

PAL03-07

Champion of the Pale

A One-Round D&D LIVING GREYHAWK[®]
Theocracy of the Pale Regional Adventure

Version 1.1

Round 1

By Donovan Hicks

The Church of the Blinding Light has recovered relics of great power. These relics now need a worthy soul to carry them in defense of the Pale. Who will this new champion be? The final part of the Champion of the Pale Series. This is an adventure set in the Theocracy of the Pale for character levels 1-13.

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

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Introduction

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

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That

said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the

level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure

begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Theocracy of the Pale. Characters native to the Pale pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Pale Holy Day

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a Member of the Church of the One True Path may ask the judge at the beginning of an Adventure to determine how many days it is until the next Pholtan Holy day.

This is accomplished by rolling a d8, rerolling if the result is 8. If a 7 is rolled, the first day of the adventure is a Pholtan Holy day. Otherwise the die result indicates the number of days until the next Pholtan Holy day. Due to the special nature of the Theocracy of the Pale, on Holy Days, Judges are encouraged (but not required) to work-in a brief scene involving Pholtan worship, possibly including a brief 1-2 minute sermon by a PC Character if his or her rank in the Church of the One True Path is at least Prior and the judge believes that there is time available.

Adventure Background

In the previous two parts of the series the party recovered the Shield of the Blinding Light, the Dawn Armor, and the Star of the Morning. The Theocrat has decreed that he will name the Champion of the Pale at the closing ceremonies of the Festival of Lights (a festival celebrating the recovery of the relics of Pholtus). The Church and the Pale once again requires the party's services. This time, an agent of the Theocrat and an agent of Zacktinerim will contact the party. The Theocrat wants the party to go notify Tristan Spencer that his presence is requested in Wintershiven. Zacktinerim wants the party to go persuade Louis Phillip Gaston II to come to Wintershiven and fight for his right to be named as Champion of the Pale.

The party can journey to Atherstone where they will meet with Lord Gaston. Louis Phillip will explain to the party his current situation as regards his duties to the Pale, which will lead the party to undertake a small mission on his behalf to deal with some bandits currently plaguing the area. The party will proceed to try and find the bandit encampment. Once they have located the bandit encampment, the party will have to deal with this threat to the Pale once and for all.

The party may also journey into the Troll Fens to find Tristan Spencer. The party will have to locate Dorjan Oldrich in order to locate Tristan who is off slaying evil creatures in the swamp. The party will have to track Tristan from his last known location into the Fens themselves. They will first wander through a previous battleground of Tristan's where they will

encounter some regenerating trolls. Next they will finally track Tristan down and find him engaged in battle with some giants. After helping Tristan with the battle, the party will have to convince him to leave the Troll Fens in order to attend the closing ceremonies of the Festival of Light.

Encounter One: Working for the Church

You sit in the Pious Pilgrim in Wintershiven with a few comrades in arms. The talk all about the town is how the new Theocrat will surely appoint Tristan Spencer to carry the arms of Corin Malthesun. In many areas though it is spoken of how this would be an affront to the Conservative Party, a party which already feels betrayed by the switching of Theoman Baslett to the Popular Progressive Party with his ascendancy to Theocrat. Not a few people believe Theocrat Baslett will have to name a conservative champion in order to maintain the political peace so to speak.

Allow the players a few minutes to introduce themselves.

In any case, as you sit there drinking and talking you hear a crier outside the tavern, "Loyal citizens of the Pale. It has been decreed that whosoever think himself worth to be called Champion of the Pale should present himself at the closing ceremonies of the now proclaimed Festival of Light one week hence. At this time, all applicants deemed worthy by the church will be allowed to present their case to the Theocrat himself and on the last eve of the Festival, his Worshipful Mercy, Theocrat Theoman Baslett will name the new Champion of the Pale."

As the crier's words fade with his wandering down the street, a well-dressed priest in white robes with gold trim enters the tavern, a gold holy symbol of Pholtus prominently displayed. The man approaches your table sits, without invitation, and begins to speak "I am Bishop Freznook and I have been sent here on behalf of the highest authority of the Pale, short of Pholtus himself. His Worshipful Mercy would like for you to journey into the Troll Fens and find Tristan Spencer. Once you have located Tristan Spencer, you are to notify him of the situation regarding the relics of Pholtus, which have been recovered and that his presence is required in Wintershiven immediately. Do this for the Pale and you will be rewarded with the blessing of the Theocrat himself," the man stops and awaits your answer.

Once Bishop Freznook has left, a young woman in plain white robes displaying the holy symbol of Pholtus quickly moves to sit at your table. "Hello, I am Sister Rhianna and like His Excellency, I have a small favor to ask of you. I do not act on behalf of any one so powerful as the Theocrat, but my mistress does have some small influence. She wishes to ask you to go to Atherstone and ask Louis Phillip Gaston II to journey here to Wintershiven to argue for his right to be named Champion of the Pale. In return for doing this small favor for her, my mistress would be able to perhaps speak on your behalf to some people of influence within the Conservative Party. Will you do this for Zacktinerim and the Good of the Pale?" she waits patiently for your answer.

Should the party ask why magic cannot be used to contact the two parties. The answers would be as follows: Tristan Spencer believes he is performing penance for some past offense to Pholtus and thus would require more convincing than could be given in a sending. Lord Gaston is sometimes a bit haughty and might take offense to be summoned by magical means instead of receiving a personal invitation.

If asked why they are being used as a personal messenger service answer with the following. It is rather difficult to send a messenger into the Troll Fens to contact Tristan, although officers in the Bright Castles along its borders have been asked to have their men keep an eye out for him and relay the message if possible. A messenger has been dispatched to Lord Gaston, but sometimes single riders don't make it along the Tenh border.

If the party asks about how they might be able to locate Tristan Spencer, Bishop Freznook will tell them that Dorjan Oldrich was recently seen near Castle Arndulant and may be able to provide some aid in this matter.

The party will have to give both parties an answer before they will leave. Sister Rhianna will not approach the table until Bishop Freznook has left the tavern. The party may accept both requests and there is no penalty for this, in fact this would be the best course of action they could take to avoid making political enemies within the Pale. If they do not accept the mission for the Theocrat, there may be serious consequences for them in the future when dealing with the Church. Conservative priests may overlook the fact the party did not do as the Theocrat to a degree as long as they perform Zacktinerim's mission for her. If the party does not perform Zacktinerim's favor for her, there will be consequences as well, but they will be minor in comparison to the consequences of refusing the Theocrat. Should the party refuse to perform either

mission, skip to the conclusion and read it to the party. If you skip to the conclusion change the first line to after a week of celebration in Wintershiven.

Bishop Freznook: Male Human (Aerdi) Clr11

Sister Rhianna: Female Human (Aerdi) Clr6

Development: The party will proceed from here to either encounter two or encounter six, depending on which mission(s) they accepted or which mission they choose to perform first. If the party proceeds on Zacktinerim's favor, proceed to encounter two. If the party proceeds on the Theocrat's mission, proceed to encounter six.

Encounter Two: Meeting with Louis Phillip Gaston II

You have journeyed to the town of Atherstone in occupied and ravaged Tenh and with some difficulty arranged for a meeting with Louis Phillip Gaston II. You are led into a small sitting room by Lord Gaston's personal assistant, Remy to await his arrival. As the noble man enters the room with his assistant you notice he is a stocky Aerdi man with a flushed face with an almost haughty air about him.

As he sits in one of the large backed chairs in the room, he says, "I think, a glass of sherry would be nice" and as if by magic a servant appears with a bottle and glasses. After filling several glasses he hands the first to Lord Gaston, and then offers a glass to each of you. "Remy tells me you have a message for me from Wintershiven," he says in slightly superior tone he seems to sit impatiently waiting on your answer.

The party will now need to explain to Lord Gaston the need for his attendance at the closing ceremonies of the Festival of Light in Wintershiven. Louis Phillip is actually well aware of his need to attend the festival due to his own agents in place back in Wintershiven.

He is not above using the situation to his advantage though. Since Pholtus has seen fit to supply Louis Phillip with a band of adventurers, he will use the adventurers to take care of a small group of bandits currently plaguing the area. The bandits are the same bandits the party encountered in the scenario Shield of Faith if they have played that scenario.

Louis Phillip will use the excuse that he is busy organizing patrols to shield the Pale from the ether creatures that have invaded most of Tenh. He will use all manner of excuses connected to his duties as provisional governor, the threat of the bandits and the threat of the Ether creatures put off the parties request and to try and

get the party to deal with the bandit problem. His final statement will be something to the effect it is obvious the party wants to sabotage the possibility of his being named Champion of the Pale if he cannot get them to agree to take care of the bandits. He will imply that he will have to notify some of his political allies of where their loyalties lie in this regard if he cannot get the party to help him in any other way.

☛ Louis Phillip Gaston II: male human (Aerdi) Pal12

☛ Remy: male human (Aerdi) Exp10

Development: If the party agrees to help Louis Phillip with his bandit problem, you should proceed with the following text. After this text can be found answers to some questions the party may ask.

Remy will now explain to you what the Caravan Company's emblem looks like. They left about two hours ago, so you will have to catch up to them on the road. The name of the company is the Twin Lights Trading Company.

Possible Questions which the party may ask and their answers.

- Why can't your military forces handle this problem?

They are too busy defending your homes and your families and friends to be drawn away to rid the area of a minor nuisance.

- What about the local constabulary?

With the local influx of refugees from Tenh due to the Ether Threat there, the constabulary has its hands full maintaining order in the city.

- What should we do with this bandit leader?

I would prefer he and his men be brought back here to stand trial if possible. If you are forced to kill them though, proof that the problem has been dealt with should be sufficient. His body or something else indicating he is dead should be sufficient.

If the party refuses to help Lord Gaston, he will still attend the closing ceremonies of the Festival of Light, but he will not allow the party to know this is his intent in any way. When he journeys to Wintershiven, Louis Phillip will make sure he stops in and has a discussion with the conservative Prelates about the party's unwillingness to help him secure the borders of occupied Tenh against the threat of bandits. Louis Phillip will of course tell the prelates this is due, no doubt, to the party's favoritism for the progressive movement in the Pale and

possibly even to their being in league with the bandits. At the end of the adventure when the party returns to Wintershiven, the judge should include a small encounter with a group of Conservatives who are spreading rumors about the party's affiliation with the Progressive Party.

From this encounter the judge should proceed to encounter three if the party has agreed to help Lord Gaston or to encounter six if they have not.

Encounter Three: Bandit Ambush

As you rush to catch up to the caravan you were sent after, you see ahead in the distance smoke. As you move cautiously forward, you start to make out the silhouette of burning wagons. The number of wagons in ruins ahead makes you believe this may be the caravan you were pursuing. Soon there can be no doubt you can see the mark of the merchant company on the side of the wagons. Several bodies lay scattered around the scene of carnage. A murder of crows can be seen waiting in the trees for an easy meal once you have left. Amid their cawing, the sound of a low moan can be heard somewhere in the carnage.

The survivor is still alive if the party checks him, he has dropped to -1 hp and can be saved. If the party should revive him, he can answer questions. He knows the following information:

- There were 8 bandits in the group, which attacked.
- He saw two of their numbers slain before he was incapacitated during the battle.
- He is not sure if the other six survived or not, but can describe that they were all wearing black studded leather except for two of them.
- Of those two, one wore a breastplate and the other wore no armor at all.

If the party searches the area they will be able to find four bodies in black leather. There are six other bodies besides the one survivor and the four bandits. These will total the full number of the caravan guards and drivers, if the survivor is asked.

The bandits ambushed the caravan three hours outside of Atherton. The time is approximately 3:00 in the afternoon. They have stolen one of the wagons and as many wares as they could carry. The rest they burned. The bandits always leave a spy behind to ensure they are not followed. In a tree nearby is a raven, the familiar of the sorcerer who works with the bandits. He will watch

the party long enough to determine their intentions and then fly off to notify his master.

Development: If the party searches the area, they will be able to find the tracks of a wagon and horses leading off to the east with a search DC 10. Once the party finds these tracks and begins to follow them, the raven will fly off to warn his master.

Encounter Four: The Bandits

As you follow the trail of the bandits, you see up ahead in a small copse of trees what looks like some makeshift structures. You think this must be the bandit camp as the trail leads straight to it. From this distance the camp looks empty though you can make out four buildings from where you are. You also see a wagon parked near the trees the horses are tied to.

In reality the bandit group is not that large. All but the leader and a few of his men were defeated in the scenario "Shield of Faith". The leader is in the wagon, marked with an X on the map while his men are hiding in the trees marked with a Y. The bandits in the trees will open fire when the party is within 200 feet.

The bandits will use missile weapons against the party as they approach, concentrating all their fire on either a spellcaster or the most formidable looking fighter. The bandit lieutenant will hold his action and cast his most effective offensive spell at the first caster he sees starting to cast. Maztik will save his first shot for the second caster attempting to cast or the first fighter charging forward.

Trap: The bandits have set up several spike traps around their camp to stop would be attackers. The traps are only a few feet deep and can be avoided with a reflex save (DC 15). Should someone fail their reflex save they will take 1d6 points of damage from the spikes; any mount damaged by the traps cannot be ridden from that point on. There are 20 such traps laid out in a line around the camp and are marked by T's on the map. See map on last page.

↗ **Spike Hole Trap:** CR 1; Ref save avoids (DC 15); Search (DC 25); Spot (DC 25); Disable Device (DC 15).

APL2 (EL5)

🗡 **Maztik (1):** Male Half-Orc Ftr4; hp 34 (See Appendix for Encounter Four)

🗡 **Bandit Lieutenant (1):** Male human Sor1; hp 5 (See Appendix for Encounter Four)

🗡 **Bandits (2):** Male Human War1; hp 8 (See Appendix for Encounter Four)

APL4 (EL7)

🗡 **Maztik (1):** Male Half-Orc Ftr6; hp 52 (See Appendix for Encounter Four)

🗡 **Bandit Lieutenant (1):** Male Human Sor5; hp 21 (See Appendix for Encounter Four)

🗡 **Bandits (2):** Male Human Rog2; hp 12 (See Appendix for Encounter Four)

APL6 (EL9)

🗡 **Maztik (1):** Male Half-Orc Ftr8; hp 68 (See Appendix for Encounter Four)

🗡 **Bandit Lieutenant (1):** Male Human Sor7; hp 29 (See Appendix for Encounter Four)

🗡 **Bandits (2):** Male Human Rog3; hp 17 (See Appendix for Encounter Four)

APL8 (EL11)

🗡 **Maztik (1):** Male Half-Orc Ftr10; hp 84 (See Appendix for Encounter Four)

🗡 **Bandit Lieutenant (1):** Male Human Sor9; hp 39 (See Appendix for Encounter Four)

🗡 **Bandits (2):** Male Human Rog5; hp 27 (See Appendix for Encounter Four)

APL10 (EL13)

🗡 **Maztik (1):** Male Half-Orc Ftr12; hp 100 (See Appendix for Encounter Four)

🗡 **Bandit Lieutenant (1):** Male Human Sor11; hp 56 (See Appendix for Encounter Four)

🗡 **Bandits (2):** Male Human Rog7; hp 37 (See Appendix for Encounter Four)

APL12 (EL15)

🗡 **Maztik (1):** Male Half-Orc Ftr14; hp 116 (See Appendix for Encounter Four)

🗡 **Bandit Lieutenant (1):** Male Human Sor13; hp 66 (See Appendix for Encounter Four)

🗡 **Bandits (3):** Male Human Rog8; hp 50 (See Appendix for Encounter Four)

Tactics: The bandits will be hidden in blinds in the trees above their encampment. The blinds are hidden within the foliage of the trees and provide cover for the bandits. It requires a spot check (DC 15) to see them until they fire at the party. Maztik is hiding in the wagon and firing through a slit in the canopy, he has 50% concealment from this and it takes a spot check (DC 15) to even figure out where he is. The DC drops by a cumulative 5 for each round he fires at the party. The

bandit lieutenant is also hiding in a tree; he will start the battle invisible if at all possible. The bandits will have two rounds in which to have drunk any potions or cast any spells in preparation for the battle. They will have more rounds if the party stops before approaching the campsite as the sorcerer's familiar is keeping him apprised of the party's movements.

If the battle starts to go badly for the bandits, Maztik will make a run for the horses and try to escape. Maztik's lieutenant will remain one round after Maztik and then attempt to flee himself.

Development: If the party is able to capture or kill Maztik, they will have the proof required by Lord Gaston to prove they have dealt with the bandits. If the party fails to capture Maztik, Lord Gaston will believe the party has failed him but he will believe they did their best. In any case proceed to Encounter Five.

Encounter Five: Returning the Bandit Leader

You have returned to the town of Atherstone with little difficulty. Lord Gaston meets you on the street shortly after you enter the gates of the town with a contingent of the city watch. "Were you able to stop the bandit threat?"

If the party succeeded and wishes to tell their tale, Lord Gaston will pause at this point and allow them to continue. Afterwards he will speak again.

"You have done the Pale a service this day, and I thank you for it. Now I will be able to attend the festival in Wintershiven and present myself to the Theocrat. Perhaps you would like to accompany my bodyguard and I on our journey back to Wintershiven if you have no further business to attend to."

If the party has failed at their task, he will pause at this point and allow them to relate the tale. He will then speak again.

"That does not bode well for the region. Now I will have to spare some of the town guard to go hunt these men down. I am sure you did the best you could, but this will cause problems with trying to maintain order in the town itself. Well I must attend to these matters and then, hopefully, I will be able to attend this ceremony in Wintershiven. Thank you for your service and good day."

Development: If the party has succeeded in the mission against the bandits one of two things will

happen. They may ride back to Wintershiven with Lord Gaston if they are not proceeding to speak with Tristan in which case you should proceed to the Conclusion. The party may proceed to Encounter Six if they are going to speak with Tristan next.

If the party failed in their mission, proceed directly to the conclusion if they are not going to speak with Tristan next. If they are going to speak with Tristan next, proceed to Encounter Six.

Encounter Six: Castle Arndulant

You journey to Castle Arndulant where you hope to speak with the dwarf Dorjan Oldrich, who is known to hunt with Tristan Spenser, in hopes he can provide some lead to where to find Tristan. As you enter the blood stained Castle Arndulant, you recall stories you have heard of this place, hopefully this visit will be quiet and the orc legions will not show themselves.. After a few minutes of asking around, and proving you belong, a soldier tells you "Oldrich, he's over at the quartermaster beating on them merchants for the best price on grain".

As you approach the quartermaster the dwarf spots you and in a deep gravelly voice snaps, "What'ch doing here, ain't no civilians posed to be about."

The party will have to convince Dorjan Oldrich to tell them where he last saw Tristan Spencer at this point. The judge should not make this easy on the party, as Dorjan is a dwarf that does not trust easily. Once the party informs Dorjan of why they seek Tristan, he is willing to tell them where he last saw Tristan, but will still want guarantees of the party's trustworthiness. During the negotiations, the judge should take into account any party member's participation in the Battle at the Silverdelve Narrows or the Troll Battle, which recently took place. Once negotiations have been completed, Dorjan will inform the party he last saw Tristan Spencer finishing up with some trolls in the Fens about a half days travel in from Castle Arndulant. He tells them there is a small trail they should be able to follow easily to the location and gives them directions. The party will have to succeed at a diplomacy check to gain the location where Dorjan last saw Tristan. The DC for this diplomacy check varies based on APL and other factors and is as follows. The Base DC is 10 modified by the following circumstances:

Each party member mentioning his participation in the Battle at the Silverdelve Narrows or the Troll Battle adds a +1 circumstance bonus to the roll.

Each level of APL adds +2 to the DC of the diplomacy check. For example, DC 12 at APL 2, DC 14 at APL 4 and so on.

☛ **Dorjan Oldrich:** Male Dwarf Ftr6

Encounter Seven: Tristan Spencer's Last Battle

You follow the trail Dorjan told you about, deep into the Troll Fens. The trail is less a trail and more a collection of small islands, where you can stop to pull the leeches off of each other as you come out of the slimy water of the Fen. The mud of the fen has begun to cake on your clothing and everything you wear from the waist down is soaked with the rancid water of the Troll Fens. You still do not understand why anyone ever comes into this land of water and mud. After traveling for several hours you come upon the scene of a great battle. There is a small pile of smoldering bodies laid out upon the patch of dry land you have just gotten to.

At this time surviving troll(s) will attack the party. They are hiding in the water near this island waiting for Tristan to return. They are beneath the level of the water with their only eyes above the water line. It requires a spot DC 30 to notice them. If the trolls are not noticed they will rise out of the water at the edge of the island the party is on and strike with surprise before normal combat begins.

At APL 2 the single troll is indeed a corpse Tristan Spencer had missed when he cleaned up his mess. At APL 2 the troll is obviously still recovering from the wounds and is missing one arm. Tristan Spencer inflicted the wound and this should be described to the party. At APL 4, the troll has completely recovered and is ready to take out its revenge on the party. At all other APL's the troll which Tristan missed has healed completely and gone and got help to come and help track down the paladin. It is around noon when the party arrives at this point.

APL2 (EL4)

☛ **Troll (1):** hp 45 (Normally 63 and missing one arm so he has only one claw attack and cannot rend) (See *Monster Manual* page 247)

APL4 (EL5)

☛ **Troll (1):** hp 63 (See *Monster Manual* page 247)

APL6 (EL7)

☛ **Troll (1):** hp 63, 63 (See *Monster Manual* page 247)

☛ **Fiendish Troll (1):** Female Fiendish Troll; hp 63 (See DM Aid #1 Encounter Seven)

APL8 (EL8)

☛ **Troll (2):** hp 63, 66 (See *Monster Manual* page 247)

☛ **Fiendish Troll (1):** Female Fiendish Troll; hp 63 (See DM Aid #1 Encounter Seven)

APL10 (EL11)

☛ **Fiendish Troll (1):** Female Fiendish Troll; hp 63 (See DM Aid #1 Encounter Seven)

☛ **Troll Hunter (1):** Male Troll Hunter; hp 130 (See DM Aid #1 Encounter Seven)

APL12 (EL13)

☛ **Fiendish Troll (1):** Female Fiendish Troll; hp 63 (See DM Aid #1 Encounter Seven)

☛ **Fiendish Troll Hunter (1):** Female Fiendish Troll Hunter; hp 130 (See DM Aid #1 Encounter Seven)

Tactics: At APL 10 and 12 the Troll Hunters will drink their *resist energy-fire* potion, as soon as they see fire, or fire is used against them in any way.

Development: Once the party defeats the trolls, they can easily follow the trail left by Tristan.

Encounter Eight: Tristan Spencer

You have been following the trail leading away from the battle with the trolls for close to four hours now and the muck that is the Troll Fens is covering your body. It has gotten dark as you hear the sounds of battle. Moving ahead cautiously you can see a clash between Tristan Spencer and a troll thru a stand of trees. Tristan appears unwounded and seems to be easily defending himself against the troll. It looks like he is easily 200 feet from you at this point, although the thin layer of fog in the area may be distorting that distance slightly.

As the party moves to approach Tristan a group of undead will rise from the swamp around them. The undead may get surprise if they are not noticed. The Spot DC 15 at APL 2, 4, and 6 and is against a normal hide check at all other APLs. The troll necromancer at APL10 and APL12 is hiding within 50 feet of the party and also requires a spot check to spot against his hide check. At APL12 the fiendish trolls are with the undead. Tristan can easily take care of the troll he is fighting and the judge should do everything he can to make the party understand Tristan does not need help with the one troll. The undead rising around the party is the bigger threat

to the party at this point. The encounter numbers below do not include the troll Tristan should be fighting on his own, the numbers below are the combatants the party should face. If the party insists on aiding Tristan add one troll from the *Monster Manual* to the numbers below. Tristan should drop the single creature he is fighting as the party drops the last of their own combatants.

If the party helps Tristan first and then deals with the other opponents, thus, bringing Tristan into the party's fight, the party only gains partial experience for this encounter.

APL2 (EL3)

👉 **Troll Skeleton (1):** hp 39 (See *Monster Manual* page 227)

APL4 (EL6)

👉 **Troll Skeleton (2):** hp 39 (See *Monster Manual* page 227)

👉 **Zombie Ogre (1):** hp 55 (See *Monster Manual* page 267)

APL6 (EL8)

👉 **Ettin Skeleton (3):** hp 65 (See *Monster Manual* page 227)

APL8 (EL10)

👉 **Spectre (3):** hp 45 (See *Monster Manual* page 232)

APL10 (EL12)

👉 **Troll Necromancer (1):** hp 130 (See DM's Aid #1 Encounter Eight)

👉 **Spectre (3):** hp 45 (See *Monster Manual* page 232)

APL12 (EL14)

👉 **Troll Necromancer (1):** hp 169 (See DM's Aid #1 Encounter Eight)

👉 **Spectre (3):** hp 45 (See *Monster Manual* page 232)

👉 **Fiendish Troll (2):** hp 63 (See DM's Aid #1 Encounter Eight)

Tactics: In the first round at APL 10 the necromancer will drink a potion of *blur* and at APL 12 she will use a scroll of *greater invisibility*. In round 2 at both APL's she will cast *slow* if she can affect at least half the party with it. At APL 10 and 12, she has *protection from energy-fire* pre-cast and at APL 12 she also has *stoneskin* pre-cast.

Development: Once the party has defeated the creatures, they will have to convince Tristan Spencer to return to Wintershiven with them.

Tristan Spencer does not understand the need at all of going to Wintershiven. He is already the Champion of Pholtus and sees no reason why he should have to return to Wintershiven to explain why he should be named as the Champion of the Pale as well. As far as Tristan is concerned, he has proven himself to the Theocrat and the Council on countless occasions.

Convincing Tristan to journey to Wintershiven will require a diplomacy check. The DC of this check is based on APL. The initial DC is 15 at APL2 and increases by 2 for each APL thereafter; for example at APL4 it becomes DC 17 and at APL6 it becomes DC 19. If the party has any member who has helped Tristan in the Arms of Divine Might, the check is reduced by 2 for each party member who was present. The party member has to present his adventure record from that scenario.

Should the party fail to convince Tristan to go with them to Wintershiven, the judge should proceed to the conclusion but Tristan Spencer will not be present at the closing ceremonies and the Progressive Party will not be happy with the party's failure to bring their candidate to the naming of the Champion.

As with their failure to convince Lord Gaston to come to the closing ceremonies, the judge should have the party meet with another small encounter, this time with a group of progressive minded citizens who feel the party wants a return to the days of heathens being burned at the stake on a daily basis.

Conclusion

The party has hopefully convinced the two prime candidates for Champion of the Pale to come to the closing ceremonies and have been rewarded for their service to the Pale. They now sit back and are enjoying the festivities of the closing ceremonies.

If the party succeeded in bringing both candidates to the ceremony, read the following conclusion. If one or both candidates were not brought to the ceremony proceed to the conclusion headed by the individual candidate attending the ceremony.

Finally, at the end of the ceremony, the Theocrat appears before the assembled crowd. It has been a long day of meetings no doubt for him and the Council, meeting with the two candidates for Champion of the Pale. He addresses the crowd solemnly, "We have assembled the arms for a proper champion for our great nation and I have prayed over this affair for a sign from Pholtus to help me make my decision. Now as I look over this assemblage of the citizens of our pious nation, I know whoever is chosen to be our champion will have to be an

extraordinary person and will have to live up to the expectations of all the citizens of the Pale. I now present to you the new Champion of the Pale.” As the Theocrat says this, there is suddenly a bright beam of light, which shines down from the heavens. The light shines down on a young boy, barely ten years old, holding a small wooden sword. The Theocrat stops’ speaking as a hush falls over the crowd. It would seem Pholtus himself has chosen a Champion of the Pale this day. Several priests come up and take the boy into the Church. When you look back to see what else the Theocrat will say, he is gone. Who is the new Champion of the Pale? Is it Louis Phillip Gaston II? Is it Tristan Spencer? Or is it this young boy whom the light of Pholtus has chosen?

A representative of the Theocrat suddenly speaks from the balcony above, “It seems there may be a new candidate for Champion of the Pale who must be considered. A candidate Pholtus himself has presented to us. Just as in years past the will of Pholtus had to be considered when Tristan Spencer was named as Champion of Pholtus, today the Theocrat must consider the will of Pholtus in naming the Champion of the Pale. Thus, as the Theocrat speaks with Garreth, the young boy who has been anointed with light, I ask that you all praise Pholtus and bask in his glory. Thank you and please enjoy yourselves as we celebrate this miracle of Pholtus.”

A few days later the rumors start to circulate, Tristan Spencer has returned to the Troll Fens and Lord Gaston has returned to Atherstone to continue in his duties. Many say the Theocrat was going to name Tristan as champion until Pholtus presented him with the boy Garreth. The conservatives argue, that is why Pholtus presented the boy. Pholtus knows Tristan should not have been named as the Champion of the Pale. An official declaration from the Church follows the next day. The boy, Garreth, has been named as the Champion of the Pale. The Prelate of Wintershiven, Saryn Reddick, and her staff will provide the boy’s education in the tenets of Pholtus, while Lord Gaston will provide his training in combat tactics and strategies. In the interim, the arms and armor of Corin Malthesun will be given into Tristan’s care to use in the defense of the Pale as the Champion of Pholtus and as regent for the title Champion of the Pale.

Conclusion: Tristan

Finally, at the end of the ceremony, the Theocrat appears before the assembled crowd. It has been a long day of meetings no doubt for him and the

Council, meeting with the two candidates for Champion of the Pale. He addresses the crowd solemnly, “We have assembled the arms for a proper champion for our great nation and I have prayed over this affair for a sign from Pholtus to help me make my decision. Now as I look over this assemblage of the citizens of our pious nation, I know whoever is chosen to be our champion will have to be an extraordinary person and will have to live up to the expectations of all the citizens of the Pale. I now present to you the new Champion of the Pale.” As the Theocrat says this, there is suddenly a bright beam of light, which shines down from the heavens. The light shines down on a young boy, barely ten years old, holding a small wooden sword. The Theocrat stops’ speaking as a hush falls over the crowd. It would seem Pholtus himself has chosen a Champion of the Pale this day. Several priests come up and take the boy into the Church. When you look back to see what else the Theocrat will say, he is gone. Who is the new Champion of the Pale? Is it Tristan Spencer? Or is it this young boy whom the light of Pholtus has chosen?

A representative of the Theocrat suddenly speaks from the balcony above, “It seems there may be a new candidate for Champion of the Pale who must be considered. A candidate Pholtus himself has presented to us. Just as in years past the will of Pholtus had to be considered when Tristan Spencer was named as Champion of Pholtus, today the Theocrat must consider the will of Pholtus in naming the Champion of the Pale. Thus, as the Theocrat speaks with Garreth, the young boy who has been anointed with light, I ask that you all praise Pholtus and bask in his glory. Thank you and please enjoy yourselves as we celebrate this miracle of Pholtus.”

A few days later the rumors start to circulate and Tristan Spencer has returned to the Troll Fens. Many say the Theocrat was going to name Tristan as champion until Pholtus presented him with the boy Garreth. The conservatives argue, that is why Pholtus presented the boy. Pholtus knows Tristan should not have been named as the Champion of the Pale. An official declaration from the Church follows the next day. The boy, Garreth, has been named as the Champion of the Pale. The Prelate of Wintershiven, Saryn Reddick, and her staff will provide the boy’s education in the tenets of Pholtus, while the training sergeants of the Knights Valorous will provide his training in combat tactics and strategies. In the interim, the arms and armor of Corin Malthesun will be given into Tristan’s care to use in the defense of

the Pale as the Champion of Pholtus and as regent for the Champion of the Pale.

Conclusion: Louis Phillip Gaston II

Finally, at the end of the ceremony, the Theocrat appears before the assembled crowd. It has been a long day of meetings no doubt for him and the Council, meeting with the two candidates for Champion of the Pale. He addresses the crowd solemnly, "We have assembled the arms for a proper champion for our great nation and I have prayed over this affair for a sign from Pholtus to help me make my decision. Now as I look over this assemblage of the citizens of our pious nation, I know whoever is chosen to be our champion will have to be an extraordinary person and will have to live up to the expectations of all the citizens of the Pale. I now present to you the new Champion of the Pale." As the Theocrat says this, there is suddenly a bright beam of light, which shines down from the heavens. The light shines down on a young boy, barely ten years old, holding a small wooden sword. The Theocrat stops' speaking as a hush falls over the crowd. It would seem Pholtus himself has chosen a Champion of the Pale this day. Several priests come up and take the boy into the Church. When you look back to see what else the Theocrat will say, he is gone. Who is the new Champion of the Pale? Is it Louis Phillip Gaston II? Or is it this young boy whom the light of Pholtus has chosen?

A representative of the Theocrat suddenly speaks from the balcony above, "It seems there may be a new candidate for Champion of the Pale who must be considered. A candidate Pholtus himself has presented to us. Just as in years past the will of Pholtus had to be considered when Tristan Spencer was named as Champion of Pholtus, today the Theocrat must consider the will of Pholtus in naming the Champion of the Pale. Thus, as the Theocrat speaks with Garreth, the young boy who has been anointed with light, I ask that you all praise Pholtus and bask in his glory. Thank you and please enjoy yourselves as we celebrate this miracle of Pholtus."

A few days later the rumors start to circulate, and Lord Gaston has returned to Atherstone to continue in his duties. Many say the Theocrat was going to name Lord Gaston as champion until Pholtus presented him with the boy Garreth. The progressives argue that is why Pholtus presented the boy. Pholtus knows Lord Gaston should not have been named as the Champion of the Pale. An official

declaration from the Church follows the next day. The boy, Garreth, has been named as the Champion of the Pale. The Prelate of Wintershiven, Saryn Reddick, and her staff will provide the boy's education in the tenets of Pholtus, while Lord Gaston will provide his training in combat tactics and strategies. In the interim, the arms and armor of Corin Malthesun will remain here at the Basilica in Wintershiven under the guard of the Knights Valorous until such time as Gareth is ready to carry them forward in defense of the Pale.

Conclusion: Unknown

Finally, at the end of the ceremony, the Theocrat appears before the assembled crowd. It has been a long day of meetings no doubt for him and the Council, meeting with the two candidates for Champion of the Pale. He addresses the crowd solemnly, "We have assembled the arms for a proper champion for our great nation and I have prayed over this affair for a sign from Pholtus to help me make my decision. Now as I look over this assemblage of the citizens of our pious nation, I know whoever is chosen to be our champion will have to be an extraordinary person and will have to live up to the expectations of all the citizens of the Pale. I now present to you the new Champion of the Pale." As the Theocrat says this, there is suddenly a bright beam of light, which shines down from the heavens. The light shines down on a young boy, barely ten years old, holding a small wooden sword. The Theocrat stops' speaking as a hush falls over the crowd. It would seem Pholtus himself has chosen a Champion of the Pale this day. Several priests come up and take the boy into the Church. When you look back to see what else the Theocrat will say, he is gone. Who is the new Champion of the Pale? Is it this young boy whom the light of Pholtus has chosen? Or is it someone else, as yet unknown to the assembled crowd?

A representative of the Theocrat suddenly speaks from the balcony above, "It seems there may be a new candidate for Champion of the Pale who must be considered. A candidate Pholtus himself has presented to us. Just as in years past the will of Pholtus had to be considered when Tristan Spencer was named as Champion of Pholtus, today the Theocrat must consider the will of Pholtus in naming the Champion of the Pale. Thus, as the Theocrat speaks with Garreth, the young boy who has been anointed with light, I ask that you all praise Pholtus and bask in his glory. Thank you and please enjoy yourselves as we celebrate this miracle of Pholtus."

A few days later the rumors start to circulate. Many say the Theocrat was going to name one of the heroic paladins who have served the Pale so well in the last few years as Champion. The conservatives argue that the Theocrat would still have named Lord Gaston while the progressives argue it would have been Tristan. Others argue it was going to be someone else entirely to put an end to the conservative and progressive parties squabbling. An official declaration from the Church follows the next day. The boy, Garreth, has been named as the Champion of the Pale. The Prelate of Wintershiven, Saryn Reddick, and her staff will provide the boy's education in the tenets of Pholtus, while the Knights Valorous will provide his training in combat tactics and strategies. In the interim, the arms and armor of Corin Malthesun will remain here at the Basilica in Wintershiven under the guard of the Knights Valorous until such time as Gareth is ready to carry them forward in defense of the Pale.

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 role-playing) to each character.

Encounter Four

Defeating the bandits.

APL2 150 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

Encounter Seven

Defeating the trolls.

APL2 120 xp

APL4 150 xp

APL6 210 xp

APL8 240 xp

APL10 300 xp

APL12 360 xp

Encounter Eight

Defeating the creatures without Tristan Spencer's help/with Tristan Spencer's help.

APL2 90/45 xp

APL4 180/90 xp

APL6 240/120 xp

APL8 300/200 xp

APL10 360/360 xp

APL12 420/420 xp

Discretionary role-playing award

APL2 90 xp

APL4 135 xp

APL6 180 xp

APL8 225 xp

APL10 270 xp

APL12 315 xp

Total possible experience:

APL2 450/405 xp

APL4 675/585 xp

APL6 900/780 xp

APL8 1125/1025 xp

APL10 1350/1350 xp

APL12 1575/1575 xp

Treasure Summary

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

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

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

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

the end of the adventure, its total is subtracted from the adventure totals below.

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Four: The Bandits

APL 2: L: 632 gp; M: 210 gp

APL 4: L: 335 gp; M: 1143 gp

APL 6: L: 335 gp; M: 3150 gp

APL 8: L: 255 gp; M: 5577 gp

APL 10: L: 187 gp; M: 10329 gp

APL 12: L: 185 gp; M: 14850 gp

Encounter Seven: Tristan Spencer's Last Battle

APL 2: L: 0 gp; M: 0 gp

APL 4: L: 0 gp; M: 0 gp

APL 6: L: 0 gp; M: 0 gp

APL 8: L: 0 gp; M: 0 gp

APL 10: L: 1 gp; M: 6370 gp

APL 12: L: 1 gp; M: 6370 gp

Encounter Eight: Tristan Spencer

APL 2: L: 1 gp; M: 0 gp

APL 4: L: 1 gp; M: 0 gp

APL 6: L: 5 gp; M: 0 gp

APL 8: L: 0 gp; M: 0 gp

APL 10: L: 0 gp; M: 860 gp

APL 12: L: 0 gp; M: 1400 gp

Total Possible Treasure

APL 2: L: 633 gp; M: 210 gp

APL 4: L: 336 gp; M: 1143 gp

APL 6: L: 340 gp; M: 3150 gp

APL 8: L: 255 gp; M: 5577 gp

APL 10: L: 188 gp; M: 17566 gp

APL 12: L: 186 gp; M: 22600 gp

Special

Favor of Pholtus

Upgrade one weapon to Axiomatic if Tristan Spencer was brought to the Festival of Lights for the Theocrat. The character must pay for the upgrade to his weapon.

Access to Improved Familiar feat from DMG.

Items for the Adventure Record

Item Access

APL 2:

Medium or small sized mithral breastplate

APL 4:

Medium or small sized mithral *breastplate +1*

Brooch of Shielding

Bracers of Armor +1

1st level *Wand of Magic Missiles*

APL 6:

Bracers of Armor +2

APL 8:

Medium-Sized Mithral *Breastplate +2*

Cloak of Charisma +2

5th Level *Wand of Magic Missile*

APL 10:

Medium-sized Scimitar +2

Cloak of Resistance +2

Gloves of Dexterity +2

Headband of Intellect +2

Arcane Scroll of Acid Fog

Arcane Scroll of Globe of Invulnerability

Potion of Resist Energy – Fire (30)

Potion of Cure Serious Wounds

APL 12:

Amulet of Natural Armor +2

Bracers of Armor +2

Necklace of Fireballs, Type II

Pearl of Power – 1st level

Arcane Scroll of Greater Invisibility

Arcane Scroll of Wall of Ice

DM Aid #1

Encounter Four

APL2

Maztik (1): Male Half-Orc Ftr4; CR 4; Medium-Sized Humanoid (Half-Orc); HD 4d10+8; hp 36; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17) [+5 masterwork mithral breastplate, +2 heavy steel shield, +1 dex]; Base Attack/Grapple: +4/+8; Atk +10 melee (1d6+6/18-20, masterwork scimitar) or +6 ranged (1d8+4/x3, masterwork composite long bow [+4 str bonus]); SQ dark vision 60 ft.; AL NE; SV Fort +6, Ref +2, Will +2; Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +11, Ride +8; Cleave, Combat Reflexes, Power Attack, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: Masterwork Mithral Breastplate, Heavy Steel Shield, masterwork composite long bow (+4 str bonus), medium-sized masterwork scimitar, 20 masterwork arrows, *potion of bear's endurance*, *potion of bull's strength*, and 5 *potions of cure light wounds*.

Bandit Lieutenant (1): Male Human Sor1; CR 1; Medium-Sized Humanoid (Human); HD 1d4+1; hp 5; Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 dex]; Base Attack/Grapple: +0/-1; Atk -1 melee (1d8-1, heavy mace) or +3 ranged (1d8/19-20, masterwork light crossbow); AL NE; SV Fort +1, Ref +2, Will +3; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +5, Spellcraft +4. Combat Casting.

Possessions: Medium-sized heavy mace, medium-sized masterwork light crossbow, 20 light crossbow bolts, 3 *potions of cure light wounds*, *potion of eagle's splendor*, *scroll of mage armor*, *scroll of obscuring mist*, *scroll of shield*, and *scroll of sleep*.

Known Spells: (Spells Known 4/2; Spells per Day 5/4; base DC=12 + spell level): 0 – *Acid Splash*, *Daze*, *Mage Hand*, *Ray of Frost*; 1st – *color spray*, *sleep*.

Bandits (2): Male human War1; CR ½; Medium-Sized Humanoid (Human) HD 1d8+1; hp 8; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 leather, +2 dex]; Base Attack/Grapple: +1/+2; Atk +2 melee (1d6+1/19-20 x2, short sword) or +3 ranged (1d6/x3, short bow); AL NE; SV Fort +3, Ref +2, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +5, Intimidate +3, Jump +5, Swim +5. Improved Initiative.

Possessions: Leather armor, composite short bow, short sword, 20 arrows.

APL4

Maztik (1): Male Half-Orc Ftr6; CR 6; Medium-Sized Humanoid (Half-Orc); HD 6d10+12; hp 52; Init +1; Spd 30 ft.; AC 19 (touch 11, flat-footed 18) [+6 *mithral breastplate* +1, +2 heavy steel shield, +1 dex]; Base Attack/Grapple: +6/+10; Atk +13/+8 melee (1d6+6/18-20, masterwork scimitar) or +8/+3 ranged (1d8+4/x3, masterwork composite long bow [+4 str bonus]); SQ dark vision 60 ft.; AL NE; SV Fort +7, Ref +3, Will +3; Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +13, Ride +10; Cleave, Combat Reflexes, Dodge, Great Cleave, Power Attack, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: *mithral breastplate* +1, heavy steel shield, masterwork scimitar, masterwork composite long bow (+4 str bonus), *brooch of shielding*, *potion of bear's endurance*, *potion of bull's strength*, and 4 *potions of cure light wounds*.

Bandit Lieutenant (1): Male Human Sor5; CR 5; Medium-Sized Humanoid (Human); HD 5d4+5; hp 21; Init +2; Spd 30 ft.; AC 13 (touch 12, flat-footed 11) [+1 *bracers of armor* +1, +2 dex]; Base Attack/Grapple: +2/+1; Atk +1 melee (1d8-1, heavy mace) or +5 ranged (1d8/19-20, masterwork light crossbow); AL NE; SV Fort +2, Ref +3, Will +5; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +9, Spellcraft +8. Combat Casting, Rapid Reload.

Possessions: Medium-sized heavy mace, medium-sized masterwork light crossbow, 20 light crossbow bolts, *bracers of armor* +1, *wand of magic missiles* (1st level), 3 *potions of cure light wounds*, *potion of eagle's splendor*, *scroll of blur*, *scroll of glitterdust*, *scroll of invisibility*, *scroll of mage armor*, *scroll of obscuring mist*, *scroll of see invisibility*, *scroll of shield*, *scroll of sleep*, and *scroll of spider climb*.

Known Spells: (Spells Known 6/4/2, Spells per Day 6/7/5; base DC=13 + spell level): 0 – *Acid Splash*, *Daze*, *Flare*, *Mage Hand*, *Ray of Frost*, *Touch of Fatigue*; 1st – *Color Spray*, *Expeditious Retreat*, *Hypnotism*, *Sleep*; 2nd – *Flaming Sphere*, *Scorching Ray*.

Bandits (2): Male Human Rog2; CR 2; Medium-Sized Humanoid (Human) HD 2d6+2; hp 12; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+3 masterwork studded leather, +2 dex]; Base Attack/Grapple: +1/+3; Atk +3 melee (1d6+1/19-20 x2, short sword) or +5 ranged (1d6+1/x3, short bow); SA sneak attack +1d6, evasion; AL NE; SV Fort +1, Ref +5, Will +0; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Hide +7, Jump +5, Move Silently +7, Tumble +7, Listen +5, Spot +5, Search +7, Disable Device +7, Use Magic Device +4; Improved Initiative, Point Blank Shot.

Possessions: Masterwork studded leather, masterwork composite short bow (+1 str bonus), masterwork short sword, 20 arrows, *potion of blur*, *potion of cat's grace*, 4 *potions of cure light wounds*, *potion of protection from arrows* 10/magic, *scroll of color spray*, and 3 *scrolls of magic missile*.

APL6

Maztik (1): Male Half-Orc Ftr8; CR 8; Medium-Sized Humanoid (Half-Orc); HD 8d10+16; hp 68; Init +6; Spd 30 ft.; AC 21 (touch 12, flat-footed 19) [+6 *mithral breastplate* +1, +3 *heavy steel shield* +1, +2 dex]; Base Attack/Grapple: +8/+12; Atk +18/+13 melee (1d6+7/18-20, *scimitar* +1) or +11/+6 ranged (1d8+4/x3, masterwork composite long bow [+4 str bonus]); SQ dark vision 60 ft.; AL NE; SV Fort +8, Ref +4, Will +4; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +15, Ride +13; Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: *mithral breastplate* +1, *heavy steel shield* +1, *scimitar* +1, masterwork composite long bow (+4 str bonus), *brooch of shielding*, *cloak of resistance* +1, *potion of bear's endurance*, *potion of bull's strength*, 4 *potions of cure light wounds*, *potion of cure serious wounds*, and *potion of haste*.

Bandit Lieutenant (1): Male Human Sor7; CR 7; Medium-Sized Humanoid (Human) HD 7d4+7; hp 29; Init +6; Spd 30 ft.; AC 14 (touch 13, flat footed 12) [+1 *bracers of armor* +1, +1 *ring of protection* +1, +2 dex]; Base Attack/Grapple: +3/+2; Atk +2 melee (1d8-1, heavy mace) or +6 ranged (1d8/19-20, masterwork light crossbow); AL NE; SV Fort +3, Ref +4, Will +6; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +11, Spellcraft +10. Combat Casting, Improved Initiative, Rapid Reload.

Possessions: Medium-sized heavy mace, medium-sized masterwork light crossbow, 20 light crossbow bolts, *bracers of armor* +1, *ring of protection* +1, *bag of tricks (rust)*, *potion of eagle's splendor*, *scroll of blink*, *scroll of obscuring mist*, *scroll of sound burst*, and 4 *potions of cure light wounds*.

Known Spells: (Spells Known 7/5/3/2, Spells per Day 6/7/7/5; base DC=13 + spell level): 0 – *Acid Splash*, *Daze*, *Disrupt Undead*, *Flare*, *Mage Hand*, *Ray of Frost*, *Touch of Fatigue*; 1st – *Color Spray*, *Expeditious Retreat*, *Hypnotism*, *Magic Missile*, *Sleep*; 2nd – *Flaming Sphere*, *Scorching Ray*, *Spectral Hand*; 3rd – *Fireball*, *Hold Person*.

Bandits (2): Male Human Rog3; CR 3; Medium-Sized Humanoid (Human) HD 3d6+3; hp 17; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+3 masterwork studded leather, +1 masterwork buckler, +2 dex]; Base Attack/Grapple: +2/+4; Atk +4 melee (1d6+1/19-20, short sword) or +6 ranged (1d6+1/x3, short bow); SA sneak attack +2d6, evasion, trap finding, trap sense +1; AL NE; SV Fort +2, Ref +5, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Hide +7, Jump +5, Move Silently +7, Tumble +7, Listen +5, Spot +5, Search +7, Disable Device +7, Use Magic Device +4; Improved Initiative, Point Blank Shot, Precise Shot.

Possessions: Masterwork studded leather, masterwork buckler, masterwork composite short bow (+1 str bonus), masterwork short sword, 20 arrows, *potion of blur*, *potion of cat's grace*, 4 *potions of cure light wounds*, *potion of owl's wisdom*, *potion of protection from arrows 10/magic*, *scroll of color spray*, and 3 *scrolls of magic missile*.

APL8

Maztik (1): Male Half-Orc Ftr10; CR 10; Medium-Sized Humanoid (Half-Orc); HD 10d10+20; hp 84; Init +6; Spd 30 ft.; AC 22 (touch 12, flat-footed 20) [+7 *mithral breastplate* +2, +3 *heavy steel shield* +1, +2 dex]; Base Attack/Grapple: +10/+14; Atk +16/+12 melee (1d6+7/18-20, *scimitar* +1) or +13/+8 ranged (1d6+5/x3, short bow); SQ Darkvision 60 ft.; AL NE; SV Fort +9, Ref +5, Will +6; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +17, Ride +15; Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (Scimitar), Improved Initiative, Iron Will, Power Attack, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: *mithral breastplate* +2, *heavy steel shield* +1 of blinding, *scimitar* +1, *composite long bow* +1 (+4 str bonus), *brooch of shielding*, *potion of bear's strength*, *potion of bull's endurance*, 2 *potions of cure light wounds*, and *potion of cure moderate wounds*

Bandit Lieutenant (1): Male Human Sor9; CR 9; Medium-Sized Humanoid (Human); HD 9d4+11; hp 39; Init +6; Spd 30 ft.; AC 15 (touch 13, flat-footed 13) [+2 *bracers of armor* +2, +1 *ring of protection* +1, +2 dex]; Base Attack/Grapple: +4/+3; Atk +3 melee (1d8-1, heavy mace) or +7 ranged (1d8/19-20, masterwork light crossbow); AL NE; SV Fort +4, Ref +5, Will +7; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 16 (18).

Skills and Feats: Concentration +13, Spellcraft +12. Combat Casting, Improved Initiative, Silent Spell, Rapid Reload.

Possessions: Medium-sized heavy mace, medium-sized masterwork light crossbow, 20 light crossbow bolts, *bracers of armor* +2, *ring of protection* +1, *cloak of charisma* +2, *necklace of fireballs type I*, and 2 *potions of cure light wounds*.

Known Spells: (Spells Known 8/5/4/3/2, Spells per Day 6/7/7/7/5; base DC=14 + spell level): 0 – *Acid Splash*, *Daze*, *Disrupt Undead*, *Flare*, *Mage Hand*, *Ray of Frost*, *Resistance*, *Touch of Fatigue*; 1st – *Burning Hands*, *Chill Touch*, *Expeditious Retreat*, *Magic Missile*, *Shocking Grasp*; 2nd – *Flaming Sphere*, *Mirror Image*, *Scorching Ray*, *Spectral Hand*; 3rd – *Deep Slumber*, *Hold Person*, *Lightning Bolt*; 4th – *Greater Invisibility*, *Lesser Globe of Invulnerability*.

Bandits (2): Male Human Rog5; CR 5; Medium-Sized Humanoid (Human) HD 5d6+5; hp 27; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 masterwork studded leather, +1 masterwork buckler, +3 dex]; Base Attack/Grapple: +4/+5; Atk +5 melee (1d6+1/19-20, short sword) or +8 ranged (1d6+1/x3, short bow); SA sneak attack +3d6, evasion, trap finding, trap sense +1, uncanny dodge; AL NE; SV Fort +2, Ref +7, Will +1; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Hide +9, Jump +7, Move Silently +9, Tumble +9, Listen +7, Spot +7, Search +9, Disable Device +9, Use Magic Device +6; Improved Initiative, Point Blank Shot, Precise Shot.

Possessions: Masterwork studded leather, masterwork buckler, masterwork composite short bow (+1 str bonus), masterwork short sword, 20 arrows, *potion of blur*, *potion of cat's grace*, *potion of owl's wisdom*, *potion of resist energy (electricity)* 20, *wand of burning hands*, *scroll of flaming sphere (divine)*, *scroll of sleet storm (divine)*, and 3 *potions of cure light wounds*.

APL10

Maztik (1): Male Half-Orc Ftr12; CR 12; Medium-Sized Humanoid (Half-Orc); HD 12d10+24; hp 100; Init +6; Spd 30 ft.; AC 24 (touch 14, flat-footed 21) [+7 *mithral breastplate* +2, +3 *heavy steel shield* +1, +1 *ring of protection* +1, +3 dex]; Base Attack/Grapple: +12/+17; Atk +21/+16/+11 melee (1d6+11/18-20, *scimitar* +2) or +16/+12/+6 ranged (1d6+5/x3, short bow); SQ Darkvision 60 ft.; AL NE; SV Fort +12, Ref +8, Will +9; Str 20, Dex 14 (16), Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +19, Ride +17; Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (Scimitar), Greater Weapon Specialization (Scimitar) Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: mithral breastplate +2, heavy steel shield +1 of blinding, medium-sized scimitar +2, composite long bow +1 (+4 str bonus), ring of protection +1, cloak of resistance +2, gloves of dexterity +2, potion of bear's endurance, potion of bull's strength, potion of cure moderate wounds, potion of enlarge person, and potion of resist energy (electricity) 10.

Bandit Lieutenant (1): Male Human Sor11; CR 11; Medium-Sized Humanoid (Human); HD 11d4+22; hp 56; Init +6; Spd 30 ft.; AC 16 (touch 13, flat footed 14) [+1 amulet of natural armor +1, +2 bracers of armor +2, +1 ring of protection +1, +2 dex]; Base Attack/Grapple: +5/+4; Atk +4 melee (1d8-1, heavy mace) or +8 ranged (1d8/19-20, masterwork light crossbow); AL NE; SV Fort +4, Ref +5, Will +8; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 16 (18).

Skills and Feats: Concentration +15, Spellcraft +14. Combat Casting, Improved Initiative, Silent Spell, Rapid Reload.

Possessions: Medium-sized heavy mace, medium-sized masterwork light crossbow, 20 light crossbow bolts, amulet of natural armor +1, bracers of armor +2, ring of protection +1, cloak of charisma +2, wand of melf's acid arrow, scroll of acid fog, scroll of globe of invulnerability, scroll of greater invisibility, and 4 potions of cure light wounds.

Known Spells: (Spells Known 9/5/5/4/3/2, Spells per Day 6/7/7/7/7/4; base DC=14 + spell level): 0 – Acid Splash, Daze, Disrupt Undead, Flare, Mage Hand, Message, Ray of Frost, Resistance, Touch of Fatigue; 1st – Burning Hands, Chill Touch, Expeditious Retreat, Magic Missile, Shocking Grasp; 2nd – Flaming Sphere, Mirror Image, Resist Energy, Scorching Ray, Spectral Hand; 3rd – Dispel Magic, Hold Person, Lightning Bolt, Vampiric Touch; 4th – Confusion, Ice Storm, Rainbow Pattern; 5th – Cone of Cold, Mind Fog.

Bandits (2): Male Human Rog7; CR 7; Medium-Sized Humanoid (Human); HD 7d6+7; hp 37; Init +7; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [+4 studded leather +1, +2 buckler +1, +3 dex]; Base Attack/Grapple: +5/+7; Atk +7 melee (1d6+1/19-20, short sword) or +10 ranged (1d6+1/x3, composite short bow); SA sneak attack +4d6, evasion, trap finding, trap sense +2, uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +10, Hide +11, Jump +9, Move Silently +11, Tumble +11, Listen +9, Spot +9, Search +11, Disable Device +11, Use Magic Device +8; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: Studded leather +1, buckler +1, masterwork composite short bow (+1 str bonus), masterwork short sword, 20 arrows, potion of blur, potion of cat's grace, potion of owl's wisdom, potion of resist energy (electricity) 20, wand of magic missile (1st level), scroll of ice storm, scroll of stoneskin, and 4 potions of cure light wounds.

APL12

Maztik (1): Male Half-Orc Ftr14; CR 14; Medium-Sized Humanoid (Half-Orc); HD 14d10+28; hp 116; Init +6; Spd 30 ft.; AC 25 (touch 13, flat-footed 23) [+7 mithral breastplate +2, +3 heavy steel shield +1, +1 ring of protection +1, +2 amulet of natural armor +2, +2 dex]; Base Attack/Grapple: +14/+21; Atk +25/+20/+15 melee (1d6+13/18-20, scimitar +2) or +17/+12/+7 ranged (1d6+5/x3, short bow); SQ Darkvision 60 ft.; AL NE; SV Fort +13, Ref +8, Will +9; Str 20 (24), Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +21, Ride +19; Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (Scimitar), Greater Weapon Specialization (Scimitar) Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: mithral breastplate +2, heavy steel shield +1, ring of protection +1, amulet of natural armor +2, medium-sized scimitar +2, composite long bow +1 (+4 str bonus), minor ring of energy resistance (electricity), cloak of resistance +2, necklace of fireballs type II, brooch of shielding, and 4 potions of cure light wounds.

Bandit Lieutenant (1): Male Human Sor13; CR 13; Medium-Sized Humanoid (Human); HD 13d4+26; hp 66; Init +6; Spd 30 ft.; AC 18 (touch 14, flat footed 15) [+1 amulet of natural armor +1, +3 bracers of armor +3, +2 ring of protection +2, +2 dex]; Base Attack/Grapple: +6/+5; Atk +6/+1 melee (1d8, heavy mace +1) or +9/+4 ranged (1d8/19-20, masterwork light crossbow); AL NE; SV Fort +7, Ref +8, Will +11; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 17 (19).

Skills and Feats: Concentration +17, Spellcraft +16. Combat Casting, Improved Initiative, Silent Spell, Still Spell, Rapid Reload.

Possessions: Medium-sized *heavy mace* +1, medium-sized masterwork light crossbow, 20 light crossbow bolts, *amulet of natural armor* +1, *bracers of armor* +3, *ring of protection* +2, *cloak of charisma* +2, *vest of resistance* +2, *scroll of finger of death*, *scroll of globe of invulnerability*, *scroll of greater invisibility*, *scroll of see invisibility*, 2 *scrolls of glitterdust*, *scroll of blur*, *scroll of mirror image*, and 2 *potions of cure light wounds*.

Known Spells: (Spells Known 9/5/5/4/4/3/2, Spells per Day 6/8/7/7/7/7/4; base DC=14 + spell level): 0 – *Acid Splash*, *Daze*, *Disrupt Undead*, *Flare*, *Mage Hand*, *Message*, *Ray of Frost*, *Resistance*, *Touch of Fatigue*; 1st – *Burning Hands*, *Chill Touch*, *Expeditious Retreat*, *Magic Missile*, *Shocking Grasp*; 2nd – *Flaming Sphere*, *Mirror Image*, *Resist Energy*, *Scorching Ray*, *Spectral Hand*; 3rd – *Fireball*, *Hold Person*, *Lightening Bolt*, *Slow*, *Vampiric Touch*; 4th – *Confusion*, *Ice Storm*, *Phantasmal Killer*, *Rainbow Pattern*; 5th – *Cone of Cold*, *Magic Jar*, *Mind Fog*; 6th – *Disintegrate*, *Greater Dispel Magic*.

Bandits (2): Male Human Rog8; CR 8; Medium-Sized Humanoid (Human); HD 8d6+16; hp 50; Init +7; Spd 30 ft.; AC 20 (touch 14, flat-footed 16) [+4 *studded leather* +1, +2 *buckler* +1, +4 dex]; Base Attack/Grapple: +6/+8; Atk +8/+3 melee (1d6+1/19-20, short sword) or +11/+6 ranged (1d6+1/x3, composite short bow); SA sneak attack +4d6, evasion, trap finding, trap sense +2, improved uncanny dodge; AL NE; SV Fort +4, Ref +9, Will +2; Str 14, Dex 16 (18), Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +11, Hide +12, Jump +10, Move Silently +12, Tumble +12, Listen +10, Spot +10, Search +12, Disable Device +12, Use Magic Device +9; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: *Studded leather* +1, *buckler* +1, masterwork composite short bow (+1 str bonus), masterwork short sword, 20 arrows, *gloves of dexterity* +2, *scroll of greater invisibility*, *scroll of summon monster III (divine)*, *scroll of spike growth (divine)*, *scroll of wall of ice (arcane)*, and 5 *potions of cure light wounds*.

Encounter 7

APL6

Fiendish Troll (1): CR 6; Large Giant (9ft. tall); HD 6d8+36; hp 63; Init +2 (Dex +2); Spd 30 ft.; AC 16 (touch 11, flat-footed 14) [-1 Size, +2 Dex, +5 natural]; Base Attack/Grapple: +4/+14 Atks +9 melee (Claw; 1d6+6, melee), Full Attack: 2 claws +2 melee (1d6+9 and bite +4 melee (1d6+3); Face/Reach 10 ft./10 ft.; SA Rend 2d6+9, Smite Good (+6); SQ Darkvision 90 ft., low-light vision, regeneration 5, scent, resistance to cold 5 and fire 5, DR 5/magic; SR 11; AL CE; SV Fort +11, Ref +4, Will +3.

Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6. *Feats:* Alertness, Iron Will, Track.

SA: Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage. *Smite Good (Su):* Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

SQ: *Regeneration (Ex):* Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

APL8

Fiendish Troll (1): Same as Fiendish Troll at APL6

APL10

Fiendish Troll (1): Same as Fiendish Troll at APL6

Troll Hunter (1): CR 11; Large Giant Rgr6 (9 ft. tall); HD 6d8+36 + Rgr 6d8+36; hp 130; Init +1 (+1 Dex); Spd 30 ft.; AC 21, touch 10, flat-footed 20 (-1 size, +2 dex, +5 natural, +5 +1 *chain shirt*); Base Attack/Grapple: +10/+21; Atks Claw +16 melee (1d6+7) or +1 *battleaxe* +17 melee (2d6+8/x3) or javelin +10 ranged (1d8+7); Full Attack 2 claws +16 melee (1d6+7) and bite +11 melee (1d6+3); Face/Reach 10 ft./10 ft.; SA Rend 2d6+10, spells; SQ Darkvision 90 ft., favored enemy elves (+4), favored enemy humans (+2), low-light vision, regeneration 5, scent, wild empathy; AL CE; SV Fort +16, Ref +8, Will +8.

Str 25, Dex 12, Con 22, Int 10, Wis 15, Cha 10.

Skills: Knowledge (nature) +6, Knowledge (dungeoneering) +6, Listen +13, Move Silently +9, Search +6, Spot +13, Survival +11; *Feats:* Alertness, Cleave, Endurance, Improved Natural Armor, Improved Two-Weapon Fighting, Iron Will, Power Attack, Track, Two-Weapon Fighting.

SA: Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

SQ: *Regeneration (Ex):* Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Equipment: +1 *chain shirt*, +1 *battleaxe*, 4 javelins, *potion of bear's endurance*, *potion of bull's strength*, *potion of blur*, *potion of cure serious wounds*, and *potion of resist energy (fire)* 20.

Divine Spells DC 12 + spell level (1): 1st lvl-*entangle*.

APL12

Fiendish Troll (1): Same as Fiendish Troll at APL6

Fiendish Troll Hunter (1): CR 13; Large Giant Rgr6 (9 ft. tall); HD 6d8+36 + Rgr 6d8+36; hp 130; Init +1 (+1 Dex); Spd 30 ft.; AC 21, touch 10, flat-footed 20 (-1 size, +2 dex, +5 natural, +5 *+1 chain shirt*); Base Attack/Grapple: +10/+21; Atks Claw +16 melee (1d6+7) or *+1 battleaxe* +17 melee (2d6+8/x3) or javelin +10 ranged (1d8+7); Full Attack 2 claws +16 melee (1d6+7) and bite +11 melee (1d6+3); Face/Reach 10 ft./10 ft.; SA Rend 2d6+10, Smite Good (+12), spells; SQ Darkvision 90 ft., favored enemy elves (+4), favored enemy humans (+2), low-light vision, regeneration 5, scent, wild empathy, resistance to cold 10 and fire 10, DR 5/magic; SR 17 AL CE; SV Fort +16, Ref +8, Will +8.

Str 25, Dex 12, Con 22, Int 10, Wis 15, Cha 10.

Skills: Knowledge (nature) +6, Knowledge (dungeoneering) +6, Listen +13, Move Silently +9, Search +6, Spot +13, Survival +11; **Feats:** Alertness, Cleave, Endurance, Improved Natural Armor, Improved Two-Weapon Fighting, Iron Will, Power Attack, Track, Two-Weapon Fighting.

SA: Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

SQ: *Regeneration (Ex)*: Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Equipment: *+1 chain shirt*, *+1 battleaxe*, 4 javelins, *potion of bear's endurance*, *potion of bull's strength*, *potion of blur*, *potion of cure serious wounds*, and *potion of resist energy (fire)* 20.

Divine Spells DC 12 + spell level (1): 1st lvl-*entangle*.

Encounter 8

APL10

Troll Necromancer, Female Troll Wiz 6 (Necro): CR 11; Large Giant (9 ft. tall); HD 6d8+42 + 6d4+42; hp 130; Init +4 (+4 dex); Spd 30 ft.; AC 19 (-1 size, +4 dex, +5 natural, +1 *bracers of armor +1*) Touch 13, Flat-footed 15; Base Attack/Grapple: +7/+17 Attack +12 claw melee (1d6+6); Full Attack: 2 claws +12 melee (1d6+6) and bite +7 melee (1d6+3); Face/Reach 10 ft./10 ft.; SA Rend 2d6+9, spells; SQ Darkvision 90 ft., low light vision, regeneration 5, scent, prohibited schools – conjuration, transmutation, familiar (snake); AL CE; SV Fort +14, Ref +10, Will +10.

Str 22, Dex 18, Con 25, Int 18(20), Wis 12, Cha 4.

Skills: Concentration +22, Decipher Script +8, Hide +19, Knowledge (Arcana) +18, Listen +16, Spellcraft +22, Spot +16; **Feats:** Alertness, Brew Potion, Dodge, Greater Spell Focus (Necromancy), Lightning Reflexes, Scribe Scroll, Spell Focus (Necromancy), Weapon Focus (Ray).

SQ: **Familiar (snake – tiny viper):** HD 12d8; hp 65; AC 20 (+2 size, +3 dex, +5 natural, touch 15, flat-footed 17; See *Monster Manual* page 280 for all normal statistics; SA per *Monster Manual* plus deliver touch spells; SQ per *Monster Manual* plus alertness, improved evasion, share spells, empathic link, speak with master. Str 8, Dex 17, Con 11, Int 8, Wis 12, Cha 2.

Equipment: *Traveling spellbook (contains only the spells memorized)*, *bracers of Armor +1*, *headband of Intellect +2*, and *potion of blur*.

Spells Memorized (4+1/5+1/4+1/3+1) Base DC 17 + spell level: 0 lvl-*dancing lights*, *disrupt undead*, *flare*, *touch of fatigue* (x2); 1st lvl-*chill touch* (x2), *protection from good*, *ray of enfeeblement* (x3); 2nd lvl-*blindness/deafness*, *false life*, *ghoul touch* (x2), *spectral hand*; 3rd lvl-~~*protection from energy*~~, *slow*, *vampiric touch* (x2).

APL12

Troll Necromancer, Female Troll Wiz 9 (Necro): CR 11; Large Giant (9 ft. tall); HD 6d8+42 + 9d4+72; hp 169; Init +4 (+4 dex); Spd 30 ft.; AC 21 (-1 size, +4 dex, +5 natural, +2 *bracers of armor* +2, +1 *ring of protection* +1) Touch 14, Flat-footed 17; Base Attack/Grapple: +8/+18 Attack +13 claw melee (1d6+6); Full Attack: 2 claws +13 melee (1d6+6) and bite +8 melee (1d6+3); Face/Reach 10 ft./10 ft.; SA Rend 2d6+9, spells; SQ Darkvision 90 ft., low light vision, regeneration 5, scent, prohibited schools – conjuration, transmutation, familiar (homunculus); AL CE; SV Fort +16, Ref +11, Will +11.

Str 22, Dex 18, Con 26, Int 18(20), Wis 12, Cha 10.

Skills: Concentration +25, Decipher Script +11, Hide +22, Knowledge (Arcana) +18, Listen +16, Spellcraft +25, Spot +16; **Feats:** Alertness, Brew Potion, Greater Spell Focus (Necromancy), Improved Familiar, Lightning Reflexes, Scribe Scroll, Spell Focus (Necromancy), Weapon Focus (Ray).

SQ: Homunculus Familiar: (See *Dungeon Master's Guide* page 201).

Equipment: Traveling spellbook (contains only the spells memorized), *bracers of armor* +2, *headband of intellect* +2, *pearl of power* – 1st level, *potion of blur*, *ring of protection* +1, and *arcane scroll of greater invisibility*.

Spells Memorized (4+1/5+1/4+1/3+1) Base DC 17 + spell level: 0 lvl-*dancing lights*, *disrupt undead*, *flare*, *touch of fatigue* (x2); 1st lvl-*chill touch* (x3), *protection from good*, *ray of enfeeblement* (x3); 2nd lvl-*blindness/deafness* (x2), *false life*, *ghoul touch* (x2), *spectral hand*; 3rd lvl-*dispel magic*, ~~*protection from energy*~~, *slow*, *vampiric touch* (x2); 4th lvl-*enervation* (x2), *fear*, ~~*stoneskin*~~ 5th lvl-*magic jar*, *shadow evocation*.

Fiendish Troll (2): CR 6; Large Giant (9ft. tall); HD 6d8+36; hp 63; Init +2 (Dex +2); Spd 30 ft.; AC 16 (touch 11, flat-footed 14) [-1 Size, +2 Dex, +5 natural]; Base Attack/Grapple: +4/+14 Atks +9 melee (Claw; 1d6+6, melee), Full Attack: 2 claws +2 melee (1d6+9 and bite +4 melee (1d6+3); Face/Reach 10 ft./10 ft.; SA Rend 2d6+9, Smite Good (+6); SQ Darkvision 90 ft., low-light vision, regeneration 5, scent, resistance to cold 5 and fire 5, DR 5/magic; SR 11; AL CE; SV Fort +11, Ref +4, Will +3.

Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6. **Feats:** Alertness, Iron Will, Track.

SA: Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage. **Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

SQ: Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Tristan Spencer, male human Pal9/Sor4 (Pholtus) : hp 105; Init +2 (Dex); Spd 20 ft.; AC 26 (base +8 (armor) +2 (shield) +4 (ring)); Atk +11/+4 (melee, Longsword: +17/+10, 1d8+4, 17-20/x2), (missile, Composite Longbow: +13/+6, 1d8+2, 20/x3); SA Detect Evil, Immune Disease, Divine Grace, Lay on Hands (27), Aura of Courage, Smite Evil (+4 hit, D+9 dam), Cure disease 3/week, Turn undead as 7th Cleric; AL LG; SV Fort +16, Ref +11, Will +16.

Str 10(14), Dex 10, Con 15, Int 12, Wis 13, Cha 17.

Skills: Concentration +7, Knowledge (local) +7, Spellcraft +7, Scry +7, Diplomacy +10, Heal +11, Ride +5, Wilderness Lore (cross +class) +5. **Feats:** Blind Fight, Combat Reflexes, Improved Critical (longsword), Improved Initiative, Improved Unarmed Strike, Mounted Combat.

Languages: Common, Troll.

Spells (Arcane) (6/3/1): 0 Lvl-Arcane Mark, Mage Hand, Light, Mending, Flare, Open/Close; 1st Lvl-True Strike, Hypnotism, Endure elements; 2nd Lvl-SandStorm. SandStorm (level 2: VSM, Range: short, Duration: 1 round/level. Causes a single target creature with a mind and eyes to make a will save. Failure results in blindness. The material component is a pinch of sand or dirt which must be thrown at the targets eyes [does not need to hit])

Spells (Divine)(2): 1 Lvl-Divine Favor, Protection from evil.

Possessions: Full Plate (+8 armor bonus, -6 check penalty, 20', 50 lb.), Large Steel Shield (+2 armor bonus, -2 check penalty, 15 lb.), +4 Ring of Protection, Gauntlets of +4 Strength, Cape of Displacement (stacks with armor, first attack automatically misses, +2 ac, +2 reflex saves), Heavy Lance (1d8 damage, critical 20 X3, 10 lb., piercing), Longsword +4 Defender "Seneton" (1d8 damage, critical 17-20 X2, 4lbs, slashing) [Align: LG, Ego:10, communicates via empathy. Special purpose: Kill Mummies. Special powers at 12th level of effect: bonus d4 points fire damage every hit, 50% chance igniting flammable mundane items, glows bright crimson when mummies are within 200 feet, Glows with Continual light at will, Detect life at will, Wall of fire (twice per day) Fireball (12d6 once per day), Deals double damage to Mummies)], Composite Longbow (1d8 damage, critical 20 X3, Range 110', 3lb, piercing), 24 +2 Arrows, 12 Normal Arrows, 4 Tanglefoot bags, Potions (Flying at 11th level, Extra-Healing, Elixir of Vitality), Backpack, 2 Wine skins (water), mess kit, week iron rations, bedroll, tinder box, hooded lantern, Silver holy symbol of Pholtus, blank book, quill & inkpot, spell components secreted in an herb pouch, 2000 gp. total in gems and gold.

DM Aid #2

