

KEO7-03

To Catch a Thief

A One-Round D&D[®] LIVING GREYHAWK[™]

Keoland Regional Adventure

Version 1.5

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Knowledge is power ... and in Keoland, it can also be deadly. Is a commission to recover a stolen book and catch a thief as simple as it seems? A Keoland Regional adventure for APLs 2-10, and Part 1 of the *Philosopher's Stone* series.

Note: This adventure will be of particular interest to members of Keoland's Thieves' Guilds, the Shadowdark and the Silent Ones meta-organizations.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at keolandpoc@adelphia.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Keoland. Characters native to Keoland pay

one Time Unit per round, all others pay two Time Units per round.

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

A character who 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

The Thieves' Guild of Niole Dra, headquartered in the Royal District, is involved primarily in blackmail, information/disinformation and the acquisition of rare and forbidden objects and books. One such item, the legendary Philosopher's Stone, a magical artifact capable to transmuting the elements, was supposedly discovered near the town of Saltmarsh in the Viscounty of Salinmoor back in 576 CY. Although the stone later proved to be a fake, adventurers recovered various items that had somehow been transmuted to pure gold. For obvious reasons, the Guild had an interest in obtaining this item, and sent its agents forth to bring back any clues to its current whereabouts.

One of those sent forth was a young Oerdian woman named Maya Verspucci. Maya traced the stone back to the haunted house outside

Saltmarsh¹, and recovered the alchemist's journal from a rare booksellers shop. After studying the book, she returned the journal to her Guild contact, Ellinka², and informed her that the book contained a cipher that may relate the location of the Philosopher's Stone and how to unlock its arcane powers.

Unfortunately, Maya inadvertently discovered that the Guild was providing certain acquisitions to an agent of the Scarlet Brotherhood. Dealing with any such persons is considered treason in Keoland. Knowing that her life was not worth a plugged copper piece when her superiors discovered that she came by this information, and fearing that the Guild might provide the location of the Philosopher's Stone to the Brotherhood if she discovered its whereabouts, Maya fled Niole Dra. She headed south, hoping to make contact with the Flen Thieves' Guild and pay them enough coin to give her passage to Sterich where she could lose herself in that Giant-occupied nation.

Back in Niole Dra, Ellinka detected Maya's absence and discovered that she knew of the sales of certain items to the Scarlet Brotherhood. Although the Niole Dra Guild has considerable resources at its disposal, operating in any of Keoland's major cities would be considered a breach of the peace maintained by the four Thieves' Guilds (the others are located in Gradsul, Cryllor, and Flen). Ellinka instead decided to retain outsiders, i.e. adventurers, to do the finding, and hired a cadre of kenku assassins to shadow the PCs and murder Maya once the PCs find her. In addition (at APLs 6-10 only), Ellinka also blackmailed a wizard into sending an Invisible Stalker after Maya to insure that the job is done.

Ellinka is sure that Maya fled to seek sanctuary with one of the other Guilds, but she is not certain which one. Consequently, she hopes to hire the PCs to investigate and discover which one Maya has sought refuge with.

To further complicate matters, several other organizations have taken an interest in the

activities of the Niole Dra Thieves' Guild, notably the Shadowdark and the Silent Ones, two very different organizations that are each dedicated to quelling threats both inside and outside Keoland's borders. Both organizations are highly sensitive to any potential threats to the Kingdom and Crown following the civil war that nearly occurred within the confines of the capitol itself (as detailed in *KEO5-06, A Tale of Two Lions*).

Finally, unbeknownst to Ellinka, the kenku assassins retained by her have their own agenda. The kenku belong to a cabal of Vecna worshippers who had also been looking for the secret of the Philosopher's Stone and seek to capture Maya for themselves.

ADVENTURE SUMMARY

Encounter One

The adventure begins in Niole Dra where the PCs have come to witness the celebration of Founding Day, where there is a reenactment of the battle at Dragon Roost Rock. The PCs are later contacted by Ellinka, a rogue in the Niole Dra Thieves Guild. PCs who are members of the Cryllor Thieves' Guild, Niole Dra Thieves' Guild, the Shadowdark or the Silent Ones or who have the favor or notice of either of the latter two organizations will also be individually contacted by these respective meta-organizations and given special instructions. Ellinka requests that the adventurers meet her at Brogan's Hall to discuss employment. Ellinka observes the PCs at Brogan's to determine how best to approach them, i.e., as a member of the Niole Dra Guild or to pose as a more legitimate employer, based on the party's overall demeanor and behavior.

Encounter Two

The PCs meet with Ellinka. Ellinka offers to hire the PCs to track down Maya Verspucci, a thief that stole a valuable ledger from Ellinka's "employer" and needs the party to go to Cryllor where Ellinka believes the thief is headed. In reality, the "thief" is an Oerdian woman named Maya who accidentally discovered that the Niole Dra Guild is under the control of the Scarlet Brotherhood. Ellinka wants the PCs must pursue this "Hunted" NPC across *teleported* near Cryllor to look for her there.

Encounters Three and Four

¹ See AD&D Dungeon Module U1, *The Sinister Secret of Saltmarsh*.

² Ellinka first appeared in AD&D Greyhawk Accessory *"The Scarlet Brotherhood"* by Sean Reynolds.

The PCs arrive just outside the City of Cryllor. On the road, the PCs witness a payroll caravan being raided by a group of halflings. In reality, this robbery is a strike against the powerful merchant's guild and Count Manz by the Cryllor Thieves' Guild. The PCs may choose to assist either side or take no part in the battle.

Encounter Five

This Encounter deals with the aftermath of the payroll robbery. No matter which side the PCs assist, the PCs can gain information enabling them to pursue Maya to Flen from either the Merchant's Alliance or Cryllor Thieves' Guild. Alternatively, if the PCs choose not to get involved, they need to search Cryllor by making Gather Information checks. PCs should be able to determine that a woman fitting Maya's description paid a large sum of coin to book passage to Flen on a ship "no questions asked". If the PCs assisted either the Alliance or the Guild, representatives from one of these factions will also tell the PCs of their opinion of current situation in Cryllor and attempt to sway the PCs into providing assistance to their faction in the future.

Encounter Six

Monsters attack the PCs en route to Flen. The combats in this Encounter depend on whether the PCs choose to book passage on a boat headed up the Javan River towards Flen or take the overland road or fly through the Good Hills. PCs that insist on using *teleportation* magic will bypass this Encounter entirely.

Encounter Seven

Once safely in Flen, the PCs will need to find Maya using divination magic or Gather Information. Alternatively, PCs can make progress looking for the Flen Thieves' Guild's border-jumping smuggling network or posing as border jumpers themselves.

Encounter Eight

The PCs will have one opportunity to save Maya during her attempt to use the Flen underground to get her over the border to Sterich and safety. Instead, a cadre of kenku killers tracked Maya. The kenku are after her knowledge of the whereabouts of the Philosopher's Stone (and at APLs 6-10, an Invisible Stalker under Ellinka's direction).

Encounter Nine

If Maya is rescued, she will bargain what she knows about the Niole Dra Guild for her freedom. PCs must decide whether to let her go or to turn her over to any of the factions seeking her knowledge of either the Philosopher's Stone or the Niole Dra Thieves' Guild. If PCs choose let her go, or turn her over to the Shadowdark or Silent Ones, they will be marked by the Niole Dra Guild.

PREPARATION FOR PLAY

Note whether any PCs are members of the following meta-organizations:

- Cryllor Thieves' Guild
- Flen Thieves' Guild
- Niole Dra Thieves' Guild
- Shadowdark
- Silent Ones

In addition, note whether any PCs have:

- Notice of the Silent Ones
- Gift of the Silent Ones, or have the favor or influence with the Silent Ones
- Invitation to Join the Shadowdark or Favor of the Shadowdark

These PCs will have separate instructions as detailed in *Player Handouts 1 to 6* to be given out before the begin of play.

Finally note whether any PCs have played the Keoland Special Mission for access to the Green Star Adept Prestige Class "Wanderer's Call, Wanderers' Fall". These PCs will have met Maya Verspucci and may also have the AR items "A Deal with the Vermillion Queen" or "Enmity of the Vermillion Queen".

INTRODUCTION

Have the PCs introduce themselves as traveling companions on their way to watch the Founding Day Celebration in the City of Niole Dra. Any PCs do not wish to attend the festival do not participate in the adventure.

When you first entered the capitol of Keoland, the great city of Niole Dra, you were somewhat surprised to find that you had to turn your weapons over to the city watch. Still, the constant presence of the city watchmen somewhat allays any lingering fears. The

sights, sounds and smell of the city generate an excitement, a sense of wonder at the coming festival that you have traveled to attend. Despite the precautions being taken to ensure the safety of the citizenry, few are letting the oppressive attitude of the newly formed Office of Public Order dampen their spirits. In fact, everywhere you look, you see fresh-faced youths in the crimson tabard of the Office of Public Order standing watch, instead of detachments of the Keoish Royal Standards.

This week, Niole Dra celebrates Founding Day, with a large fair around the great rock in the center of the city. Many brightly colored tents and pavilions have been set up around the great flat, black rock that an ancient red wyrm once sunned itself on. Although the dragon has not returned in nearly eight hundred years, by law no permanent structures may be built within fifty feet of Dragon Roost Rock. Local merchants call out to you, hawking wares from dragon-crested helmets to braised crocodile meats served with cooked vegetables on a stick.

Children laugh and take turns pretending to be one of the three knights that challenged the great dragon (the last of whom begged for mercy) according to legend, while their amused parents look on. Noble and commoner alike walk the streets, many in garish dragon-themed costumes. The crowds part briefly to make way for the carriage of Lady Lilith Zelrad, a favorite of the commoners, as her retinue throw out silver griffons to the children that follow in the carriage's wake. In short, this festival is everything a celebration should be.

The highlight of the day is the official reenactment of the challenges and supplication to the great red dragon, with a distinguished warrior chosen from the Lion Braich, the retired veterans of the campaign to liberate Sterich, representing each of the knights and a paper mache construct representing the dragon. You watch, along with the rest of the crowd, as the first mounted knight gallops towards the dragon and is engulfed in what appears to be flame spewing forth from the paper dragon's mouth, leaving no remains. A second knight rides towards the dragon, and is also immolated. The third knight rides to within twenty feet of the dragon, dismounts and doffs his helm, plants his lance in the earth and cries "Mercy, wyrm!

Our people do not wish to do battle, we merely seek to dwell here in peace!"

His voice a loud rumble, the red dragon bellows, "Human, I could wreak a terrible slaughter upon your kind, yet I am but one and you are many. I am certain that I would eventually fall to your hordes. If not now, then some day within the next few centuries. Thus, I have a bargain for you. I will not attack your settlement. In return, you will not build anything within my tail's length of this rock and I will be allowed to sun myself here whenever the mood strikes me."

If they wish, PCs can make a DC 23 **Spellcraft** save to identify the *major image* illusion of flames and disappearance of the knights cast by the National Academy of Wizardry apprentices working inside the paper dragon. PCs can also make a DC 12 **Spot** check to see that the "flames" are being closely watched over by a tall Suloise woman wearing the robes and badge of a senior member of the NAW faculty. Any PC in the NAW or making a DC 25 **Knowledge (Sheldomar Valley)** check will be able to identify the woman as Beryce, the apprentice of Lashton, Archmage of Keoland.

The people cheer at the display as the agreement between human and wyrm is reached. At the close of the festivities, Lord Mayor Pugnace Dillip begins a long-winded speech about the city's further history and future. You are mercifully distracted from His Honor's inspiring words by a tugging at your sleeve. Turning, you see a grubby young street urchin, the child's sex difficult to discern because of the grime covering his or her face and clothes. In a high-pitched voice, the child speaks, "Excuse me, brave sirs (and ladies), my mistress, a lady named Ellinka, wishes to make you an offer of employment. If you would care to hear her offer, she said that she'll be at Brogan's Hall in the Copper Quarter of the Tankard District this evening." The child stops speaking and eyes you warily, apparently awaiting your response.

The urchin, a young Oerdian boy named Aggie, doesn't know anything other than a pretty blond woman paid him two coppers to deliver the message. He is hanging around, hoping that the adventurers will tip him as well.

The PCs have some time to do some shopping or **Gather Information** in Niole Dra prior to meeting at Brogan's, if they wish. Otherwise,

proceed to Encounter One. Gathering Information about Ellinka will reveal the following:

DC 25: Ellinka? Yes, I believe that she is a bookkeeper that works for House Zelstrad.

DC 40: "Ellinka? Pretty Suel girl? Pretty as poison. Don't tell anyone you heard it from me, but I hear she is connected with the Niole Dra Thieves' Guild!"

ENCOUNTER 1: ONE NIGHT AT BROGAN'S

Brogan's is the most popular tavern in the Tankard district of Niole Dra. If a PC has been to Niole Dra, chances are good they've been to Brogan's (even if it was outside of an adventure). The word "tavern" is used loosely because, while Brogan's does serve food and drinks, its main attraction is a wrestling ring in the middle of the dining area. People come from all over the city to have dinner, watch, and bet on the fights. The Niole Dra Thieves' Guild has a small amount of sway here, mostly with the betting, and any PC taking part in wrestling will be approached by a rogue named Ratty, and offered (50xAPL) gold to throw the match. Ellinka has instructed Ratty, a lower echelon Guild member, to approach the PCs to make this offer in order to gauge their character.

This gold is treated as over the cap gold (can be spent in mod but does not appear on the AR). Throwing a fight requires a successful bluff check vs. the referee's sense motive check (15+APL).

Even before you arrive at the oversized building in the Tankard District, the raucous shouts and cheers in Brogan's Tavern meet your ears. Entering the well-lit tavern, it's impossible to miss the large, roped-in platform: Brogan's famous wrestling ring. Tables are situated on the floor around the ring. Further back towards the walls, tables sit on a raised platform to give patrons a better view. Half of the patrons are on their feet, cheering for the match currently in progress, and half are eating while they enjoy the entertainment. Weaving in and out of the noisy crowd are a good number of serving maids in revealing dresses, and several grubby looking gnomes with small notebooks. Tonight, the house is packed, probably on account of the festival, and few open tables are to be seen. A stout dwarf with a leathery face

and red beard addresses you. "Welcome to Brogan's, can I get you a table?"

The PCs presumably ask for a table, at which point the host (Hugh Badaxe, Spot +12) asks them to check their weapons at the door with another dwarf. They'll be well taken care of. He then leads them to an open table. PCs who ask for Ellinka will be told that she is a regular here but Hugh doesn't see her yet as he makes a comical attempt to see over all the tall people in the room. Ellinka will approach the PCs after seeing how they handle themselves at the match.

The smells of roast beef, beer and smoke, mingled with sweat and blood accost your nose. Sitting at your table waiting for your serving maid, it's hard to miss the match taking place in the ring. You see the wrestlers grappling each other on the mat when suddenly, the one on top climbs up the ropes and takes a flying leap onto the other, causing a loud smack on the mat and a grunt from the prone man. Standing up, he then bounces himself off the ropes and charges at his opponent, falling on him with an elbow. The crowd goes wild as he lies on his immobile opponent to pin him. The referee kneels on the mat, and slaps it. "ONE!" cries the crowd. The pinned man does not move. The referee slaps the mat again. "TWO!" the crowd screams. The referee leaps up, and lifts the winning wrestler's hand in the air. "WINNER!" he shouts as the crowd grows even louder. The wrestler pumps his fists in the air as he screams back at the crowd, riling them up even more.

"IS THERE NO ONE IN THIS BAR WHO CAN CHALLENGE ME?!?" the wrestler bellows. "IS THERE A CHALLENGER?" the referee can be heard over the raucous cheers of the crowd.

- If any PCs decide to enter the ring, use part A of this encounter.
- If no PC decides to enter the ring, someone else from the crowd steps up.
- Any PCs not entering the ring are still allowed to bet on the matches. The table is approached by one of the gnomes walking around; use part B of this encounter for betting rules.

PART A – WRESTLING AT BROGAN'S

These Rules are also outlined in Player Handout 7.

This is less “legitimate” wrestling, and more “entertainment” wrestling. There is a chair and two 2x4 boards in the ring. These are treated as improvised weapons (-4 to attacks, a roll of a natural 1 destroys the weapon). See *DM's Aid #1* for a map of the wrestling ring. **At the DM's discretion, any PC winning their APL wrestling match can call challengers. At this point, the NPC from the next APL will step out of the crowd. However, if this encounter is monopolizing too much time, or the other players are disinterested, do not take this option. Regardless, a PC will wrestle a maximum of two times before no one else steps up to challenge them.** PCs winning at least one match get their name on the wall.

- Note the 25% chance of a PC being approached to throw the match (outlined in the beginning of encounter).
- The chair is treated as an improvised club (1d6, x2 crit, one-handed) and the 2x4's are treated as improvised quarterstaves (1d6, x2 crit, two handed or double ended).
- You will need to keep track of grapple check winners and pins to help determine match winners.
- There are also special “wrestling” moves that can optionally be used:
 - *You can take a flying leap off a corner post onto an opponent.* If an attacker has the upper hand in a grapple at the beginning of their turn, they can release the grapple, climb the ropes, and jump onto the defender as a full round action. This requires a successful balance check (DC 15) and jump check (DC=distance jumped). Treat this as an unarmed strike, and a charge doing triple damage. Failing the balance check, jump check, or attack roll all leave the attacker prone in an appropriate square. Success on the attack leaves the attacker and defender prone in the defender's square. (A player has the upper hand in a grapple if they won the last grapple check made)
 - *An attacker can bounce himself off the ropes as a part of a move action to add force to their hit.* This adds 5' to movement. The defender gets a +2 dodge bonus to AC because they “see it coming.” Treat the attack as a charge doing double damage. In the case of an unarmed strike, if the defender succeeds in their AoO against the unarmed strike, it's considered a “clothesline,” and the

attacker is prone in addition to taking damage from the AoO. (A defender who is prone cannot clothesline an attacker, but still gets their AoO.)

- *An attacker can parade around the ring to rile up the crowd in their favor.* By moving at least 10' and succeeding at a DC (15+APL) diplomacy check (part of the movement), a PC gains +1 to attack and damage on their next attack.

The challenger is asked if they want the rules, and if so, are told the following:

- The wrestlers are scanned by a “Detect Magic” before a match. Using magic in a fight, besides causing a forfeit, is considered bad form.
- No armor or weapons are allowed in the ring. Doing so is a forfeit of the match.
- Players roll initiative; the first round (round 0) customarily consists of wrestlers trying to intimidate each other before the bell rings.
- The match lasts 5 rounds after the bell (6 rounds including the intimidation round).
- “The penalty for manslaughter in Keoland is the payment of Raise Dead or Resurrection costs, and 26 TUs imprisonment. So be careful to not kill your opponent.”
- To find a winner, follow these rules, in order:
 1. Maintaining a pin for two full rounds results in an automatic win. (I.E., Opponent is pinned on your turn, on their turn fails to escape, remains pinned on your turn, fails to escape again on their turn)
 2. Knocking your opponent out results in an automatic win. (Though it's customary to “pin” an unconscious opponent for entertainment value)
 3. If no one is knocked out or pinned for two full rounds by the end of the 5 rounds, whoever had the most pins wins.
 4. If no one was pinned, or there is a tie for pins, whoever won the most grapple checks wins the match.
 5. If there is a tie for grapple checks, or if there were no grapple checks, or no one won a grapple check, whoever lost the most hit points loses by TKO.

PART B – BETTING ON THE MATCHES

Rules for Betting on the match:

PCs will be approached by a shifty looking halfling (named Alton Swiftfinger) with a notebook, asking if they would like to bet on the match. PCs can bet any amount they would like, on either combatant.

- The odds are 2 to 1 against any challenger, and 1 to 1 for the current champion. So a PC who bets 100 gold will get 200 gold (for 2 to 1) or 100 gold (for 1 to 1), plus their original 100 back.
- Any gold won is considered over the cap gold (and therefore can be spent in the mod for expendable items, but is not kept on the AR). Any gold lost comes off the AR under “Lifestyle costs, other gold spent.”
- PCs tempted to throw the match so their party can win a bunch of gold should be warned that they need to make a Bluff skill check to do so, opposed by the referee’s sense motive check (5+APL).

APL 2 (EL 1)

Kull, Male Human (Suel) Brb1: hp 12; see *Appendix 1*.

Tactics: Kull is simply going for a KO or TKO. If engaged in a grapple, he will use his unarmed strike to further damage his opponent rather than try to escape the grapple. Depending on his opponent’s grapple check, he may do this by either “Damaging with a grapple” or “Attacking in a grapple.” On the first round, Kull will rage and attempt to Intimidate his opponent. On round two, he will bounce off the ropes, trying a two-handed power attack for double damage and then just engage in melee with his fists.

APL 4 (EL 3)

Grensh, Male Half-Orc Ftr3: hp 29; see *Appendix 2*.

Tactics: Grensh will try to win by a pin. However, if it seems that his opponent has the improved grapple feat or is otherwise hard to pin, Grensh will attempt to win by KO or TKO. On the first round, he will attempt to Intimidate his opponent. He will then attempt to start a grapple. If an opponent resists being grappled, Grensh will pick up a club, bounce off the ropes and attempt a two-handed power attack.

APL 6 (EL 5)

Dulak, Male Dwarf Mnk5: hp 41; see *Appendix 3*.

Tactics: Dulak will try to win by a pin. However, if it seems that his opponent has the improved grapple feat or is otherwise hard to pin, Dulak will attempt to win by KO or TKO. On the first round, he bows to his opponent and delays, taking measure of his opponent. He will then attempt to start a grapple and pin.

APL 8 (EL 7)

Nibblick, Male Gnome Mnk5/Drunken Master2: hp 52; see *Appendix 4*.

Tactics: Nibblick will try to win by KO or TKO. If engaged in a grapple, he will try to escape. Nibblick can use the improvised weapons in the ring without penalty. Instead of attempting to Intimidate, Nibblick drinks down two beers to gain +4 to his Strength. This ability boost gives him +2 to hit, damage, grapple and –2 to AC (because of associated Wisdom penalty). Nibblick then picks up the nearest object, tumbling past any AOO and attacks, using a few non-lethal unarmed flurry blows to avoid killing the PC. If using a special charge attack outlined above, Nibblick will use his stagger ability to negate any AOO’s his opponent would otherwise get.

APL 10 (EL 9)

Rand, Male Human (Bakluni) Brb4/Ex-Mnk2/Reaping Mauler3: hp 84; see *Appendix 5*.

Tactics: Rand will attempt to win by pinning. Any grapple attempt by opponents automatically gives him an AOO due to his close quarters fighting feat. He will probably not need to rage, unless he needs the hit points. On the first round, he will attempt to Intimidate his opponent. In subsequent rounds, he will continue attempting to grapple or pin as applicable. Note that Rand’s first full round pin results in a Sleeper Hold.

Treasure: see above.

Developments: How the PCs act in this encounter depends on how Ellinka approaches them. If the party in general engages in wrestling, gambling or rigging the matches, she will approach them openly as a member of the Guild. If the PCs refrain from such activities or appear disdainful, Ellinka will approach them as a victim, hoping to prey upon their good nature. PCs may make a **Spot** check, **DC 39**, to detect that they are

being observed by Ellinka, who is using her Shadowdancer Hide in Plain Sight ability to watch the PCs.

ENCOUNTER 2: ELLINKA'S TALE

How this Encounter progresses depends upon the PCs behavior in Encounter One. If the party in general engages in wrestling, gambling or rigging the matches, she will approach them openly as a member of the Thieves' Guild. If the PCs refrain from such activities or appear disdainful, Ellinka will approach them as a victim, hoping to prey upon their good nature. In either case, she hopes to hire the PCs to track Maya down in Cryllor.

FOR PCS WHO HAVE OBTAINED EITHER A DEAL WITH THE VERMILLION QUEEN OR ENMITY OF THE VERMILLION QUEEN

If any PC(s) at the table has the AR item, "A Deal with the Vermillion Queen", Ellinka approaches the PCs as a member of the Niole Dra Thieves' Guild and reminds the PC(s) that they owe the Vermillion Queen a favor. If any PC has "Enmity of the Vermillion Queen", Ellinka approaches them as Maya's victim.

Use the following boxed text if Ellinka introduces herself as a member of the Thieves' Guild:

A slim shape clad in form-fitting studded leather armor glides out of the shadows and approaches your group. As the figure nears, you see a stunning young Suloise woman with green eyes and short, light blond hair held back by a copper circlet. "Greetings. I am your prospective employer." She says in a husky voice as she seats herself gracefully with her back to the wall. "My name is Ellinka. Unlike most of my brethren, I believe in being direct. So I am laying my cards on the table. I am a member of the so-called Thieves' Guild here in Niole Dra. Although you would be more correct to call us 'information brokers'. We are looking for someone that stole from us." Her mouth tightens as she admits this fact. It is readily apparent that it galls her. "What we need is for a group to track the thief down and recover what she stole from us – a code book containing certain ciphers that we want kept private. The book is what appears to

be a plain, leather bound journal. We are fairly certain that the thief has not managed to dispose of it yet, as whoever she sold it too would probably have tried to broker it back to our Guild by now. We can pay you (100xAPL per PC) gold lions for the return of the book. So", she pauses, a slight smile on her lips, "are you interested?"

If the PCs appear to be of a more law-abiding nature based on their behavior at Brogan's, use the following boxed text in lieu of the above (Ellinka's clothing changes thanks to her *hat of disguise*):

A demure young Suloise woman approaches your group, glancing around uncertainly at the riff raff that are ever-present at Brogan's Hall. Her wide green eyes regard your group with hopefulness as she nervously twirls her long blond braided hair. "Are you the heroes that Aggie found?" She asks with some trepidation in her voice.

Assuming the PCs answer in the affirmative:

"I'm not sure who else to turn to. My name is Ellinka. I work as a scribe for House Zelrad. Recently, I became friends with another young woman. She was a bit of a wild sort and showed me many new places in Niole Dra. You see, I have only recently come here from the town of Woodsage in the Barony of Sayre. But just last week, I found she was just ... using my friendship. She stole a journal that dealt with some business dealings of my employer. It's in a cipher, so I'm not sure she can understand it, but if she can, there are details within it that could prove embarrassing to my employer. I want to hire you to recover the journal. I can pay you my inheritance, (APL x 100) gold lions each if you can recover the journal. Will you please help me?"

In either case, Ellinka will decline to give out further information until the PCs agree to take the job. She is then available to answer questions, some of which are anticipated below. Note that in several instances, Ellinka lies or distorts the truth. She has taken the precaution of drinking a *potion of glibness* before meeting the PCs, and her **Bluff** skill is enhanced to +49.

Who is the woman that stole the journal?

Her name is Maya Verspucci (true).

What does she look like?

She's a young, attractive Oerdian woman (true).

Do you have any idea where she went?

I am sure that she fled to Cryllor. That's where she is originally from (true).

When did you notice the journal was missing?

Just yesterday. (false)

When did you last see Maya?

About two weeks ago. I fear she may be in Cryllor already. (true)

Are you certain she still has the journal?

Yes. Divinations revealed that she still has the book.

How do you expect us to overtake her?

I can arrange to have your group *teleported* near Cryllor. You can't *teleport* into the city; it is against the law to teleport into any city in Keoland (true).

Why can't you go after her yourself?

Ellinka will either answer that her Guild cannot operate in Cryllor, which is under control of a different Thieves' Guild (true), or that she fears that she will lose her position within House Zelrad, depending on which hook she used to gain the PCs aid.

PCs that ask about House Zelrad may make a **Knowledge (nobility)**, **Knowledge (history)** check or **bardic lore** **DC 15** know that House Zelrad is a Suel noble House, the vast majority of whom departed the Sheldomar Valley before the formation of the Kingdom to settle in what became the South Province of the Great Kingdom.

All APLs (EL 12)

Ellinka, Human Female (Suel)
Rog10/Shadowdancer2: hp 75; see Appendix 6.

Tactics: Ellinka will attempt to dupe the PCs into helping her find Maya. If the PCs for some reason attack her, Ellinka will try to escape using her Hide in Plain Sight ability and the crowd at Brogan's to run interference. In addition, the PCs should be without their weapons unless they concealed them from the city watch and the bouncer. Casting spells will bring the city watch to apprehend the PCs.

Treasure: Ellinka has the items on her person. She has no intention of paying the PCs the reward for recovering the journal and had no gold on her.

Developments: If the PCs accept the job, Ellinka thanks them and arranges to have them meet Hendrik, a National Academy of Wizardry mage, who agrees to *teleport* them near Cryllor in the morning. Under no circumstance will Ellinka submit to any spells such as *detect thoughts* or *zone of truth*.

PCs have the rest of the evening to themselves. They may use this time to purchase magic items available in Niole Dra, or Gather Information about Ellinka, Maya or House Zelrad.

DC 15: House Zelrad is a Suel noble House, the vast majority of whom departed the Sheldomar Valley before the formation of the Kingdom to settle in what became the South Province of the Great Kingdom.

DC 20: Ellinka? Yes, I believe that she is a bookkeeper that works for House Zelrad.

DC 40: "Ellinka? Pretty Suel girl? Pretty as poison. Don't tell anyone you heard it from me, but I hear she is connected with the Niole Dra Thieves' Guild!"

PCs that use lethal force or cast spells against Ellinka in public are subjected to stiff penalties:

- *Injuring Ellinka or another citizen:* Fine of 10gp per hit point of lethal damage inflicted, paid by the offending PC. If spells were used to inflict the damage, this fine is cumulative to others for spellcasting in public (see below).
- *Casting non-forbidden spells in public:* Fine of 10 gp, multiplied by a number equal to (4 x total levels of spells cast). Large, especially dangerous or destructive spells (such as the high-end evocation or conjuration spells like *lightning bolt*, *fireball*, *flame wave*) are counted as being double their actual level. Thus a PC who casts *magic missile* and *fireball* will incur a fine of (4 x 8 x 10 gp) 320 gp. Note that this penalty applies to spells that are especially flashy and/or destructive (DM's discretion – a spell like *haste* or *invisibility* would not be considered illegal, but merely frowned upon; most evocation spells are another matter).
- *Destruction of public property* (what kind of table of PCs are you running, anyway?) ranges from fines of 50 gp (destroying a wall) to 500 gp or more (for burning down a building).
- *Casting forbidden spells in public:* Most necromancy spells fall into this category. Consult the Keoland Meta-Organization book

appendix for a comprehensive list of these spells and the punishments incurred.

PCs that cannot pay the fine are imprisoned until they work off their debts. This immediately removes them from the adventure; each TU that they remain imprisoned covers 100 gp of their fine. PCs may contribute their own earnings to keep a fellow PC out of jail.

In any case, attacking Ellinka ends the adventure.

ENCOUNTER 3: HIGHWAY ROBBERY!

Hendrik is an inveterate gambler who is in debt to the Niole Dra Thieves' Guild and will not accept payment from or converse much with the PCs. He knows nothing about Maya or the journal.

This morning you met with Hendrik, a sullen Oerdian wizard wearing the grey robes and badge of a NAW wizard, who teleported your group from his home outside Niole Dra to a small copse of trees near the city of Cryllor. As you arrive in a flash of yellow light, you hear the cries of men and the panicked whinnying of horses from the road ahead. "Bandits! Protect the wagon!" someone calls out.

Hendrik immediately *teleports* away at this point. Assuming the PCs investigate:

Chaos mars the normally tranquil road through the hills of the County of Cryllor. Small humanoid shapes dart in and out of cover from the pine trees that dot the hilly landscape, as mounted soldiers in red livery attempt to ride them down and large, stone-like humanoids attempt to engage them in melee.

See *DM's Aid #2* for a map of the area.

Allow the PCs the following skill checks before asking them for their actions:

Spot:

DC 12 – the small humanoid figures are masked Halflings. They are armed with bows.

DC 15 – The wagon that the red-liveried men are guarding is carrying payroll chests.

DC 15+APL – The Halflings appear to be firing to wound, rather than kill.

Knowledge (Local Sheldomar):

DC 15 – The red livery belongs to the Cryllor Merchant's Alliance.

DC 20 – The Cryllor Merchant's Alliance is supported by Count Ignatz Manz of Cryllor.

DC 25 – The Merchant's Alliance is rumored to be behind the economic suppression of non-humans in Cryllor.

Profession (soldier):

DC 10 – The Halflings appear to be firing to wound, rather than kill.

Depending on the PCs actions at this point, go to either **Encounter 4A** or **4B**. If the PCs choose not to get involved, read the following:

The skirmish is short-lived. Once the mounted troops reach the Halflings, the demi-humans scatter. One Halfling, caught in the open, throws down her bow and appears to ask for quarter, but the lancer's horse tramples her, leaving a still, lifeless body behind in the dust. Several of the humans are slightly injured, but there appear to be no casualties other than the ill-fated Halfling woman.

If the PCs approach the payroll guards having not entered the combat, adjust the NPCs attitude to unfriendly, and hostile if there are any dwarves, gnomes or Halflings in the party. With a successful diplomacy check, when asked about Maya, the guards will relate that the best place to find that type of information would be the docks, "where that sort likes to congregate..talk to Toothy McGee down there." Failing the diplomacy check, a **DC (10+APL) Gather Information** (taking 1d4+1 hours) in the city will also reveal that they should ask around in the docks.

It is also possible that PCs may have Influence Point(s) with Constable Merla Henning. PCs with such Influence can obtain the following information from Constable Henning's associates:

- A young woman fitting Maya's description arrived in Cryllor from Niole Dra last evening.
- Merla's associates believe that the woman contacted the Cryllor Thieves' Guild and had already left Cryllor.
- The woman had a leather-bound book with her that looked quite old.

- Merla's associates believe that the woman booked passage on a keelboat heading west up the Javan River towards Kilm en route to Flen.

If the PCs do not have any Influence with Constable Henning, they will need to succeed at a **Gather Information** check at the docks, **DC 15+APL**, to obtain the above information. Each **Gather Information** attempt takes 1d4+1 hours.

By boat, PCs can calculate that Maya will arrive in Flen in 3 days (with a day's head start). PCs have several options available to them to pursue her. They can follow Maya to Kilm via boat. Proceed to Encounter 6A. PCs may attempt to head her off in Flen via the roads (Flen is approximately 48 miles from Cryllor, see *Player's Handbook*, Table 9-6 on page 164 to estimate how long it will take the PCs to travel overland to Flen). Proceed to Encounter 6B. Some tables may have the ability to *fly* or *teleport* to Flen. If PCs attempt to reach Flen via *flying*, proceed to Encounter 6C. Remind PCs that *teleporting* into a city such as Flen is illegal and that unless their PCs are actually from Flen they probably do not have a destination to *teleport* to.

IF THE PCS ARE FOOLISH ENOUGH TO ATTACK BOTH SIDES FOR ANY REASON, PROCEED TO HAVE THE OPPONENTS FROM ENCOUNTERS 4A AND 4B ATTACK THE PCS. IF THE PCS SURVIVE, THEY GAIN THE ENMITY OF BOTH THE MERCHANTS' ALLIANCE AND THE CRYLLOR THIEVES' GUILD.

ENCOUNTER 4A: HUZZAH! WE CHOOSE TO AID THE GUARDS!

Use this option if the PCs assist the payroll guards and attack the Halfling bandits. All caravan guards or maugs move off to engage other opponents and do not assist the PCs in this combat.

As you move to assist the caravan guards, a small group of Halflings, clad in grey cloaks and armed with shortbows, moves through the brush to intercept you.

APL 2 (EL 2)

Halfling Snipers (3), Male Halfling Rog1: hp 6 each; see *Appendix 1*.

APL 4 (EL 4)

Halfling Snipers (3), Male Halfling Rog1 / Scout 1: hp 13; see *Appendix 2*.

APL 6 (EL 6)

Halfling Snipers (3), Male Halfling Rog1 / Scout 2: hp 25; see *Appendix 3*.

APL 8 (EL 8)

Halfling Snipers (4), Male Halfling Rog1 / Scout 3: hp 34; see *Appendix 4*.

APL 10 (EL 10)

Halfling Snipers (4), Male Halfling Rog2 / Scout 4: hp 51; see *Appendix 5*.

Tactics: The Halflings start approximately 40 feet from the PCs as shown on DM's Aid #2. They will attempt to continuously move and shoot, using the rocks and trees as soft cover to snipe at the PCs. If pinned down, they instead begin using the Rapid Shot feat to attempt to cause as much damage as possible before fleeing into the brush and using *potions of pass without trace* or trackless step class ability to escape.

Treasure: The Halflings have only the items on their person.

Developments: Should the PCs defeat the Halflings, they are approached by the Merchants' Alliance riders. They demand that any captured Halflings be turned over to them for execution as brigands. It will require a DC 30 Diplomacy check to persuade the guards not to execute the Halflings immediately.

Captured Halflings initially refuse to talk. If persuaded to talk (**DC 35 Diplomacy** check or successful **Intimidate** check), they will relate that they are rebels against the unjust and racist policies of Count Manz as related in Encounter 5A. The guards ask the party to accompany them into the city so that they may be rewarded for their efforts. Proceed to encounter 5A.

ENCOUNTER 4B: HUZZAH! WE CHOOSE TO AID THE ROBBERS!

Use this option if the PCs assist the Halfling raiders and attack the caravan guards. All halflings move off to engage other opponents and do not assist the PCs in this combat.

At APLs 2-4:

As you move to assist the Halflings, a detachment of heavy horsemen rides to intercept you.

At APLs 6-10:

As you move to assist the Halflings, several large hulking humanoids that appear to be made from stone detach from the battle and move to intercept you.

APL 2 (EL 2)

Caravan Guards, Male Human Ftr1: hp 8 each; see *Appendix 1*.

Heavy Warhorse: hp 39 each; see *Appendix 1*.

APL 4 (EL 4)

Caravan Guards (3), Male Human Ftr2: hp 18; see *Appendix 2*.

Heavy Warhorse: hp 39 each; see *Appendix 2*.

APL 6 (EL 6)

Maugs (3), Large Construct: hp 45; see *DM's Aid, New Rules*.

APL 8 (EL 8)

Maug Fighters (4), Male Human Ftr1: hp 51; see *Appendix 4*.

APL 10 (EL 10)

Maug Fighters (4), Male Human Ftr2/Rgr1: hp 62; see *Appendix 5*.

PCs can identify the stone-like creatures as Maugs with a successful **Knowledge (the planes) check, DC 17**.

Tactics: The mounted fighters begin approximately 40 ft. from the PCs, as shown on *DM's Aid #2*. They will charge three to four abreast, depending on APL, in an attempt to ride down the PCs using their mounted combat feats.

At all APLs, the horsemen take advantage of their Ride-By-Attack to avoid melee.

At APL 8, the Maugs will attempt to move forward as a unit and concentrate on flanking obvious melee types first, unless archers or spellcasters start to inflict serious damage. One Maug will then attempt to grapple the spellcaster or archer while his partner will attack the grappled opponent. At APL 10, the Maugs will first attempt to Trample opponents or Bull Rush PCs into each other before entering melee. **Note:** All Maugs in this encounter are equipped with the Shoving Arm Graft which they will use to attempt to keep PCs from using 5-foot steps to bypass the Maugs' Reach.

Treasure: The guards have only the items on their person. The payroll chest on the wagon is locked (**DC 35 Open Lock** check) and contains 1,000 gold lions.

Developments: Once the caravan guards are defeated, the Halflings tie up any prisoners and leave them on the wagon, taking their mounts and gear and the payroll chest. Meriwether Shadowfoot, the group's leader, invites the PCs back to the halflings' camp. If the PCs agree to accompany the Halflings, proceed to Encounter 5B.

ENCOUNTER 5A: THE MERCHANTS' ALLIANCE WANTS YOU!

The Merchant's Alliance began in 595 CY, when the refugees started pouring in from Geoff. Many of those that came were Halflings, gnomes and dwarves, and they tried to earn a living by plying their crafts. The human merchants in Cryllor formed a Merchants' Alliance that refused to purchase the goods sold by the refugees. These practices were brought to the attention of the Lady Regent, and halted. However, ever since the return of Count Manz and the disappearance of the Regent, the government in Cryllor has supported the Merchants' Alliance's efforts. A **Knowledge (Local)** or **Bardic Knowledge (DC 15)** will reveal this information to the PCs.

The human guards will refuse to answer any questions about the presence of the Maugs, and the Maugs will not acknowledge the PCs.

The caravan guards bring you to a three story, regal looking building in the heart of Cryllor. The gilded sign hanging outside the

door reads "Cryllor Merchant's Alliance." You are escorted up a flight of thickly carpeted stairs to an ornately decorated antechamber. There is a huge picture window framed by two potted plants, and overstuffed furniture arranged along the other walls. The lieutenant bids you to wait, and disappears through a heavy oak door opposite the one you came in.

It should be obvious to the PCs that this is a waiting room. There is only the door they came in and the door the lieutenant went through, which leads directly into Reginald Johnwys's main office. There is nothing of value here to steal (unless the PCs feel the need to steal the furniture). Several minutes later, the lieutenant returns and escorts the party into the office.

You are escorted into a large, oak paneled office. There is a floor to ceiling picture window facing you, looking out on the Javan River. To your left is a full wall to wall bookshelf. To your right is a huge desk where a well-dressed middle-aged man sits hunched over an open book with a quill in hand. Looking up at you, he takes off the gold-rimmed glasses perched on the end of his nose, and sets down his pen. "Come in, come in," he beckons to you, "My name is Reginald Johnwys. I hear you came to the aid of some of my guards today. Sadly, such occurrences have become more and more common around Cryllor. It seems that one of the thieves' guilds here have not taken kindly to our organization's business practices. They don't realize that true competition is what drives our strong economy. Instead, they rob the merchants, and simply give the money away, fostering a spirit of laziness among our populace. After all, who works when money is simply given away? I am certain though that you did not come in for an economics lesson. My lieutenant has a reward for you, and you have my thanks. Is there anything else I can help you with?"

ASKING QUESTIONS OF JOHNWYS ABOUT MAYA

Sweeping his hand around the office Reginald says, "I spend most of my day here, so I would not know about such things. However, I have a very good contact in the docks district by the name of 'Toothy McGree'." Tapping the side of his nose, and winking, he continues, "Don't let the name fool you. He's very resourceful. I

will be happy to give you a letter with my seal, and he will give you any information he has."

THE PCS ASK FOR AN "ECONOMICS LESSON"

"Well, competition is the driving force behind a healthy economy. When a great many of the Geoff refugees living in our area began producing goods, the existing merchants in the city realized that in order to survive, it would be better to form an alliance that could properly compete with these new goods flooding the market. Many people might say that we should have cooperated with them, but in reality, such an arrangement would have driven prices up, crippling our city's economy. It is in competition that prices are driven down, costs are cut, and production is streamlined. The monopoly that cooperation would have caused would have had the opposite effect. But no more of this talk, I can see I'm boring you."

Any arguments or verbal attacks from the PCs regarding the Merchant's Alliance business practices, or accusations of racism, causes the party to lose the "Favor of the Cryllor Merchant's Alliance" on their AR. Reginald will respond by saying he doesn't expect your type to understand the finer points of economics, and you should agree to disagree.

AT THE DOCKS

Toothy McGree is easy to locate, as everyone at the docks seems to know him. He is a burly, jovial man, with a huge smile always on his face, and perfect teeth. Toothy will relay the following information to the PCs:

- A young woman fitting Maya's description arrived in Cryllor from Niole Dra last evening.
- The woman contacted the Cryllor Thieves' Guild and has already left Cryllor.
- The woman had a leather-bound book with her that looked quite old.
- The woman booked passage on a keelboat heading west up the Javan River towards Kilm en route to Flen. He remembers her because as she boarded the boat, she was searched by those stone fellows that are assisting the town guards nowadays. She dropped a book when they searched her, but they let her keep it.

- “She looked like a runner. If the woman was running from someone, she would contact the Flen Thieves’ Guild. They specialize in getting border jumpers into Sterich.”

Developments: By boat, PCs can calculate that Maya will arrive in Flen in 3 days (with a day’s head start). PCs have several options available to them to pursue her. They can follow Maya to Kilm via boat. Proceed to Encounter 6A. PCs may attempt to head her off in Flen via the roads (Flen is approximately 48 miles from Cryllor, see *Player’s Handbook*, Table 9-6 on page 164 to estimate how long it will take the PCs to travel overland to Flen). Proceed to Encounter 6B. Some tables may have the ability to *fly* or *teleport* to Flen. If PCs attempt to reach Flen via *flying*, proceed to Encounter 6C. Remind PCs that *teleporting* into a city such as Flen is illegal and that unless their PCs are actually from Flen they probably do not have a destination to *teleport* to.

ENCOUNTER 5B: REBELS WITH A CAUSE

Having accepted the halflings’ offer to join them at their camp, you follow the small humanoids through the brush. One of the Halflings trails behind your group, carefully obliterating all sign of your passage. The Halflings reject all offers to converse, curtly stating that they will explain all when you get to where you are headed.

The Halflings finally call a halt near the entrance to a small cave in the hills. The brush around the cave has been cleared, and a barrel of water sits outside the cave entrance. One of the Halflings stops to take a drink using a ladle from the barrel, and offers you water to quench your thirst. Then she smiles, and approaches you, offering a diminutive hand in greeting.

“Thanks for your aid back there. I’m Meriwether Shadowfoot, Merri to my friends. I don’t know that we could have beaten those horsemen and Maugs without your help. We definitely could use allies like you in our struggle. Ever since the Count returned, things have only gotten worse in Cryllor for those who aren’t human.” Merri sighs sadly. “It began back in 595 CY, when the refugees started pouring in from Geoff after the giants invaded. It was a tough time since Cryllor could not support the added mouths to feed. Many of those that came were Halflings,

gnomes and dwarves, and they tried to earn a living by plying their crafts. However, the human merchants in Cryllor didn’t enjoy the competition, and formed a Merchants’ Alliance that blackballed the purchase of goods sold by the refugees.

These practices were brought to the attention of the Lady Regent, and halted. However, since the return of Count Manz, and the disappearance of his daughter, the former Regent, things have gotten worse. Now, the government in Cryllor supports the Merchants’ Alliance’s efforts to blacklist non-human craftsmen and skilled workers. Finally some of us decided to do something about it. Most of this coin we stole will go back to the non-human population of Cryllor so they don’t starve. You have done the folk of Cryllor a great service in assisting us in our mission. I will be sure to mention it to my fellow rebels.

“Now, one good turn deserves another. Is there anything I can help you with?”

ASKING FURTHER QUESTIONS OF MERRI ABOUT CRYLLOR

Merri can’t say why the Count is acting in this manner. She has no idea of the whereabouts of the Lady Regent.

Merri doesn’t know where the Maugs came from, only that they are working for the Count and that ambushing them has proved ineffective (because as constructs they are immune to critical hits and sneak attack damage). She knows that they are called Maugs because they were able to capture one in a previous raid and that is what it referred to itself as.

Merri will not reveal that she is a member of the Cryllor Thieves’ Guild or that the Guild will take its “cut” of the coin recovered (Assume Merri’s **Bluff** roll is 15+APL).

ASKING MERRI ABOUT MAYA

If the PCs give Merri an adequate description of Maya, and ask about her whereabouts, she can tell them the following information:

- A young woman fitting that description arrived from Niole Dra last evening.
- Merri believes that she contacted the Cryllor Thieves’ Guild and had already left Cryllor. (A successful

Sense Motive check, DC 15+APL, will determine that Merri knows more about this than she is telling).

- The woman had a leather-bound book with her that looked quite old.
- Merri overheard that the woman booked passage on a keelboat heading west up the Javan River towards Kilm en route to Flen.
- It is likely that if the woman was running from someone, she would contact the Flen Thieves' Guild. They specialize in getting border jumpers into Sterich.

Developments: Merri will reveal everything she knows to any PC that is a member of the Cryllor Thieves' Guild. She is aware that Maya contacted a member of the Cryllor Guild and paid the Guild for safe passage to Flen, where she plans to contact the Flen Guild and use their underground to flee to Sterich. Merri has no idea why Maya is fleeing Keoland.

By boat, PCs can calculate that Maya will arrive in Flen in one and a half days (with a day's head start). PCs have several options available to them to pursue her. They can follow Maya to Kilm via boat. Proceed to Encounter 6A. PCs may attempt to head her off in Flen via the roads (Flen is approximately 48 miles from Cryllor, see *Player's Handbook*, Table 9-6 on page 164 to estimate how long it will take the PCs to travel overland to Flen). Proceed to Encounter 6B. Some tables may have the ability to *fly* or *teleport* to Flen. If PCs attempt to reach Flen via *flying*, proceed to Encounter 6C. Remind PCs that *teleporting* into a city such as Flen is illegal and that unless their PCs are actually from Flen they probably do not have a destination to *teleport* to.

ENCOUNTER 6A: WE'RE GONNA NEED A BIGGER BOAT!

Use this option if the PCs decide to travel to Kilm by keelboat. A map of the keelboat and river is provided at DM's Aid #3. The Javan River is 60 feet wide and 10 feet deep at the point of this Encounter. The water is considered fast moving and any PCs that enter the water must make a **DC 15** swim check or **DC 15** Strength check each

round to stay afloat and avoid going under. Even if PCs manage to stay afloat they take 1d3 points of nonlethal damage per round. See *DMG*, p. 304. In spite of the weather, the keelboat's flat bottom renders it stable and no Concentration checks are required to cast while on-board.

Having opted to follow your quarry's path, you book passage on a keelboat traveling upriver towards Kilm with a light cargo. The boatswain, Captain Marsoo, is a mustachioed human of Flan descent who loudly welcomes you on board. He proudly explains that he has been sailing the Javan for 10 years. His vessel, the Mudskipper, is a flat-bottomed sailboat some 40 feet long but only 10 feet wide. Captain Marsoo provides a quick tour of the vessel. The Mudskipper has a below deck cargo hold and large upper deckhouse where you will be stationed. As you disembark, a light rain begins to fall as storm clouds move in from the north. The wind actually speeds along your journey as you watch the city of Cryllor fade in the distance.

The first day passes without incident, although the rains worsens and those of you who elect to remain outside of the tents constructed above decks soon find yourselves soaked to the bone. The northern horizon shows the storm worsening as heavy rain, accompanied by crashing thunder and blinding lightning assault the Good Hills.

APL 2-6

Suddenly, the Mudskipper halts with a lurch. The rowers below scream in panic as several creatures assault the sides of the boat. The attackers appear to be giant river crustaceans intent on making a meal of the Mudskipper's crew!

APL 8-10

Suddenly, the Mudskipper upends with a lurch! As you scramble to hold on and remain aboard, a roar sounds from the water as a huge, eel-like monster swims towards anyone unlucky enough to be tossed overboard!

APL 2 (EL 5)

Medium Monstrous Crabs (3): hp 22; see *DM's Aid, New Rules*.

APL 4 (EL 7)

Large Monstrous Crabs (3): hp 42; see *DM's Aid, New Rules*.

APL 6 (EL 9)

Huge Monstrous Crabs (2): hp 92; see *DM's Aid, New Rules*.

APL 8 (EL 11)

Dragon Eel (1): hp 178; see *DM's Aid, New Rules*.

APL 10 (EL 13)

Spellwarped Dragon Eel (1): hp 199; see *Appendix 5*.

Tactics: At APLs 2-6, the monstrous crabs assault the keelboat from both sides. The crew will hasten belowdecks, leaving the PCs to deal with the monsters. Encounter distance is 40 feet at APLs 2-4 and 60 feet at APL 6, requiring the monstrous crabs to double move before attacking.

PCs that state that they are on watch can make a DC 10+APL Spot check to see the monstrous crabs to act in the surprise round. At APL 2, the crabs will use a move action to attempt to climb aboard the *Mudskipper* and try to devour any persons remaining above-decks. At APLs 4-6, the crabs will use reach to attempt to grapple PCs and pull them off the boat. The crabs, as voracious mindless predators, will attack until slain.

At APLs 8-10, the dragon eel attacks the keelboat underwater first, using its Powerful Charge feat to up-end the vessel. PCs making a DC 27 Spot check will observe the dragon eel swimming underwater towards the boat and can call out a warning. Any PC attempting to grab something to hold on to may add +5 to their Balance check to avoid being thrown overboard. The Balance DC to avoid being thrown overboard is 24. PCs thrown into the river must make a DC 15 Swim check to stay afloat. The heightened DC is due to the river's current and the storm. The dragon eel will focus on any PCs thrown overboard, attempting to bite and Swallow Whole any PCs sized Medium or smaller.

At APL 10, the dragon eel is Spellwarped. The dragon eel will have any spells that fail to penetrate its SR either confer energy resistance (against the energy type of the spell that the PCs used against it or electricity if the spell does not have an energy descriptor) or to confer temporary hit points.

The dragon eel will continue to attack until reduced to 25 or fewer hit points, in which case it

will flee downriver, taking any swallowed PCs with it.

Treasure: At APLs 8 and 10, a stone of good luck and 10 black opals worth 500 gold pieces each were swallowed by the dragon eel. PCs ambitious enough to cut open the creature (or that were swallowed) will discover the treasure.

Developments: Once the creature(s) are defeated, the PCs can take the keelboat to Kilm unmolested. A successful **Gather Information** check, **DC 15** in the Kilm waterfront will reveal that a woman fitting Maya's description took the road north to Flen. The PCs can continue the journey to Flen without incident.

ENCOUNTER 6B: WE'RE ON THE ROAD TO FLEN

Use this option if the PCs decide to travel to Flen from Cryllor via the road through the Good Hills or *teleport* outside the city.

The road through the Good Hills towards Flen would be a pleasant journey if not for the coming storm. The travel through the hills through the pouring rain dampens your spirits as well as your clothing as you realize that the churning through the mud that the dirt road has become will slow your progress. The hills are wooded thinly with pines and other firs. The sky is overcast with the dark storm clouds, and you hear the thunder roll and lightning crash far overhead.

A group of humanoids and/or giant-kin that are remnants of the Green Warlock's Army have set an ambush along the road in an attempt to rob and murder unwary travelers. Allow the PCs **Spot** checks to see the ambush, **DC 10 + APL**. The monsters attack from both sides of the road under cover of darkness as shown on DM's Aid #4.

APL 2 (EL 5)

Orcs (4): hp 6 each; see *Monster Manual*, page 203.

Ogre (1): hp 32; see *Monster Manual*, page 199.

APL 4 (EL 7)

Ogres (4): hp 32; see *Monster Manual*, page 199.

APL 6 (EL 9)

Ogre Barbarians (2): hp 86 each; see *Monster Manual*, page 199.

APL 8 (EL 11)

Hill Giants (2): hp 108 each; see *Monster Manual*, page 123.

Ogre Barbarians (2): hp 86 each; see *Monster Manual*, page 199.

APL 10 (EL 13)

Hill Giant Dire Wereboars (2): hp 189 each; see *Monster Manual*, page 177.

Tactics: The orcs and ogres forego use of any tactical assault, preferring to charge down from the tree cover and attack foes, flanking after entering melee. At APL 8, the hill giants will spend the first round throwing boulders at unarmored opponents, intending to soften them up before entering melee alongside the ogres. At APL 10, the Hill Giant Dire Wereboars will enter melee immediately in hybrid form and attempt to destroy any silvered weapons using their Improved Sunder feat.

Treasure: At APLs 8 and 10, one of the hill giants has a *stone of good luck* and gems worth a total of 5,000 gold pieces in its sack.

Developments: Once the marauders are killed or driven off, the PCs can continue the rest of their journey to Flen unmolested.

ENCOUNTER 6C: A WALK THROUGH THE STORM CLOUDS

Use this option if the PCs decide to travel to Flen via *flying* or other airborne travel. Allow PCs a Knowledge (nature) or Survival check, DC 10, to alert them to the fact that flying might not be a good idea with the storm coming in. Aerial combat should begin at the height chosen by the PCs. Encounter distance is 300 ft.

Soaring above the trees that dot the landscape of the Good Hills, you find yourselves approaching a storm front from the north as you speed towards the Keoish city of Flen. You hear the thunder roll and view lightning crashing over the northern horizon.

APLs 2 and 4

Suddenly, you hear the sharp cry of a bird of prey from below. Three beasts with the heads and wings of eagles and the torsos of horses (lions at APL 4) streak towards your position. It is clear they are on the hunt and you have entered their territory!

APLs 6-10

Suddenly, the storm front moves with great alacrity towards your position. Within the dark clouds, you see one significantly darker cloud, crackling with lightning and roaring with the sound of thunder, from which a pair of malevolent electric eyes stare at you angrily.

APL 2 (EL 5)

Hippogriffs (3): hp 29 each; see *Monster Manual*, page 152.

APL 4 (EL 7)

Griffons (3): hp 68; see *Monster Manual*, page 139.

APL 6 (EL 9)

Advanced Huge Storm Elemental (1): hp 210; see *Appendix 3*.

APL 8 (EL 11)

Advanced Greater Storm Elemental (1): hp 241; see *Appendix 4*.

APL 10 (EL 13)

Advanced Elder Storm Elemental (1): hp 294; see *Appendix 5*.

Tactics: At APLs 2 and 4, the hippogriffs and griffons attempt to slay the PCs in order to protect their territory by approaching from ahead of and underneath the PCs flight pattern.

At APLs 6-10, the storm elemental enters combat using its Thunder and Lightning ability once it moves within 60 feet of the largest group of PCs. It will then engage PCs in melee using its reach and slam attacks, and its Shock ability as a free action on any opponent that closes with it. Note that airborne PCs take a -1 penalty on attack and damage rolls against the elemental.

Treasure: At APLs 8 and 10, a *stone of good luck* is buffeted in the elemental winds.

Developments: Once the elemental is killed or driven off, the PCs can continue the rest of their journey to Flen unmolested.

ENCOUNTER 7: SEARCHING FOR THE UNDERGROUND

Any party with a member of the Flen Thieves' Guild can bypass this encounter completely. It is assumed that this PC knows exactly who to contact about Maya, and would not need to use any of the tactics outlined below.

The most important part of this encounter is keeping track of the time PCs use to accomplish their objective. They have exactly 5 hours (though they don't know this) to track Maya down before she crosses the border and disappears. If this happens, the mod is over for the PCs. Bear in mind that each Gather Information check takes 1d4+1 hours (per the skill description in the *Player's Handbook*, p. 74).

There are several ways the PCs can locate Maya.

- **The PCs could use Gather Information to find Maya.** (DC 25)
- **The PCs could use magic to locate Maya.** Allow any reasonable use of spellcasting to work here, such as *locate creature* or *locate object* (the PCs should have a reasonably accurate description of both Maya and Makaster's journal by this point).
- **The PCs could use Gather Information to find a member of the Flen Thieves' Guild.** (DC 15). Once this is accomplished, they also need to make a **Diplomacy** skill check (DC 25, or 15 with a rogue in the party who is a member of any of the other Keoland guilds) or **Intimidate** check (DC 14+APL) to garner the whereabouts of Maya. Using an Intimidate check has the following negative consequences:
 - o Failing an intimidate check puts the PCs back at square one.
 - o Failing an Intimidate check by 5 or more causes the Thieves' Guild contact to further frustrate the PCs efforts by lying to them and informing other guild members not to talk to them. Add 2 hours to the time it takes the PCs to find Maya, and 5 to the DC of any further Gather Information checks or Diplomacy checks made in this encounter.
 - o If the Intimidate check succeeds, and the PCs leave the contact behind (i.e., do not bring him along), the Thieves' Guild contact still reverts to unfriendly

1d6x10 minutes later. Add 1 hour to the time it takes to find Maya, as the intimidated Thieves' Guild contact frustrates their efforts.

- **The PCs could pose as border jumpers themselves.** Because everyone is aware that one of the Flen Thieves' Guild's main businesses is border jumping, this requires an easier Gather Information check (DC 10) to find a contact. Also, subtract 1 from the number of hours that the Gather Information check takes. It also requires a disguise or bluff check (DC 15) against the Thieves' Guild contact. Reduce this DC by 1 for every 5 gold the PCs offer him. The guild contact will provide the parties with directions to the warehouse where the border jumpers are temporarily hiding out.

ENCOUNTER 8: DENOUEMENT

The results of your inquiries in Flen prove fruitful. Ahead, on the outskirts of town where the remains of refugee camps and shanty towns still linger, is the warehouse building where you were informed Maya was hiding while awaiting her extradition to Sterich. The facility appears dark, as no light emanates from the boarded windows or closed door. Then, from inside, you hear a muffled scream...

See *DM's Aid #5* for a map of the warehouse facility. The structure is 20 feet high. There are boarded windows every 10 feet of wall. The windows are 10 feet off the ground.

All APLs:

Strong wooden doors: 2 in. thick; Hardness 5; hp 20; Break DC 25.

Boarded windows: 1 in. thick; Hardness 5; hp 10; Break DC 15.

APLs 2-6:

Good Quality Lock: Open Lock DC 25; Hardness 15; hp 30.

APLs 8-10:

Superior Lock: Open Lock DC 35; Hardness 15; hp 30.

Once inside:

Ahead, you can dimly see into the darkened two-story warehouse. Crates are piled along the walls. In the center of the room lies the motionless figure of a human woman.

Two kenku thugs wait hidden inside. They have used their Mimicry ability to fake a scream from Maya after seeing the PCs approach the warehouse.

If the PCs took precautions approaching the warehouse, use opposed Hide and Spot checks. The Kenkus Spot checks for these purposes are 15+APL. If the Kenku do not Spot or hear the PCs enter, they will not have an opportunity to quaff their potions or cast spells. Modify their tactics accordingly.

At APL 2, the kenku are hiding in the shadows, DC 23 to Spot. At APLs 4-10, the kenku have consumed *potions of invisibility* in addition to hiding in shadows, and the DC to Spot them is 65 at APL 6, 66 at APL 8 and 71 at APL 10. Lower the DC by 40 if *invisibility purge* or similar means of detecting invisibility is employed.

At APLs 6-10, the kenku are accompanied by a kenku savant and an invisible stalker. The kenku savant is also *invisible* and is hiding behind soft cover (+4 to her AC) where she can most effectively cast spells at the PCs after they enter. See DM's Aid #5. The invisible stalker is in the center of the room, attacking Maya.

APL 2 (EL 5)

Kenku Thugs (2), Male Kenku Rgr1/Rog2: hp 19; see *Appendix 1*.

APL 4 (EL 7)

Kenku Thugs (2), Male Kenku Rgr2/Rog3: hp 33; see *Appendix 2*.

APL 6 (EL 9)

Kenku Thugs (2), Male Kenku Rgr2/Rog3: hp 33; see *Appendix 3*.

Kenku Savant (1), Female Kenku Marshall 1 / Sor 2: hp 12, see *Appendix 3*.

Invisible Stalker (1): hp 60, see *Monster Manual*, p. 160.

APL 8 (EL 11)

Kenku Assassins (2), Male Kenku Rgr2/Rog3/Assassin 3: hp 51; see *Appendix 4*.

Kenku Savant (1), Female Kenku Marshall 1 / Sor 5: hp 21, see *Appendix 4*.

Invisible Stalker (1): hp 60, see *Monster Manual*, p. 160.

APL 10 (EL 13)

Kenku Assassins (2), Male Kenku Rgr2/Rog3/Assassin 5: hp 63; see *Appendix 5*.

Kenku Savant (1), Female Kenku Marshall 1 / Sor 8: hp 30, see *Appendix 5*.

Invisible Stalker (1): hp 60, see *Monster Manual*, p. 160.

Tactics: At all APLs, the kenku thugs move forward (*invisible* at APLs 4-10 unless they did not see or hear the PCs enter), activate their alchemical weapon capsules and flank any lightly armored or unarmored PC (gaining a +4 bonus to attack rolls rather than the normal +2), hoping to take any PC spellcasters or archers out at the beginning of the fight. If given the opportunity, they will hurl tanglefoot bags at any heavily armored opponents or thunderstones at spellcasters. At APLs 8-10, the kenku are assassins with poisoned blades. **Note:** The kenku assassins will only be able to use their death attack if the PCs took three or more rounds to get inside the building and will only have pre-cast *true strike* and *spider climb* on themselves if they see or hear the PCs enter the building.

At APLs 6-10, the kenku savant already activated her Marshall aura giving her allies a bonus on damage done while flanking. She focuses on using debilitating spells (*ray of enfeeblement*, *glitterdust*, *grease*) at APLs 6-8. At APL 10, she casts *haste* on herself and her allies and chooses debilitating spells or damage spells (*fireball*, *scorching ray*) as appropriate.

At APLs 6-10, the invisible stalker has subdued Maya prior to the first round of combat and then attacks any PCs that come to her rescue.

If any PC has the AR Item "Enmity of the Vermillion Queen", the Kenku have also been contracted to kill that PC for double-crossing the Vermillion Queen in the past. The kenku will focus their attacks on that PC or PCs. (Although the kenku plan to eventually betray the Guild, a job is still a job).

Treasure: The kenku have the treasure on their person. The invisible stalker has no treasure.

Developments: The PCs have the option of healing and awakening Maya. If the PCs do not talk to her, bypass Encounter 9 and ask the PCs

what they do with her. The leather-bound tome is on her person and PCs that search the volume can discover that it is an alchemist's journal written in a cipher. A **DC 15 Alchemy** check will enable a PC to determine that the journal is a written account of a wizard's attempt to recreate the Philosopher's Stone, an artifact capable of transmuting the elements.

If PCs successfully **Intimidate** any of the Kenku, they will only admit that they were hired by an unknown party to kill Maya. Their fear of being exposed as Vecna cultists outweighs anything the party can threaten or cajole out of them, so they will not admit to that affiliation. However, if spells such as *detect thoughts* are used, the PCs will discover that the Kenku planned to betray their employer; however, they actually do not know by whom they were hired.

ENCOUNTER 9: A PLEA FOR MERCY

Assuming the PCs wake Maya, she will beg them not to decide her fate but will request that they permit her to flee to Sterich.

"Please, let me tell you my story." The young Oerdian woman asks, fear in her eyes.

"I was a member of Niole Dra's Thieves' Guild, one of their 'appraisers'. My contributions to the Guild lie in discovering items of value and relating their existence to Ellinka, my Guild contact. The last item I discovered was this alchemist's journal, at an old bookshop down in Saltmarsh. It appears to contain notes on an alchemist's attempts to create a Philosopher's Stone, a potent item capable of turning ordinary materials into gold or other elements. However, in my studies, I determined that certain passages actually contained a cipher relating to where the alchemist had succeeded and had hidden his creation. Obviously, such an item was of great interest to my superiors, and I took it to them.

"However, I was shocked to inadvertently discover that the Niole Dra Guild actually intended to locate this item and convey it to the Scarlet Brotherhood. I may be a criminal and a thief, but I am Keoish. I could not allow this journal to find its way into the hands of the monsters that sacked the southlands and burned our fleet at Gradsul! I knew that once the Guild discovered that I knew of their plan, they would kill me. So I fled the capitol, first to

Cryllor and then to Flen, in the hopes of crossing the border to Sterich and escaping my pursuers. I kept the journal as a bargaining chip, in case it should prove necessary in ransoming my life. If you let me go, it is yours." She shrugs, and looks at you hopefully. "Please don't send me back to Niole Dra. They'll kill me to keep the silence, you know they will ..." Her resolve breaks down and the young woman starts to sob.

Maya's fate is now up to the PCs. Any attempt at Sense Motive will indicate that she is being truthful. At this point, she is too afraid to lie.

The PCs can persuade Maya to turn herself in of her own volition by changing her attitude from Indifferent to Helpful (a DC 30 Diplomacy check) or with a successful DC 19 Bluff check. If any PC(s) at the table has the AR item, "A Deal with the Vermillion Queen", change Maya's reaction to Hostile (requiring a DC 50 Diplomacy check) and increase the DC of the Bluff check to 25 (as Maya is inclined to distrust anyone associated with her former employer). However, if any PC has "Enmity of the Vermillion Queen", that PC gains a +4 circumstance bonus to any roll to influence Maya's actions.

Note that any PCs in the meta-organizations can still achieve their organization's goals by returning the journal as indicated in *Player Handouts #1-6* and *Conclusions A-E* if Maya is released.

CONCLUSION

Note that it is possible to obtain more than one Conclusion and more than one Favor or Influence from the appropriate meta-organizations. For example, if the PCs turn over the journal to the Silent Ones and let Maya escape to Sterich, read the appropriate section of Conclusion B and Conclusion D.

CONCLUSION A: TURNING MAYA OR THE JOURNAL OVER TO ELLINKA OR THE NIOLE DRA GUILD

Read if the PCs turn over Maya:

A suddenly stoic Maya accompanies you to the outskirts of Flen to meet Ellinka. "Thank you. You have done us a great service in returning this woman whom I trusted, only to have her betray me. I will see to it that she is properly

taken care of, and that you are rewarded as well." Ellinka smiles sweetly as a pair of large Oerdian men step from the shadows and lead her away. Ellinka gives you one last appraising look. "If I ever need your services again, I will be certain to contact you." With that, she disappears into the shadows after the others.

Read if the PCs only turn over the journal:

You journey to the outskirts of Flen to meet Ellinka. "Thank you. You have done us a great service in returning this book that was stolen from us by a woman whom I trusted, only to have her betray me. I will see to it that that you are rewarded." Ellinka smiles sweetly as she takes the alchemist's journal from your hands. Ellinka gives you one last appraising look. "If I ever need your services again, I will be certain to contact you." With that, she disappears into the shadows.

PCs that opt for this conclusion obtain *Favor of the Niole Dra Thieves Guild*.

CONCLUSION B: TURNING MAYA OR THE JOURNAL OVER TO THE SILENT ONES

Read if the PCs turn over Maya:

You arrive at a pre-arranged meeting point on the outskirts of Flen to find a lone, grey robed Suloise man waiting for you. He speaks to Maya first. "Come, my child." The fear fades from Maya's eyes and she turns docilely towards Remble. "You need concern yourselves no further in this matter." The grey robed Silent One nods to your group. "We shall probe her mind as gently as possible for the information we seek. You have the gratitude of the Silent Ones for your part in this matter. If we require your services again, we shall be in touch. Fare thee well." Remble turns away, speaking in the sibilant tongue of magic and gesturing with his hands, both he and Maya disappear in a flash of white light.

Read if the PCs turn over only the journal:

You arrive at a pre-arranged meeting point on the outskirts of Flen to find a lone, grey robed Suloise man waiting for you. He takes the journal from you with a furrowed brow, as if reading its contents without turning its pages. "You need concern yourselves no further in this matter." The grey robed Silent One nods

to your group. "We shall study the contents of this book for the information we seek. You have the gratitude of the Silent Ones for your part in this matter. If we require your services again, we shall be in touch. Fare thee well." Remble turns away, speaking in the sibilant tongue of magic and gesturing with his hands, and he disappeared in a flash of white light.

PCs that opt for this conclusion obtain *Influence with the Silent Ones* and *Enmity of the Niole Dra Thieves Guild*.

CONCLUSION C: TURNING MAYA OR THE JOURNAL OVER TO THE SHADOWDARK

Read if the PCs turn over Maya:

Six shadowy figures surround your group at the pre-arranged meeting point on the outskirts of Flen. One of the group steps into the light, revealing a lithe form clad in black, with a skeletal design on its bodysuit. "We'll take her from here." The figure places a hand on Maya's shoulder and leads the young woman towards the shadows, her head bowed. "Don't worry anymore about her. We'll be gentler than her former guild would be. You have our thanks for your part in this matter. We will be in touch should we require your services again." The six shadowy figures and Maya fade from sight in the twilight.

Read if the PCs turn over only the journal:

Six shadowy figures surround your group at the pre-arranged meeting point on the outskirts of Flen. One of the group steps into the light, revealing a lithe form clad in black, with a skeletal design on its bodysuit. "We'll take it from here." The figure takes the journal from your outstretched hand and slowly walks towards the shadows. "Don't worry anymore this matter. We'll find out what we need to know from this book. You have our thanks for your part in this matter. We will be in touch should we require your services again." The six shadowy figures fade from sight in the twilight.

PCs that opt for this conclusion obtain *Influence with the Shadowdark* and *Enmity of the Niole Dra Thieves Guild*.

CONCLUSION D: LETTING MAYA GO

"Thank you." Tears of relief stream down Maya's face as she turns to leave your group. "May the gods bless you for sparing my life. She looks sadly around her. "Though I shall never see Keoland again, I know that it is for the best. The journal is yours to do with as you see fit. Be careful, for I fear that if the power contained in the stone created by the alchemist should fall into the wrong hands, our land will be in grave danger. Fare you well." Her head bowed, Maya turns and disappears into the streets of Flen.

Depending with what they decide to do with the journal, PCs that opt for this conclusion may obtain *Influence with the Silent Ones* or *Influence with the Shadowdark* or *Favor of the Niole Dra Thieves Guild*.

CONCLUSION E: KEEPING THE JOURNAL

*Having decided to keep the alchemist's journal, you make the trek back into Flen to search for a decent inn. Any scrutiny of the book's pages leaves you bewildered, seeing as its contents are limited to the alchemist's arcane experiments and boasts of success. However, from your reading, the book contains neither instruction on how to create a *Philosopher's Stone* nor the whereabouts of the stone that the author created. Perhaps further study of this tome will provide the answers you seek.*

Alas, you are not to have that opportunity. When you wake the next morning, the journal is gone, and there is no sign of whose hands it has fallen into. You can only hope that whomever it is, they do not discover the secrets you were unable to uncover...

PCs that opt for this conclusion may obtain *Enmity* or *Favor of the Niole Dra Thieves Guild*, depending on Maya's fate.

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 4A or 4B

Defeat the Halfling raiders or the payroll guards.

APL 2: 60 xp.
APL 4: 120 xp.
APL 6: 180 xp.
APL 8: 240 xp.
APL 10: 300 xp.

Encounter 6A, 6B or 6C

Defeat the monsters.

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.

Encounter 8

Defeat the monsters.

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.

Story Award

Catch Maya and reach a decision as to what to do with her.

APL 2: 90 xp.
APL 4: 135 xp.
APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.

Discretionary Roleplaying Award

APL 2: 90 xp.
APL 4: 135 xp.
APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.

Total possible experience

APL 2: 450 xp.
APL 4: 600 xp.
APL 6: 900 xp.
APL 8: 1,350 xp.

APL 10: 1,800 xp.

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 4A:

APL 2: L: 407 gp, M: 3 *potions of cure light wounds* (8 gp each), 3 *potions of pass without trace* (8 gp each).

APL 4: L: 407 gp, M: 3 *potions of barkskin* +2 (25 gp each), 3 *potions of cat's grace* (25 gp each), 3 *potions of cure moderate wounds* (25 gp each), 3 *potions of shield of faith* +3 (25 gp each).

APL 6: L: 407 gp, M: 3 *potions of barkskin* +2 (25 gp each), 3 *potions of bear's endurance* (25 gp each), 3 *potions of cat's grace* (25 gp each), 3 *potions of cure moderate wounds* (25 gp each), 3 *potions of shield of faith* +3 (25 gp each).

APL 8: L: 543 gp, M: 4 *potions of barkskin* +3 (100 gp each), 4 *potions of bear's endurance* (25 gp each), 4 *potions of blur* (25 gp each), 4 *potions of cat's grace* (25 gp each), 4 *potions of cure moderate wounds* (25 gp each), 4 *potions of shield of faith* +4 (100 gp each).

APL 10: L: 323 gp, M: +1 *shortbow* x4 (388 gp each), 4 *potions of barkskin* +3 (100 gp each), 4 *potions of bear's endurance* (25 gp each), 4 *potions of blur* (25 gp each), 4 *potions of cat's grace* (25 gp each), 4 *potions of cure moderate wounds* (25 gp each), 4 *potions of shield of faith* +4 (100 gp each).

Encounter 4B:

APL 2: L: 542 gp, C: 191 gp.

APL 4: L: 1,017 gp, C: 191 gp.

APL 6: L: 1,800 gp, C: 191 gp.

APL 8: L: 300 gp, C: 200 gp, M: +1 *large full plate* (691 gp each).

APL 10: L: 300 gp, C: 200 gp, M: +1 *large full plate* (691 gp each).

Encounter 6A:

APL 2: None.

APL 4: None.

APL 6: None.

APL 8: L: 833 gp, M: *luckstone* (3,333 gp).

APL 10: L: 833 gp, M: *luckstone* (3,333 gp).

Encounter 6B:

APL 2: L: X gp, C: X gp, M: *item* (X gp).

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

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

APL 8: L: X gp, C: 833 gp, M: *luckstone* (3,333 gp).

APL 10: L: X gp, C: 833 gp, M: *luckstone* (3,333 gp).

Encounter 6C:

APL 2: None.

APL 4: None.

APL 6: None.

APL 8: M: *luckstone* (3,333 gp).

APL 10: M: *luckstone* (3,333 gp).

Encounter 8:

APL 2: L: 571 gp, C: 55 gp, M: 2 *potions of cat's grace* (25 gp each), 2 *potions of cure moderate wounds* (25 gp each).

APL 4: L: 798 gp, C: 121 gp, M: +1 *studded leather armor* x2 (195 gp each), 2 *potions of cat's grace* (25 gp each), 2 *potions of cure moderate wounds* (25 gp each), 2 *potions of invisibility* (25 gp each).

APL 6: L: 1,150 gp, C: 163 gp, M: *bracers of armor* +1 (166 gp), +1 *studded leather armor* x2 (195 gp each), 2 *potions of cat's grace* (25 gp each), 2 *potions of cure moderate wounds* (25 gp each), 2 *potions of invisibility* (25 gp each).

APL 8: L: 1,384 gp, C: 163 gp, M: *bracers of armor* +1 (166 gp), +1 *studded leather armor* x2 (195 gp each), *cloak of charisma* +2 (666 gp), 2 *potions of cat's grace* (25 gp each), 2 *potions of cure moderate wounds* (25 gp each), 2 *potions of invisibility* (25 gp each), *ring of protection* +1 x2 (333 gp each).

APL 10: L: 1,750 gp, 163 gp, M: *bracers of armor* +1 (166 gp), *brooch of shielding* x2 (216 gp each), +1 *studded leather armor* x2 (195 gp each), *cloak of charisma* +4 (2,666 gp), *cloak of resistance* +1 x2 (166 gp each), 2 *potions of cat's grace* (25 gp each), 2 *potions of cure moderate wounds* (25 gp each), 2 *potions of invisibility* (25 gp each), *ring of protection* +2 x2 (1,333 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: X gp, C: X gp, M: X gp – Total: X gp (450 gp).

APL 4: L: X gp, C: X gp, M: X gp – Total: X gp (650 gp).

APL 6: L: X gp, C: X gp, M: X gp – Total: X gp (900 gp).

APL 8: L: X gp, C: X gp, M: X gp – Total: X gp (1,300 gp).

APL 10: L: X gp, C: X gp, M: X gp – Total: X gp (2,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

“Two Minutes in the CAGE!”: You were victorious in your wrestling match and your name is up on Brogan's Hall's Wall of Fame. You gain a +2 circumstance bonus to Intimidate checks in situations where bragging about your victory would come in handy.

Fortune smiles on you!: For showing compassion and letting Maya go to Sterich, someone is watching your back. For your next 3 adventures played, you get a +2 luck bonus on all saving throws. □□□

Favor of the Niole Dra Thieves' Guild: You have performed a valuable service for the Niole Dra Thieves' Guild. In return, the Guild will provide you with access (Frequency: Adventure) to one of the following items (circle the item selected): *Bladeshimmer* (up to 3 vials) (*Complete Scoundrel*), *Panic Button* (any one) (*Complete Scoundrel*), *Stylus of the Masterful Hand* (*Complete Adventurer*).

Enmity of the Niole Dra Thieves' Guild: For thwarting the goals of the Niole Dra Thieves' Guild, you find yourself the subject of unflattering rumors and innuendo. For any adventure set within Niole Dra, you take a -2 circumstance penalty to all Charisma-based skill checks.

Favor of the Cryllor Merchants' Alliance: You may spend this favor to sell a single magic item for $\frac{3}{4}$ of its normal price (instead of the standard $\frac{1}{2}$) or to purchase a single magic item that you have access to for 20% less of its normal price.

Enmity of the Cryllor Merchants' Alliance: The Merchants' Alliance uses its influence to blacklist you. For your next three adventures set in Keoland, all items purchased cost 20% more than normal price. □□□

Favor of the Cryllor Thieves' Guild: You have aided the Cryllor Thieves' Guild. In return, the Guild will provide you with access (Frequency: Adventure) to one of the following items or upgrades immediately (circle the item selected): *Deadly Precision* weapon upgrade (*Miniatures Handbook*), *Boots of Big Stepping* (*Miniatures Handbook*), *Rod of Ropes* (*Complete Scoundrel*).

Enmity of the Cryllor Thieves' Guild: For taking the side of the Merchant's Alliance against the Cryllor Thieves' Guild, the Guild retaliates by painting humiliating limericks about you on several walls in the city. For any adventure set within Cryllor, you take a -2 circumstance penalty to all Charisma-based skill checks.

Influence with the Silent Ones: You have performed a valuable service for the Silent Ones. In exchange, the Silent Ones agree to provide access to one of the following feats: *Daunting Presence* (*Miniatures Handbook*), *Sudden Silent Spell* (*Complete Arcane*), *Sudden Still Spell* (*Complete Arcane*).

Influence with the Shadowdark: You have performed a valuable service for the Shadowdark. In exchange, the Shadowdark agree to tutor you, providing access to the following Prestige Classes from: *Nightsong Enforcer* (*Complete Adventurer*), *Nightsong Infiltrator* (*Complete Adventurer*), *Master of Masks* (*Complete Scoundrel*).

Item Access

APL 2 and 4:

- *Flash pellet* (Adventure; *Complete Adventurer*)
- *Quickfrost alchemical capsule* (Adventure; *Complete Adventurer*)
- *Triple weapon capsule retainer* (Adventure; *Complete Adventurer*)

APL 6 (all of APLs 2 to 4 plus the following):

- Large masterwork two-bladed sword (Adventure, *Player's Handbook*)
- *Mithril Buckler* (Adventure, *DMG*)

APL 8 (all of APLs 2 to 6 plus the following):

- *Brooch of Shielding* (Adventure, *DMG*)
- *Purple worm poison* (Adventure, *DMG*)
- *Stone of Good Luck* (Adventure; *DMG*)

APL 10 (all of APLs 2 to 8 plus the following):

- *Deathblade poison* (Adventure; *DMG*)

APPENDIX 1 – APL 2

ENCOUNTER 1

KULL CR 1

Male human (Suloise) Brb 1
N Medium Humanoid (human)
Init +1; **Senses** Listen +1, Spot +1
Languages Common

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 12 (1 HD)

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

Speed 40 ft. (8 squares), base movement 40 ft.

Unarmed +3 (1d3+2, 20/x2)

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

Base Atk +1; **Grp** +3

Atk Options Power Attack, Rage

Combat Gear None

Abilities Str 14, Dex 12, Con 16, Int 8, Wis 12, Cha 9

SQ Fast Movement

Feats Power Attack, Improved Unarmed Strike

Skills Climb +6, Intimidate +3, Jump +10, Swim +6

Possessions none

ENCOUNTER 4A

HALFLING SNIPERS (3) CR 1

Male halfling Rog 1
N Small humanoid (halfling)
Init +7; **Senses** Listen +6, Spot +4
Languages Common, Halfling

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

hp 6 (1 HD)

Fort +3, **Ref** +6, **Will** +1

Speed 20 ft. in masterwork studded leather armor (4 squares), base movement 20 ft.;

Melee masterwork short sword +2 (1d4 / 19-20, x2)

Ranged masterwork shortbow +5 (1d4 / 20, x3)

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

Base Atk +0; **Grp** -4

Atk Options sneak attack +1d6

Combat Gear masterwork studded leather armor, masterwork short sword, masterwork shortbow

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

SQ Trapfinding

Feats Improved Initiative

Skills Bluff +4, Climb +6, Disguise +2, Escape Artist +5, Hide +11, Listen +6, Move Silently +9, Spot +4, Tumble +7

Possessions combat gear plus *potion of cure light wounds*, *potion of pass without trace*

ENCOUNTER 4B

CARAVAN GUARDS (3) CR 1

Male Human Ftr 1

LN Medium Humanoid (Human)

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

Languages Common

AC 18, touch 10, flat-footed 18
(+6 armor, +2 shield)

hp 8 (1 HD)

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

Speed 20 ft. in splint mail (4 squares), base movement 30 ft., mounted 50 ft.;

Melee masterwork longsword +5 (1d8+2, 19-20 / x2)

Ranged composite longbow +2 (1d8, 20 / x3)

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

Base Atk +1; **Grp** +3

Atk Options Ride By Attack

Combat Gear Splintmail, heavy steel shield, mwk longsword, composite longbow

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

SQ None

Feats Mounted Combat, Ride by Attack, Weapon Focus (longsword)

Skills Handle Animal +4, Intimidate +4, Ride +5

Possessions combat gear plus 50 gp

HEAVY WARHORSE

CR 2

N Large Animal

Init +1; **Senses** Listen +5, Spot +4, low-light vision, scent

AC 18, touch 10, flat-footed 17
(-1 size, +1 Dex, +4 armor, +4 natural)

hp 31 (4 HD)

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

Speed 50 ft. in chain shirt barding (10 squares);

Melee hoof +6 (1d6+4) or 2 hooves +6 (1d6+4) and bite +1 (1d4+2)

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

Base Atk +3; **Grp** +11

Combat Gear chain shirt barding

Abilities Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6

SQ Low-light vision, scent

Feats Endurance, Run

Skills Listen +5, Spot +4

Possessions none

ENCOUNTER 8

KENKU THUGS (2)

CR 3

Male Kenku Rgr1/Rog2

NE Medium Humanoid (Kenku)

Init +9; **Senses** Listen +7, Spot +7; low-light vision

Languages Common, Kenku

AC 19, touch 15, flat-footed 14
(+5 Dex, +3 armor, +1 shield)

hp 19 (3 HD)

Resist evasion

Fort +4, **Ref** +10, **Will** +1

Speed 30 ft. in mwk studded leather armor (6 squares).
base movement 30 ft.

Melee mwk short sword +8 (1d6, 19-20 / x2) or claw +7
(1d3, 20/x3) or 2 claws +7 (1d3, 20/x3)

Ranged mwk shortbow +8 (1d6, 20/x3)

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

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

Atk Options sneak attack +1d6, great ally +4 to hit
when flanking, favored enemy (humans) +2,
quickfrost weapon capsules +1d6 cold damage.

Combat Gear mwk studded leather armor, mwk buckler,
mwk short sword, mwk shortbow

Abilities Str 10, Dex 15 (19), Con 14, Int 13, Wis 12,
Cha 8

SQ wild empathy, evasion, favored enemy (humans) +2,
sneak attack +1d6, trapfinding, low-light vision, great
ally, mimicry

Feats Improved Initiative, Track^B, Weapon Finesse

Skills Bluff +4, Climb +5, Disguise +4, Escape Artist
+10, Hide +13, Listen +7, Move Silently +13, Spot +7,
Survival +4, Tumble +10

Possessions combat gear plus ~~potion of cat's grace~~,
potion of cure moderate wounds, thieves' tools,
tanglefoot bag, thunderstone, triple weapon capsule
retainer^{CV}, 3 quickfrost alchemical capsules^{CV}, 2 flash
pellets^{CV}, 165 gp.

Great Ally (Ex): Kenku work exceptionally well with their
allies. When successfully aided on a skill check or
attack roll by an ally, or when aiding another, a kenku
applies or gains a +3 bonus on its check or attack roll
(instead of the normal +2 bonus). Furthermore, a kenku
gains a +4 bonus on attack rolls against an opponent
flanked by an ally (instead of the normal +2 bonus).

Mimicry (Ex): A kenku can perfectly mimic familiar
sounds, voices and accents. This ability does not
enable the kenku to speak languages it can't normally
speak. To duplicate a specific individual's voice, a
kenku makes a Bluff check; a listener familiar with the
voice being imitated must succeed on an opposed
Sense Motive check to discern that the voice is not
genuine.

APPENDIX 2 – APL 4

ENCOUNTER 1

GRENSH

CR 3

Male half-orc Ftr3

N Medium Humanoid (half-orc)

Init +5; **Senses** Listen +0, Spot +0, Darkvision 60 ft..

Languages Common, Orc

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 29 (3 HD)

Fort +6, **Ref** +2, **Will** +1

Speed 30 ft. (6 squares), base movement 30 ft.

Unarmed +6 (1d3+3, 20/x2)

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

Base Atk +3; **Grp** +10

Atk Options Improved Grapple, Power Attack

Combat Gear None

Abilities Str 16, Dex 13, Con 16, Int 6, Wis 10, Cha 8

SQ Darkvision 60 ft.

Feats Improved Initiative, Improved Grapple, Improved Unarmed Strike, Power Attack

Skills Intimidate +5

Possessions none

ENCOUNTER 4A

HALFLING SNIPERS (3)

CR 2

Male halfling Rog 1 / Scout 1

N Small humanoid (halfling)

Init +9; **Senses** Listen +7, Spot +5

Languages Common, Halfling

AC 24, touch 19, flat-footed 19

(+1 size, +5 Dex, +3 armor, +2 natural, +3 deflection)

hp 13 (2 HD)

Fort +3, **Ref** +10, **Will** +1

Speed 20 ft. in masterwork studded leather armor (4 squares), base movement 20 ft.;

Melee masterwork short sword +2 (1d4 / 19-20, x2)

Ranged masterwork shortbow +7 (1d4 / 20, x3)

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

Base Atk +0; **Grp** -4

Atk Options sneak attack +1d6, skirmish +1d6

Combat Gear masterwork studded leather armor, masterwork short sword, masterwork shortbow

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

SQ Trapfinding

Feats Improved Initiative

Skills Bluff +4, Climb +6, Disguise +2, Escape Artist +5, Hide +11, Listen +6, Move Silently +9, Spot +4, Tumble +7

Possessions combat gear plus ~~potion of barkskin +2, potion of cat's grace, potion of cure moderate wounds, potion of shield of faith +3~~

Skirmish (Ex): A scout deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet.

ENCOUNTER 4B

CARAVAN GUARDS (3)

CR 2

Male Human Ftr 2

LN Medium Humanoid (Human)

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

Languages Common

AC 19, touch 10, flat-footed 19

(+7 armor, +2 shield)

hp 18 (2 HD)

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

Speed 20 ft. in half-plate (4 squares), base movement 30 ft., mounted 50 ft.;

Melee masterwork longsword +6 (1d8+2, 19-20 / x2)

Ranged mwk mighty [+2] composite longbow +4 (1d8+2, 20 / x3)

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

Base Atk +2; **Grp** +4

Atk Options Ride By Attack, Spirited Charge mwk longsword +8 (2d8+4, 19-20 / x2)

Combat Gear Splintmail, heavy steel shield, mwk longsword, mwk mighty [+2] composite longbow

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

SQ None

Feats Mounted Combat, Ride by Attack, Spirited Charge, Weapon Focus (longsword)

Skills Handle Animal +5, Intimidate +5, Ride +8

Possessions combat gear plus 50 gp

HEAVY WARHORSE

CR 2

N Large Animal

Init +1; **Senses** Listen +5, Spot +4, low-light vision, scent

AC 18, touch 10, flat-footed 17

(-1 size, +1 Dex, +4 armor, +4 natural)

hp 31 (4 HD)

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

Speed 50 ft. in chain shirt barding (10 squares);

Melee hoof +6 (1d6+4) or 2 hooves +6 (1d6+4) and bite +1 (1d4+2)

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

Base Atk +3; **Grp** +11

Combat Gear chain shirt barding

Abilities Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6

SQ Low-light vision, scent

Feats Endurance, Run

Skills Listen +5, Spot +4

Possessions none

ENCOUNTER 8

KENKU THUGS (2)

CR 5

Male Kenku Rgr2/Rog3

NE Medium Humanoid (Kenku)

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

Languages Common, Kenku

AC 19, touch 15, flat-footed 14

(+5 Dex, +4 armor)

hp 33 (5 HD)

Resist evasion

Fort +6, **Ref** +11, **Will** +2

Speed 30 ft. in +1 *studded leather armor* (6 squares).
base movement 30 ft.

Melee mwk short sword +10 (1d6, 19-20 / x2) or claw +7
(1d3, 20/x3) or 2 short swords +8/+8 (1d6, 19-20 / x2)
or 2 claws +7 (1d3, 20/x3)

Ranged mwk shortbow +10 (1d6, 20/x3)

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

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

Atk Options sneak attack +2d6, great ally +4 to hit
when flanking, favored enemy (humans) +2,
quickfrost weapon capsules +1d6 cold damage

Combat Gear +1 *studded leather armor*, 2 mwk short
swords, mwk shortbow

Abilities Str 10, Dex 17 (21), Con 14, Int 13, Wis 12,
Cha 8

SQ trap sense +1, wild empathy, evasion, favored
enemy (humans) +2, sneak attack +2d6, trapfinding,
low-light vision, great ally, mimicry

Feats Improved Initiative, Track^B, Weapon Finesse

Skills Bluff +4, Climb +5, Disguise +6, Escape Artist
+10, Hide +15, Listen +9, Move Silently +15, Spot +9,
Survival +7, Tumble +13

Possessions combat gear plus ~~*potion of cat's grace*~~,
potion of cure moderate wounds, ~~*potion of invisibility*~~,
thieves' tools, tanglefoot bag, thunderstone, 2 triple
weapon capsule retainer^{CV}, 6 quickfrost alchemical
capsules^{CV}, 2 flash pellets^{CV}, 365 gp.

Great Ally (Ex): Kenku work exceptionally well with their
allies. When successfully aided on a skill check or
attack roll by an ally, or when aiding another, a kenku
applies or gains a +3 bonus on its check or attack roll
(instead of the normal +2 bonus). Furthermore, a kenku
gains a +4 bonus on attack rolls against an opponent
flanked by an ally (instead of the normal +2 bonus).

Mimicry (Ex): A kenku can perfectly mimic familiar
sounds, voices and accents. This ability does not
enable the kenku to speak languages it can't normally
speak. To duplicate a specific individual's voice, a
kenku makes a Bluff check; a listener familiar with the
voice being imitated must succeed on an opposed
Sense Motive check to discern that the voice is not
genuine.

APPENDIX 3 – APL 6

ENCOUNTER 1

DULAK **CR 5**
Male hill dwarf Mnk5
LN Medium Humanoid (hill dwarf)
Init +5; **Senses** Listen +2, Spot +2, Darkvision 60 ft..
Languages Common, Dwarf

AC 14, touch 14, flat-footed 13
(+1 Dex, +3 class)
hp 41 (5 HD)
Fort +7 (+9 vs. poison), **Ref** +5, **Will** +6

Speed 30 ft. (6 squares), base movement 30 ft.
Unarmed +6 (1d8+3, 20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +10
Atk Options Flurry of Blows (**Unarmed** +5/+5 (1d8+3, 20/x2)), Improved Grapple, Power Attack
Combat Gear None

Abilities Str 16, Dex 12, Con 16, Int 9, Wis 14, Cha 6
SQ evasion, Fast Movement, Still Mind, Ki Strike, Slow Fall, Purity of Body, stability
Feats Combat Reflexes, Improved Initiative, Improved Grapple, Improved Unarmed Strike, Power Attack
Skills Balance +8, Escape Artist +7, Jump +10, Tumble +11
Possessions none

ENCOUNTER 4A

HALFLING SNIPERS (3) **CR 3**
Male halfling Rog 1 / Scout 2
N Small humanoid (halfling)
Init +6; **Senses** Listen +8, Spot +6
Languages Common, Halfling

AC 24, touch 19, flat-footed 19
(+1 size, +5 Dex, +3 armor, +2 natural, +3 deflection)
hp 25 (3 HD)
Fort +6, **Ref** +11, **Will** +1

Speed 20 ft. in masterwork studded leather armor (4 squares), base movement 20 ft.;
Melee masterwork short sword +3 (1d4 / 19-20, x2)
Ranged masterwork shortbow +8 (1d4 / 20, x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** -3
Atk Options sneak attack +1d6, skirmish +1d6, Point Blank Shot, Rapid Shot (masterwork shortbow +6/+6 (1d4 / 20, x3))
Combat Gear masterwork studded leather armor, masterwork short sword, masterwork shortbow

Abilities Str 10, Dex 16 (20), Con 14 (18), Int 10, Wis 10, Cha 10
SQ Trapfinding, battle fortitude, uncanny dodge
Feats Point Blank Shot, Rapid Shot

Skills Bluff +4, Climb +6, Disguise +2, Escape Artist +11, Hide +15, Listen +8, Move Silently +13, Spot +6, Survival +2, Tumble +11

Possessions combat gear plus ~~*potion of barkskin +2, potion of bear's endurance, potion of cat's grace, potion of cure moderate wounds, potion of shield of faith +3*~~

Skirmish (Ex): A scout deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fort saves and initiative checks.

ENCOUNTER 4B

MAUGS (3) **CR 3**
LN Large Construct (Extraplanar)

Immune to mind affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, any effect that requires a Fort save unless it also works on objects, critical hits, nonlethal damage, ability damage, ability drain, energy drain or death from massive damage.

Resistances SR 14
Init +2; **Senses** Listen +7, Spot +7, darkvision 60 ft.
Languages Common, Draconic, Giant

AC 26, touch 10, flat-footed 25
(-1 size, +1 dex, +9 armor, +7 natural)
hp 51 (3 HD +30 hit points)
Fort +2, **Ref** +2, **Will** +0

Speed 40 ft. in mwk full plate (8 squares, can't run)
Melee masterwork two-bladed sword +5/+5 (2d6+5, 19-20 / x2) or slam +6 (1d8+7, 20/x2)
Ranged none
Space 10 ft.; **Reach** 10 ft.
Base Atk +1; **Grp** +10
Atk Options Pulverize
Combat Gear mwk full plate, mwk two-bladed sword
Abilities Str 20, Dex 15, Con -, Int 13, Wis 11, Cha 12
SQ construct traits, grafts, rapid repair, SR 14
Feats Alertness, Power Attack, Two-Weapon Fighting
Skills Craft (blacksmith) +6, Craft (stonemasonry) +10*, Intimidate +6, Knowledge (architecture and engineering) +10*, Listen +7, Profession (siege engineer) +5, Profession (soldier) +5, Spot +7, Survival +5
Possessions combat gear plus 50 gp

Pulverize (Su): Three times per day as a standard action, a maug can touch an object and negate its hardness for 1d4 rounds (Fortitude DC 18 Negates). This power can affect an object of up to 1,000 cubic feet in volume (a 10-foot cube); if the object is larger, only a 10-foot cube of it is affected. Unattended magical objects do not receive a saving throw. If a creature

holds, wears or carries the object, the maug must succeed on a melee touch attack. This attack does not provoke an attack of opportunity. Many maug fighters learn the Improved Sunder feat to use this power against dangerous foes.

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

Rapid Repair (Ex): A maug that rests for 1 full hour repairs 1 point of damage so long as it has at least one hit point. Rapid Repair does not allow a maug to regrow or reattach lost parts.

A character can assist a maug's self repair with a Craft (Stonemasonry) check (DC 15). If the check is successful the Maug repairs 2 hit points per hour of rest. Providing assistance to the maug counts as light activity for the assisting character, and a character can assist only one maug at a time. A maug can not assist its own repair.

Grafts (Ex): When maugs are created on the plane of Acheron, they are frequently equipped with special grafts. These grafts are described in the Maug Grafts section in Appendix 2 of Fiend Folio. A maug without class levels can have up to 2,000 gp worth of maug grafts. A maug with class levels can purchase additional grafts with treasure it amasses.

Graft (Ex): Shoving Arm: A shoving arm is a pistonlike stone appendage that ends in an upright, flattened stone hand. It is attached to a creature's torso along with a stone "belt" to secure it in place. The arm is useless for most activities, but once per round as an attack action it can be used to make a special shoving attack against an opponent within 5 feet of the grafted creature. The grafted creature makes an attack of opportunity that does not provoke an attack of opportunity. If it hits with the shoving arm, it and the struck opponent make opposed strength checks as though the grafted creature had made a bull rush attack. In addition to normal bonuses, the grafted creature adds a special +5 bonus on this roll. If the grafted creature wins, the defender is pushed back 5 feet plus an additional 1 foot per point by which the grafted creature exceeded the defender's result. The grafted creature does not move with the shoved defender.

For purposes of shoving unattended objects, the shoving arm has a Strength equal to 10 + the Strength of the grafted creature. The shoving arm can push creatures and objects in straight lines only.

Skills: Maugs receive skills as though they were outsiders. *Due to their innate understanding on machinery and engineering, maugs have a +4 racial

bonus on Craft (stonemasonry) and Knowledge (architecture and engineering) checks

ENCOUNTER 6C

ADVANCED HUGE STORM ELEMENTAL CR 9

N Huge Elemental (Air, Extraplanar)

Init +3; **Senses** Listen +13, Spot +14

Languages Auran

AC 18, touch 8, flat-footed 18
(-2 size, +10 natural)

hp 210 (20 HD)

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

Speed 50 ft., fly 100 ft. (perfect);

Melee 2 slams +23 (2d6+10 plus 2d6 electricity)

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

Base Atk +15; **Grp** +33

Atk Options Power Attack, shock, thunder and lightning

Combat Gear none

Abilities Str 30, Dex 10, Con 22, Int 6, Wis 11, Cha 11
SQ Air mastery, DR 5/-, Darkvision 60 ft., electrical and sonic healing, elemental traits

Feats Alertness, Blind-Fight, Cleave, Hover, Improved Initiative, Lightning Reflexes, Power Attack

Skills Listen +13, Spot +14

Possessions none

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals 8d4 non-lethal electricity damage to living opponents (Fortitude DC 24 for half). The save DC is Con based.

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning. The thunder deals 8d6 sonic damage to all creatures within 60 feet of the storm elemental. A DC 24 Fortitude save halves this damage. The lightning is a 120 foot line that that deals 16d6 electricity damage. A DC 24 Reflex save halves this damage. The save DCs are Con based.

Electrical and Sonic Healing (Su): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental cannot heal hit points by attacking itself.

ENCOUNTER 8

KENKU THUGS (2)

CR 5

Male Kenku Rgr2/Rog3

NE Medium Humanoid (Kenku)

Init +9; **Senses** Listen +9, Spot +9; low-light vision
Languages Common, Kenku

AC 19, touch 15, flat-footed 14
 (+5 Dex, +4 armor)
hp 33 (5 HD)
Resist evasion
Fort +6, **Ref** +11, **Will** +2

Speed 30 ft. in +1 *studded leather armor* (6 squares).
 base movement 30 ft.
Melee mwk short sword +10 (1d6, 19-20 / x2) or claw +7
 (1d3, 20/x3) or 2 short swords +8/+8 (1d6, 19-20 / x2)
 or 2 claws +7 (1d3, 20/x3)
Ranged mwk shortbow +10 (1d6, 20/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +4
Atk Options sneak attack +2d6, great ally +4 to hit
 when flanking, favored enemy (humans) +2,
 quickfrost weapon capsules +1d6 cold damage, +2
 damage when flanking from Marshall's Aura
Combat Gear +1 *studded leather armor*, 2 mwk short
 swords, mwk shortbow

Abilities Str 10, Dex 17 (21), Con 14, Int 13, Wis 12,
 Cha 8
SQ trap sense +1, wild empathy, evasion, favored
 enemy (humans) +2, sneak attack +2d6, trapfinding,
 low-light vision, great ally, mimicry
Feats Improved Initiative, Track^B, Two-Weapon
 Fighting^B, Weapon Finesse
Skills Bluff +4, Climb +5, Disguise +6, Escape Artist
 +10, Hide +15, Listen +9, Move Silently +15, Spot +9,
 Survival +7, Tumble +13
Possessions combat gear plus ~~*potion of cat's grace*~~,
~~*potion of cure moderate wounds*~~, ~~*potion of invisibility*~~,
 thieves' tools, tanglefoot bag, thunderstone, 2 triple
 weapon capsule retainers^{CV}, 6 quickfrost alchemical
 capsules^{CV}, 2 flash pellets^{CV}, 365 gp.
Great Ally (Ex): Kenku work exceptionally well with their
 allies. When successfully aided on a skill check or
 attack roll by an ally, or when aiding another, a kenku
 applies or gains a +3 bonus on its check or attack roll
 (instead of the normal +2 bonus). Furthermore, a kenku
 gains a +4 bonus on attack rolls against an opponent
 flanked by an ally (instead of the normal +2 bonus).

Mimicry (Ex): A kenku can perfectly mimic familiar
 sounds, voices and accents. This ability does not
 enable the kenku to speak languages it can't normally
 speak. To duplicate a specific individual's voice, a
 kenku makes a Bluff check; a listener familiar with the
 voice being imitated must succeed on an opposed
 Sense Motive check to discern that the voice is not
 genuine.

KENKU SAVANT

CR 3

Female Kenku Marshall 1 / Sor 2
 NE Medium Humanoid (Kenku)
Init +7; **Senses** Listen +1, Spot +1; low-light vision
Aura *Master of Tactics* allies gain +2 to damage when
 flanking
Languages Common, Kenku

AC 14, touch 14, flat-footed 11
 (+3 Dex, +1 armor, +1 shield)
hp 12 (3 HD)
Fort +4, **Ref** +3, **Will** +6

Speed 30 ft.
Melee short sword +0 (1d6-1, 19-20/x2) or claw +0 (1d3,
 20/x3) or 2 claws +0 (1d3, 20/x3)
Ranged shortbow +4 (1d6-1, 20/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +0
Atk Options +2 damage when flanking from Marshall's
 Aura
Combat Gear *bracers of armor* +1, mithril buckler, short
 sword, shortbow
Sorcerer Spells Known (CL 2nd):
 1st (4/day) — *hail of stone*^{SC}, *ray of enfeeblement* (+4
 ranged touch)
 0 (6/day) — *acid splash*, *daze* (DC 12), *flare* (DC12),
mage hand, *message*, *read magic*

Abilities Str 8, Dex 16, Con 10, Int 13, Wis 12, Cha 14
SQ spell use, low-light vision, great ally, mimicry
Feats Combat Casting, Improved Initiative, Skill Focus
 (Diplomacy)^B
Skills Bluff +6, Concentration +4 (+8 casting
 defensively), Diplomacy +9, Intimidate +6, Knowledge
 (arcana) +7, Knowledge (history) +5
Possessions combat gear plus spell component pouch,
~~*potion of invisibility*~~ and 250 gp.

Great Ally (Ex): Kenku work exceptionally well with their
 allies. When successfully aided on a skill check or
 attack roll by an ally, or when aiding another, a kenku
 applies or gains a +3 bonus on its check or attack roll
 (instead of the normal +2 bonus). Furthermore, a kenku
 gains a +4 bonus on attack rolls against an opponent
 flanked by an ally (instead of the normal +2 bonus).

Mimicry (Ex): A kenku can perfectly mimic familiar
 sounds, voices and accents. This ability does not
 enable the kenku to speak languages it can't normally
 speak. To duplicate a specific individual's voice, a
 kenku makes a Bluff check; a listener familiar with the
 voice being imitated must succeed on an opposed
 Sense Motive check to discern that the voice is not
 genuine.

APPENDIX 4 – APL 8

ENCOUNTER 1

NIBBLINK CR 7

Male gnome Mnk5/Drunken Master2

LN Medium Humanoid (gnome)

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

Languages Common, Gnome

AC 17, touch 17, flat-footed 14

(+1 size, +2 Dex, +3 class, +1 Dodge)

hp 52 (7 HD)

Fort +11, **Ref** +9, **Will** +6

Speed 30 ft. (6 squares), base movement 30 ft.

Unarmed +6 (1d6+1, 20/x2)

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

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

Atk Options Flurry of Blows (Unarmed +5/+5 (1d6+1, 20/x2)), Improved Grapple, Stunning Fist (DC 15), Stagger

Combat Gear None

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

SQ evasion, Fast Movement, Still Mind, Ki Strike, Slow Fall, Purity of Body, Drink Like a Demon, Improvised Weapon

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Grapple, Improved Unarmed Strike, Stunning Fist

Skills Balance +9, Bluff +8, Jump +13, Sense Motive +3, Tumble +14

Possessions none

Drink Like A Demon (Ex): You can drink the equivalent of a large tankard of ale as a move equivalent action. Each drink consumed during combat reduces your Int. & Wis by 2 points but increases your Str or Con by 2 points (your choice). You can benefit from 2 drinks. The duration of the drink's effects is 5 rounds.

Improvised Weapon (Ex): You can use nearby objects as improvised weapons. Improvised weapon do the same damage as your unarmed strike plus an extra 1d4 points. Whenever you roll a natural 1 on an attack roll with an improvised weapon, the weapon breaks apart and becomes useless.

Stagger (Ex): By tripping, stumbling, and staggering you can make a charge attack that surprises your opponents. The charge need not be in a straight line, even though you can move up to twice your speed. When staggering, when you make a DC 15 Tumble check before beginning a charge, movement through threatened squares provokes no attacks of opportunity.

ENCOUNTER 4A

HALFLING SNIPERS (4) CR 4

Male halfling Rog 1 / Scout 3

N Small humanoid (halfling)

Init +6; **Senses** Listen +9, Spot +7

Languages Common, Halfling

AC 27, touch 20, flat-footed 26

(+1 size, +5 Dex, +3 armor, +3 natural, +4 deflection, +1 miscellaneous)

hp 34 (4 HD)

Fort +7, **Ref** +11, **Will** +2

Speed 30 ft. in masterwork studded leather armor (6 squares), base movement 20 ft. plus fast movement;

Melee masterwork short sword +4 (1d4 / 19-20, x2)

Ranged masterwork shortbow +9 (1d4 / 20, x3)

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

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

Atk Options sneak attack +1d6, skirmish +1d6, Point Blank Shot, Rapid Shot (masterwork shortbow +7/+7 (1d4 / 20, x3))

Combat Gear masterwork studded leather armor, masterwork short sword, masterwork shortbow

Abilities Str 10, Dex 17 (21), Con 14 (18), Int 10, Wis 10, Cha 10

SQ Trapfinding, battle fortitude, uncanny dodge, fast movement +10 ft., trackless step

Feats Point Blank Shot, Rapid Shot

Skills Bluff +4, Climb +6, Disguise +2, Escape Artist +12, Hide +16, Listen +9, Move Silently +14, Spot +7, Survival +4, Tumble +12

Possessions combat gear plus ~~potion of barkskin +3, potion of bear's endurance, potion of cat's grace, potion of cure moderate wounds, potion of shield of faith +4~~

Skirmish (Ex): A scout deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. At 3rd level, a scout gains a +1 competence bonus to AC during any round in which she moves at least 10 feet.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fort saves and initiative checks.

Fast Movement (Ex): Starting at 3rd level, a scout gains a +10 ft. enhancement bonus to her base land speed.

ENCOUNTER 4B

MAUG FIGHTERS (4) CR 4

Large Construct Ftr 1

LN Large Construct (Extraplanar)

Immune to mind affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, any effect that requires a Fort save unless it also works on objects, critical hits, nonlethal damage, ability damage, ability drain, energy drain or death from massive damage.

Resistances SR 15

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

Languages Common, Draconic, Giant

AC 26, touch 10, flat-footed 25
 (-1 size, +1 dex, +9 armor, +7 natural)
hp 51 (3 HD +30 hit points)
Fort +2, **Ref** +2, **Will** +0

Speed 40 ft. in +1 *full plate* (8 squares, can't run)
Melee masterwork two-bladed sword +6/+6 (2d6+5, 19-20 / x2) or slam +7 (1d8+7, 20/x2)
Ranged none
Space 10 ft.; **Reach** 10 ft.
Base Atk +2; **Grp** +11
Atk Options Power Attack, Pulverize
Combat Gear +1 *full plate*, mwk two-bladed sword
Abilities Str 21, Dex 15, Con -, Int 13, Wis 11, Cha 12
SQ construct traits, grafts, rapid repair, SR 15
Feats Alertness, Power Attack, Two-Weapon Fighting
Skills Craft (blacksmith) +7, Craft (stonemasonry) +11*, Intimidate +7, Knowledge (architecture and engineering) +10*, Listen +7, Profession (siege engineer) +5, Profession (soldier) +5, Spot +7, Survival +5
Possessions combat gear plus 50 gp

Pulverize (Su): Three times per day as a standard action, a maug can touch an object and negate its hardness for 1d4 rounds (Fortitude DC 18 Negates). This power can affect an object of up to 1,000 cubic feet in volume (a 10-foot cube); if the object is larger, only a 10-foot cube of it is affected. Unattended magical objects do not receive a saving throw. If a creature holds, wears or carries the object, the maug must succeed on a melee touch attack. This attack does not provoke an attack of opportunity. Many maug fighters learn the Improved Sunder feat to use this power against dangerous foes.

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

Rapid Repair (Ex): A maug that rests for 1 full hour repairs 1 point of damage so long as it has at least one hit point. Rapid Repair does not allow a maug to regrow or reattach lost parts.

A character can assist a maug's self repair with a Craft (Stonemasonry) check (DC 15). If the check is successful the Maug repairs 2 hit points per hour of rest. Providing assistance to the maug counts as light activity for the assisting character, and a character can assist only one maug at a time. A maug can not assist its own repair.

Grafts (Ex): When maugs are created on the plane of Acheron, they are frequently equipped with special grafts. These grafts are described in the Maug Grafts section in Appendix 2 of Fiend Folio. A maug without

class levels can have up to 2,000 gp worth of maug grafts. A maug with class levels can purchase additional grafts with treasure it amasses.

Graft (Ex): Shoving Arm: A shoving arm is a pistonlike stone appendage that ends in an upright, flattened stone hand. It is attached to a creature's torso along with a stone "belt" to secure it in place. The arm is useless for most activities, but once per round as an attack action it can be used to make a special shoving attack against an opponent within 5 feet of the grafted creature. The grafted creature makes an attack of opportunity that does not provoke an attack of opportunity. If it hits with the shoving arm, it and the struck opponent make opposed strength checks as though the grafted creature had made a bull rush attack. In addition to normal bonuses, the grafted creature adds a special +5 bonus on this roll. If the grafted creature wins, the defender is pushed back 5 feet plus an additional 1 foot per point by which the grafted creature exceeded the defender's result. The grafted creature does not move with the shoved defender.

For purposes of shoving unattended objects, the shoving arm has a Strength equal to 10 + the Strength of the grafted creature. The shoving arm can push creatures and objects in straight lines only.

Skills: Maugs receive skills as though they were outsiders. *Due to their innate understanding on machinery and engineering, maugs have a +4 racial bonus on Craft (stonemasonry) and Knowledge (architecture and engineering) checks.

ENCOUNTER 6C

ADVANCED GREATER STORM ELEMENTAL CR 11

N Huge Elemental (Air, Extraplanar)

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

Languages Auran

AC 22, touch 8, flat-footed 22

(-2 size, +14 natural)

hp 241 (23 HD)

Fort +13, **Ref** +13, **Will** +7

Speed 50 ft., fly 100 ft. (perfect);

Melee 2 slams +24 (3d6+10 plus 2d6 electricity)

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

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

Atk Options Power Attack, shock, thunder and lightning

Combat Gear none

Abilities Str 32, Dex 11, Con 22, Int 8, Wis 11, Cha 11

SQ Air mastery, DR 10/-, Darkvision 60 ft., electrical and sonic healing, elemental traits

Feats Alertness, Blind-Fight, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Skills Listen +15, Spot +15

Possessions *stone of good luck*

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals 10d4 non-lethal electricity damage to living opponents (Fortitude DC 26 for half). The save DC is Con based.

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning. The thunder deals 10d6 sonic damage to all creatures within 60 feet of the storm elemental. A DC 26 Fortitude save halves this damage. The lightning is a 120 foot line that that deals 21d6 electricity damage. A DC 26 Reflex save halves this damage. The save DCs are Con based.

Electrical and Sonic Healing (Su): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental cannot heal hit points by attacking itself.

ENCOUNTER 8

KENKU ASSASSINS (2) CR 8

Male Kenku Rgr2/Rog3/Assassin 3

NE Medium Humanoid (Kenku)

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

Languages Common, Kenku

AC 20, touch 16, flat-footed 15

(+5 Dex, +4 armor, +1 deflection)

hp 51 (8 HD)

Resist evasion

Fort +7 (+8 vs. poison), **Ref** +15, **Will** +3

Speed 30 ft. in +1 *studded leather armor* (6 squares).
base movement 30 ft.

Melee mwk short sword +13/+8 (1d6, 19-20 / x2) or claw
+12/+7 (1d3, 20/x3) or 2 short swords +13/+13/+8/+8
(1d6, 19-20 / x2) or 2 claws +12/+12/+7/+7 (1d3,
20/x3)

Ranged mwk shortbow +13/+8 (1d6, 20/x3)

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

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

Atk Options sneak attack +4d6, death attack (DC 14),
great ally +4 to hit when flanking, favored enemy
(humans) +2, quickfrost weapon capsules +1d6 cold
damage, +3 damage when flanking from Marshall's
Aura, purple worm poison (injury DC 24, 1d6 Str / 2d6
Str)

Combat Gear +1 *studded leather armor*, 2 mwk short
swords, mwk shortbow

Assassin Spells Known (CL 3rd):

2nd (1/day) — *invisibility*

1st (2/day) — *true strike* x2

Abilities Str 10, Dex 18 (22), Con 14, Int 13, Wis 12,
Cha 8

SQ trap sense +1, wild empathy, evasion, favored
enemy (humans) +2, sneak attack +4d6, trapfinding,
poison use, poison resistance, spell use, low-light
vision, great ally, mimicry

Feats Improved Initiative, Two-Weapon Fighting^B,
Improved Two-Weapon Fighting, Track^B, Weapon
Finesse

Skills Bluff +4, Climb +5, Disguise +6, Escape Artist
+11, Hide +16, Listen +9, Move Silently +16, Spot +9,
Survival +7, Tumble +14

Possessions combat gear plus *brooch of shielding*, *ring
of protection* +1, ~~*potion of cat's grace*~~, *potion of cure
moderate wounds*, ~~*potion of invisibility*~~, thieves' tools,
tanglefoot bag, thunderstone, 2 triple weapon capsule
retainers^{CV}, 6 quickfrost alchemical capsules^{CV}, 2
flash pellets^{CV}, 2 applications purple worm poison
(injury DC 24, 1d6 Str / 2d6 Str), 365 gp.

Great Ally (Ex): Kenku work exceptionally well with their
allies. When successfully aided on a skill check or
attack roll by an ally, or when aiding another, a kenku
applies or gains a +3 bonus on its check or attack roll
(instead of the normal +2 bonus). Furthermore, a kenku
gains a +4 bonus on attack rolls against an opponent
flanked by an ally (instead of the normal +2 bonus).

Mimicry (Ex): A kenku can perfectly mimic familiar
sounds, voices and accents. This ability does not
enable the kenku to speak languages it can't normally
speak. To duplicate a specific individual's voice, a
kenku makes a Bluff check; a listener familiar with the
voice being imitated must succeed on an opposed
Sense Motive check to discern that the voice is not
genuine.

KENKU SAVANT CR 6

Female Kenku Marshall 1 / Sor 5

NE Medium Humanoid (Kenku)

Init +7; **Senses** Listen +1, Spot +1; low-light vision

Aura *Master of Tactics* allies gain +2 to damage when
flanking

Languages Common, Kenku

AC 14, touch 14, flat-footed 11

(+3 Dex, +1 armor, +1 shield)

hp 21 (6 HD)

Fort +5, **Ref** +4, **Will** +7

Speed 30 ft.

Melee short sword +1 (1d6-1, 19-20/x2) or claw +1 (1d3,
20/x3) or 2 claws +1 (1d3, 20/x3)

Ranged shortbow +5 (1d6-1, 20/x3)

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

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

Atk Options +3 damage when flanking from Marshall's
Aura

Combat Gear *bracers of armor* +1, mithril buckler, short
sword, shortbow

Sorcerer Spells Known (CL 5th):

2nd (4/day) — *glitterdust* (DC 15), *scorching ray*
(ranged touch +5)

1st (6/day) — *grease* (DC14), *hail of stone*^{SC}, *magic
missile*, *ray of enfeeblement* (ranged touch +5)

0 (6/day) — *acid splash*, *daze* (DC 13), *flare* (DC 13),
mage hand, *message*, *read magic*

Abilities Str 8, Dex 16, Con 10, Int 13, Wis 12, Cha 17

SQ spell use, low-light vision, great ally, mimicry

Feats Combat Casting, Improved Initiative, Skill Focus (Diplomacy)³, Skill Focus (Concentration)

Skills Bluff +7, Concentration +12 (+16 casting defensively), Diplomacy +10, Intimidate +7, Knowledge (arcana) +9, Knowledge (history) +5, Spellcraft +5

Possessions combat gear plus *cloak of charisma* +2, spell component pouch, ~~*potion of invisibility*~~, and 250 gp.

Great Ally (Ex): Kenku work exceptionally well with their allies. When successfully aided on a skill check or attack roll by an ally, or when aiding another, a kenku applies or gains a +3 bonus on its check or attack roll (instead of the normal +2 bonus). Furthermore, a kenku gains a +4 bonus on attack rolls against an opponent flanked by an ally (instead of the normal +2 bonus).

Mimicry (Ex): A kenku can perfectly mimic familiar sounds, voices and accents. This ability does not enable the kenku to speak languages it can't normally speak. To duplicate a specific individual's voice, a kenku makes a Bluff check; a listener familiar with the voice being imitated must succeed on an opposed Sense Motive check to discern that the voice is not genuine.

APPENDIX 5 – APL 10

ENCOUNTER 1

RAND **CR 9**
Male human (Bakluni) Brb4/Ex-Mnk2/Reaping Mauler3
CG Medium Humanoid (human)
Init +6; **Senses** Listen +0, Spot +0
Languages Common

AC 12, touch 12, flat-footed 12
(+2 Dex)
hp 84 (9 HD)
Fort +12, **Ref** +9, **Will** +5

Speed 40 ft. (8 squares), base movement 40 ft.
Unarmed +11/+6 (1d6+3, 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +16
Atk Options Flurry of Blows (Unarmed +9/+9/+4 (1d6+3, 19-20/x2)), Rage, Improved Grapple, Stunning Fist (DC 14), Counter Grapple, Sleeper Lock

Combat Gear None

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 11, Cha 10
SQ Evasion, Fast Movement, Rage, Uncanny Dodge, Trap Sense +1, Flurry of Blows, Adept Wrestling, Counter Grapple, Sleeper Lock
Feats Combat Reflexes, Mobility, Improved Critical (Unarmed Strike), Improved Initiative, Improved Grapple, Improved Unarmed Strike, Stunning Fist, Power Attack, Close Quarters Fighting, Clever Wrestling
Skills Balance +9, Climb +8, Escape Artist +13, Intimidate +10, Jump +14, Knowledge (religion) +5, Swim +11, Tumble +9.
Possessions none.

Adept Wrestling (Ex): When wearing light or no armor you gain a +1 bonus on all grapple checks and all opposed Dex & Str checks.
Counter Grapple (Ex): If you are wearing light or no armor, when grappling or pinned you can attempt either a grapple or Escape Artist check opposed by your opponent's grapple check to free your self. If you fail this check, you can immediately attempt the other check as a free action.
Sleeper Lock (Ex): If you pin an opponent while grappling and maintain the pin for a full round, that opponent must make a Fort save (DC 13) at the end of the round or fall unconscious for 1d3 rounds. Creatures with no discernible anatomy are immune.

ENCOUNTER 4A

HALFLING SNIPERS (4) **CR 6**
Male halfling Rog 2 / Scout 4
N Small humanoid (halfling)
Init +10; **Senses** Listen +11, Spot +9
Languages Common, Halfling

AC 27, touch 20, flat-footed 26

(+1 size, +5 Dex, +3 armor, +3 natural, +4 deflection, +1 miscellaneous)

Miss Chance 20%

hp 51 (6 HD)

Fort +7, **Ref** +13, **Will** +2

Speed 30 ft. in masterwork studded leather armor (6 squares), base movement 20 ft. plus fast movement;

Melee masterwork short sword +6 (1d4 / 19-20, x2)

Ranged +1 shortbow +11 (1d4+1 / 20, x3)

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

Base Atk +4; **Grp** +0

Atk Options sneak attack +1d6, skirmish +1d6, Point Blank Shot, Rapid Shot (masterwork shortbow +9/+9 (1d4+1 / 20, x3))

Combat Gear masterwork studded leather armor, masterwork short sword, +1 shortbow

Abilities Str 10, Dex 17 (21), Con 14 (18), Int 10, Wis 10, Cha 10

SQ Trapfinding, evasion, battle fortitude, uncanny dodge, fast movement +10 ft., trackless step

Feats Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot

Skills Bluff +4, Climb +10, Disguise +2, Escape Artist +14, Hide +18, Listen +11, Move Silently +16, Spot +9, Survival +4, Tumble +14

Possessions combat gear plus ~~potion of barkskin +3, potion of bear's endurance, potion of blur, potion of cat's grace, potion of cure moderate wounds, potion of shield of faith +4~~

Skirmish (Ex): A scout deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. At 3rd level, a scout gains a +1 competence bonus to AC during any round in which she moves at least 10 feet.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fort saves and initiative checks.

Fast Movement (Ex): Starting at 3rd level, a scout gains a +10 ft. enhancement bonus to her base land speed.

ENCOUNTER 4B

MAUG FIGHTERS (4) **CR 8**

Large Construct Ftr 2 / Rgr1

LN Large Construct (Extraplanar)

Immune to mind affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, any effect that requires a Fort save unless it also works on objects, critical hits, nonlethal damage, ability damage, ability drain, energy drain or death from massive damage.

Resistances SR 18

Init +2; **Senses** Listen +11, Spot +11, darkvision 60 ft.

Languages Common, Draconic, Giant

AC 27, touch 11, flat-footed 25

(-1 size, +1 dex, +9 armor, +7 natural, +1 shield)

hp 62 (6 HD +30 hit points)

Fort +4, Ref +4, Will +1

Speed 60 ft. in +1 *full plate* (12 squares, can't run)

Melee masterwork two-bladed sword +8/+8 (2d6+5, 19-20 / x2) or slam +9 (1d8+7, 20/x2)

Ranged none

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

Base Atk +4; Grp +13

Atk Options Improved Bull Rush (+13, no AOO), Power Attack, Pulverize, Favored Enemy +2 (humans), Trample (4d8 damage)

Combat Gear +1 *full plate*, mwk two-bladed sword

Abilities Str 20, Dex 15, Con -, Int 13, Wis 12, Cha 12

SQ construct traits, grafts, rapid repair, SR 18, favored enemy +2 (humans), wild empathy

Feats Alertness^b, Improved Bull Rush, Power Attack, Track^b, Two-Weapon Fighting, Two-Weapon Defense

Skills Craft (blacksmith) +8, Craft (stonemasonry) +12*, Intimidate +8, Knowledge (architecture and engineering) +10*, Listen +11, Profession (siege engineer) +6, Profession (soldier) +6, Spot +11, Survival +7

Possessions combat gear plus 50 gp

Pulverize (Su): Three times per day as a standard action, a maug can touch an object and negate its hardness for 1d4 rounds (Fortitude DC 18 Negates). This power can affect an object of up to 1,000 cubic feet in volume (a 10-foot cube); if the object is larger, only a 10-foot cube of it is affected. Unattended magical objects do not receive a saving throw. If a creature holds, wears or carries the object, the maug must succeed on a melee touch attack. This attack does not provoke an attack of opportunity. Many maug fighters learn the Improved Sunder feat to use this power against dangerous foes.

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

Rapid Repair (Ex): A maug that rests for 1 full hour repairs 1 point of damage so long as it has at least one hit point. Rapid Repair does not allow a maug to regrow or reattach lost parts.

A character can assist a maug's self repair with a Craft (Stonemasonry) check (DC 15). If the check is successful the Maug repairs 2 hit points per hour of rest. Providing assistance to the maug counts as light activity for the assisting character, and a character can assist only one maug at a time. A maug can not assist its own repair.

Grafts (Ex): When maugs are created on the plane of Acheron, they are frequently equipped with special grafts. These grafts are described in the Maug Grafts

section in Appendix 2 of Fiend Folio. A maug without class levels can have up to 2,000 gp worth of maug grafts. A maug with class levels can purchase additional grafts with treasure it amasses.

Graft (Ex): Shoving Arm: A shoving arm is a pistonlike stone appendage that ends in an upright, flattened stone hand. It is attached to a creature's torso along with a stone "belt" to secure it in place. The arm is useless for most activities, but once per round as an attack action it can be used to make a special shoving attack against an opponent within 5 feet of the grafted creature. The grafted creature makes an attack of opportunity that does not provoke an attack of opportunity. If it hits with the shoving arm, it and the struck opponent make opposed strength checks as though the grafted creature had made a bull rush attack. In addition to normal bonuses, the grafted creature adds a special +5 bonus on this roll. If the grafted creature wins, the defender is pushed back 5 feet plus an additional 1 foot per point by which the grafted creature exceeded the defender's result. The grafted creature does not move with the shoved defender.

For purposes of shoving unattended objects, the shoving arm has a Strength equal to 10 + the Strength of the grafted creature. The shoving arm can push creatures and objects in straight lines only.

Graft (Ex): Rollers: Six great stone cylinders beneath a pyramid of rock, rollers replace the creatures legs and feet. Rollers add 20 feet to the grafted creature's land speed and give it the ability to trample foes, but the grafted creature takes a -8 penalty on Climb, Ride and Swim checks. The grafted creature cannot run.

As a standard action during its turn each round, the grafted creature can move up to its speed and run over opponents at least one size category smaller than itself. This attack deals bludgeoning damage based on the creature's size (see Table A2-3). A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 10 +1/2 grafted creature's HD + grafted creature's Str modifier) for half damage.

Skills: Maugs receive skills as though they were outsiders. *Due to their innate understanding on machinery and engineering, maugs have a +4 racial bonus on Craft (stonemasonry) and Knowledge (architecture and engineering) checks.

ENCOUNTER 6A

SPELLWARPED DRAGON EEL CR 13

NE Large Aberration (Augmented Dragon, Aquatic)

Init +5; **Senses** blindsense 30 ft., Darkvision 60 ft., low-light vision, keen scent; **Listen** +19, **Spot** +19

Languages Common, Aquatic, Draconic.

AC 30, touch 10, flat-footed 29

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

hp 199 (14 HD); **DR** 5/adamantine

Immune to magical sleep effects and paralysis

Resist varies, see below; **SR** 25; **Spell** absorption

Fort +17, Ref +11, Will +11

Speed 20 ft., swim 60 ft.;

Melee +23 melee (4d8+15, Bite) or +23 melee (4d8+15+2d6, Powerful Charge)

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

Base Atk +16; **Grp** +28

Atk Options Cleave, Improved Bull Rush (+18), Improved Sunder, Power Attack, Powerful Charge

Abilities Str 30, Dex 13, Con 25, Int 12, Wis 12, Cha 13
SQ Blindsight 30 ft., damage reduction 5/adamantine, darkvision 60 ft, immunity to magic sleep effects and paralysis, low-light vision, keen scent

Feats Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Powerful Charge^B
Monster Manual III.

Skills Bluff +19, Hide +15, Listen +19, Sense Motive +19, Spot +19, Swim +19 (+27 to perform special action or avoid a hazard)

Possessions *luckstone*, 10 black opals 500 gp each.

Improved Grab (Ex): To use this ability, a dragon eel must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round (see below).

Swallow Whole (Ex): A dragon eel can try to swallow a grabbed opponent of Medium or smaller size by making a successful grapple check. Once inside, the opponent takes 1d8+8 points of crushing damage plus 8 points of acid damage per round from the dragon eel's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large dragon eel's interior can hold 2 Medium, 8 Small, 32 Tiny, 128 Diminutive or 512 Fine opponents.

Blindsight (Ex): A dragon eel can locate creatures underwater within 30 feet by non-visual means. Opponents the dragon eel can't actually see still have total concealment against the dragon eel. This ability only works when the dragon eel is underwater.

Keen Scent (Ex): A dragon eel can notice creatures by scent within 180 feet, and detect blood in the water up to a mile away.

Spell Resistance (Ex): A spellwarped creature gains SR equal to 11 plus its Hit Dice.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's SR, the creature gains one of the following benefits, chosen at the time that the spell resolves:

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

ENCOUNTER 6C

ADVANCED ELDER STORM ELEMENTAL CR 13

N Huge Elemental (Air, Extraplanar)

Init +4; **Senses** Listen +33, Spot +33

Languages Auran

AC 25, touch 10, flat-footed 23

(-2 size, +2 Dex, +15 natural)

hp 294 (28 HD)

Fort +14, **Ref** +18, **Will** +8

Speed 50 ft., fly 100 ft. (perfect);

Melee 2 slams +30 (3d6+11, 19-20/x2 plus 2d6 electricity)

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

Base Atk +21; **Grp** +40

Atk Options Power Attack, shock, thunder and lightning
Combat Gear none

Abilities Str 32, Dex 14, Con 22, Int 10, Wis 11, Cha 11

SQ Air mastery, DR 10/-, Darkvision 60 ft., electrical and sonic healing, elemental traits

Feats Alertness, Blind-Fight, Cleave, Great Cleave, Hover, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Skills Listen +33, Spot +33

Possessions *stone of good luck*

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals 12d4 non-lethal electricity damage to living opponents (Fortitude DC 28 for half). The save DC is Con based.

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning. The thunder deals 12d6 sonic damage to all creatures within 60 feet of the storm elemental. A DC 28 Fortitude save halves this damage. The lightning is a 120 foot line that that deals 24d6 electricity damage. A DC 28 Reflex save halves this damage. The save DCs are Con based.

Electrical and Sonic Healing (Su): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*)

used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental cannot heal hit points by attacking itself.

ENCOUNTER 8

KENKU ASSASSINS (2) CR 10

Male Kenku Rgr2/Rog3/Assassin 5

NE Medium Humanoid (Kenku)

Init +10; **Senses** Listen +9, Spot +14; low-light vision

Languages Common, Kenku

AC 21, touch 17, flat-footed 21

(+5 Dex, +4 armor, +2 deflection)

hp 63 (+10 temporary hp) (10 HD)

Resist evasion

Fort +8 (+9 vs. poison), **Ref** +17, **Will** +4

Speed 30 ft. in +1 *studded leather armor* (6 squares).
base movement 30 ft.

Melee mwk short sword +14/+9 (1d6, 19-20 / x2) or claw
+13/+8 (1d3, 20/x3) or 2 short swords +14/+14/+9/+9
(1d6, 19-20 / x2) or 2 claws +13/+13/+8/+8 (1d3,
20/x3)

Ranged mwk shortbow +14/+9 (1d6, 20/x3)

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

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

Atk Options sneak attack +5d6, death attack (DC 16),
great ally +4 to hit when flanking, favored enemy
(humans) +2, quickfrost weapon capsules +1d6 cold
damage, +5 damage when flanking from Marshall's
Aura, Deathblade poison (injury DC 20, 1d6 Con /
2d6 Con)

Combat Gear +1 *studded leather armor*, 2 mwk short
swords, mwk shortbow

Assassin Spells Known (CL 5th):

3rd (2/day) — *deep slumber*, ~~*false life*~~

2nd (3/day) — *alter self*, *invisibility*, *spider climb*

1st (4/day) — *disguise self*, *jump*, *true strike* x2

Abilities Str 10, Dex 18 (22), Con 14, Int 13, Wis 12,
Cha 8

SQ trap sense +1, wild empathy, evasion, uncanny
dodge, favored enemy (humans) +2, sneak attack
+5d6, trapfinding, poison use, poison resistance,
spell use, low-light vision, great ally, mimicry

Feats Improved Initiative, Two-Weapon Fighting^B,
Improved Two-Weapon Fighting, Track^B, Weapon
Finesse

Skills Bluff +9, Climb +5, Disguise +6, Escape Artist
+11, Hide +21, Listen +9, Move Silently +21, Spot
+14, Survival +7, Tumble +19

Possessions combat gear plus *brooch of shielding*,
cloak of resistance +1, *ring of protection* +2, ~~*potion of*~~
~~*cat's grace*~~, *potion of cure moderate wounds*, ~~*potion*~~
~~*of invisibility*~~, thieves' tools, tanglefoot bag,
thunderstone, 2 triple weapon capsule retainers^{CV}, 6
quickfrost alchemical capsules^{CV}, 2 flash pellets^{CV}, 2
applications Deathblade poison (injury DC 20, 1d6
Con / 2d6 Con), 365 gp.

Great Ally (Ex): Kenku work exceptionally well with their
allies. When successfully aided on a skill check or
attack roll by an ally, or when aiding another, a kenku

applies or gains a +3 bonus on its check or attack roll
(instead of the normal +2 bonus). Furthermore, a kenku
gains a +4 bonus on attack rolls against an opponent
flanked by an ally (instead of the normal +2 bonus).

Mimicry (Ex): A kenku can perfectly mimic familiar
sounds, voices and accents. This ability does not
enable the kenku to speak languages it can't normally
speak. To duplicate a specific individual's voice, a
kenku makes a Bluff check; a listener familiar with the
voice being imitated must succeed on an opposed
Sense Motive check to discern that the voice is not
genuine.

KENKU SAVANT

CR 9

Female Kenku Marshall 1 / Sor 8

NE Medium Humanoid (Kenku)

Init +7; **Senses** Listen +1, Spot +1; low-light vision

Aura *Master of Tactics* allies gain +5 to damage when
flanking

Languages Common, Kenku

AC 14, touch 14, flat-footed 11

(+3 Dex, +1 armor, +1 shield)

hp 30 (9 HD)

Fort +6, **Ref** +5, **Will** +9

Speed 30 ft.

Melee short sword +3 (1d6-1, 19-20/x2) or claw +3 (1d3,
20/x3) or 2 claws +3 (1d3, 20/x3)

Ranged shortbow +7 (1d6-1, 20/x3)

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

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

Atk Options +5 damage when flanking from Marshall's
Aura

Combat Gear *bracers of armor* +1, mithril buckler, short
sword, shortbow

Sorcerer Spells Known (CL 8th):

4th (3/day) — *dimension door*

3rd (5/day) — *fireball* (DC 18), *haste*

2nd (6/day) — *glitterdust* (DC 17), *invisibility*,
scorching ray (+7 ranged touch)

1st (6/day) — *color spray* (DC 16), *grease* (DC 16),
hail of stone^{SC}, *magic missile*, *ray of enfeeblement*
(+7 ranged touch)

0 (6/day) — *acid splash*, *daze* (DC 15), *detect magic*,
flare (DC 15), *mage hand*, *message*, *touch of*
fatigue, *read magic*

Abilities Str 8, Dex 16, Con 10, Int 13, Wis 12, Cha 20

SQ spell use, low-light vision, great ally, mimicry

Feats Combat Casting, Improved Initiative, Skill Focus
(Diplomacy)^B, Skill Focus (Concentration), Empower
Spell

Skills Bluff +9, Concentration +15 (+19 casting
defensively), Diplomacy +12, Intimidate +9,
Knowledge (arcana) +12, Knowledge (history) +5,
Spellcraft +8

Possessions combat gear plus *cloak of charisma* +4,
spell component pouch, ~~*potion of invisibility*~~, and 250
gp.

Great Ally (Ex): Kenku work exceptionally well with their
allies. When successfully aided on a skill check or

attack roll by an ally, or when aiding another, a kenku applies or gains a +3 bonus on its check or attack roll (instead of the normal +2 bonus). Furthermore, a kenku gains a +4 bonus on attack rolls against an opponent flanked by an ally (instead of the normal +2 bonus).

Mimicry (Ex): A kenku can perfectly mimic familiar sounds, voices and accents. This ability does not enable the kenku to speak languages it can't normally speak. To duplicate a specific individual's voice, a kenku makes a Bluff check; a listener familiar with the voice being imitated must succeed on an opposed Sense Motive check to discern that the voice is not genuine.

APPENDIX 6 – ALL APLS

ENCOUNTER 1

ELLINKA **CR 12**
 Female Human (Suel) Rog10/Shadowdancer2
 LN Medium Humanoid (human)
Init +8; **Senses** Listen +0, Spot +0
Languages Common, Ancient Suel, Keoish

AC 19, touch 14, flat-footed 19
 (+4 Dex, +5 armor)
Miss Chance
hp 75 (12 HD)
Evasion
Fort +5, **Ref** +14, **Will** +3

Speed 40 ft. in +2 *slick studded leather armor* (6 squares), base movement 30 ft.;
Melee +1 rapier +13/+8 (1d6+1, 18-20/x2)
Ranged none
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +8
Atk Options combat reflexes, sneak attack +5d6
Special Actions hide in plain sight
Combat Gear +2 *slick studded leather armor*, +1 *rapier*

Abilities Str 10, Dex 18, Con 14, Int 14, Wis 10, Cha 14
SQ Uncanny Dodge (Ex), Improved Uncanny Dodge (Ex), Trap Sense +3 (Ex); Evasion (Ex); Trapfinding (Ex); Slippery Mind (Ex), Hide In Plain Sight (Su); Darkvision (Su)
Feats Combat Reflexes, Dodge, Mobility, Improved Initiative, Persuasion, Weapon Finesse.
Skills Appraise +3, Balance +11, Bluff +49, Diplomacy +21, Disguise +29, Escape Artist +24, Gather Information +15, Hide +19, Jump +12, Move Silently +15, Perform (dance) +7, Search +14, Sense Motive +13, Tumble +21.
Possessions combat gear plus *hat of disguise*, *gloves of dexterity* +2, *amulet of health* +2, *boots of striding and springing*, *potion of glibness*, disguise kit.
Description: Ellinka is a stunning young woman with light blond hair and green eyes.

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): You can no longer be flanked, except by a level 16 rogue.

Trap Sense (Ex): +3 to Reflex saves and AC against traps.

Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 5d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that

are immune to critical hits ignore this damage, as do creatures with concealment.

Trapfinding (Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

Hide in Plain Sight (Su): As long as there are shadows within 10 feet (not including your own), you can hide without actually having something to hide behind.

Darkvision (Su): You are permanently under the effect of a *darkvision* spell.

ENCOUNTER 7

MAYA VERSPUCCI **CR 4**
 Female Human (Oerdian) Rog4
 N Medium Humanoid (human)
Init +6; **Senses** Listen +6, Spot +6
Languages Common, Keoish, Ancient Suloise.

AC 16, touch 13, flat-footed 16
 (+2 Dex, +3 armor, +1 deflection)
hp 21 (4 HD)
Evasion
Fort +2, **Ref** +6, **Will** +0

Speed 30 ft. in masterwork studded leather armor (6 squares), base movement 30 ft.;
Melee masterwork rapier +3 (1d6-1, 18-20/x2)
Ranged none
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +2
Atk Options sneak attack +2d6
Special Actions none
Combat Gear Masterwork rapier, masterwork studded leather armor.

Abilities Str 8, Dex 15, Con 12, Int 14, Wis 8, Cha 14
SQ Uncanny Dodge (Ex), Trap Sense +1 (Ex); Evasion (Ex); Trapfinding (Ex).
Feats Improved Initiative, Negotiator, Persuasive.
Skills Appraise +9, Balance +9, Bluff +11, Climb +6, Decipher Script +9, Disguise +9, Forgery +9, Gather Information +9, Listen +6, Search +9, Spot +6.
Possessions combat gear plus +1 *ring of protection*.
Description Maya is an attractive, slim Oerdian woman with dark hair and eyes.

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Trap Sense (Ex): +1 to Reflex saves and AC against traps.

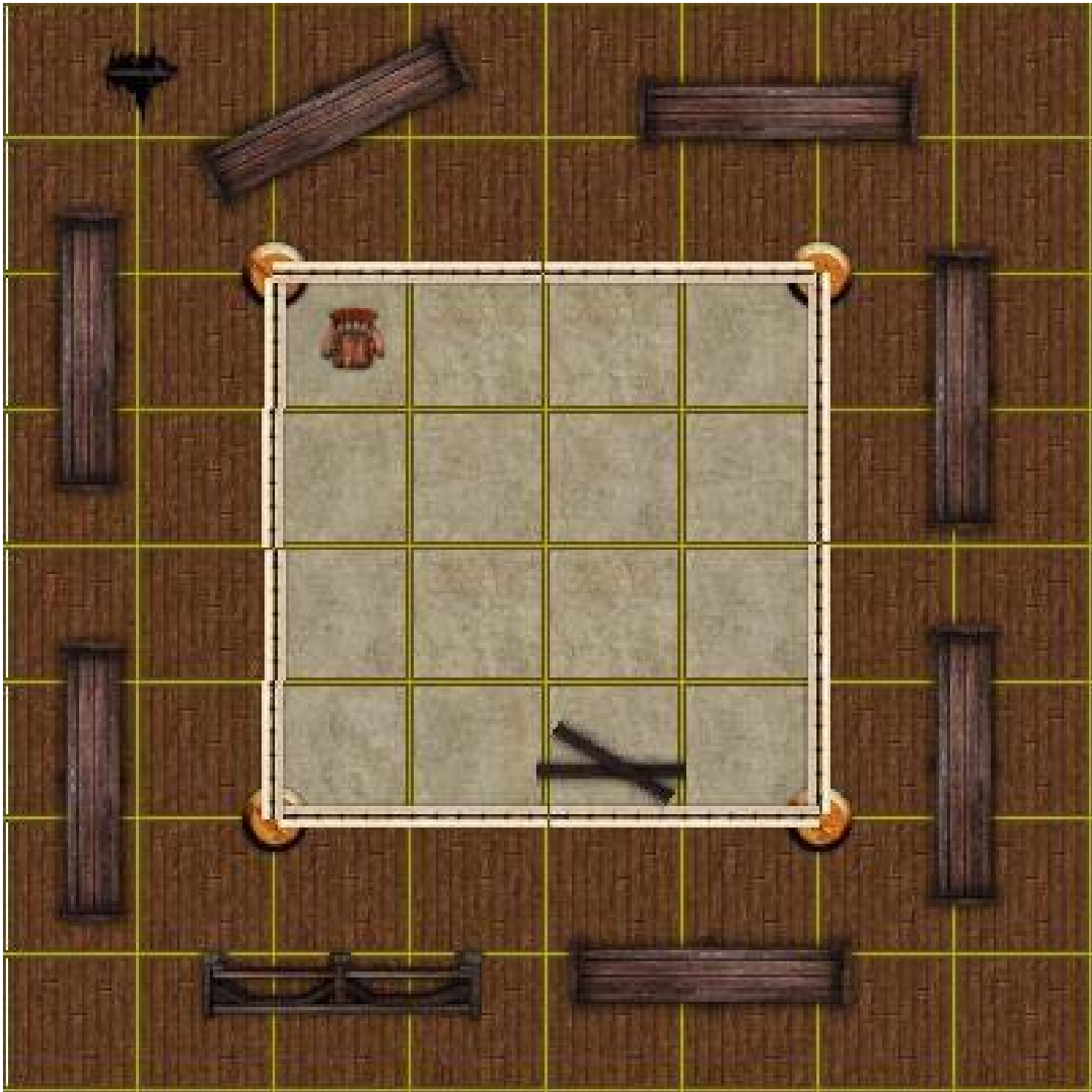
Evasion (Ex): On a successful Reflex save against a magical attack, you take no damage.

Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 2d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra

damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment.

Trapfinding (Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

DM AID: MAP #1 – ENCOUNTER 1 (ACTUAL SIZE)



DM AID: MAP #2 – ENCOUNTER 4A AND 4B

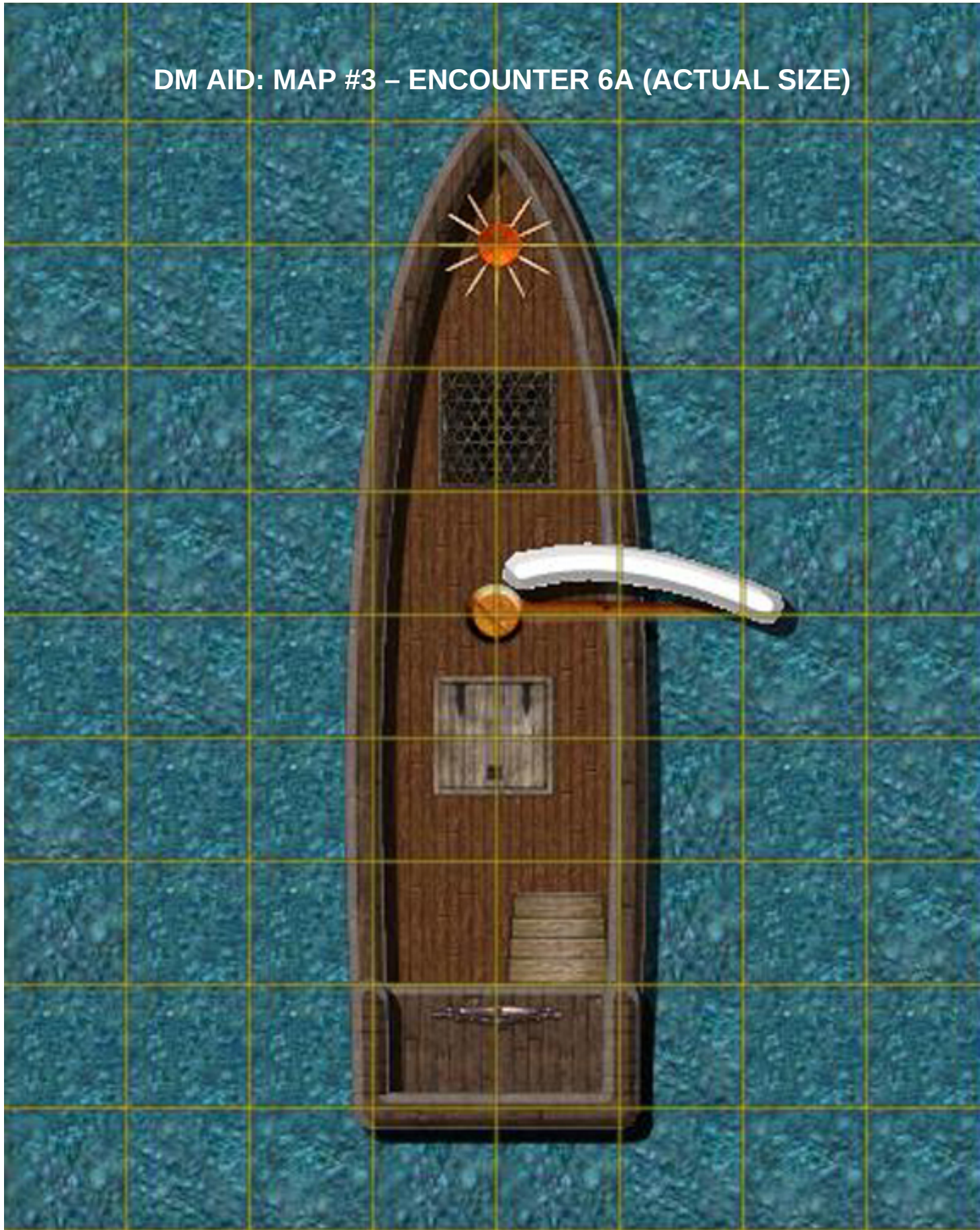


1 – HALFLING SNIPERS

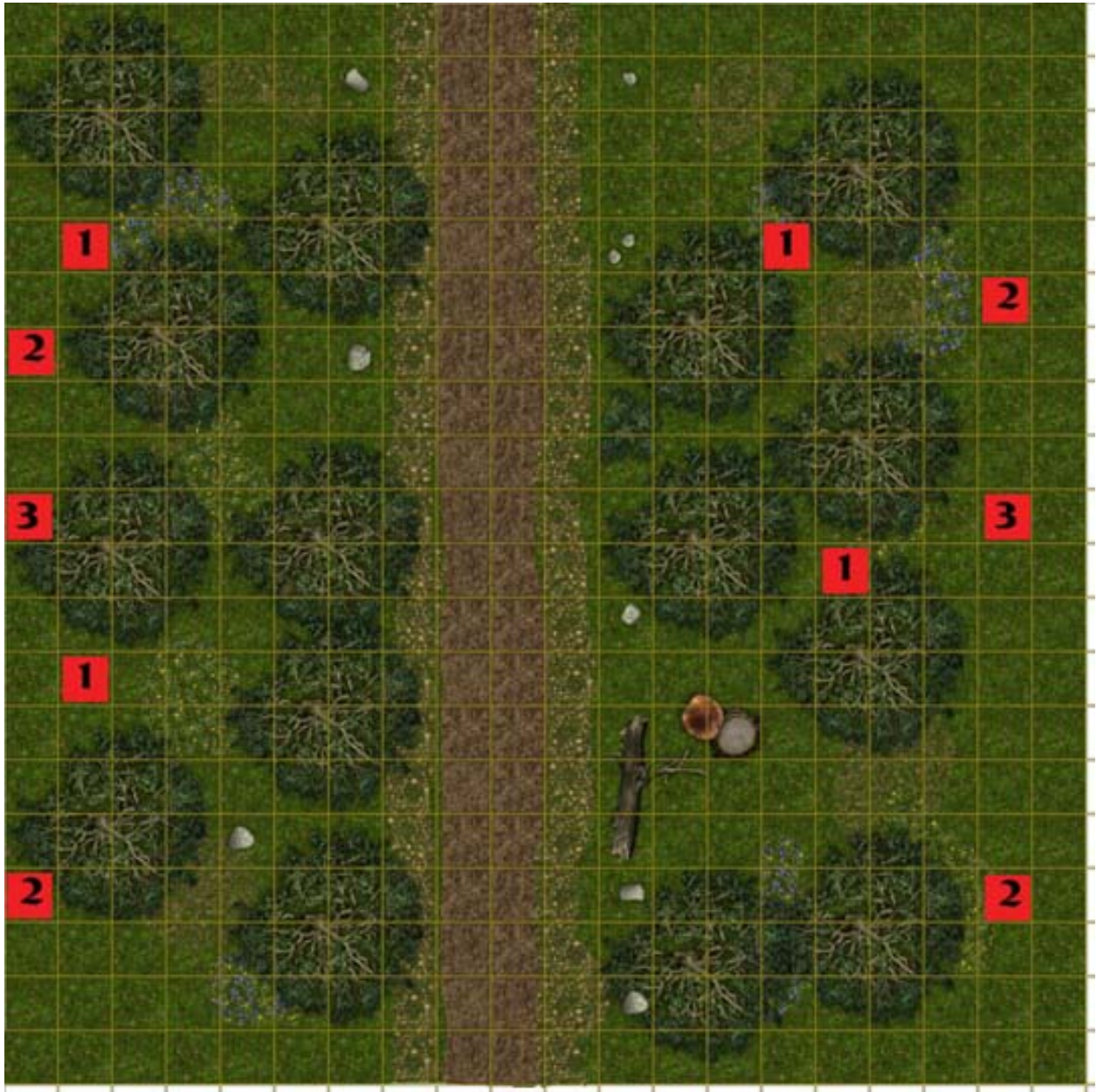
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2 - GUARDS

DM AID: MAP #3 – ENCOUNTER 6A (ACTUAL SIZE)



DM AID: MAP #4 – ENCOUNTER 6B

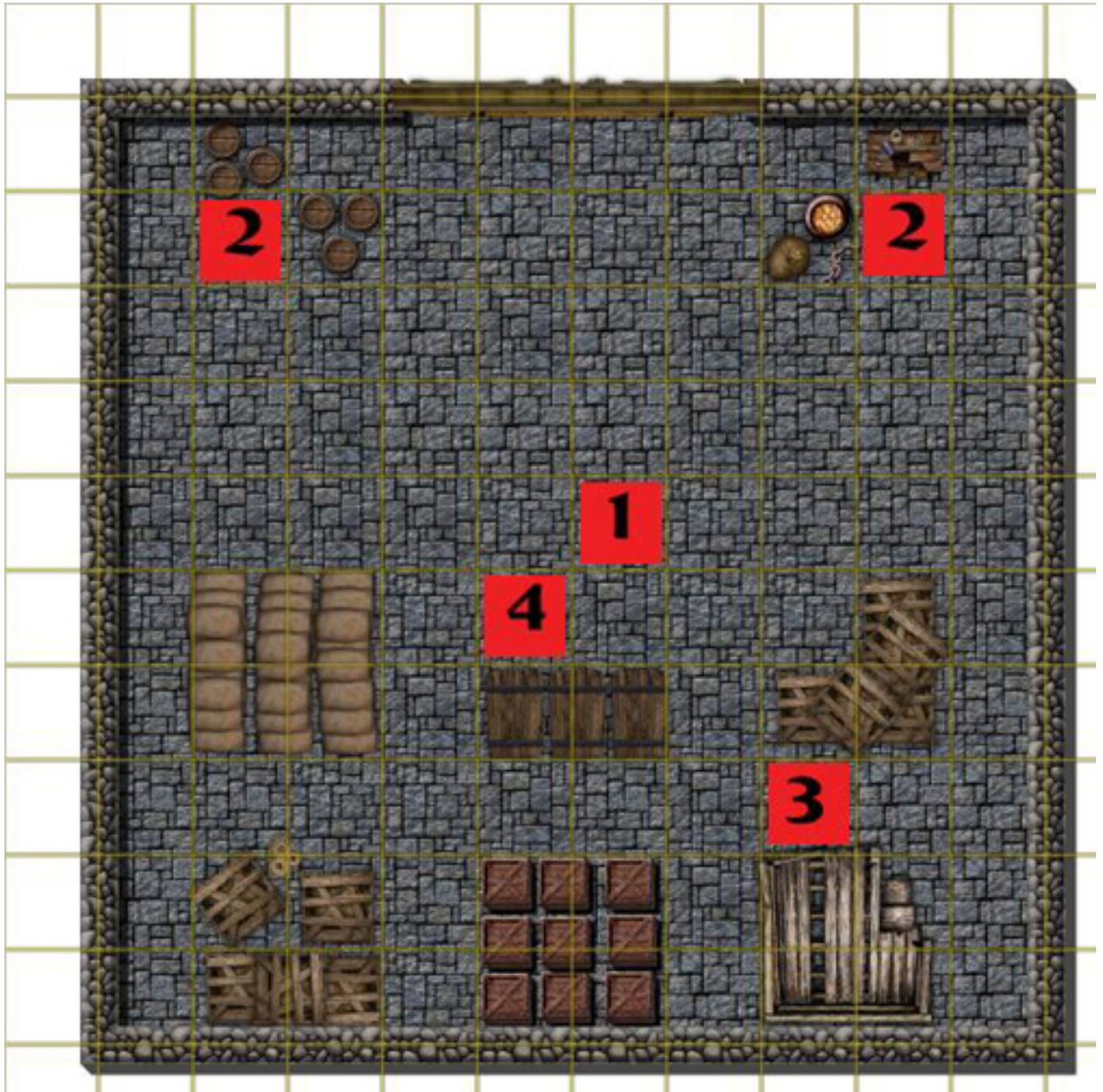


1 – ORCS

2 – OGRES

3 – HILL GIANT / HILL GIANT WEREBOAR

DM AID: MAP #5 – ENCOUNTER 8



- 1 – HELENA
- 2 – Kenku Thug/Assassin
- 3 – Kenku Savant
- 4 – Invisible Stalker

DM AID: NEW RULES

NEW CLASS

Marshall (*Miniatures Handbook*)

Sometimes it is not enough to be a conquering warrior, a champion of all that's right, an experienced sellsword, or an elite foot soldier. Sometimes the circumstances require a solid commander of soldiers and situations. Sometimes the circumstances demand a marshal.

Marshals inspire trust in those they lead. They earn that trust by slogging through harsh landscapes, dangerous battlefields, and haunted catacombs along with those under their command. With a look, they can see where to best deploy their resources or come up with a sneaky ruse to fool their enemies. A marshal has a tactician's mind, a cartographer's overview of the disputed landscape (or dungeon warren), and a way with words that can inspire battle-hardened fighters to give it their all when melee breaks out.

Adventures: Whether leading troops or a company of adventurers, marshals accept commissions in return for their service. Once a commission is accepted, most marshals feel honor-bound to see the contract through to its end. If the choice is between honoring the commission and the survival of his company, though, many a marshal will break the commission and lead his forces to a new patron in distant lands.

Characteristics: Trained in the basics of fighting, marshals possess a general knowledge of weapons and armor. Their real strength is their ability to lead those who follow them to success they might not otherwise reach in combat. Marshals make passable warriors themselves, when personal danger finds them.

Alignment: Marshals may be of any alignment. Good-aligned marshals are often crusading leaders who seek out and fight evil. Lawful-aligned marshals accept commissions from people who face invasion by foreign aggressors. Chaotic-aligned marshals lead mercenaries to wherever the pay is best. Evil-aligned marshals tend to lead forces of foreign aggressors set on invasion and plunder.

Religion: Marshals often worship Heironeous (god of valor) or Kord (god of strength). Some worship St. Cuthbert (god of retribution), Hextor (god of tyranny), or Erythnul (god of slaughter).

Background: Marshals come to their profession through study and desire. Most have had formal training in a noble's army, where they were given positions of authority. Others have trained in formal academies, preparing themselves for careers as military officers. Marshals see others of their class as part of a special group, especially those they have studied with. Even enemy marshals can be afforded some respect, though the enemy's forces must be crushed all the same.

Races: Human marshals often follow in the footsteps of their parents, who served as officers in earlier wars, conflicts, or mercenary companies. Dwarf marshals are trained to lead strike teams that protect the underground dwarven kingdoms. Elf marshals rarely enroll in military academies, though half-elves often do. Half-orc marshals fight an uphill battle in trying to garner respect in mixed-race units.

Among the brutal humanoids, few manage to enroll in the academies where the elite skills of command are taught.

Other Classes: The marshal relies on the other classes in all ways -- it is his job to support a team, magnifying the strengths of each member for success in battles or forays into dangerous cavern complexes.

Role: In most adventuring parties, the marshal serves as the lead tactician, while his comrades support him with spells, ranged attacks, and other effects. However, once a plan is in motion, most marshals enter the melee to assure victory.

Game Rule Information

Marshals have the following game statistics.

Abilities: Charisma is especially important for marshals because it improves their standing with those they lead, as well as permitting them to magnify the efforts of the group. Constitution is important for a marshal's staying power. Intelligence is important for the many skills required by marshals to complete their commissions.

Alignment: Any.

Hit Die: d8.

Class Skills

The marshal's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

Class Features

All of the following are class features of the marshal.

Weapon and Armor Proficiency: Marshals are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice. As his marshal level increases, he gains access to new auras, as indicated on Table 1-5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

- *Accurate Strike:* Bonus on rolls made to confirm critical hits.
- *Art of War:* Bonus on disarm, trip, bull rush, and sunder attempts.

- *Demand Fortitude*: Bonus on Fortitude saves.
- *Determined Caster*: Bonus on rolls to overcome spell resistance.
- *Force of Will*: Bonus on Will saves.
- *Master of Opportunity*: Bonus to Armor Class against attacks of opportunity.
- *Master of Tactics*: Bonus on damage rolls when flanking.
- *Motivate Charisma*: Bonus on Charisma checks and Charisma-based skill checks.
- *Motivate Constitution*: Bonus on Constitution checks and Constitution-based skill checks.
- *Motivate Dexterity*: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.
- *Motivate Intelligence*: Bonus on Intelligence checks and Intelligence-based skill checks.
- *Motivate Strength*: Bonus on Strength checks and Strength-based skill checks.
- *Motivate Wisdom*: Bonus on Wisdom checks and Wisdom-based skill checks.
- *Over the Top*: Bonus on damage rolls when charging.
- *Watchful Eye*: Bonus on Reflex saves.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th level.

- *Hardy Soldiers*: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone affected gains DR 2/-.
- *Motivate Ardor*: Bonus on damage rolls.
- *Motivate Attack*: Bonus on melee attack rolls.
- *Motivate Care*: Bonus to Armor Class.
- *Motivate Urgency*: Allies' base land speed is increased by a number of feet equal to 5 x the amount of bonus the aura provides. For example, the allies of a 10th-level marshal (+2 major aura) add 10 feet to their base land speed.
- *Resilient Troops*: Bonus on all saves.
- *Steady Hand*: Bonus on ranged attack rolls.

Skill Focus (Diplomacy): Because a marshal has a way with people, he gains this feat as a bonus feat. If the marshal already has the feat, he can choose a different one.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

At 8th level, a marshal gains the ability to grant an extra move action to his allies twice per day. The frequency increases to three times per day at 12th level, four times per day at 16th level, and five times per day at 20th level.

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Table 1-5: The Marshal

Level	BaseAttack	Fort	Ref	Will	Special	Auras Known	
	Bonus	Save	Save	Save		Minor	Major
1st	+0	+2	+0	+2	Skill Focus (Diplomacy), minor aura	1	0
2nd	+1	+3	+0	+3	Major aura +1	1	1
3rd	+2	+3	+1	+3	-	2	1
4th	+3	+4	+1	+4	Grant move action 1/day	2	1
5th	+3	+4	+1	+4	-	3	2
6th	+4	+5	+2	+5	-	3	2
7th	+5	+5	+2	+5	Major aura +2	4	2
8th	+6/+1	+6	+2	+6	Grant move action 2/day	4	2
9th	+6/+1	+6	+3	+6	-	5	3
10th	+7/+2	+7	+3	+7	-	5	3
11th	+8/+3	+7	+3	+7	-	5	3
12th	+9/+4	+8	+4	+8	Grant move action 3/day	6	3
13th	+9/+4	+8	+4	+8	-	6	3
14th	+10/+5	+9	+4	+9	Major aura +3	6	4
15th	+11/+6/+1	+9	+5	+9	-	7	4
16th	+12/+7/+2	+10	+5	+10	Grant move action 4/day	7	4
17th	+12/+7/+2	+10	+5	+10	-	7	4
18th	+13/+8/+3	+11	+6	+11	-	7	4
19th	+14/+9/+4	+11	+6	+11	-	8	4
20th	+15/+10/+5	+12	+6	+12	Grant move action 5/day, major aura +4	8	5

NEW PRESTIGE CLASSES

Drunken Master (*Complete Warrior*)

Martial Arts students face a bewildering array of martial arts school, each with its own adherents and detractors. However, few schools are as unusual – or ass controversial – as drunken boxing. By weaving and staggering about as if inebriated, drunken boxers avoid many blows. Likewise, their stumbling, lurching attacks catch their opponents off guard. Moreover, when they actually imbibe alcohol, drunken masters can perform truly prodigious feats of strength and bravery.

This ability garners a drunken master little respect among adherents of other martial arts schools, because drunken boxing exacts a toll on its users. Drunken masters may remain intoxicated for hours after a fight, and they are often found half-asleep in taverns, mumbling incoherently. This flies in the face of other schools' ascetic principles. Members of rival schools must be wary – they never know when the tipsy lout at the bar is just a harmless thug, and when he is a nigh-unstoppable drunken master.

Monks form the backbone of the drunken boxing school. A Monk loses some face with his original school or monastery for becoming a drunken master, but a brilliant display of drunken fighting can sometimes silence critics in one's former school. Members of other classes become drunken masters only rarely, although students often tell the tale of a barbarian from the north who became a phenomenal drunken master.

Prospective students are studied at a distance by other drunken masters, then treated to a display of the power of drunken boxing. If the student expresses enthusiasm for learning the new techniques, a group of drunken masters takes him or her from tavern to tavern, getting rip-roaring drunk, causing

trouble, and passing along the first secrets of the technique. Those who survive the revelry are welcomed as new drunken masters.

NPC drunken masters are often found in taverns and bars. They rarely pick fights there, but are quick to come to the aid of someone overmatched in a tavern brawl. Most keep a low profile, although some are famous – or infamous – for the deeds they have preformed while under the influence.

Hit Die: d8

Requirements

To qualify to become a drunken master, a character must fulfill all the following criteria.

Skills: Tumble 8 ranks.

Feats: Dodge, Great Fortitude, Improved Unarmed Strike (or the monk's unarmed strike ability).

Special: Flurry of blows ability; evasion ability; must be chosen by existing drunken masters and survive a night of revelry among them without being incarcerated, poisoned, or extraordinarily embarrassed.

Class Skills

The drunken master's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier

1st	+0	+2	+2	+0	Drink like a demon, improvised weapons
2 nd	+1	+3	+3	+0	Stagger
3 rd	+2	+3	+3	+1	Swaying Waist
4 th	+3	+4	+4	+1	AC bonus +1, improved improvised weapons
5 th	+3	+4	+4	+1	Greater improvised weapons
6 th	+4	+5	+5	+2	Improved Feint
7 th	+5	+5	+5	+2	Improved Grapple
8 th	+6	+6	+6	+2	<i>For medicinal purposes</i>
9 th	+6	+6	+6	+3	AC bonus +2, corkscrew rush, superior improvised weapons
10 th	+7	+7	+7	+3	<i>Breath of flame</i>

Class Features

All of the following are class features of the drunken master prestige class.

Weapon and Armor Proficiency: Drunken masters gain no proficiency with any weapon or armor.

Drink like a Demon (Ex): A drunken master's body handles alcohol differently from other people. He can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move action. Every bottle or tankard he consumes during combat reduces his Wisdom and Intelligence by 2 points, but increases his Strength or Constitution (character's choice) by 2 points. A drunken master may benefit from a number of drinks equal to his class level. The duration of both the penalty and the bonus is a number of rounds equal to the character's drunken master level +3.

Improvised Weapons (Ex): While bottles and tankards are drunken master's preferred improvised weapons, he can use furniture, farm implements, or nearly anything else at hand to attack his foes. A

drunken master's improvised weapon deals as much damage as his unarmed strike plus an extra 1d4 points. Most improvised weapons deal bludgeoning damage, although some (a broken bottle glass for example) would deal piercing or slashing damage. When a drunken master rolls a natural 1 on an attack roll while using an improvised weapon, that weapon break apart and becomes useless.

Stagger (Ex): By tripping, stumbling and staggering, a drunken master of 2nd level or higher can make a charge attack that surprises his opponents. This ability has two beneficial aspects: First, the charge need not be in a straight line, even though the character can still move up to twice his speed. Second, if a drunken master makes a DC 15 Tumble check before beginning a charge, his movement through threatened squares provokes no attacks of opportunity.

Swaying Waist (Ex): At 3rd level, a drunken master knows how to weave and bob during an attack, making him more difficult to hit. The character gains a +2 dodge bonus to Armor Class against any one opponent he chooses during his turn.

AC bonus (Ex): At 4th level, a drunken master gains a +1 bonus to Armor Class. This bonus improves to +2 at 9th level.

Improved Improvised Weapons (Ex): A drunken master of 4th level or higher can use long improvised weapons (such as ladders) as reach weapons according to their length, and improvised weapons with many protrusions (such as tables) provide a +2 bonus on opponents' disarm attempts. Finally, large objects with broad, flat surfaces (such as tables) can be upended to become improvised tower shields.

Greater Improvised Weapons (Ex): At 5th level and higher, a drunken master wielding an improvised weapon deals an extra 1d8 points of damage instead of 1d4.

Improved Feint (Ex): A drunken master who attains 6th level gains the Improved Feint feat as a bonus feat even if he does not meet the prerequisites.

Improved Grapple (Ex): A drunken master who attains 7th level gains the Improved Grapple as a bonus feat even if he does not meet the prerequisites.

For Medicinal Purposes (Sp): At 8th level, a drunken master gains the ability to convert a single alcoholic drink he had ingested into a single *potion of cure moderate wounds*, as if he had just drunk a dose of the potion. To use this ability, the character must be under the effect of an alcoholic drink (See Drink Like a Demon, above). When he converts one drink of alcohol into one dose of the potion, his ability scores change (+2 to Intelligence and Wisdom, -2 to Strength or Constitution) as if the duration of the alcohol's effect had expired. This ability can be used up to three times per day. It is a standard action that does not provoke an attack of opportunity.

Corkscrew Rush (Ex): A drunken master of 9th level or higher can perform this maneuver, leaping forward and twisting his body in midair as he attempts to head butt his opponent. When making a charge attack he can, in addition to dealing normal damage, initiate a bull rush (without provoking an attack of opportunity). If the bull rush attempt succeeds, the opponent is stunned unless she makes a Will save (DC 10 + the drunken master's class level + the drunken master's Wis modifier). However, if the bull rush attempt fails, the drunken master lands prone in front of the opponent.

Superior Improvised Weapons (Ex): At 9th level and higher, a drunken master wielding an improvised weapon deals an extra 1d12 points of damage instead of 1d8.

Breath of Flame (Sp): A 10th-level drunken master can ignite some of the alcohol within is body and spew it forth from his mouth as a free action. This *breath of flame* deals 3d12points of fire damage to all within the 20-foot cone, or half damage to those who make a Reflex save (DC 10 + drunken master's class level + the drunken master's Con modifier). Each time a drunken master uses *breath of flame*, it consumes one drink's worth of alcohol from within his body, lessening the penalty to his Wisdom and Intelligence scores and reducing the bonus to his Strength and Constitution score (character's choice).

Multiclass Note: A monk who becomes a drunken master may continue advancing as a monk.

Reaping Mauler (*Complete Warrior*)

Truly wise adventurers are always wary of unarmed opponents, for such adversaries are usually more than they seem. Such an opponent might even be a reaping mauler – the worst nightmare of a character who depends on weapon skills to win. Anyone who dares to wield a weapon against a reaping mauler had better make use of it quickly, because the opportunity won't last for long.

Reaping maulers are the back-breakers, the limb-twisters, and the neck-snappers among pit fighters.

Grapplers of the highest order, they wear nothing heavier than light armor in combat to maximize their flexibility, and they use no weapons to achieve their gruesome victories, for they prefer the intimacy of a barehanded kill. A reaping mauler wants to be close enough to taunt

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Improved Grapple, Mobility
2 nd	+2	+3	+3	+0	Adept wrestling +1
3 rd	+3	+3	+3	+1	Counter grapple, sleeper lock
4 th	+4	+4	+4	+1	Adept wrestling +2
5 th	+5	+4	+4	+1	Devastating grapple

his opponent with whispers while crushing the life out of it, to smell its fear, and to watch the despair creep over its face when the opponent realizes just how useless its weapons are during a grapple.

Most of those attracted to the reaping mauler prestige class are fighters, but it is not uncommon for barbarians or rangers to embrace this path. Monks have natural ability in this direction, but the class sometimes feels too chaotic for such a character. Paladins and clerics have also been known to dabble in this prestige class, treating the combat style as both good, hearty sport and a means to render opponents unconscious without killing them. Druids sometimes become reaping maulers to enhance their ability to tame animals by hand, and even rogues occasionally adopt the class. Bards, sorcerers, and wizards usually lack the physical strength to be good candidates for the class, but they respect reaping maulers for their obvious spell-disrupting abilities.

NPC reaping maulers are burly, rowdy individuals who carry themselves with an air of invulnerability. When it comes to the simple pleasures of life – drink and food – they believe the world exists for their convenience. In a reaping mauler's mind, there is no problem that can't be solved with brawn. If something can be taken by force, he feels that it must naturally belong to him, and rarely does anyone oppose this concept.

Hit Die: d10

Table 2-30: The Reaping Mauler

Requirements

To qualify to become a reaping mauler, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Escape Artist 5 ranks, Tumble 5 ranks.

Feats: Clever Wrestling, Improved Unarmed Strike.

Special: The candidate must have defeated at least three opponents one size category larger than himself with his bare hands.

Class Skills

The reaping mauler's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the reaping mauler prestige class.

Weapon and Armor Proficiency: Reaping maulers gain no proficiency with any weapon or armor.

Improved Grapple (Ex): When wearing light armor or no armor, a reaping mauler gains the benefit of the Improved Grapple feat, even if he does not meet the prerequisites.

Mobility (Ex): When wearing light armor or no armor, a reaping mauler gains the benefit of the Mobility feat, even if he does not meet the prerequisites.

Adept Wrestling (Ex): Beginning at 2nd level, a reaping mauler who is wearing light armor or no armor gains a +1 bonus on all grapple checks and opposed Dexterity or Strength checks. This bonus increases to +2 at 4th level.

Counter Grapple (Ex): When grappling or pinned, a reaping mauler of 3rd level or higher wearing light armor or no armor can attempt either a grapple check or an Escape Artist check opposed by his opponent's grapple check to free himself as normal. If he fails the check he has chosen, he can immediately attempt the other check as a free action.

Sleeper Lock (Ex): At 3rd level, a reaping mauler learns how to render an opponent unconscious with pressure. If the character pins his opponent while grappling and maintains the pin for 1 full round, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wis modifier) at the end of the round or fall unconscious for 1d3 rounds. A creature with no discernible anatomy has immunity to this effect.

Devastating Grapple (Ex): If a 5th level reaping mauler pins his opponent while grappling and maintains the pin for 3 consecutive rounds, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wis modifier) at the end of the third round or die. A creature with no discernible anatomy is immune to this ability.

NEW FEATS

Clever Wrestling (*Stormwrack*)

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

Prerequisites: Small or Medium size, Improved Unarmed Strike.

Benefit: When your opponent is Large or larger, you gain a circumstance bonus to your grapple check to escape a grapple or pin. The size of the bonus depends on your opponent's size: (Large +2, Huge +4, Gargantuan +6, Colossal +8).

Close-Quarters Fighting (*Complete Warrior*)

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefits: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple

Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

Powerful Charge (*Monster Manual III*)

A creature with this feat can charge with extra force.

Prerequisites: Medium or larger, BAB +1.

Benefit: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you are Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6 and for Colossal 6d6.

This feat works only when you make a charge. It does not work when you are mounted. If you have the ability to make multiple attacks on a charge, you may apply this damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

NEW SPELLS

Hail of Stone (Spell Compendium)

Conjuration (Creation) [Earth]

Level: Sor/Wiz 1, Warmage 1

Components: V, S, M

Casting Time: 1 full round action

Range: Medium (100 ft. + 10 ft./level)

Target: Cylinder (5 ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth 5 gp.

NEW MONSTERS

Crab, Monstrous (*Stormwrack*)

Monstrous crabs range in size from Small to Colossal. They are voracious scavengers that will eat anything, living or dead, that they come across. Monstrous crabs have the following special abilities, regardless of size:

Constrict (Ex): A monstrous crab deals damage equal to twice its normal claw damage plus its Strength bonus on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous crab must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Monstrous crabs have a +4 racial bonus on grapple checks.

Amphibious (Ex): Although monstrous crabs are aquatic, they can survive indefinitely on land.

Vermin Traits: A monstrous crab is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects).

Skills: A monstrous crab has a +4 racial bonus on Hide and Spot checks.

Medium Monstrous Crab

Medium Vermin (Aquatic)**Hit Dice:** 3d8+6 (19 hit points)**Initiative:** +0**Speed:** 20 ft.**AC:** 16 (+6 natural), touch 10, flat-footed 16**Base Attack/Grapple:** +2/+8**Attack:** Claw +4 melee (1d6+2)**Full Attack:** 2 claws +4 melee (1d6+2)**Space/Reach:** 5 ft. / 5 ft.**Special Attacks:** Constrict 2d6+2, improved grab**Special Qualities:** Amphibious, low-light vision, scent, vermin traits**Saves:** Fort +4, Ref +1, Will +1**Abilities:** Str 15, Dex 11, Con 12, Int -, Wis 11, Cha 2**Skills:** Hide +4, Spot +4**Feats:** Toughness^B**Environment:** Temperate aquatic**Organization:** Solitary, colony (2-5) or swarm (6-11)**Challenge Rating:** 2**Treasure:** None**Alignment:** Always neutral**Advancement:** 4-5 HD (Medium)**Level Adjustment:** -**Large Monstrous Crab****Large Vermin (Aquatic)****Hit Dice:** 6d8+9 (36 hit points)**Initiative:** +0**Speed:** 20 ft.**AC:** 18 (-1 size, +9 natural), touch 9, flat-footed 18**Base Attack/Grapple:** +4/+17**Attack:** Claw +8 melee (1d8+5)**Full Attack:** 2 claws +8 melee (1d8+5)**Space/Reach:** 10 ft. / 10 ft.**Special Attacks:** Constrict 2d8+5, improved grab**Special Qualities:** Amphibious, low-light vision, scent, vermin traits**Saves:** Fort +6, Ref +2, Will +2**Abilities:** Str 21, Dex 11, Con 12, Int -, Wis 11, Cha 2**Skills:** Hide +0, Spot +4**Feats:** Toughness^B**Environment:** Temperate aquatic**Organization:** Solitary or colony (2-5)**Challenge Rating:** 4**Treasure:** None**Alignment:** Always neutral**Advancement:** 7-11 HD (Large)**Level Adjustment:** -**Huge Monstrous Crab****Huge Vermin (Aquatic)****Hit Dice:** 12d8+27 (81 hit points)**Initiative:** +0**Speed:** 30 ft.**AC:** 22 (-2 size, +14 natural), touch 8, flat-footed 22**Base Attack/Grapple:** +9/+28

Attack: Claw +14 melee (2d6+7)
Full Attack: 2 claws +14 melee (2d6+7)
Space/Reach: 15 ft. / 15 ft.
Special Attacks: Constrict 4d6+7, improved grab
Special Qualities: Amphibious, low-light vision, scent, vermin traits
Saves: Fort +10, Ref +4, Will +4
Abilities: Str 25, Dex 11, Con 14, Int -, Wis 11, Cha 2
Skills: Hide -4, Spot +4
Feats: Toughness^B
Environment: Temperate aquatic
Organization: Solitary or colony (2-5)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 13-23 HD (Huge)
Level Adjustment: -

Dragon Eel (*Monster Manual III*)

Large Dragon (Aquatic)

Hit Dice: 14d12+70 (161 hit points)
Initiative: +4
Speed: 20 ft., swim 60 ft.
AC: 27 (-1 size, +18 natural), touch 9, flat-footed 27
Base Attack/Grapple: +14/+26
Attack: Bite +21 melee (4d8+12 or Powerful Charge 4d8+12 plus 2d6)
Full Attack: Bite +21 melee (4d8+12)
Space/Reach: 10 ft. / 5 ft.
Special Attacks: Improved Grab, swallow whole
Special Qualities: Blindsight 30 ft., damage reduction 5/adamantine, darkvision 60 ft, immunity to magic sleep effects and paralysis, low-light vision, keen scent
Saves: Fort +14, Ref +9, Will +10
Abilities: Str 26, Dex 11, Con 21, Int 8, Wis 12, Cha 13
Skills: Bluff +18, Hide +13, Listen +18, Sense Motive +18, Spot +18, Swim +16
Feats: Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Powerful Charge^B
Environment: Temperate aquatic
Organization: Solitary or pair
Challenge Rating: 11
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 15-28 HD (Large); 29-42 HD (Huge)
Level Adjustment: -

Silvery scales glisten on the muscular flanks of this long narrow creature. A powerful jagged beak snaps beneath frighteningly intelligent eyes. Pairs of small fins tipped with hooks march down its belly, while a frilled fin runs the full length of its back.

The only redeeming quality of the terrible dragon eel is that it can't stand to be near another dragon eel except when mating or raising young. One dragon eel can easily put a hole in the side of a sailing vessel, devouring the crew at its leisure after the vessel sinks. In groups they could destroy entire navies. Captains have been known to negotiate with dragon eels for safe passage of their ships, but dragon eels are reputed to be great liars and some crews who thought they were safe have vanished without a trace.

A dragon eel is usually about 20 feet long and weighs about 1,000 pounds. Dragon eels speak Aquan and Draconic, and particularly intelligent individuals speak Sahuagin and Common.

Combat

A dragon eel prefers to attack ships by charging them, ramming holes in their sides beneath the waterline in an attempt to sink them. If an opponent is too large to swallow, a dragon eel attempts to grapple and then submerge with its foe, drowning it.

Improved Grab (Ex): To use this ability, a dragon eel must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round (see below).

Swallow Whole (Ex): A dragon eel can try to swallow a grabbed opponent of Medium or smaller size by making a successful grapple check. Once inside, the opponent takes 1d8+8 points of crushing damage plus 8 points of acid damage per round from the dragon eel's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large dragon eel's interior can hold 2 Medium, 8 Small, 32 Tiny, 128 Diminutive or 512 Fine opponents.

Blindsense (Ex): A dragon eel can locate creatures underwater within 30 feet by nonvisual means. Opponents the dragon eel can't actually see still have total concealment against the dragon eel. This ability only works when the dragon eel is underwater.

Keen Scent (Ex): A dragon eel can notice creatures by scent within 180 feet, and detect blood in the water up to a mile away.

Skills: A dragon eel has a +8 bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Elemental, Storm (*Monster Manual III*)

A dark storm cloud crackles with lightning and reverberates with the dull rumble of thunder.

The elemental incarnation of a living storm, a storm elemental displays the same sudden, violent nature as a tempest. It seldom leaves its home plane unless summoned or called, but when it does it is capable of great destruction. When not on the Elemental Plane of Air, storm elementals seek out natural squalls and are happiest in the midst of a raging thunderstorm. Storm elementals speak Auran but rarely choose to do so. A storm elemental's voice sounds like distant thunder.

Combat

Storm elementals are very hearty, yet they prefer to fight on wild, broken terrain where they can avoid obstacles by flying. They stay airborne when possible, remaining out of reach of enemies. Their thunder and lightning special ability gives them a ranged attack that most other elementals lack.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals non-lethal electricity damage to living opponents (Fortitude half). The save DC is Con based.

Size	Fortitude DC	Damage
Small	12	1d4
Medium	14	2d4
Large	18	4d4
Huge	24	8d4
Greater	26	10d4
Elder	28	12d4

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning. The thunder deals sonic damage (see chart) to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage. The lightning is a 120 foot line that deals electricity damage (see table). A Reflex save halves this damage. The save DCs are Con based.

Size	Save DC	Sonic Damage	Electricity Damage
Small	12	1d6	2d6
Medium	14	2d6	4d6
Large	18	4d6	8d6
Huge	24	8d6	16d6
Greater	26	10d6	21d6
Elder	28	12d6	24d6

Electrical and Sonic Healing (Su): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental cannot heal hit points by attacking itself.

Huge Storm Elemental

Huge Elemental (Air, Extraplanar)

Hit Dice: 16d8+96 (168 hit points)

Initiative: +3

Speed: 50 ft., fly 100 ft. (perfect)

AC: 17 (-2 size, -1 Dex, +10 natural), touch 7, flat-footed 17

Base Attack/Grapple: +12/+30

Attack: Slam +20 melee (2d6+10 plus 2d6 electricity)

Full Attack: 2 slams +20 melee (2d6+10 plus 2d6 electricity)

Space/Reach: 15 ft. / 15 ft.

Special Attacks: Shock, thunder and lightning

Special Qualities: Air mastery, damage reduction 5/-, Darkvision 60 ft., electrical and sonic healing, elemental traits

Saves: Fort +11, Ref +11, Will +5

Abilities: Str 30, Dex 9, Con 22, Int 6, Wis 11, Cha 11

Skills: Listen +12, Spot +12

Feats: Alertness, Blind-Fight, Cleave, Improved Initiative, Lightning Reflexes, Power Attack

Environment: Elemental Plane of Air

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Usually neutral

Advancement: 17-20 HD (Huge)

Level Adjustment: -

Greater Storm Elemental

Huge Elemental (Air, Extraplanar)

Hit Dice: 21d8+126 (220 hit points)

Initiative: +4

Speed: 50 ft., fly 100 ft. (perfect)

AC: 22 (-2 size, +14 natural), touch 8, flat-footed 22

Base Attack/Grapple: +15/+34

Attack: Slam +24 melee (3d6+11 plus 2d6 electricity)

Full Attack: 2 slams +24 melee (3d6+11 plus 2d6 electricity)

Space/Reach: 15 ft. / 15 ft.

Special Attacks: Shock, thunder and lightning

Special Qualities: Air mastery, damage reduction 10/-, Darkvision 60 ft., electrical and sonic healing, elemental traits

Saves: Fort +13, Ref +14, Will +7

Abilities: Str 32, Dex 11, Con 22, Int 8, Wis 11, Cha 11

Skills: Listen +14, Spot +14

Feats: Alertness, Blind-Fight, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Environment: Elemental Plane of Air

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Usually neutral

Advancement: 22-23 HD (Huge)

Level Adjustment: -

Elder Storm Elemental

Huge Elemental (Air, Extraplanar)

Hit Dice: 24d8+144 (252 hit points)

Initiative: +5

Speed: 50 ft., fly 100 ft. (perfect)

AC: 24 (-2 size, +1 Dex, +15 natural), touch 9, flat-footed 23

Base Attack/Grapple: +18/+37

Attack: Slam +27 melee (3d6+11, 19-20/x2 plus 2d6 electricity)

Full Attack: 2 slams +27 melee (3d6+11, 19-20/x2 plus 2d6 electricity)

Space/Reach: 15 ft. / 15 ft.

Special Attacks: Shock, thunder and lightning

Special Qualities: Air mastery, damage reduction 10/-, Darkvision 60 ft., electrical and sonic healing, elemental traits

Saves: Fort +14, Ref +17, Will +8

Abilities: Str 32, Dex 13, Con 22, Int 10, Wis 11, Cha 11

Skills: Listen +29, Spot +29

Feats: Alertness, Blind-Fight, Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Environment: Elemental Plane of Air

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Usually neutral

Advancement: 25-48 HD (Huge)

Level Adjustment: -

Kenku (*Monster Manual III*)

Medium Humanoid (Kenku)

Hit Dice: 1d8-1 (3 hit points)

Initiative: +2

Speed: 30 ft.

AC: 17 (+2 Dex, +4 armor, +1 shield), touch 12, flat-footed 15

Base Attack/Grapple: +1/+1

Attack: Claw +1 melee (1d3) or short sword +2 melee (1d6/19-20 x2) or sap +1 melee (1d6 non-lethal) or shortbow +3 ranged (1d6/x3)

Full Attack: 2 claws +1 melee (1d3) or short sword +2 melee (1d6/19-20 x2) or sap +1 melee (1d6 non-lethal) or shortbow +3 ranged (1d6/x3)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: -

Special Qualities: Great ally, low-light vision, mimicry

Saves: Fort +1, Ref +2, Will +0

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

Skills: Climb +1, Hide +1, Jump -1, Move Silently +0, Ride +2

Feats: Weapon Focus (short sword)

Environment: Temperate plains

Organization: Solitary, pair or gang (3-12)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +0

A cloaked humanoid clings to the shadows. It has birdlike talons instead of hands and feet, and beneath the cowl of its robe you can discern avian features – beady black eyes, a black beak and russet brown feathers.

Kenku evolved from avians, although they no longer possess wings or the ability to fly. Soft, dark feathers cover a kenku's head and torso, although its scrawny arms and legs remain bare. Selfish and secretive in their dealings, kenku gather in large cities, lurk in dark alleys, and hoard purloined gold. They rarely travel alone, instead preferring to roam the streets in small gangs, all the while hatching plots to amass more wealth and power. Due to their penchant for shady ventures, they are often employed as thugs, thieves, spies and assassins.

A kenku averages 5 feet in height. Because its bones are partly hollow, it weighs a mere 75 pounds. Kenku speak Common and their own language.

Combat

Beneath their unremarkable brown robes, kenku's conceal a variety of useful tools and weapons. Vicious but cowardly, kenku's usually flee or surrender the instant things start to go badly for them.

Great Ally (Ex): Kenku's work exceptionally well with their allies. When successfully aided on a skill check or attack roll by an ally, or when aiding another, a kenku applies or gains a +3 bonus on its check or attack roll (instead of the normal +2 bonus). Furthermore, a kenku gains a +4 bonus on attack rolls against an opponent flanked by an ally (instead of the normal +2 bonus).

Mimicry (Ex): A kenku can perfectly mimic familiar sounds, voices and accents. This ability does not enable the kenku to speak languages it can't normally speak. To duplicate a specific individual's voice, a kenku makes a Bluff check; a listener familiar with the voice being imitated must succeed on an opposed Sense Motive check to discern that the voice is not genuine.

Skills: Kenku have a +2 racial bonus on Hide and Move Silently checks.

Maug (*Fiend Folio*)

Large Construct (Extraplanar)

Hit Dice: 2d10+30 (41 hit points)

Initiative: +2

Speed: 40 ft. (can't run)

AC: 25 (-1 size, +1 Dex, +8 armor, +7 natural), touch 10, flat-footed 24

Base Attack/Grapple: +1/+10

Attack: Masterwork two-bladed sword +5 melee (2d6+5/19-20) or slam +6 melee (1d8+7/20 x2)

Full Attack: Masterwork two-bladed sword +5/+5 melee (2d6+5/19-20) or slam +6 melee (1d8+7/20 x2)

Space / Reach: 10 ft. / 10 ft.

Special Attacks: Pulverize

Special Qualities: Construct traits, grafts, rapid repair, SR 14

Saves: Fort +0, Ref +2, Will +0

Abilities: Str 20, Dex 15, Con -, Int 13, Wis 11, Cha 12

Skills: Craft (blacksmith) +6, Craft (stonemasonry) +10*, Intimidate +6, Knowledge (architecture and engineering) +10*, Listen +7, Profession (siege engineer) +5, Profession (soldier) +5, Spot +7, Survival +5

Feats: Alertness, Two-Weapon Fighting

Environment: Any land and underground (Acheron)

Organization: Solitary, squad (4-7), warband (2-4 maugs plus 4-9 hobgoblins) or company (10-20 maugs plus 1 sergeant of 1st or 2nd level per 5 maugs, 2-4 lieutenants of 3rd – 6th level, 1 leader of 7th -10th level, and 20-50 hobgoblins)

Challenge Rating: 3

Treasure: Half Standard

Alignment: Usually lawful neutral

Advancement: By character class

Level Adjustment: +3

Maugs are tireless soldiers in search of battle. These constructs from Acheron are used on battlefields across the planes as perfect mercenaries, since they remain unflinchingly loyal to their employer and are fearless in battle. Maugs serve any master willing to meet their price, and they do not trouble themselves with questions of right and wrong.

Maugs are hulking constructs of stone standing more than 9 feet tall and weighing almost 1,500 pounds. Their steel-grey bodies are cut from the pitiless stone of Acheron into massive, humanoid forms. Most maugs carry Huge two-bladed swords forged in the harsh foundries of their home plane and wear heavy iron breastplates of the same origin. A number of Maugs are modified with grafts of stone and metal.

Scholars of planar matters suspect that maugs first served as shock troops in an ancient war between two long-lost empires. In the end, one empire or both discovered some means of transporting the maugs to Thuldadin, the second layer of Acheron and a junkyard of debris from all wars. Initially transported to Thuldadin as prisoners, the maugs ended up changing the layer in to their fortress. The first maugs banished there used knowledge stolen from their creators to craft more maugs. These ancient maugs are known by their fellows as the Thulkarr, and they rule the maugs to this day. The Thulkarr and other maug spellcasters have the ability to travel to other planes, and they sometimes use *plane shift* or *gate* to call up squads and platoons of maugs to fight in conflicts across the multiverse. Since maugs are nonliving constructs and do not die unless destroyed in combat, many of these mercenaries remain on the Material Plane for centuries, seeking out wars to give meaning to their existence.

Maugs speak Common, Draconic, and Giant.

COMBAT

Whether thundering across the battlefield on crushing rollers or whirling through ranks of their enemies with their deadly two-bladed swords, maugs are juggernauts of destruction. Maugs view every confrontation as a battle in a war, so they always fight with a plan formulated for the battleground. If they have advance knowledge of the site of the conflict, they build traps, dig trenches, and try to control the flow of battle to their best advantage.

Pulverize (Su): Three times per day as a standard action, a maug can touch an object and negate its hardness for 1d4 rounds (Fortitude DC 18 Negates). This power can affect an object of up to 1,000 cubic feet in volume (a 10-foot cube); if the object is larger, only a 10-foot cube of it is affected. Unattended magical objects do not receive a saving throw. If a creature holds, wears or carries the object, the maug must succeed on a melee touch attack. This attack does not provoke an attack of opportunity. Many maug fighters learn the Improved Sunder feat to use this power against dangerous foes.

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

Rapid Repair (Ex): A maug that rests for 1 full hour repairs 1 point of damage so long as it has at least one hit point. Rapid Repair does not allow a maug to regrow or reattach lost parts.

A character can assist a maug's self repair with a Craft (Stonemasonry) check (DC 15). If the check is successful the Maug repairs 2 hit points per hour of rest. Providing assistance to the maug counts as light activity for the assisting character, and a character can assist only one maug at a time. A maug can not assist its own repair.

Grafts (Ex): When maugs are created on the plane of Acheron, they are frequently equipped with special grafts. These grafts are described in the Maug Grafts section in Appendix 2 of Fiend Folio. A maug without class levels can have up to 2,000 gp worth of maug grafts. A maug with class levels can purchase additional grafts with treasure it amasses.

Graft (Ex): Locking Hand: This stone hand is designed so that its fingers can clasp and lock together. It replaces a creature's normal hand. When used to make unarmed attacks, it deals normal damage unless the attacker chooses to take a -4 penalty to deal subdual damage. A locking hand does not change the amount of damage a creature does with its unarmed or natural attacks.

The main purpose of a locking hand is to strengthen a creature's grip, making it more difficult to disarm the creature or dislodge an item from its grasp. The grafted creature gets a +5 bonus on any roll to avoid being disarmed, to oppose attempts to escape a grapple, to catch itself when falling, and to hold onto a surface when damaged while climbing. A creature with more than one locking hand stacks the bonuses of each hand involved in the activity.

Locking hands can be locked and unlocked as easily as a creature can make a fist; they do not inhibit spellcasting or skill use. The bonus from a locking hand stacks with that provided by a locked gauntlet.

Graft (Ex): Rollers: Six great stone cylinders beneath a pyramid of rock, rollers replace the creatures legs and feet. Rollers add 20 feet to the grafted creature's land speed and give it the ability to trample foes, but the grafted creature takes a -8 penalty on Climb, Ride and Swim checks. The grafted creature cannot run.

As a standard action during its turn each round, the grafted creature can move up to its speed and run over opponents at least one size category smaller than itself. This attack deals bludgeoning damage based on the creature's size (see Table A2-3). A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 10 +1/2 grafted creature's HD + grafted creature's Str modifier) for half damage.

Table A2-3: Maug Graft Damage By Creature Size

		-----Stone Spitter-----		
Creature Size	Roller	Stone	Bullet	Increased
Fine	1d6	-----	1	1d2+1
Diminutive	1d8	1	1d2	1d3+1
Tiny	2d6	1d2	1d3	1d4+1
Small	2d8	1d3	1d4	1d6+1
Medium-size	4d6	1d3	1d4	1d6+1
Large	4d8	1d4	1d6	1d8+1
Huge	8d6	1d6	1d8	1d10+1
Gargantuan	8d8	1d8	1d10	2d6+1
Colossal	16d6	1d10	2d6	2d8+1

Graft (Ex): Shoving Arm: A shoving arm is a pistonlike stone appendage that ends in an upright, flattened stone hand. It is attached to a creature's torso along with a stone "belt" to secure it in place. The arm is useless for most activities, but once per round as an attack action it can be used to make a special shoving attack against an opponent within 5 feet of the grafted creature. The grafted creature makes an attack of opportunity that does not provoke an

attack of opportunity. If it hits with the shoving arm, it and the struck opponent make opposed strength checks as though the grafted creature had made a bull rush attack. In addition to normal bonuses, the grafted creature adds a special +5 bonus on this roll. If the grafted creature wins, the defender is pushed back 5 feet plus an additional 1 foot per point by which the grafted creature exceeded the defender's result. The grafted creature does not move with the shoved defender.

For purposes of shoving unattended objects, the shoving arm has a Strength equal to 10 + the Strength of the grafted creature. The shoving arm can push creatures and objects in straight lines only.

Skills: Maugs receive skills as though they were outsiders. *Due to their innate understanding on machinery and engineering, maugs have a +4 racial bonus on Craft (stonemasonry) and Knowledge (architecture and engineering) checks.

NEW TEMPLATE

Spellwarped Creature (*Monster Manual III*)

Spellwarped creatures have been tainted by powerful magic. Long ago, powerful spellcasters infused magic into the bodies of many creatures, seeking to make them stronger, tougher and more tractable. The magic used in this process changed the nature of the affected creatures. These changes were irreversible, and the changes bred true as the creatures matured and produced offspring of their own. The process was a partial success, and the creatures did indeed grow stronger and faster than normal creatures of their kind. The creatures invariably proved unruly, however, and they seemed more clever and quick-thinking than others of their type. In addition, the creatures gained a strange and alien mind-set, reacting to many situations in unusual but cunning ways.

Creating A Spellwarped Creature

Spellwarped is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant or vermin (referred to hereafter as the base creature).

A spellwarped creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to aberration. Do not recalculate the creature's hit dice, base attack bonus, saves or skill points if its type changes. The creature gains the augmented subtype if necessary. Size is unchanged.

Armor Class: Natural Armor bonus improves by 2 (this stacks with any natural armor bonus the base creature has).

Special Qualities: A spellwarped creature has all the special qualities of the base creature, plus the following special qualities:

Spell Resistance (Ex): A spellwarped creature gains SR equal to 11 plus its Hit Dice.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's SR, the creature gains one of the following benefits, chosen at the time that the spell resolves:

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire or sonic).

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +4.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 10, as base creature +1; HD 11 or more, as base creature +2.

Alignment: Usually evil (any). Spellwarped creatures are typically selfish and cruel.

Level Adjustment: +3.

PLAYER HANDOUT #1

Player Handout #1 – Members of the Silent Ones and Woestaves

A fireplace is a good place to sit and reflect on the events of the day as you warm yourself. This is what you find yourself doing presently. As you stare at the flames absentmindedly, the fire flares up briefly, pops loudly, and a red ember traces a gentle arc out of the confines of the hearth and onto the wooden floor. Before you have a chance to jump up and snuff it out, the ember spins, hisses, and flares up. Quickly, the lone flame spreads out into a circle of fire, and in the middle of this circle, where there once was bare floor, lays a partially burned parchment. You stare at the small fire. The ring widens, revealing more parchment. It seems as if somehow, you're watching the piece of parchment "un-burn." The fire continues to spread outward, and dies at the edges of the parchment lying now fully formed at your feet. There is not even a blackened corner. It reads:

The Silent Tower needs you. We have received word that a citizen of the Empire has acquired a book with critical information regarding the Philosopher's Stone. Our diviners tell us that you will be contacted shortly in regards to this woman and the book. It is of the utmost importance that the information in this book is not allowed amongst the populace. When you find the book, recover it, and bring it to the tower immediately. A word of warning - do not get caught up in the swirl of controversy surrounding this item. Only the recovery of the book is important at this point. Be discreet. Do not disappoint us.

As soon as you are done reading, the parchment begins to smolder a bit around the edges, and then, in a flash of flame it is gone, leaving not even an ash behind.

Player Handout #2 – Members of the Shadowdark

As you walk along the busy town streets, a young Suel boy approaches you. He is dressed in dirty peasant's clothes, and his cheeks are smudged with ash.

"Excuse me sir," he says, "do you have three coppers?"

"Only if you have one gold lion," you reply without hesitation.

The boy cocks his head to the left and stares at you for a moment. Then, he gives you a swift, hard kick in the shin, and runs off without looking back. As you massage your bruised leg, you reach into your pocket for the folded up message the boy slipped to you, though you'd be hard pressed to say when or how he got it there. It reads:

Word has spread that a member of the Níole Dra Thieves' Guild has acquired a very valuable book with some very dark secrets. Now she has disappeared. While we have not been able to find out what is in the book, what the woman knows, or why her information is of import, it is imperative that we unravel this mystery. If you come across the woman or the book in your travels, they should be returned to us at all costs. You should be reminded that we will certainly notice any sacrifice on your part, as well as any failure.

Player Handout #3 – Members of the Niole Dra Thieves’ Guild

Making your way through Niole Dra’s market district, you spot a vegetable stand wedged between a pottery stand and a man selling pots off the back of a wagon. Pushing through the crowd of people buying and selling, you approach the vegetable vendor, a man of considerable girth.

“Excuse me sir, have you any melons?” you inquire.

“This is a vegetable stand. Try the fruit stand down the street if you’re looking for oranges,” he replies. He looks at you quizzically.

“Sir, I will give you three gold lions for four melons right now,” you respond.

The vegetable vendor nods at you, reaches under his stand, and hands you a small sack full of vegetables. In return, you toss him a few coins. When you get home, you dump the sack out and find the message hidden amongst the produce. It reads:

Let it be known that Cutpurse Maya Verspucci is now marked by the guild. She has been found guilty of treasonous acts toward the guild, and a bounty is now on her head. If she is found, she is to be brought to the guild headquarters immediately to face punishment. Maya also possesses a book which is tied to her crimes. This book must also be recovered and brought to us. Failure to make the right decisions in this matter will cause the mark of the traitor to pass onto you as well. Be warned.

-The Elders

You toss the message in the fire, and the vegetables in the trash on your way back out the door.

Player Handout #4 – Members of the Cryllor Thieves’ Guild

The Count of Grysser has been using mercenaries from another plane to attack the Guild. If you are in Grysser, render any aid possible to any Guildmembers you encounter! Down with Manz!!!!

Player Handout #5 – PCs with Notice, Influence or Favor of the Silent Ones

A fireplace is a good place to sit and reflect on the events of the day as you warm yourself. This is what you find yourself doing presently. As you stare at the flames absentmindedly, the fire flares up briefly, pops loudly, and a red ember traces a gentle arc out of the confines of the hearth and onto the wooden floor. Before you have a chance to jump up and snuff it out, the ember spins, hisses, and flares up. Quickly, the lone flame spreads out into a circle of fire, and in the middle of this circle, where there once was bare floor, lays a partially burned parchment. You stare at the small fire. The ring widens, revealing more parchment. It seems as if somehow, you're watching the piece of parchment "un-burn." The fire continues to spread outward, and dies at the edges of the parchment lying now fully formed at your feet. There is not even a blackened corner. It reads:

We have need of your services. The Silent Tower has received word that a certain citizen of the Empire has acquired a book with great power locked in its pages. Our diviners tell us that you will be contacted shortly in regards to this woman and the book she possesses. No matter who hires you, for the safety of Keoland, this book must be brought to us. Do not look in its pages. Do not get caught up in the swirl of controversy surrounding this book. We know that we can count on you, as we have in the past, to do the right thing for Keoland. Remember, the Silent Ones will be watching...

The fire leaps up again, and this time you discern an image of a woman's face in the flames. Her expression is flat, and her eyes are open impossibly wide, staring directly at you. Then she disappears. The parchment begins to smolder a bit around the edges, and then, in a flash of flame it is gone, leaving not even an ash behind.

Player Handout #6 – PCs with Favor or Influence with the Shadowdark

As you walk along the busy town streets, a young Suel boy approaches you. He is dressed in dirty peasant's clothes, and his cheeks are smudged with ash.

"Excuse me sir," he says. As soon as he has your attention, the boy cocks his head to the left and stares at you for a moment. "Check your pocket." Then, he gives you a swift, hard kick in the shin, and runs off without looking back. As you massage your bruised leg, you reach into your pocket to find a folded up message. You can only assume the boy slipped it to you, though you'd be hard pressed to say when or how he got it there. It reads:

The wrong information in the wrong hands can be very destructive. We have relied on you in the past. Don't let us down this time. Bring the woman to us. You will be rewarded handsomely.

-Shadowdark

PLAYER HANDOUT 7 – WRESTLING AT BROGAN’S

This is less “legitimate” wrestling, and more “entertainment” wrestling. There is a chair and two 2x4 boards in the ring. These are treated as improvised weapons (-4 to attacks, a roll of a natural 1 destroys the weapon).

- The chair is treated as an improvised club (1d6, x2 crit, one-handed) and the 2x4’s are treated as improvised quarterstaves (1d6, x2 crit, two handed or double ended).
- You will need to keep track of grapple check winners and pins to help determine match winners.
- There are also special “wrestling” moves that can optionally be used:
 - *You can take a flying leap off a corner post onto an opponent.* If an attacker has the upper hand in a grapple at the beginning of their turn, they can release the grapple, climb the ropes, and jump onto the defender as a full round action. This requires a successful balance check (DC 15) and jump check (DC=distance jumped). Treat this as an unarmed strike, and a charge doing triple damage. Failing the balance check, jump check, or attack roll all leave the attacker prone in an appropriate square. Success on the attack leaves the attacker and defender prone in the defender’s square. (A player has the upper hand in a grapple if they won the last grapple check made)
 - *An attacker can bounce himself off the ropes as a part of a move action to add force to their hit.* This adds 5’ to movement. The defender gets a +2 dodge bonus to AC because they “see it coming.” Treat the attack as a charge doing double damage. In the case of an unarmed strike, if the defender succeeds in their AoO against the unarmed strike, it’s considered a “clothesline,” and the attacker is prone in addition to taking damage from the AoO. (A defender who is prone cannot clothesline an attacker, but still gets their AoO.)
 - *An attacker can parade around the ring to rile up the crowd in their favor.* By moving at least 10’ and succeeding at a DC (15+APL) diplomacy check (part of the movement), a PC gains +1 to attack and damage on their next attack.

The challenger is asked if they want the rules, and if so, are told the following:

- The wrestlers are scanned by a “Detect Magic” before a match. Using magic in a fight, besides causing a forfeit, is considered bad form.
- No armor or weapons are allowed in the ring. Doing so is a forfeit of the match.
- Players roll initiative; the first round (round 0) customarily consists of wrestlers trying to intimidate each other before the bell rings.
- The match lasts 5 rounds after the bell (6 rounds including the intimidation round).
- “The penalty for manslaughter in Keoland is the payment of Raise Dead or Resurrection costs, and 26 TUs imprisonment. So be careful to not kill your opponent.”
- To find a winner, follow these rules, in order:
 6. Maintaining a pin for two full rounds results in an automatic win. (I.E., Opponent is pinned on your turn, on their turn fails to escape, remains pinned on your turn, fails to escape again on their turn)
 7. Knocking your opponent out results in an automatic win. (Though it’s customary to “pin” an unconscious opponent for entertainment value)
 8. If no one is knocked out or pinned for two full rounds by the end of the 5 rounds, whoever had the most pins wins.
 9. If no one was pinned, or there is a tie for pins, whoever won the most grapple checks wins the match.

**IF THERE IS A TIE FOR GRAPPLE CHECKS, OR IF THERE
WERE NO GRAPPLE CHECKS, OR NO ONE WON A
GRAPPLE CHECK, WHOEVER LOST THE MOST HIT POINTS
LOSES BY TKO".**

CRITICAL EVENT SUMMARY: KEO7-03 TO CATCH A THIEF

For use only at EVENT or before DATE.

1. Did the PCs aid the Cryllor Thieves' Guild? Yes No

If so, list player names/PC names here:

2. Did the the PCs aid the Cryllor Merchants' Alliance?

Yes No

If so, list player names/PC names here:

3. Did the PCs save Maya?

Yes No

4. Did the PCs turn over Maya to the Niole Dra Thieves' Guild?

Yes No

5. Did the PCs turn over the book to the Niole Dra Thieves' Guild?

Yes No

6. Did the PCs turn over Maya to the Shadowdark?

Yes No

7. Did the PCs turn over the book to the Shadowdark?

Yes No

8. Did the PCs turn over Maya to the Silent Ones?

Yes No

9. Did the PCs turn over the book to the Silent Ones?

Yes No

10. Did the PCs let Maya go to Sterich?

Yes No

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):