 melee (2d6+8/19-20, +1 greatsword); Full Atk: +14/+9 melee (2d6+8/19-20, masterwork greatsword); SA rage 3/day; SQ DR 1/-, fast movement, improved uncanny dodge, trap sense +2; AL NE; SV Fort +10, Ref +5, Will +6; Str 20, Dex 14, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +6, Craft (weaponsmithing) +6, Handle Animal +7, Hide +2, Intimidate +10, Jump +6, Listen +10, Move Silently +2, Ride +16, Spot +4; Blind-Fight, Endurance, Iron Will, Power Attack.

Languages spoken: common, giant.

Rage: When Dehzbah Gamma rages (8 rounds duration), her statistics change as follows – hp: 92; AC: 17, touch 10, flat-footed 15; Grp +15; Atk/Full Atk +16/+11 melee (2d6+11, +1 greatsword); SV Fort +12; Will +8

Possessions: +1 greatsword, +2 Breastplate with armor spikes, *cloak of resistance* +1, potion of *enlarge person*, greatsword, shortsword, kukri, spiked gauntlet (2), 10 gp.

Physical Description: attractive young woman, hair the color of wheat, skin white as milk, and war paint of blood and ichor

Winterblood Sister, female werewolf War12, human form: CR 8; medium humanoid (human, shapechanger); HD 12d8+12 (human) plus 2d8+6 (wolf); hp 84; Init +4; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grp: +13/+16; Atk: +16 melee (1d8+3/19-20, longsword) or +13 ranged (1d8/19-20, light crossbow); Full Atk: +16/+11/+6 melee (1d8+3/19-20, longsword) or +13 ranged (1d8/19-20, light crossbow); SA -; SQ Alternate form, wolf empathy, low-light vision, scent; AL CE; SV Fort +12, Ref +7, Will +6; Str 16, Dex 11, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +7, Handle Animal +11, Intimidate +11, Jump +4, Ride +9, Survival +6, Swim -5; Improved Initiative, Iron Will, Power Attack, Quick Draw, Stealthy, Toughness, Track, Weapon Focus (longsword), Weapon Focus (bite).

Winterblood Sister, female werewolf War12, wolf form: CR 8; medium humanoid (human, shapechanger); HD 12d8+12 (human) plus 2d8+6 (wolf); hp 84; Init +6; Spd 50 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +13/+16; Atk: +18 melee (1d6+6, bite) Full Atk: +18 melee (1d6+6, bite); SA Curse of lycanthropy, trip; SQ Alternate form, DR 10/silver, wolf empathy, low-light vision, scent; AL CE; SV Fort +14, Ref +9, Will +6; Str 18, Dex 15, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +10, Handle Animal +10, Hide +2, Intimidate +11, Jump +7, Listen +3, Ride +9, Survival +5*, Swim +3; Improved Initiative, Iron Will, Quick Draw, Stealthy, Track, Weapon Focus (longsword), Weapon Focus (bite).

Winterblood Sister, female werewolf War12, hybrid form: CR 8; medium humanoid (human, shapechanger); HD 12d8+12 (human) plus 2d8+6 (wolf); hp 84; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +13/+16; Atk: +17 melee (1d4+4, claw) Full Atk: +17/+17 melee (1d4+4, 2 claws) and +13 melee (1d6+2, bite); SA Curse of lycanthropy, trip; SQ Alternate form, DR 10/silver, wolf empathy, low-light vision, scent; AL CE; SV Fort +14, Ref +9, Will +6; Str 18, Dex 15, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +10, Handle Animal +10, Hide +2, Intimidate +11, Jump +7, Listen +3, Ride +9, Survival +5*, Swim +3; Improved Initiative, Iron Will, Quick Draw, Stealthy, Track, Weapon Focus (longsword), Weapon Focus (bite).

Alternate form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su): Any human or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+4 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the trip attempt fails, the opponent cannot react to trip the werewolf.

Wolf empathy (Ex): Communicate with wolves and dire wolves, and a +4 racial bonus on

Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf in hybrid form gains a +4 racial bonus on Survival checks when tracking by scent.

Possessions: chain shirt, light wooden shield, longsword, light crossbow, kukri.

Encounter Four

Azig's Apprentice: Male human Wiz12; CR 12; Medium humanoid (human); HD 12d4+24; hp 54 plus 15 (*false life*); Init +1; Spd 30 ft.; AC 15, touch 15, flat-footed 14; Base Atk/Grp: +6/+6; Full Atk: +7/+2 melee (1d6, masterwork club) or +8 ranged (1d8+1/19-20, +1 light crossbow); SQ Fire resistance 10, contingency; AL NE; SV Fort +12, Ref +9, Will +12; Str 10, Dex 12, Con 15, Int 22, Wis 10, Cha 7.

Contingency (Sp): If Azig's Apprentice is targeted with a melee or ranged attack, *mirror image* is cast instantaneously.

Skills and Feats: 85 skill points; Bluff +3, Concentration +16, Craft (leatherworking) +10, Craft (armorsmithing) +10, Craft (stonemasonry) +10, Decipher Script +11, Jump +10, Knowledge (arcana) +21, Knowledge (nature) +8, Knowledge (religion) +8, Knowledge (the planes) +11, Listen +2, Spellcraft +23, Spot +2; Alertness, Craft Wand, Craft Wondrous Item, Empower Spell, Forge Ring, Great Fortitude, Magical Aptitude, Scribe Scroll, Spell Penetration, Still Spell.

Possessions: bracers of armor +4, cloak of resistance +4, headband of intellect +4, wand of magic missile (9th caster level, 20 charges), wand of empowered magic missile (9th caster level, 5 charges), wand of burning hands (5th caster level, 50 charges), wand of shield, rod of metamagic lesser silent, ring of energy resistance minor fire, ring of jumping, masterwork club, +1 light crossbow, spell component pouch (2), *contingency* focus, masterwork needles and string, artisans outfit, 100 gp ring, 150 gp ring, hemp rope, spellbook.

Spells Prepared (4/6/6/5/4/4/3; base DC = 16 + spell level): 0—[*arcane mark*, *mending* (3)]; 1st—[*animate rope*, *hold portal*, *light* (*still*), *shocking grasp*, *grease* (2)]; 2nd—[*flaming sphere*, *glitterdust*, *invisibility*, *mirror image*, *minor image*]; 3rd—[*deep slumber*, *magic missile* (*empower*), ~~*false life*~~, *slow*, *burning hands* (*empower*)]; 4th—[*greater invisibility*, *blink* (*still*),

globe of invulnerability lesser, *enervation*]; 5th—[*feeblemind*, *lightning bolt* (*empower*), *cloudkill*, *wall of force*]; 6th—[*vampiric touch* (*still*, *empowered*), *dispel magic greater*, *flesh to stone*].

Spellbook: 1st—[*animate rope*, *burning hands*, *hold portal*, *shocking grasp*, *grease*, *obscuring mist*, *magic weapon*, *unseen servant*, *identify*]; 2nd—[*see invisibility*, *daze monster*, *glitterdust*, *invisibility*, *mirror image*, *darkness*, *knock*]; 3rd—[*blink*, *deep slumber*, *enervation*, *false life*, *globe of invulnerability lesser*, *keen edge*, *slow*, *lightning bolt*, *invisibility sphere*, *vampiric touch*]; 4th—[*greater invisibility*, *phantasmal killer*, *dimension door*]; 5th—[*feeblemind*, *blight*, *cloudkill*, *wall of force*]; 6th—[*contingency*, *move earth*, *mislead*, *dispel magic greater*, *flesh to stone*].

Sssssss!, tiny viper familiar: tiny magical beast; HD: 12; hp: 27; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 21, touch 15, flat-footed 18; Base Atk/Grp: +6/-5; Atk: +11/+6 melee (1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA deliver touch spells, Poison; SQ improved evasion, SR 17, scent, speak with snakes, speak with master; AL NE; SV Fort +4, Ref +7, Will +9; Str 4, Dex 17, Con 11, Int 9, Wis 12, Cha 2.

Poison (Ex): 1d6 Con/1d6 Con, Fort save DC 10

Appendix Seven – APL 14

Encounter One

Dehzbah Gamma: Female human (simulacrum) Bbn8; CR 8; Medium humanoid (human); HD 8d12+24; hp 76; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk/Grp: +8/+13; Atk: +14 melee (2d6+8/19-20, +1 greatsword); Full Atk: +14/+9 melee (2d6+8/19-20, masterwork greatsword); SA rage 3/day; SQ DR 1/-, fast movement, improved uncanny dodge, trap sense +2; AL NE; SV Fort +10, Ref +5, Will +6; Str 20, Dex 14, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +6, Craft (weaponsmithing) +6, Handle Animal +7, Hide +2, Intimidate +10, Jump +6, Listen +10, Move Silently +2, Ride +16, Spot +4; Blind-Fight, Endurance, Iron Will, Power Attack.

Languages spoken: common, giant.

Rage: When Dehzbah Gamma rages (8 rounds duration), her statistics change as follows – hp: 92; AC: 17, touch 10, flat-footed 15; Grp +15; Atk/Full Atk +16/+11 melee (2d6+11, +1 greatsword); SV Fort +12; Will +8

Possessions: +1 greatsword, +2 Breastplate with armor spikes, *cloak of resistance* +1, potion of *enlarge person*, greatsword, shortsword, kukri, spiked gauntlet (2), 10 gp.

Physical Description: attractive young woman, hair the color of wheat, skin white as milk, and war paint of blood and ichor

Winterblood Sister, female werewolf War12, human form: CR 8; medium humanoid (human, shapechanger); HD 12d8+12 (human) plus 2d8+6 (wolf); hp 84; Init +4; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grp: +13/+16; Atk: +16 melee (1d8+3/19-20, longsword) or +13 ranged (1d8/19-20, light crossbow); Full Atk: +16/+11/+6 melee (1d8+3/19-20, longsword) or +13 ranged (1d8/19-20, light crossbow); SA -; SQ Alternate form, wolf empathy, low-light vision, scent; AL CE; SV Fort +12, Ref +7, Will +6; Str 16, Dex 11, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +7, Handle Animal +11, Intimidate +11, Jump +4, Ride +9, Survival +6, Swim -5; Improved Initiative, Iron Will, Power Attack, Quick Draw, Stealthy, Toughness, Track, Weapon Focus (longsword), Weapon Focus (bite).

Winterblood Sister, female werewolf War12, wolf form: CR 8; medium humanoid (human, shapechanger); HD 12d8+12 (human) plus 2d8+6 (wolf); hp 84; Init +6; Spd 50 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +13/+16; Atk: +18 melee (1d6+6, bite) Full Atk: +18 melee (1d6+6, bite); SA Curse of lycanthropy, trip; SQ Alternate form, DR 10/silver, wolf empathy, low-light vision, scent; AL CE; SV Fort +14, Ref +9, Will +6; Str 18, Dex 15, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +10, Handle Animal +10, Hide +2, Intimidate +11, Jump +7, Listen +3, Ride +9, Survival +5*, Swim +3; Improved Initiative, Iron Will, Quick Draw, Stealthy, Track, Weapon Focus (longsword), Weapon Focus (bite).

Winterblood Sister, female werewolf War12, hybrid form: CR 8; medium humanoid (human, shapechanger); HD 12d8+12 (human) plus 2d8+6 (wolf); hp 84; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +13/+16; Atk: +17 melee (1d4+4, claw) Full Atk: +17/+17 melee (1d4+4, 2 claws) and +13 melee (1d6+2, bite); SA Curse of lycanthropy, trip; SQ Alternate form, DR 10/silver, wolf empathy, low-light vision, scent; AL CE; SV Fort +14, Ref +9, Will +6; Str 18, Dex 15, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +10, Handle Animal +10, Hide +2, Intimidate +11, Jump +7, Listen +3, Ride +9, Survival +5*, Swim +3; Improved Initiative, Iron Will, Quick Draw, Stealthy, Track, Weapon Focus (longsword), Weapon Focus (bite).

Alternate form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su): Any human or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+4 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the trip attempt fails, the opponent cannot react to trip the werewolf.

Wolf empathy (Ex): Communicate with wolves and dire wolves, and a +4 racial bonus on

Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf in hybrid form gains a +4 racial bonus on Survival checks when tracking by scent.

Possessions: chain shirt, light wooden shield, longsword, light crossbow, kukri.

Gunan: male human Clr14 (Erythnul); CR 14; medium humanoid (human); HD 14d8+28; hp 91; Init +0; Spd 20 ft.; AC 23, touch 11, flat-footed 23; Base Atk/Grp: +10/+12; Atk: +13 melee (1d8+3, +1 unholy heavy mace) or +11 ranged (1d10/19-20, heavy crossbow) or +13 ranged (1d10/19-20 plus scream, heavy crossbow with *screaming bolt*); Full Atk: +13/+8 melee (1d8+3, +1 unholy heavy mace) or +13 ranged (1d10/19-20 plus scream, heavy crossbow with *screaming bolt*); SA rebuke undead; AL CE; SV Fort +13, Ref +8, Will +17; Str 14, Dex 10, Con 14, Int 10, Wis 23, Cha 12.

Skills and Feats: Concentration +19, Knowledge (arcana) +3, Knowledge (religion) +10, Sense Motive +8, Spellcraft +17; Divine Metamagic (Empower), Divine Spell Power, Empower Spell, Eschew Materials, Extra Turning, Lightning Reflexes.

Possessions: +1 unholy heavy mace, +1 full plate with armor spikes, +1 heavy steel spiked shield, ring of protection +1, cloak of resistance +2, periapt of wisdom +4, holy symbol (3), masterwork heavy crossbow, longspear, spiked gauntlet, scroll of cure serious wounds, *screaming bolt* (4), scroll of *remove paralysis*, scroll of *remove blindness/deafness*, *flask of curses*.

Spells Prepared (6/8/8/6/6/5/5/3; base DC = 16 + spell level): 0—[*detect magic* (2), *detect poison*, *guidance*, *mending*, *read magic*]; 1st—[*disguise self**, *bane*, *cure light wounds*, *deathwatch*, *detect good*, *divine favor*, *protection from good* (2)]; 2nd—[*invisibility**, *align weapon*, *death knell*, *remove paralysis*, *resist energy* (2), *spiritual weapon*, ~~*undetectable alignment*~~]; 3rd—[*magic circle against good**, *blindness/deafness*, *contagion*, *cure serious wounds*, *dispel magic*, *prayer*]; 4th—[*unholy blight**, *cure critical wounds*, *dismissal*, *divine power*, *freedom of movement*, *poison*]; 5th—[*dispel good**, *greater command*, *flame strike*, *spell resistance*, *summon monster* V]; 6th—[*mislead**, *empowered poison*, *harm*, *heal*, *word of recall*]; 7th—[*blasphemy**, *empowered flame strike*, *repulsion*.]

*Domain spell. **Domains:** [Evil (Evil spells are cast at +1 caster level); Trickery (Add Bluff, Disguise, and Hide to your list of class skills.)].

Encounter Four

Azig the Liar: Male human Wiz13/Archmage1; CR 14; Medium humanoid (human); HD 14d4+56; hp 91 plus 15 (*false life*); Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +6/+5; Atk: +6 melee (1d4-1, masterwork dagger); SA Mastery of Shaping; SQ Contingency; AL NE; SV Fort +10, Ref +8, Will +12; Str 8, Dex 14, Con 18, Int 23, Wis 11, Cha 13.

Skills and Feats: Balance +4, Concentration +21, Craft (sculpting) +7, Decipher Script +11, Disguise +3, Jump +1, Knowledge (arcana) +23, Knowledge (Dungeoneering) +7, Knowledge (History) +7, Knowledge (local – NMR) +7, Knowledge (local – Core) +7, Knowledge (the planes) +11, Sense Motive +4, Speak Language (Ancient Suloise), Speak Language (Old Oeridian), Speak Language (Flan), Speak Language (Lendorian), Speak Language (Goblin), Speak Language (Cold Tongue), Speak Language (Giant), Speak Language (Keolandish), Speak Language (Ancient Baklunish), Speak Language (Draconic), Spellcraft +28, Tumble +7, Use Rope +3; Craft Construct, Improved Initiative, Quicken Spell, Scribe Scroll, Skill Focus (spellcraft), Spell Focus (conjuration), Spell Focus (necromancy), Spell Mastery, Widen Spell.

Languages: Common, Undercommon, Dwarf, Elf, Ancient Suloise, Old Oeridian, Flan, Lendorian, Goblin, Cold Tongue, Giant, Keolandish, Ancient Baklunish, Draconic.

Spell Mastery: Azig the Liar may memorize the following spells without referring to a spell book: *Evard's black tentacles*, *circle of death*, *teleport*, *stinking cloud*.

Contingency (Sp): Should Azig the Liar be subject to taking energy damage, a *resist energy* spell is cast immediately.

Mastery of Shaping: The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a

minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Possessions: pale lavender ellipsoid ioun stone (absorbs twenty spell levels of 4th level or lower), pink rhomboid ioun stone (+2 Con), hand of glory, ring of wizardry II, ring of freedom of movement, ring of energy resistance major (acid), headband of intellect +4, boots of levitation, vest of resistance +2, cape of the mountebank, masterwork dagger (2), spell component pouch (4), *contingency* spell focus, scroll of teleport (silent), scroll of repel vermin, scroll of evard's black tentacles, scroll of rope trick (8th caster level), scroll of shield (3), potion of cure critical wounds, 50 pp.

Spells Prepared (4/6/10/5/5/4/3/2; base DC = 16 + spell level, or 17 + spell level for conjuration or necromancy): 0—[*acid splash*, *disrupt undead*, *touch of fatigue*, *mage hand*]; 1st—[*alarm*, *hold portal*, ~~*mage armor*~~, *charm person*, *magic missile*, *chill touch*]; 2nd—[*glitterdust* (2), *melf's acid arrow*, *web*, *touch of idiocy*, *blur*, *blindness/deafness*, ~~*false life*~~, *spectral hand*, *whispering wind*]; 3rd—[*fireball*, *dispel magic*, *stinking cloud*, *fly*, *slow*]; 4th—[*evard's black tentacles*, *otiluke's resilient sphere*, *bestow curse*, *ice storm*, *greater invisibility*]; 5th—[*magic missile (quicken)*, *waves of fatigue*, *dominate person*]; 6th—[*acid fog*, *fireball (widen)*, *scorching ray (quicken)*]; 7th—[*evard's black tentacles (widen)*, *waves of exhaustion*].

Spellbook: 1st—[*alarm*, *hold portal*, *mage armor*, *charm person*, *magic missile*, *chill touch*]; 2nd—[*glitterdust*, *melf's acid arrow*, *web*, *touch of idiocy*, *blur*, *blindness/deafness*, *false life*, *spectral hand*, *whispering wind*]; 3rd—[*fireball*, *dispel magic*, *stinking cloud*, *fly*, *slow*]; 4th—[*evard's black tentacles*, *otiluke's resilient sphere*, *bestow curse*, *ice storm*, *greater invisibility*]; 5th—[*waves of fatigue*, *dominate person*]; 6th—[*acid fog*, *contingency*, *planar binding*, *summon monster VI*, *greater dispel magic*]; 7th—[*waves of exhaustion*, *sequester*, *simulacrum*, *finger of death*]

Appendix Eight – APL 16

Encounter One

Dehzbah Gamma: Female human (simulacrum) Bbn8; CR 8; Medium humanoid (human); HD 8d12+24; hp 76; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk/Grp: +8/+13; Atk: +14 melee (2d6+8/19-20, +1 greatsword); Full Atk: +14/+9 melee (2d6+8/19-20, masterwork greatsword); SA rage 3/day; SQ DR 1/-, fast movement, improved uncanny dodge, trap sense +2; AL NE; SV Fort +10, Ref +5, Will +6; Str 20, Dex 14, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +6, Craft (weaponsmithing) +6, Handle Animal +7, Hide +2, Intimidate +10, Jump +6, Listen +10, Move Silently +2, Ride +16, Spot +4; Blind-Fight, Endurance, Iron Will, Power Attack.

Languages spoken: common, giant.

Rage: When Dehzbah Gamma rages (8 rounds duration), her statistics change as follows – hp: 92; AC: 17, touch 10, flat-footed 15; Grp +15; Atk/Full Atk +16/+11 melee (2d6+11, +1 greatsword); SV Fort +12; Will +8

Possessions: +1 greatsword, +2 Breastplate with armor spikes, *cloak of resistance* +1, potion of *enlarge person*, greatsword, shortsword, kukri, spiked gauntlet (2), 10 gp.

Physical Description: attractive young woman, hair the color of wheat, skin white as milk, and war paint of blood and ichor

Winterblood Sister, female werewolf War12, human form: CR 8; medium humanoid (human, shapechanger); HD 12d8+12 (human) plus 2d8+6 (wolf); hp 84; Init +4; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grp: +13/+16; Atk: +16 melee (1d8+3/19-20, longsword) or +13 ranged (1d8/19-20, light crossbow); Full Atk: +16/+11/+6 melee (1d8+3/19-20, longsword) or +13 ranged (1d8/19-20, light crossbow); SA -; SQ Alternate form, wolf empathy, low-light vision, scent; AL CE; SV Fort +12, Ref +7, Will +6; Str 16, Dex 11, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +7, Handle Animal +11, Intimidate +11, Jump +4, Ride +9, Survival +6, Swim -5; Improved Initiative, Iron Will, Power Attack, Quick Draw, Stealthy, Toughness, Track, Weapon Focus (longsword), Weapon Focus (bite).

Winterblood Sister, female werewolf War12, wolf form: CR 8; medium humanoid (human, shapechanger); HD 12d8+12 (human) plus 2d8+6 (wolf); hp 84; Init +6; Spd 50 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +13/+16; Atk: +18 melee (1d6+6, bite) Full Atk: +18 melee (1d6+6, bite); SA Curse of lycanthropy, trip; SQ Alternate form, DR 10/silver, wolf empathy, low-light vision, scent; AL CE; SV Fort +14, Ref +9, Will +6; Str 18, Dex 15, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +10, Handle Animal +10, Hide +2, Intimidate +11, Jump +7, Listen +3, Ride +9, Survival +5*, Swim +3; Improved Initiative, Iron Will, Quick Draw, Stealthy, Track, Weapon Focus (longsword), Weapon Focus (bite).

Winterblood Sister, female werewolf War12, hybrid form: CR 8; medium humanoid (human, shapechanger); HD 12d8+12 (human) plus 2d8+6 (wolf); hp 84; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +13/+16; Atk: +17 melee (1d4+4, claw) Full Atk: +17/+17 melee (1d4+4, 2 claws) and +13 melee (1d6+2, bite); SA Curse of lycanthropy, trip; SQ Alternate form, DR 10/silver, wolf empathy, low-light vision, scent; AL CE; SV Fort +14, Ref +9, Will +6; Str 18, Dex 15, Con 16, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +10, Handle Animal +10, Hide +2, Intimidate +11, Jump +7, Listen +3, Ride +9, Survival +5*, Swim +3; Improved Initiative, Iron Will, Quick Draw, Stealthy, Track, Weapon Focus (longsword), Weapon Focus (bite).

Alternate form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su): Any human or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+4 check modifier) as a free action without making a touch attack or provoking attacks of opportunity. If the trip attempt fails, the opponent cannot react to trip the werewolf.

Wolf empathy (Ex): Communicate with wolves and dire wolves, and a +4 racial bonus on

Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf in hybrid form gains a +4 racial bonus on Survival checks when tracking by scent.

Possessions: chain shirt, light wooden shield, longsword, light crossbow, kukri.

Gunan: male human Clr14 (Erythnul); CR 14; medium humanoid (human); HD 14d8+28; hp 91; Init +0; Spd 20 ft.; AC 23, touch 11, flat-footed 23; Base Atk/Grp: +10/+12; Atk: +13 melee (1d8+3, +1 unholy heavy mace) or +11 ranged (1d10/19-20, heavy crossbow) or +13 ranged (1d10/19-20 plus scream, heavy crossbow with *screaming bolt*); Full Atk: +13/+8 melee (1d8+3, +1 unholy heavy mace) or +13 ranged (1d10/19-20 plus scream, heavy crossbow with *screaming bolt*); SA rebuke undead; AL CE; SV Fort +13, Ref +8, Will +17; Str 14, Dex 10, Con 14, Int 10, Wis 23, Cha 12.

Skills and Feats: Concentration +19, Knowledge (arcana) +3, Knowledge (religion) +10, Sense Motive +8, Spellcraft +17; Divine Metamagic (Empower), Divine Spell Power, Empower Spell, Eschew Materials, Extra Turning, Lightning Reflexes.

Possessions: +1 unholy heavy mace, +1 full plate with armor spikes, +1 heavy steel spiked shield, ring of protection +1, cloak of resistance +2, periapt of wisdom +4, holy symbol (3), masterwork heavy crossbow, longspear, spiked gauntlet, scroll of cure serious wounds, *screaming bolt* (4), scroll of *remove paralysis*, scroll of *remove blindness/deafness*, *flask of curses*.

Spells Prepared (6/8/8/6/6/5/5/3; base DC = 16 + spell level): 0—[*detect magic* (2), *detect poison*, *guidance*, *mending*, *read magic*]; 1st—[*disguise self**, *bane*, *cure light wounds*, *deathwatch*, *detect good*, *divine favor*, *protection from good* (2)]; 2nd—[*invisibility**, *align weapon*, *death knell*, *remove paralysis*, *resist energy* (2), *spiritual weapon*, ~~*undetectable alignment*~~]; 3rd—[*magic circle against good**, *blindness/deafness*, *contagion*, *cure serious wounds*, *dispel magic*, *prayer*]; 4th—[*unholy blight**, *cure critical wounds*, *dismissal*, *divine power*, *freedom of movement*, *poison*]; 5th—[*dispel good**, *greater command*, *flame strike*, *spell resistance*, *summon monster* V]; 6th—[*mislead**, *empowered poison*, *harm*, *heal*, *word of recall*]; 7th—[*blasphemy**, *empowered flame strike*, *repulsion*.]

*Domain spell. **Domains:** [Evil (Evil spells are cast at +1 caster level); Trickery (Add Bluff, Disguise, and Hide to your list of class skills.)].

Encounter Four

Azig the Liar: Male human Wiz13/Archmage1; CR 14; Medium humanoid (human); HD 14d4+56; hp 91 plus 15 (*false life*); Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp: +6/+5; Atk: +6 melee (1d4-1, masterwork dagger); SA Mastery of Shaping; SQ Contingency; AL NE; SV Fort +10, Ref +8, Will +12; Str 8, Dex 14, Con 18, Int 23, Wis 11, Cha 13.

Skills and Feats: Balance +4, Concentration +21, Craft (sculpting) +7, Decipher Script +11, Disguise +3, Jump +1, Knowledge (arcana) +23, Knowledge (Dungeoneering) +7, Knowledge (History) +7, Knowledge (local – NMR) +7, Knowledge (local – Core) +7, Knowledge (the planes) +11, Sense Motive +4, Speak Language (Ancient Suloise), Speak Language (Old Oeridian), Speak Language (Flan), Speak Language (Lendorian), Speak Language (Goblin), Speak Language (Cold Tongue), Speak Language (Giant), Speak Language (Keolandish), Speak Language (Ancient Baklunish), Speak Language (Draconic), Spellcraft +28, Tumble +7, Use Rope +3; Craft Construct, Improved Initiative, Quicken Spell, Scribe Scroll, Skill Focus (spellcraft), Spell Focus (conjuration), Spell Focus (necromancy), Spell Mastery, Widen Spell.

Languages: Common, Undercommon, Dwarf, Elf, Ancient Suloise, Old Oeridian, Flan, Lendorian, Goblin, Cold Tongue, Giant, Keolandish, Ancient Baklunish, Draconic.

Spell Mastery: Azig the Liar may memorize the following spells without referring to a spell book: *Evard's black tentacles*, *circle of death*, *teleport*, *stinking cloud*.

Contingency (Sp): Should Azig the Liar be subject to taking energy damage, a *resist energy* spell is cast immediately.

Mastery of Shaping: The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a

minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Possessions: pale lavender ellipsoid ioun stone (absorbs twenty spell levels of 4th level or lower), pink rhomboid ioun stone (+2 Con), hand of glory, ring of wizardry II, ring of freedom of movement, ring of energy resistance major (acid), headband of intellect +4, boots of levitation, vest of resistance +2, cape of the mountebank, masterwork dagger (2), spell component pouch (4), *contingency* spell focus, scroll of teleport (silent), scroll of repel vermin, scroll of evard's black tentacles, scroll of rope trick (8th caster level), scroll of shield (3), potion of cure critical wounds, 50 pp.

Spells Prepared (4/6/10/5/5/4/3/2; base DC = 16 + spell level, or 17 + spell level for conjuration or necromancy): 0—[*acid splash, disrupt undead, touch of fatigue, mage hand*]; 1st—[*alarm, hold portal, ~~mage armor~~, charm person, magic missile, chill touch*]; 2nd—[*glitterdust (2), melf's acid arrow, web, touch of idiocy, blur, blindness/deafness, ~~false life~~, spectral hand, whispering wind*]; 3rd—[*fireball, dispel magic, stinking cloud, fly, slow*]; 4th—[*evard's black tentacles, otiluke's resilient sphere, bestow curse, ice storm, greater invisibility*]; 5th—[*magic missile (quicken), waves of fatigue, dominate person*]; 6th—[*acid fog, fireball (widen), scorching ray (quicken)*]; 7th—[*evard's black tentacles (widen), waves of exhaustion*].

Spellbook: 1st—[*alarm, hold portal, mage armor, charm person, magic missile, chill touch*]; 2nd—[*glitterdust, melf's acid arrow, web, touch of idiocy, blur, blindness/deafness, false life, spectral hand, whispering wind*]; 3rd—[*fireball, dispel magic, stinking cloud, fly, slow*]; 4th—[*evard's black tentacles, otiluke's resilient sphere, bestow curse, ice storm, greater invisibility*]; 5th—[*waves of fatigue, dominate person*]; 6th—[*acid fog, contingency, planar binding, summon monster VI, greater dispel magic*]; 7th—[*waves of exhaustion, sequester, simulacrum, finger of death*].

Azig's Apprentice: Male human Wiz12; CR 12; Medium humanoid (human); HD 12d4+24; hp 54 plus 15 (*false life*); Init +1; Spd 30 ft.; AC 15, touch 15, flat-footed 14; Base Atk/Grp: +6/+6; Full Atk: +7/+2 melee (1d6, masterwork club) or +8 ranged (1d8+1/19-20, +1 light crossbow); SQ Fire resistance 10, contingency; AL NE; SV Fort +12, Ref +9, Will +12; Str 10, Dex 12, Con 15, Int 22, Wis 10, Cha 7.

Contingency (Sp): If Azig's Apprentice is targeted with a melee or ranged attack, *mirror image* is cast instantaneously.

Skills and Feats: 85 skill points; Bluff +3, Concentration +16, Craft (leatherworking) +10, Craft (armorsmithing) +10, Craft (stonemasonry) +10, Decipher Script +11, Jump +10, Knowledge (arcana) +21, Knowledge (nature) +8, Knowledge (religion) +8, Knowledge (the planes) +11, Listen +2, Spellcraft +23, Spot +2; Alertness, Craft Wand, Craft Wondrous Item, Empower Spell, Forge Ring, Great Fortitude, Magical Aptitude, Scribe Scroll, Spell Penetration, Still Spell.

Possessions: bracers of armor +4, cloak of resistance +4, headband of intellect +4, wand of magic missile (9th caster level, 20 charges), wand of empowered magic missile (9th caster level, 5 charges), wand of burning hands (5th caster level, 50 charges), wand of shield, rod of metamagic lesser silent, ring of energy resistance minor fire, ring of jumping, masterwork club, +1 light crossbow, spell component pouch (2), *contingency* focus, masterwork needles and string, artisans outfit, 100 gp ring, 150 gp ring, hemp rope, spellbook.

Spells Prepared (4/6/6/5/4/4/3; base DC = 16 + spell level): 0—[*arcane mark, mending (3)*]; 1st—[*animate rope, hold portal, light (still), shocking grasp, grease (2)*]; 2nd—[*flaming sphere, glitterdust, invisibility, mirror image, minor image*]; 3rd—[*deep slumber, magic missile (empower), ~~false life~~, slow, burning hands (empower)*]; 4th—[*greater invisibility, blink (still), globe of invulnerability lesser, enervation*]; 5th—[*feeblemind, lightning bolt (empower), cloudkill, wall of force*]; 6th—[*vampiric touch (still, empowered), dispel magic greater, flesh to stone*].

Spellbook: 1st—[*animate rope, burning hands, hold portal, shocking grasp, grease, obscuring mist, magic weapon, unseen servant, identify*]; 2nd—[*see invisibility, daze monster, glitterdust, invisibility, mirror image, darkness, knock*]; 3rd—[*blink, deep slumber, enervation, false life, globe of invulnerability lesser, keen edge, slow, lightning bolt, invisibility sphere, vampiric touch*]; 4th—[*greater invisibility, phantasmal killer, dimension door*]; 5th—[*feeblemind, blight, cloudkill, wall of force*]; 6th—[*contingency, move earth, mislead, dispel magic greater, flesh to stone*].

Ssssss!, tiny viper familiar: tiny magical beast; HD: 12; hp: 27; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 21, touch 15, flat-footed 18; Base Atk/Grp: +6/-5; Atk: +11/+6 melee (1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.]; SA deliver touch spells, Poison; SQ improved evasion, SR 17, scent, speak with snakes, speak with master; AL NE; SV Fort +4, Ref +7, Will +9; Str 4, Dex 17, Con 11, Int 9, Wis 12, Cha 2.

Poison (Ex): 1d6 Con/1d6 Con, Fort save DC 10

Appendix Nine - Atherstone

Atherstone

Atherstone is the capital of Pale-occupied Tenh. The city is located in what was the eastern region of the former Duchy of Tenh, approximately 30 miles west of the Yol River and Wintershiven. Atherstone has a population of approximately 5400 people. Of these, 95% are human and 5% are half-elves. Atherstone is little more than a town. It was the first location of safety the Tenha could get to as they fled from the forces of luz and most recently the Ether Threat. It has remained a place of security by the Theocracy of the Pale since they first moved into the former Duchy of Tenh. Most of the residents of Atherstone are either Tenha refugees who never got further than Atherstone or the families of Faithful Flan, waiting for the day their husbands and sons will retake the Tenh for them under the Theocracy of the Pale. Atherstone and the rest of occupied Tenh are ruled by the Provisional Governor of Occupied Tenh, Knight Captain Louis Phillip Gastón II. His post is a military appointment and will remain so until the Prelatal Army has secured the Theocracy of the Pale's position in Tenh. An Archbishop has recently been assigned to Atherstone by the Church of the One True Path to guide Louis Phillip in religious decisions and to oversee the spiritual well being of Atherstone's residents. Many believe this is a precursor to the Theocracy of the Pale making Atherstone into the Pale's tenth archdiocese.

At the core of Atherstone is the original town, which is laid out in a circular pattern originating with what was once the small trading village between the Pale and the Tenh territories. Atherstone is a place under occupation at the moment and there are several construction projects underway in and around the town. There is a temple of Pholtus under construction near the center of town in the old market square to replace the wooden structure that houses the current temple. On the western outskirts of the refugee town built up around the original town, the Prelatal Army is building a keep to house their forces and from which to proceed with the continued liberation of Tenh from the forces of luz. Many other buildings are under construction, both for private citizens and merchants as well as for the Theocracy. Structures in Atherstone are built using stone from the Griff Mountains and what little good wood can be harvested from the Phostwood. There is no defensive wall

around Atherstone, but several defensive ramparts have been built around the town and its encampments and shanty town. There is a large construction project going on around the town and its outlying encampments, which may be the beginnings of a wall.

The Arcanist Guild has recently completed construction of a guild house in the town of Atherstone. This guild house will house members of the Arcanist Guild visiting Atherstone as well as the large force of arcanists currently in Atherstone acting as Magic Corpsmen with the Prelatal Army.

The most striking feature of Atherstone is the number of tents and makeshift buildings currently surrounding the original town. As previously stated, Atherstone is largely an occupied town with large amounts of construction taking place to accommodate the forces of the Prelatal Army and the followers who have come with these troops. Most of these people are currently in large encampments on the outside of the town proper or in make shift living arrangements.

Atherstone has several farms located around it, which used to act as its primary source of food. The farms have not done well with the advent of the Ether Threat in the former Duchy of Tenh, so most food for Atherstone is being imported into Atherstone from farmland closer to the Yol River or from even farther away as necessary. Many farmers have begun to convert their farms into pastures for hardy breeds of goat and sheep, which they hope will allow them to continue their trade, although the conversion from agriculture to animal husbandry is taking time.

The Atherstone garrison of the Prelatal Army, housed in a large military encampment on the western side of the town, is the largest garrison of troops gathered in one place throughout the Theocracy of the Pale. The troops here, numbering approximately 4000 including Prelatal Army Regulars as well as Faithful Flan, are generally considered the most experienced troops in the Prelatal Army. They have faced the forces of luz and Stonehold as well as the Ether Threat. They have been blooded in battle time and time again and have continued to hold Atherstone against all those who seek to dislodge the Pale from this region. Rumors say the massive buildup of troops in Atherstone is a precursor to the Theocracy of the Pale pushing westward again, into lands the Theocracy of the

Pale held before the Ether Threat drove them back to Atherstone.

Another encampment right next to that of the Prelatal Army houses a large contingent of Pholtan Knights Valorous. The Knights are here to support the Theocracy of the Pale's occupation of Tenh. These are battle-hardened warriors like the army troops here who have fought in many battles. They continued to make forays into the rest of formerly occupied Tenh to try and dislodge the Ether Threat throughout the last two years, changing their tactics from that of heavy cavalry to light cavalry over the years. They have perfected many desert tactics over the last two years and now are assisting in the retraining of the Prelatal Army stationed at Tenh for fighting in the barren wastelands of the former Duchy of Tenh.

Known Persons of Atherstone

Knight Captain Louis Phillip Gastón II is the Military Governor of Pale Occupied Tenh. His official designation is Provisional Governor and he takes his position seriously. He has to, after the tests of the last two years. Governor Gastón is a devout Pholtan and a Knight Captain of the Order of the Sun.

Information excerpted from the Pale Gazetteer.

NECROPHIDIUS

Medium-Size Construct

Hit Dice: 2d10+20 (30 hp)

Initiative: +3

Speed: 30 ft., climb 10 ft.

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

Base Attack/Grapple: +1/+2

Attack: Bite +2 melee

Full Attack: Bite +2 melee

Damage: Bite 1d6+1 plus paralysis

Face/Reach: 5 ft./5 ft.

Special Attacks: Dance of death, paralysis, sneak attack

Special Qualities: Construct traits

Saves: Fort +0, Ref +3, Will +0

Abilities: Str 13, Dex 16, Con —, Int —, Wis 11, Cha 12

Skills: Climb +9, Hide +11, Move Silently +11

Feats: —

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2–5)

Challenge Rating: 2

Treasure: —

Alignment: Always neutral

Advancement: 3–5 HD (Medium-size); 6 HD (Large)

The necrophidius is a stealthy construct often mistaken for an undead creature. It is created to assassinate a target or guard an object or location.

A necrophidius looks like a skeletal snake with a fanged humanoid skull. It normally remains in hiding and stays absolutely still unless its orders require it to follow a creature or patrol an area. It slithers silently and can climb well. It understands Common and obeys the orders of its creator, but it cannot speak.

COMBAT

The creature's normal method of attack is to hide, and then stealthily approach and sneak attack an unwary target. If confronted by multiple foes or by a creature aware of its presence, it uses its dance of death ability to allow it to approach its enemies and bite.

Dance of Death (Su): A necrophidius can sway in a hypnotic manner, riveting the attention of any creature within 30 feet that can see it. Creatures that fail a Will saving throw (DC 12) are dazed (can take no actions but can defend themselves) for as long as the necrophidius continues its dance. Creatures that make their saving throws can avert their eyes from the necrophidius as if they were avoiding a gaze attack (50% chance per round of not having to make a saving throw, 20% miss chance on attacks against the necrophidius). A necrophidius can move up to its normal speed as a move action even if performing its dance of death. This is a mind-affecting effect.

Paralysis (Su): A creature bitten by a necrophidius must succeed on a Will saving throw (DC 12) or be paralyzed and unconscious for 10 minutes.

Sneak Attack (Ex): Anytime a necrophidius's target is denied a Dexterity bonus, or when a target is flanked by a necrophidius, the necrophidius deals an additional 2d6 points of damage on a successful melee attack.

Construct Traits: A necrophidius is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A necrophidius has darkvision (60-foot range).

Skills: A necrophidius has a +8 racial bonus on Hide and Move Silently checks. It also has a +8 racial bonus on Climb checks and can always choose to

Appendix Ten

take 10 on Climb checks, even if rushed or threatened.

CONSTRUCTION

To construct a necrophidius, the creator needs the Craft Wondrous Item feat and must expend 5,000 gp in materials and 100 XP. The cost includes the need for a skeleton of a Medium-size snake, the skull of a humanoid creature, and all other mundane ingredients. Assembling the body requires a successful Craft (sculpting) check (DC 13). If the creator is a sorcerer or wizard, the construction process requires *geas/quest*, *hold person*, *hypnotism*, and *Mordenkainen's faithful hound*. If the creator is a cleric, it requires *animate objects*, *command*, *geas/quest*, and *hold person*. The process takes five days.

Larger examples of this creature can be created, with each additional Hit Die increasing the cost by 2,500 gp and 50 XP.



Necrophidius

MM

Appendix or Judge Aid

Drave, Male Human Con16:; CR 16; Medium Humanoid (human); HD 16d4+48; hp 96; Init +1; Spd 30 ft.; AC 18, touch 14, flat-footed 17; Base Atk/Grp: +8/+12; Atk: +13 melee (1d4+5, unarmed strike); Full Atk: +13/+8 melee (1d4+5, unarmed strike); SA spells; SQ contingency, permanent spells; AL NE; SV Fort +9, Ref +7, Will +10; Str 10, Dex 13, Con 16, Int 23, Wis 8, Cha 13.

Skills and Feats: Concentration +22, Decipher Script +19, Knowledge (arcana) +16, Knowledge (architecture) +11, Knowledge (dungeoneering) +13, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local – core) +11, Knowledge (nature) +11, Knowledge (nobility) +11, Knowledge (religion) +11, Knowledge (the planes) +11, Spellcraft +27, Swim +10; Augment Summoning, Craft Wand, Craft Wondrous Item, Extend Spell, Forge Ring, Improved Grapple, Improved Unarmed Strike, Scribe Scroll, Skill Focus (Knowledge [arcana]), Spell Focus (conjunction), Widen Spell.

Contingency (Sp): If Drave is incapacitated, so that he cannot take move or standard actions, a *magic jar* spell activates and allows him to attempt to possess nearby creatures.

Permanent Spells: Drave has made the following spells permanent on himself: *arcane sight*, *darkvision*, *greater magic fang* +5, *resistance*, and *tongues*.

Languages: Common, Goblin, Undercommon.

Possessions: *Ring of freedom of movement*, *ring of protection* +3, *ring of feather falling**, *ring of swimming**, *ring of mind shielding**, *ring of force shield**, *ring of sustenance**, *amulet of health* +2, *headband of intellect* +4, *slippers of spider climbing*, *wand of Evard's black tentacles* (48 charges), *wand of stinking cloud* (13 charges), *wand of web* (22 charges), *potion of cure moderate wounds* (4), *potion of cat's grace* (4), diamond (4000 gp value), ivory statuette (2000 gp value). *This ring has no space limitation.

Spells Prepared (5/7/7/6/6/6/5/4/3; base DC = 16 + spell level, or DC = 17 + spell level for conjunction spells): 0—[*acid splash* (2), *detect magic*, *mage hand*, *touch of fatigue*]; 1st—[*animate rope*, *comprehend languages*, *grease* (2), *identify*, *obscuring mist*, *ray of enfeeblement*]; 2nd—[*detect thoughts*, *glitterdust*, *mage armor* (extended), *melf's acid arrow*, *rope trick*, *summon swarm*]; 3rd—[*fly*, *glitterdust* (extended), *lightning bolt*, *phantom steed*, *sleet storm*, *stinking cloud*]; 4th—[*dimensional anchor*, *evard's black tentacles*, *fire shield*, *polymorph*, *screaming*, *summon monster IV*]; 5th—[*baleful polymorph*, *cloudkill*, *dismissal*, *evard's black tentacles* (extended) (2), *wall of force*]; 6th—[*acid fog*, *chain lightning*, *lightning bolt* (widened), *summon monster VI*, *wall of iron*]; 7th—[*banishment*, *evard's black tentacles* (widened), *greater teleport*, *summon monster VII*]; 8th—[*horrid wilting*, *maze*, *moment of prescience*].

Drave's prohibited schools are enchantment and illusion.

Spellbook: Drave knows every spell in the *Player's Handbook*, except for enchantment and illusion spells), along with several more obscure spells.

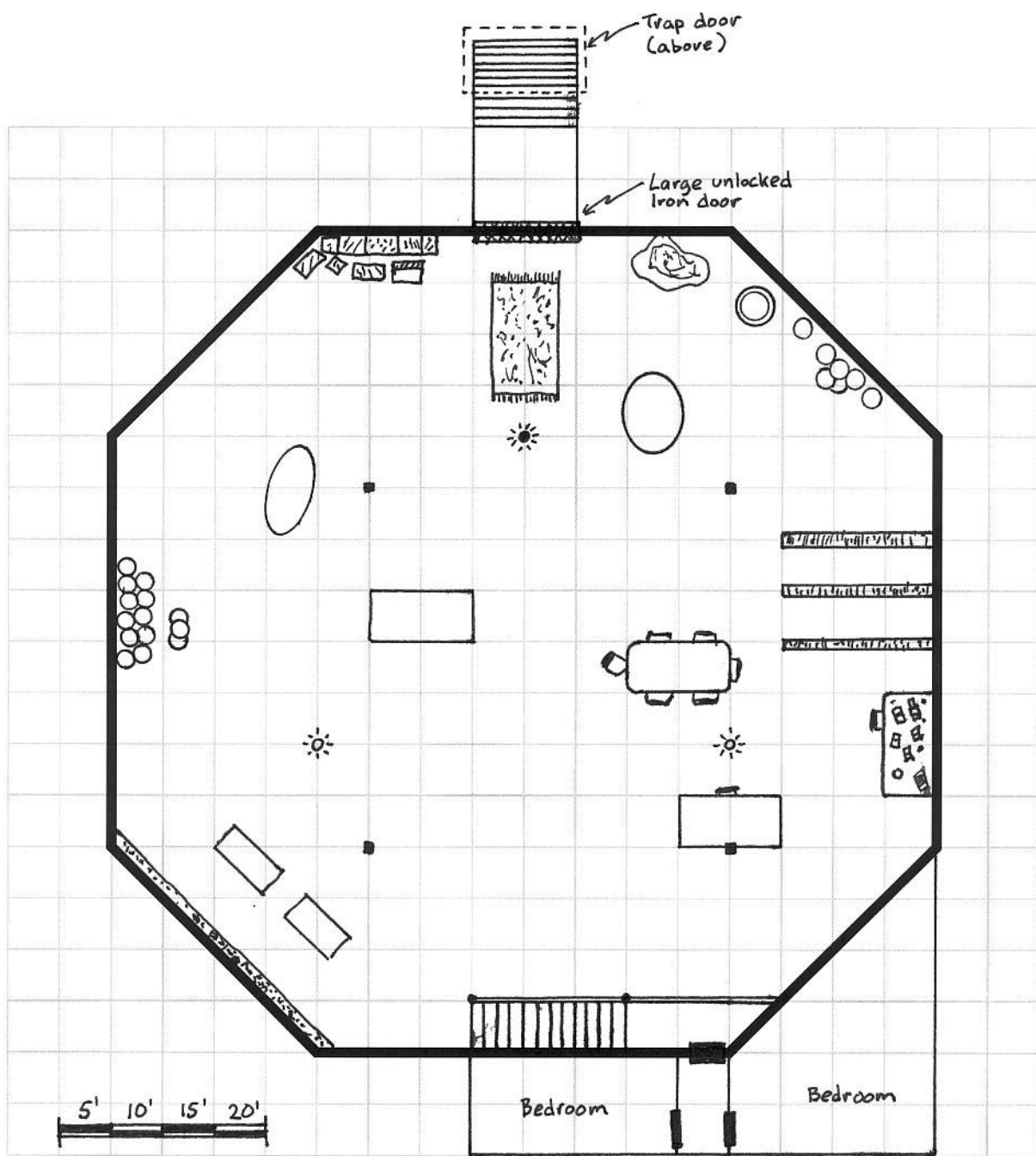


Map #1



map (excerpt) by Eric Anondson

Map #2



map by Joe Streeper