

PAL4M-03

Demons in the Dust

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

Version 1.1

Round 1

by Glyn Dewey

“Unfinished evil long may dormant lie/’neath Valandil’s Mill Many’s coin did die/Though fist of stone nurse broken bone/and treasure’s not sought by him alone/yet for murdered souls his fingers pry.” That was the divination that sent you through the desolate lands of Tenh towards the ruins of Valandil’s Mill. A Living Greyhawk mini-mission recommended for loyal Pholtans but suitable for mercenaries of APLs 2-10

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

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

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

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

Tracking

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

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

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

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

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not

challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

Time Units and Upkeep

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

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

A character 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

Valandil's mill was a small town in Tenh that none-the-less housed a flourishing cult of Erythnul in the Fist that Rhelt Sevvord stationed there. When the ether threat descended and destroyed them, they were busy sacrificing captured Tenha and using a Vessel of Souls to store their essence. This vessel was to serve as payment for a powerful planar ally that higher members in the cult would summon.

The ether threat changed all of that. The Fist was destroyed, and the cultists were slain. However, the Vessel of Souls, nearly full with the blood of innocents was left and has lain for two years, waiting to be used. With the ether threat gone and old antagonists returning to the ruined Duchy, one of Erythnul's cultists thought to recover the Vessel of Souls and see if it contained enough souls to be useful as payment. A Pholtan oracle was also granted a cryptic warning and arranged for the PCs to investigate.

Pholtus is not the only power to know of the souls however. A powerful wizard divined the location of this source of power. An apprentice, transcribing the answers of her master's otherworldly sources of wisdom, deciphered some of their meaning and, stealing a scroll of a planar binding spell (the kind depends upon the APL), set out to recover them herself. Such souls would make fine coin to bribe bound demons and even an apprentice served by such a being would be a power to be reckoned with. (At APLs 8 and 10, she is not a runaway apprentice but an independent wizard).

Introduction:

The PCs are convinced to go on the mission and are told the divination that prompted it as well as a reasonable interpretation, given the information possessed by the oracle. (Alternatively, at higher APLs, a cleric devoted to a good or lawful god can receive the divination and spark the adventure themselves).

Traversing the Desolation:

The PCs take precautions for desert travel. Most likely this simply involves a lot of *endure elements* spells that may be unavailable in later encounters.

Arrival

The PCs arrive at the town of Valandil's Mill and explore.

Bound Souls and Bloody Rituals

The PCs explore the ruins of Valandil's Mill to discover what the divination means. Under Valandil's Mill, they come upon the wizard in the midst of negotiating with a powerful bound demon for the contents of the vessel.

Fists of Stone and Hearts of Steel

A group of Erythnullian cultists arrive, intent on searching out souls to earn their master's favor. They attempt to kill the PCs and take the Vessel of Souls.

Conclusion

If the PCs accidentally free the demon, it will be let loose on Oerth and cause untold destruction.

If the Stonefist Erythnullians capture the Vessel of Souls, they will use the souls within for some dark purpose.

If Maeve drives off the PCs, she will conclude her bargain with the demon and become a power or at least a powerful mercenary in a land where such mercenaries are tolerated. (The empire of Iuz is one possibility but Stonehold, the humanoids of the Rakers, the forces of the Troll King, and others are also possibilities).

If the PCs recover the Vessel of Souls, they will have to determine what to do with it. Destroy it

or hand it over to someone for safekeeping or possibly determining a way to release the souls within.

If the demon remains bound in the summoning circle, eventually someone will have to deal with it as well.

Cast of Characters

Maeve: NE female half-elf Wiz (level varies by APL)

- **Personality:** Most people have an instinctive compassion and sympathy towards others—not Maeve. Years of studying tomes of forbidden lore and assisting her master in rituals of magical binding and calling has driven all human sympathy from her heart. A deep, gnawing hunger for power has replaced her human sympathies and makes her appear somewhat unhinged. Even other wizards recognize her interest in magic and power as obsessive.
- **Description:** Years of study in musty libraries with only the light of her torch have given Maeve's skin a pale, corpse-like tone. Her robes are arranged in an obsessively neat and tidy manner and her hair is pulled back into a tight ponytail that gives her a severe appearance.
- **Motivation & Goals:** Maeve sees negotiating with a demon for its services as a much faster route to power than study to master the use of powerful spells on her own. She wants to be her own mistress and to gather both temporal and magical power.

Skeggi: CE Male human fighter type (level and classes vary by APL)

- **Personality:** Skeggi is a sadist, pure and simple. He derives pleasure from the pain of others. As a scion of Stonehold, he knows that opportunities to inflict pain depend upon pleasing Rhelt Sevvord and the priests of Erythnul. If there is something Skeggi likes as much as inflicting pain, it's carving. Skeggi finds a measure of peace in carving exquisite detail into the ivory handles of his weapons and torture implements.

- **Description:** Skeggi's long, straight, blonde hair is thinning in the front. His entire body is covered with ritual tattoos.
- **Motivation & Goals:** Skeggi wants to recover the Vessel of Souls for his masters in the cult of Erythnul. He knows, if he succeeds, he will likely win more victories and more chances to inflict pain but if he fails, he's likely to be offered to a demon as payment for its services.

Introduction

The PCs are in Atherstone responding to the call for independent scouts to explore Tenh.

The skulls of ancient and dreadful beasts leer down at you from the walls where they are mounted. About the hall, trophies of a bygone era stand side by side with banners bearing the purple and white arms of the Theocracy of the Pale. All of the scouts are being assigned their latest missions in the former Duchy of Tenh.

When it comes to your group, the captain introduces it: "We have sought Pholtus' wisdom in this investigation of Tenh and he has granted us many clues and prophecies. Among them is this: 'Unfinished evil long may dormant lie/'neath Valandil's Mill Many's coin did die/Though fist of stone nurse broken bone/and treasure's not sought by him alone/yet for murdered souls his fingers pry.'

"I don't know what it means for certain, but that's going to be your job to find out. Find out what it means, make sure the Stonefists don't get whatever they're after—if that's what "fist of stone" means, I'm no sage—and bring back a full report. Dismissed."

Alternate introduction: A level 7+ PC cleric of a good or lawful deity could receive the divination himself.

A knowledge (Religion) check (DC 10) will reveal that "The Many" is one of the titles of Erythnul. Asking for advice from NPC priests of Pholtus will also yield this information automatically. Asking about Valandil's Mill at all will reveal the fact that Valandil's Mill sounds like a place name but since it is an obscure location, a check is necessary to learn more. A knowledge (Local: Core or Nyrond Meta-region) check (DC

25) or Knowledge (Geography) check (DC 20) or Gather Information (DC 20) check will reveal that Valandil's Mill was a small community about two and a half days' ride west of Atherstone. In happier days, it was an obscure farming town but like many other towns, the Stonefisters and luzians captured it during the Greyhawk wars and enslaved its population. When the Stonefisters turned on the forces of luz and slaughtered them, they also slaughtered most of the slaves but returned from time to time to use the town as a base for raids. A Gather Information (DC 25) or Bardic Knowledge (DC 28) check will reveal the following information: Shortly before the ether creatures descended upon Tenh, some of the Faithful Flan reported a Stonefist raiding party carrying captives toward Valandil's Mill. When the ether creatures came, everyone had too much else to worry about to follow up on those reports.

If the PCs do not know the information or succeed at the Gather Information checks, they will eventually find their way to the library. There, a brief investigation will reveal that Valandil's Mill was a town in Tenh and where its location was.

Encounter One: Traversing the Desolation

The terrain changes dramatically shortly after you leave Atherstone. Suddenly, grass and shrubs give way to empty dust and dry sand. The earth of Tenh is naked and burned as if scraped clean by a razor and dried in the very fires of hell. Where the ether creatures once trod, there is now only bare stone, dry dust and destruction. As you pass further into the desolate land, the sun's heat reflecting off of the arid land becomes oppressive. Here and there, you can make out a lonely chimney or a stone foundation half buried in the dust that flies about your feet as you move—skeletons of civilization. More rare are skeletons of animals. They are bleached a blinding white in the sun and often sport large holes as if partially disintegrated.

It will take two days to traverse the distance from Atherstone to the ruins of Valandil's Mill. During the day, the temperature will be hot and oppressive though there will be no environmental hazards at night (and low APL PCs might be wise to travel by night and rest in the shade during the day). It will also require a DC 15 Survival check to avoid becoming lost on the way. Getting lost will

add 1-2 days to the party's travel time but does not otherwise penalize them.

Note regarding the magical effects of the Stonelands: The fadings and impeded magic experienced by some characters in core mods does not apply evenly throughout the Stonelands. In some areas, it is less strong. Valandil's Mill is one such area. Non-human PCs who get lost may experience some fading but they will stabilize in the vicinity of Valandil's Mill.

Encounter Two: Arrival

A cluster of skeletal stone foundations and ruined chimneys with the occasional wall or beam that somehow missed the depredations of the ether fiends is all that remains of Valandil's Mill. Behind the ruined town, the structure of the windmill that gave it its name looms like a four-armed giant. Dust and sand has piled up against its side to the height of a man. As you walk down the road, your feet knock the dust from over a small field of bones and spearheads, collapsed to the ground when the spears they were impaled upon broke or were consumed with the rest of the Duchy.

PCs who make a DC 25 spot check will notice a cloud of dust on the northern horizon—approaching town. This is the Stonefists. A PC who asks will be able to tell that, at their present pace, they will most likely arrive in some time between half an hour and fifteen minutes.

A search or Track check (DC 8) will find the fresh tracks of a single horse and a large dog on the ground, traveling through the town. Occasionally, there are also tracks of a medium humanoid wearing riding boots dismounting and inspecting the ruins. The ruined houses all show signs of excavation. (Spot DC 10 even if the PCs aren't looking). The dust inside has been cleared away to allow access to the cellars or to reveal the lack of cellars. The tracks stop at the entrance to the mill that has also been cleared. At APLs 2-4, the horse tracks simply vanish here; at all other APLs, they continue into the mill.

The mill was built of stone and is mostly intact and though dust has come into the doorway, it appears to have been cleared to one side with a

shovel. At all APLs **except** APL 2, the door is warded with an alarm spell:

APL 4-10: [EL -]: Alarm Spell (mental alarm version): CR -; Magical; location trigger; no reset; alerts Maeve; Multiple targets; caster level varies (see Maeve's stat block), Search DC 26, Disable Device DC 26)]

Encounter Three: Bound Souls and Bloody Circles

Inside, the mill is dark and dimly illuminated by light coming through the doorway and a few unshuttered windows. A pair of millstones connected to a massive shaft that runs through the ceiling into the upper levels of the tower dominate the center of the circular chamber. The top half of a ladder hangs uselessly from a hole in the ceiling that must have once led to the upper levels. Small piles of bones and dry dust dot the floor surrounding a trapdoor set with a heavy iron ring.

At APLs 8 and 10, a *Mordenkainen's faithful hound* also guards the interior of the mill. (If you handle all of the interaction between the PCs in initiative order, this can take quite a while. Make sure to keep a fast pace during this part of the encounter. You may even want to just ask the PCs whether anyone attacks (usually blindly), casts a spell or runs away rather than going through normal initiative).

If the PCs open the trapdoor, it reveals a narrow staircase. All of the area below the trapdoor is still under the effects of an *unhallow* spell from when it was dedicated to Erythnul. The spells tied to it have long since expired but everyone who enters the area still receives the effect of a *protection from good* spell and good summoned creatures (such as Paladin mounts) are hedged out.

The area beneath the trap door appears to be undisturbed by the events above ground. Flickering flames provide illumination barely sufficient to make out unholy sigils drawn in now-dried blood flaking off the walls. Skulls hang like rattles from the ceiling and ahead of

you and five feet from the bottom of the steep stair, a heavy door of black iron studded with spikes blocks the way.

Beyond the door is the former altar of Erythnul, now converted into Maeve's summoning chamber.

In the shadows beyond the door, a grisly idol of a man holding a faintly glowing heart and a stone club above his head in a pose of exultation adorns the center of the room. Behind it, however, a far more imposing figure stands, shrouded in shadows and bound by a circle of chalk scrawled on the floor. Outside the circle, tantalizingly close to it, an uncovered cauldron of black iron seems to hold a swirling mist of faintly glowing blue-green forms that strain towards its rim but cannot escape.

The glow of the idol bathes the entire room in shadowy illumination. This is sufficient for characters with low-light vision to see clearly, but characters without darkvision or low-light vision will face a 20% miss chance from concealment.

The cauldron is the Vessel of Souls. Upon closer inspection, each of the forms has the face of a Tenha man, woman, or child with the ragged wounds of a sacrificial knife across their throats and chests. It radiates strong evil. A Knowledge (Religion) check (DC 10) will reveal that it is embossed with symbols of slaughter. DC 15 will reveal that Erythnul's planar allies often demand the blood and souls of the slain in return for their services. A knowledge (Arcana) check (DC 15) will reveal that destroying the Vessel of Souls is likely to destroy all of its contents. Channeling positive energy into the vessel will give the souls inside some relief from their torment but it only lasts 1 minute per maximum HD of undead turned. (So a check sufficient to turn 10 HD of undead will relieve them for 10 minutes). The exact method of its destruction will be impossible to determine without careful research.

A Knowledge (arcana) check (DC 10) will let the PCs know the demon is bound within the circle and cannot escape unless the circle is broken. A spellcraft check (DC 30 or 34) will recognize the in-place effect of a Planar Binding or Greater Planar Binding spell.

Depending upon whether or not she was warned by the alarm spell, Maeve may or may not be visible negotiating with the demon.

If Maeve is warned by the alarm spell or especially loud PCs (ie, she is alerted by the alarm or makes the listen check at –14 to hear the PCs before they open the door), she will cast Shield, cast Invisibility on herself and share it with her familiar, as well as the rest of her minute/level+ buffs (Augment Familiar at level 6+, and See Invisibility at level 8).

In the first rounds of combat, she will attempt to summon monsters (note that, at APL 8 and 10, she has Augment Summoning and that, knowing that the area is Unhallowed, she will not attempt to summon any good creatures) from her invisible location unless an obviously better option presents itself. (Such as slowing the entire party down without breaking her invisibility by using Solid Fog at higher APLs) She may also attempt to share a Vampiric Touch with her familiar, enabling it to attack once and gain hit points and her to attack and gain hit points. Unfortunately, this requires her to move to within 5 feet of her familiar before using the spell so it might be too risky for her.

APL 2: [EL 4 reduced for sub optimal spell selection and possible PC surprise] APL 2 Maeve

APL 4: [EL 6] APL 4 Maeve, worg familiar

APL 6: [EL 8] APL 6 Maeve, Nightmare (see MM pg. 194), hell-hound familiar

APL 8: [EL 10] APL 8 Maeve, Nightmare (see MM pg. 194), hell-hound familiar

APL 10: [EL 12] APL 10 Maeve, Nightmare(see MM pg. 194), hell-hound familiar

The demon bound in the circle also varies by APL:

APL 2: Vrock (see MM pg. 48)

APL 4: Vrock (see MM pg. 48)

APL 6: Hezrou (see MM pg. 44)

APL 8: Glabrezu (see MM pg. 43)

APL 10: Marilith (see MM pg. 44)

During the first few rounds of combat, the demon will speak in Abyssal: “My price has gone up. For my aid, I will require all of the souls in the cauldron and a further sum of 30 souls after the completion of the first service.” If the circle is disturbed during

the combat, the demon will immediately attack and slay Maeve, then turn to the PCs and thank them for freeing it and teleport away. As a token of its gratitude, it will let them live. Write “Favor of the Demon” on the PCs’ ARs. It may be relevant at the Winter Weekend in the Pale Interactive. Since gratitude is not ordinarily associated with demons, it likely has an ulterior motive not revealed in this module.

If the PCs talk to the demon, it will attempt to persuade them to set it free. A spellcraft check (DC 20—24 for a wizard with Conjuration as a barred school) will remind the PCs that the magic of a Planar Binding spell binds the creature to abide by any agreement it enters into with the caster and the caster alone. Any agreement made with a third party would be upheld only by the creature’s sense of honor (if any).

If the combat is going very poorly for the PCs, the demon will offer to save them if they set him free. This is an offer he will follow through on since he wants to kill Maeve anyway for her brazen attempt to bind him.

Encounter Four: Fists of Stone and Hearts of Steel

There are several circumstances that could modify this encounter. If the PCs leave a lookout or a familiar above ground, they will see the Stonefists approaching the town from among the dunes, dismounting, and spreading out to search through the town. They may start the encounter wherever they wish. If the PCs take ten minutes or longer inside the secret temple, then the Stonefists will find it and attack them from behind. (They will attempt to be stealthy and will take ten moving silently down the trapdoor. This will usually result in a move silently check of 9 or 10—if the PCs close the shrine door, attempts to hear the Stonefists through the door will be at a –10 penalty in addition to the normal –1 penalty per ten feet of distance.

When the PCs emerge from the mill, they should get a Spot check (DC 15) to spot the Erythnullian Stonefists descending upon the ruined village in the gathering twilight. (A failed spot check means the encounter will begin at 120 instead of 300 feet).

APL 2: [EL 5] Erythnul Acolyte, 2 Stonefist Warriors, Stonefist Archer, Skeggi (APL 2)

APL 4: [EL 7] Erythnul Acolyte, 3 Veteran Stonefist warriors, Veteran Stonefist Archer, Skeggi (APL 4)

APL 6: [EL 9] Erythnul Disciple, 4 Elite Stonefist Warriors, 2 Veteran Stonefist Archers, Skeggi (APL 6)

APL 8: [EL 11] Erythnul Disciple, 3 Stonefist Barbarians, Elite Stonefist Archer, Skeggi (APL 8)

APL 10: [EL 13] Erythnul Priest, 4 Stonefist Ravagers, 2 Stonefist Snipers, Skeggi (APL 10)

The Stonefists are after the Vessel of Souls and if they can intimidate (this is NOT a skill check, role-play it) the PCs into giving it up without a fight, they will. If there is a fight, however, they will neither give nor ask for quarter, fleeing only if both the priest of Erythnul and Skeggi are dead and they still appear to be losing. The Stonefists are cunning combatants and will try to maneuver PCs into areas where they are at a disadvantage. They will use cover to get into position and to approach enlarged PCs or PCs with reach. The Stonefist archers and snipers will attempt to climb into a building where they can snipe the PCs from relative safety.

Conclusion

If the PCs accidentally free the demon, it will be loosed upon Oerth to wreak havoc.

If the Stonefister Erythnullians capture the Vessel of Souls, they will use the souls within for their own dark purposes

If Maeve drives off the PCs, she will conclude her bargain with the demon and become a power or at least a powerful mercenary in a land where such mercenaries are tolerated. (The empire of luz is one possibility but Stonehold, the humanoids of the Rakers, the forces of the Troll King, and others are also possibilities).

If the PCs recover the Vessel of Souls, they will have to determine what to do with it. Will they destroy it? Will they turn it over to the Church of Pholtus in hopes they can help the poor souls trapped within?

If the demon remains bound in the summoning circle, eventually someone will have to deal with it. Do the PCs notify the Church of Pholtus so they can deal with the demon?

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 Three

Defeated Maeve

APL2 120 xp; APL4 180 xp; APL6 240 xp;
APL8 300 xp; APL 10 360 xp.

Encounter Four

Defeated the Skeggi and the Stonefisters

APL2 150 xp; APL4 210 xp; APL6 270 xp;
APL8 330 xp; APL 10 390 xp.

Discretionary roleplaying award

APL2 45 xp; APL4 65 xp; APL6 90 xp;
APL8 110 xp; APL 135 xp.

Total possible experience:

APL2 225 xp; APL4 325 xp; APL6 450 xp;
APL8 562xp; APL 10 675

Note that the total possible experience is less than the sum of all of the above numbers. It is possible to partially fail to defeat the party's foes and still gain full 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.

Encounter Three

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

APL 2: L: 188 gp; C: 0 gp; M: 108 gp

APL 4: L: 188 gp; C: 0 gp; M: 108 gp

APL 6: L: 288 gp; C: 0 gp; M: 146 gp

APL 8: L: 394 gp; C: 0 gp; M: 146 gp

APL 10: L: 394 gp; C: 0 gp; M: 146 gp

Encounter Four

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

APL 2: L: 114 gp; C: 0 gp; M: 0 gp

APL 4: L: 151 gp; C: 0 gp; M: 29 gp

APL 6: L: 343 gp; C: 0 gp; M: 442 gp

APL 8: L: 237 gp; C: 0 gp; M: 818 gp

APL 10: L: 500 gp; C: 0 gp; M: 3434 gp

Total Possible Treasure

APL 2: 225 gp

APL 4: 325 gp

APL 6: 450 gp

APL 8: 650 gp

APL 10: 1150 gp

Critical Events:

The Vessel of Souls: Who ends up with the Vessel? The church of Pholtus? The Stonefisters? Or Maeve? Or do the PCs destroy it and all of the souls within?

The Bound Demon: What is done with the demon? Does it escape its binding? Is it left in the circle? Is the Church of the One True Path informed about it?

Does Maeve escape?

Does Skeggi survive and escape?

Appendix I: NPCs: APL 2

Encounter 3:

APL 2 Maeve: Female half-elf Wiz (Conjurer) 5; CR 5; HD 5d4+10; hp: 26; Init +6; Spd 30 ft.; AC 16 [+2 dex, +4 mage armor] (touch 12, flat-footed 14); Base Atk/Grp: +2/+2; Atk/Full Atk: +3 melee (1d4 dagger) or +5 ranged (1d4 dagger) or +4 ranged touch (spell); SQ: Elf-blood, Immunity to Sleep spells, +2 to saves vs. enchantments, low-light vision, Familiar; AL: NE; SV: Fort: +4; Ref +4, Will +5; Str 10, Dex 14, Con 14, Int 18, Wis 11, Cha 9

Skills and Feats: Concentration: +10 [8 ranks], Diplomacy +1, Gather Information +1, Intimidate +3 [4 ranks cc], Knowledge: Arcana +12 (8 ranks), Knowledge: Planes +12 [8 ranks], Listen +1, Search +5, Sense Motive +1 [1 rank cc], Spellcraft +14 [8 ranks] Spot +1; Empower Spell, Improved Initiative, Scribe Scroll, Spell Focus: Conjurat

Equipment: +1 cloak of resistance, Masterwork cold iron dagger, spell component pouch, ~~scroll of Planar Binding, scroll of Dimensional Anchor~~, spellbook, potion of cure moderate wounds.

Spells Prepared (4+1/4+1/3+1/2+1; Base DC = 14+spell level, 15+spell level conjurations; enchantment and evocation prohibited)

0—Acid Splash, Mage Hand, Arcane Mark, Touch of Fatigue; 1st—Cause Fear, ~~Endure Elements, Mage Armor, Ray of Enfeeblement, Shield~~; 2nd—~~Eagle's Splendor, False Life, Owl's Wisdom, Glitterdust~~; 3rd—~~Magic Circle Against Chaos, Summon Monster III, Vampiric Touch~~

She has cast Endure Elements, False Life (11 temporary hit points), and Mage Armor on herself, as is her common practice. She has also cast Eagle's Splendor and Owl's Wisdom in order to be better prepared for her negotiations and Magic Circle Against Chaos in order to trap the summoned demon.

Spellbook: 0: All non-enchantment and non-evocation spells; 1st—Cause Fear, Chill Touch,

Endure Elements, Mage Armor, Protection From Chaos, Protection From Good, Ray of Enfeeblement, Shield, Summon Monster I; 2nd—Eagle's Splendor, False Life, Glitterdust, Invisibility, Owl's Wisdom, Web; 3rd—Magic Circle Against Chaos, Summon Monster III, Vampiric Touch

Encounter 4:

Erythnul Acolyte: male half-orc War 1/clr (Erythnul) 2; CR 2; HD 3d8+3; hp 20; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+4 chain shirt, +1 buckler, +1 dex]; Base Atk/Grp: +2/+5; Atk/Full Atk: +6 melee (1d8+4 morning star), SA: Smite; AL CE; SV Fort +6, Ref +1, Will +4; Str 16, Dex 13, Con 12, Int 10, Wis 13, Cha 9.

Skills and Feats: Intimidate +1 [2.5 ranks cc], Knowledge: Religion +2 [2 ranks], Survival +3 [2.5 ranks cc]; Power Attack, Improved Sunder, Weapon Focus (Morning Star).

Spells Prepared (4/3+1); base DC = 11 + spell level): 0—Cure Minor Wounds x2, Inflict Minor Wounds, Light; 1st—Bless, Cure Light Wounds, Shield of Faith, Inflict Light Wounds*

*Domain spell. *Domains:* [Destruction (Smite 1/day); War (Weapon Focus: Morning Star)].

Equipment: Morning Star, chain shirt, buckler, dagger, (un)holy symbol, light horse, riding saddle, 2 days' rations.

Stonefist Warrior: male human War 1; CR 1/2; HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 14) [+4 chain shirt, +2 shield, +1 dex]; Base Atk/Grp: +1/+3; Atk/Full Atk: +4 melee (1d8+2 battle axe), or +2 ranged (1d6+2 javelin); AL CE; SV Fort +3, Ref +1, Will +0; Str 14, Dex 13, Con 12, Int 9, Wis 11, Cha 8.

Skills and Feats: Intimidate +3 [4 ranks], Survival +2 [2 ranks cc]; Power Attack, Weapon Focus: Battle axe.

Equipment: Battle axe, chain shirt, heavy wooden shield, dagger, 2 javelins, (un)holy

symbol, light horse, riding saddle, 2 days' rations.

Stonefist Archer: male human War 1; CR 1/2; HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 14) [+4 chain shirt, +1 buckler, +2 dex]; Base Atk/Grp: +1/+2; Atk/Full Atk: +2 melee (1d8+1 battle axe), or +3 ranged (1d8 longbow); AL CE; SV Fort +3, Ref +2, Will +0; Str 13, Dex 14, Con 12, Int 9, Wis 11, Cha 8.

Skills and Feats: Balance +2 [2 ranks cc]; Climb +3 [4 ranks]; Point Blank Shot, Rapid Shot.

Equipment: Battle axe, chain shirt, buckler, dagger, longbow, 20 arrows, 10 silvered arrows, (un)holy symbol, light horse, riding saddle, 2 days' rations.

APL 2 Skeggi: male human War 3; CR 2; HD 3d8+3; hp 20; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 14) [+4 chain shirt, +2 shield, +1 dex]; Base Atk/Grp: +3/+5; Atk +6 melee (1d8+2 morning star), or +4 ranged (1d6+2 throwing axe); AL CE; SV Fort +4, Ref +2, Will +1; Str 15, Dex 13, Con 12, Int 11, Wis 11, Cha 10.

Skills and Feats: Intimidate +3, Knowledge: Religion +3, Survival +3; Power Attack, Improved Sunder, Weapon Focus: Morning Star.

Equipment: Masterwork Morning Star, chain shirt, heavy wooden shield, dagger, 2 javelins, (un)holy symbol, light horse, riding saddle, 2 days' rations.

Appendix II: NPCs: APL 4

Encounter 3:

APL 4 Maeve: Female half-elf Wiz (Conjurer) 6; CR 6; HD 6d4+12; hp: 31; Init +6; Spd 30 ft.; AC 16 [+2 dex, +4 mage armor] (touch 12, flat-footed 14); Base Atk/Grp: +3/+3; Atk/Full Atk: +4 melee (1d4 dagger) or +6 ranged (1d4 dagger) or +5 ranged touch (spell); SQ: Elf-blood, Immunity to Sleep spells, +2 to saves vs. enchantments, low-light vision, Familiar; AL: NE; SV: Fort: +5; Ref +5, Will +6; Str 10, Dex 14, Con 14, Int 18, Wis 11, Cha 9

Skills and Feats: Concentration: +11 [9 ranks], Diplomacy +1, Gather Information +1, Intimidate +3 [4.5 ranks cc], Knowledge: Arcana +13 (9 ranks), Knowledge: Planes +13 [9 ranks], Listen +1, Search +5, Sense Motive +1 [1.5 rank cc], Spellcraft +15 [9 ranks] Spot +1; Empower Spell, Improved Familiar, Improved Initiative, Scribe Scroll, Spell Focus: Conjuratation

Equipment: +1 cloak of resistance, Masterwork cold iron dagger, spell component pouch, ~~scroll of Planar Binding, scroll of Dimensional Anchor~~, spellbook, potion of cure moderate wounds.

Spells Prepared (4+1/4+1/4+1/3+1; Base DC = 14+spell level, 15+spell level conjurations; enchantment and evocation prohibited)

0—Acid Splash, Mage Hand, Arcane Mark, Touch of Fatigue; 1st—~~Alarm, Cause Fear, Endure Elements, Mage Armor, Shield~~; 2nd—~~Blindness/Deafness, Eagle's Splendor, False Life, Glitterdust, Invisibility~~; 3rd—~~Magic Circle Against Chaos, Stinking Cloud, Summon Monster III, Vampiric Touch~~

She has cast Endure Elements, False Life (13 temporary hit points), and Mage Armor on herself as is her common practice. She has also cast Eagle's Splendor in order to be better prepared for her negotiations and Magic Circle Against Chaos in order to trap the summoned demon. She cast Alarm on the entrance to the ruined mill.

Spellbook: 0: All non-enchantment and non-evocation spells; 1st—Alarm, Cause Fear, Chill Touch, Endure Elements, Mage Armor, Protection From Chaos, Protection From Good, Ray of Enfeeblement, Shield Summon Monster I; 2nd—Blindness/Deafness, Eagle's Splendor, False Life, Glitterdust, Invisibility, Owl's Wisdom, Web; 3rd—Dispel Magic, Magic Circle Against Chaos, Summon Monster III, Stinking Cloud, Vampiric Touch

Worg Familiar: CR n/a; Medium Magical Beast; HD 4d10+8; hp 30; Init +2 (dex); Spd 50 ft.; AC 17 (touch 12, flat-footed 15) [+2 dex, +5 natural]; Base Atk/Grp: +4/+7; Atk/Full Atk: +7 melee (1d6+4 bite); SA: Trip; SQ: grant Alertness, Deliver Touch Spells, Empathic Link, Improved Evasion, Scent, Share Spells, Empathic Link, Deliver Touch Spells, Speak With Master; AL NE; SV Fort +7, Ref +6, Will +6; Str 17, Dex 15, Con 15, Int 8, Wis 14, Cha 10.

Skills and Feats: Concentration +11 (+9 mistress), Hide +6, Intimidate +4 (+4 mistress), Knowledge: Arcana +8 (+9 mistress), Knowledge: Planes +8 (+9 mistress), Listen +6, Move Silently +6, Spot +6, Spellcraft +10 (+11 mistress), Survival +2; Alertness, Track.

Encounter 4:

Erythnul Acolyte: male half-orc War 1/clr (Erythnul) 2; CR 2; HD 3d8+3; hp 20; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+4 chain shirt, +1 buckler, +1 dex]; Base Atk/Grp: +2/+5; Atk/Full Atk: +6 melee (1d8+4 morning star), SA: Smite; AL CE; SV Fort +6, Ref +1, Will +4; Str 16, Dex 13, Con 12, Int 10, Wis 13, Cha 9.

Skills and Feats: Intimidate +1 [2.5 ranks cc], Knowledge: Religion +2 [2 ranks], Survival +3 [2.5 ranks cc]; Dodge, Power Attack, Weapon Focus (Morning Star).

Spells Prepared (3/2+1); base DC = 11 + spell level): 0—Cure Minor Wounds x2, Inflict Minor Wounds, Light; 1st—Bless, Cure Light Wounds, Inflict Light Wounds*, Shield of Faith.

*Domain spell. *Domains*: [Destruction (Smite 1/day); War (Weapon Focus: Morning Star)].

Equipment: Morning Star, chain shirt, buckler, dagger, (un)holy symbol, light horse, riding saddle, 2 days' rations.

Veteran Stonefist Warrior: male human War 2; CR 1; HD 2d8+2; hp 14; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 14) [+4 chain shirt, +2 shield, +1 dex]; Base Atk/Grp: +2/+4; Atk/Full Atk: +5 melee (1d8+2 morning star), or +3 ranged (1d6+2 javelin); AL CE; SV Fort +4, Ref +1, Will +0; Str 15, Dex 13, Con 12, Int 11, Wis 11, Cha 10.

Skills and Feats: Intimidate +2.5, Knowledge: Religion +2.5, Survival +2.5; Power Attack, Weapon Focus: Morning Star.

Equipment: Morning Star, chain shirt, heavy wooden shield, dagger, 2 javelins, (un)holy symbol, light horse, riding saddle, 2 days' rations.

Veteran Stonefist Archer: male human Ftr 2; CR 2; HD 2d10+2; hp 18; Init +1; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +3 dex]; Base Atk/Grp: +2/+4; Atk: +4 melee (1d8+2 morning star), or +6 ranged [+7 with masterwork arrows] (1d8+2 composite longbow); Full Atk: +4 melee (1d8+2 morning star), or +4/+4 ranged [+5/+5 with masterwork arrows] (1d8+2 composite longbow); AL CE; SV Fort +4, Ref +3, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Balance +3 [2.5 ranks cc], Climb +5 [5 ranks], Intimidate +4 [5 ranks]; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: Composite Longbow.

Equipment: Morning Star, chain shirt, buckler, dagger, Mighty [+2] composite longbow, 10 masterwork arrows, 10 normal arrows, 10 silvered arrows, (un)holy symbol, light horse, riding saddle, 2 days' rations.

APL 4 Skeggi: Male human Bbn 1/Ftr 3; CR 4; HD 1d12+3d10+8; HP: 38; Init +3; Spd 40 ft.; AC

19 [+4 chain shirt, +2 shield +3 dex] (touch 13, flat-footed 17); **Base Atk/Grp: +4/+7**; Atk/Full Atk +9 melee (1d8+3 Morning Star) or +7 (1d6+3 javelin); SQ: Rage 1/day, Fast Movement; AL: CE; SV Fort +7, Ref +5, Will +3; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Jump +5 [4 ranks], Handle animal +4 [5 ranks], Knowledge: Religion +3 [3 ranks cc], Intimidate +6 [7 ranks], Ride +7 [3 ranks], Survival +4 [4 ranks]; Cleave, Improved Sunder, Iron Will, Power Attack, Weapon Focus: Morning Star.

Equipment: Masterwork morning star, heavy shield, three javelins, dagger, chain shirt, potion of cure moderate wounds, potion of cure light wounds, tanglefoot bag.

Rage: HP 49; AC 17, Atk +11 (1d8+5 morning star) or +7 (1d6+5 javelin); SV: Fort +9, Ref +5, Will +5

Appendix III: NPCs: APL 6

Encounter 3:

APL 6 Maeve: Female half-elf Wiz (Conjurer) 8; CR 8; HD 8d4+16; hp: 41; Init +6; Spd 30 ft.; AC 16 [+2 dex, +4 mage armor] (touch 12, flat-footed 14); Base Atk/Grp: +4/+4; Atk/Full Atk: +5 melee (1d4 dagger) or +7 ranged (1d4 dagger) or +6 ranged touch (spell); SQ: Elf-blood, Immunity to Sleep spells, +2 to saves vs. enchantments, low-light vision, Familiar; AL: NE; SV: Fort: +5; Ref +5, Will +7; Str 10, Dex 14, Con 14, Int 19, Wis 11, Cha 9

Skills and Feats: Concentration: +13 [11 ranks], Diplomacy +1, Gather Information +1, Intimidate +4 [5.5 ranks cc], Knowledge: Arcana +15 (11 ranks), Knowledge: Planes +15 [11 ranks], Listen +1, Search +5, Sense Motive +2 [2.5 rank cc], Spellcraft +17 [11 ranks] Spot +1; Empower Spell, Improved Familiar, Improved Initiative, Scribe Scroll, Spell Focus: Conjunction

Equipment: +1 cloak of resistance, Masterwork cold iron dagger, spell component pouch, ~~scroll of Planar Binding~~, spellbook, potion of cure serious wounds.

Spells Prepared (4+1/5+1/4+1/4+1/3+1; plus 1 1st and 1 2nd from Rary's Mnemonic Enhancer; Base DC = 14+spell level, 15+spell level conjurations; enchantment and evocation prohibited)

0—Acid Splash, Mage Hand, Arcane Mark, Touch of Fatigue; 1st—~~Alarm, Endure Elements, Mage Armor x3, Ray of Enfeeblement, Shield~~; 2nd—~~Augment Familiar, Eagle's Splendor, False Life, Glitterdust, Invisibility, Protection from Arrows~~; 3rd—~~Empowered Ray of Enfeeblement, Magic Circle Against Chaos, Stinking Cloud, Summon Monster III, Vampiric Touch~~; 4th—~~Dimensional Anchor, Evard's Black Tentacles, Fear, Summon Monster IV~~

She has cast Endure Elements, False Life (15 temporary hit points), Protection From Arrows, and Mage Armor on herself as is her common practice. She has also cast Eagle's Splendor in order to be better prepared for her negotiations

and Magic Circle Against Chaos and Dimensional Anchor in order to trap the summoned demon. She cast Alarm on the entrance to the ruined mill. She also cast Mage Armor separately upon her familiar.

Spellbook: 0: All non-enchantment and non-evocation spells; 1st—Alarm, Cause Fear, Chill Touch, Endure Elements, Mage Armor, Protection From Chaos, Protection From Good, Ray of Enfeeblement, Shield, Shocking Grasp, Summon Monster I; 2nd—Blindness/Deafness, Eagle's Splendor, False Life, Glitterdust, Invisibility, Owl's Wisdom, Protection from Arrows, Web; 3rd—Dispel Magic, Magic Circle Against Chaos, Summon Monster III, Stinking Cloud, Vampiric Touch; 4th—Dimensional Anchor, Evard's Black Tentacles, Fear, Rary's Mnemonic Enhancer, Summon Monster IV.

Worg Familiar: CR n/a; Medium Magical Beast; HD 4d10+8; hp 30; Init +2 (dex); Spd 50 ft.; AC 22 (touch 12, flat-footed 20) [+2 dex, +4 mage armor, +6 natural]; Base Atk/Grp: +4/+7; Atk/Full Atk: +7 melee (1d6+4 bite); SA: Trip; SQ: grant Alertness, Deliver Touch Spells, Empathic Link, Improved Evasion, Scent, Share Spells, Empathic Link, Deliver Touch Spells, Speak With Master; AL NE; SV Fort +7, Ref +6, Will +6; Str 17, Dex 15, Con 15, Int 9, Wis 14, Cha 10.

Skills and Feats: Concentration +13 (+11 mistress), Hide +6, Intimidate +5 (+5 mistress), Knowledge: Arcana +10 (+11 mistress), Knowledge: Planes +10 (+11 mistress), Listen +6, Move Silently +6, Spot +6, Spellcraft +12 (+13 mistress), Survival +2; Alertness, Track.

Encounter 4:

Erythnul Disciple: male half-orc War 1/clr (Erythnul) 4; CR 4; HD 5d8+5; hp 32; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+5 chain mail, +1 buckler, +1 dex]; Base Atk/Grp: +4/+7; Atk/Full Atk: +8 melee (1d8+3 morning star), SA: Smite; AL CE; SV Fort +7, Ref +2, Will +6; Str 16, Dex 13, Con 12, Int 10, Wis 14, Cha 9.

Skills and Feats: Concentration: +5 [4 ranks], Intimidate +1 [2 ranks cc], Knowledge: Religion +3 [3 ranks], Survival +3 [2 ranks cc]; Dodge, Power Attack, Weapon Focus (Morning Star).

Spells Prepared (5/4+1/3+1); base DC = 12 + spell level)

0—Cure Minor Wounds x2, Inflict Minor Wounds, Light; 1st—Bane, Bless, Cure Light Wounds, Inflict Light Wounds*, Shield of Faith; 2nd—Cure Moderate Wounds, Sound Burst, Spiritual Weapon*, Wave of Grief

*Domain spell. *Domains:* [Destruction (Smite 1/day); War (Weapon Focus: Morning Star)].

Equipment: Morning Star, chain shirt, buckler, dagger, (un)holy symbol, light horse, riding saddle, 2 days' rations.

Elite Stonefist Warrior: male human War 3; CR 2; HD 3d8+3; hp 20; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 14) [+4 chain shirt, +2 shield, +1 dex]; Base Atk/Grp: +3/+5; Atk/Full Atk +6 melee (1d8+2 morning star), or +4 ranged (1d6+2 javelin); AL CE; SV Fort +4, Ref +2, Will +3; Str 15, Dex 13, Con 12, Int 11, Wis 11, Cha 10.

Skills and Feats: Intimidate +3, Knowledge: Religion +3, Survival +3; Power Attack, Iron Will, Weapon Focus: Morning Star.

Equipment: Masterwork Morning Star, chain shirt, heavy wooden shield, dagger, 2 javelins, (un)holy symbol, light horse, riding saddle, 2 days' rations.

Veteran Stonefist Archer: male human Ftr 2; CR 2; HD 2d10+2; hp 18; Init +1; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +3 dex]; Base Atk/Grp: +2/+4; Atk: +4 melee (1d8+2 morning star), or +6 ranged [+7 with masterwork arrows] (1d8+2 composite longbow); Full Atk: +4 melee (1d8+2 morning star), or +4/+4 ranged [+5/+5 with masterwork arrows] (1d8+2 composite longbow); AL CE; SV

Fort +4, Ref +3, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Balance +3 [2.5 ranks cc], Climb +5 [5 ranks], Intimidate +4 [5 ranks]; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: Composite Longbow.

Equipment: Morning Star, chain shirt, buckler, dagger, Mighty [+2] composite longbow, 10 masterwork arrows, 10 normal arrows, 10 silvered arrows, (un)holy symbol, light horse, riding saddle, 2 days' rations.

APL 6 Skeggi: Male human Ftr 4/Bbn 1/Ravager 1; CR 6; HD 1d12+5d10+12; HP: 54; Init +3; Spd 40 ft.; AC 20 [+5 chain shirt, +2 large shield, +3 dex] (touch 13, flat-footed 17); Base Atk/Grp: +6/+9; Atk +11 melee (1d8+6 Morning Star) or +9 (1d6+3 Javelin); Full Atk: +11/+6 melee (1d8+6 Morning Star) or +9 (1d6+3 Javelin); SA: Pain Touch 1/day; SQ: Fast Movement, Rage 1/day; AL: CE; SV Fort +11, Ref +5, Will +4; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Jump +6, Knowledge (Religion) +4, Handle Animal +4, Intimidate +5, Ride +14, Wilderness Lore +4; Cleave, Combat Brute, Iron Will, Power Attack, Improved Sunder, Weapon Focus: Morning Star, Weapon Specialization: Morning Star.

Equipment: +1 Chain Shirt with masterwork armor spikes, large wooden shield, dagger, +1 Cloak of Resistance, +1 morning star, 4 javelins, 1 potion of cure serious wounds, tanglefoot bag, light riding horse with riding saddle (MM 197).

Pain Touch: The Ravager can make an unarmed touch attack that causes 1d8 hit points of damage, plus one point per Ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage, plus 1 point per the Ravager's level.

Rage: HP 66; AC 18, Atk +13/+8 (1d8+8 morning star) or +9 (1d6+5 javelin); SV: Fort +13, Ref +5, Will +6

Appendix IV: NPCs: APL 8

Encounter 3:

APL 8 Maeve: Female half-elf Wiz (Conjurer) 10; CR 10; HD 10d4+20; hp: 51; Init +6; Spd 30 ft.; AC 16 [+2 dex, +4 mage armor] (touch 12, flat-footed 14); Base Atk/Grp: +5/+5; Atk/Full Atk: +6 melee (1d4 dagger) or +8 ranged (1d4 dagger) or +7 ranged touch (spell); SQ: Elf-blood, Immunity to Sleep spells, +2 to saves vs. enchantments, low-light vision, Familiar; AL: NE; SV: Fort: +7; Ref +7, Will +9; Str 10, Dex 14, Con 14, Int 19, Wis 11, Cha 9

Skills and Feats: Concentration: +15 [13 ranks], Diplomacy +1, Gather Information +1, Intimidate +5 [6.5 ranks cc], Knowledge: Arcana +17 (13 ranks), Knowledge: Planes +17 [13 ranks], Listen +1, Search +5, Sense Motive +3 [3.5 rank cc], Spellcraft +19 [13 ranks] Spot +1; Augment Summoning, Empower Spell, Improved Familiar, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus: Conjunction

Equipment: +1 cloak of resistance, Masterwork cold iron dagger, spell component pouch, ~~scroll of Planar Binding~~, spellbook, potion of cure serious wounds.

Spells Prepared (4+1/5+1/5+1/4+1/4+1/2+1; plus 1 1st and 1 2nd from Rary's Mnemonic Enhancer; Base DC = 14+spell level, 15+spell level conjurations; enchantment and evocation prohibited)

0—Acid Splash, Mage Hand, Arcane Mark, Touch of Fatigue; 1st—~~Alarm, Endure Elements, Mage Armor~~ x3, Ray of Enfeeblement, Shield; 2nd—Augment Familiar, ~~Eagle's Splendor, False Life~~ x2, Glitterdust, Invisibility, See Invisibility; 3rd—Empowered Ray of Enfeeblement, ~~Magic Circle Against Chaos~~, Stinking Cloud, Summon Monster III, Vampiric Touch; 4th—~~Dimensional Anchor~~, Evard's Black Tentacles, Fear, Solid Fog, Summon Monster IV; 5th—Baleful Polymorph, Quicken Ray of Enfeeblement, ~~Mordenkainen's Faithful Hound~~

She has cast Endure Elements, False Life (16 temporary hit points), Protection From Arrows,

and Mage Armor on herself as is her common practice. She has also cast Eagle's Splendor in order to be better prepared for her negotiations and Magic Circle Against Chaos and Dimensional Anchor in order to trap the summoned demon. She cast Alarm on the entrance to the ruined mill and Mordenkainen's Faithful Hound upon the inside of the mill's ground story. She also cast Mage Armor and False Life (15 temporary hit points) separately upon her familiar and cast Mage Armor upon her nightmare mount.

Spellbook: 0: All non-enchantment and non-evocation spells; 1st—Alarm, Cause Fear, Chill Touch, Endure Elements, Mage Armor, Protection From Chaos, Protection From Good, Ray of Enfeeblement, Shield, Shocking Grasp, Summon Monster I; 2nd—Blindness/Deafness, Eagle's Splendor, False Life, Glitterdust, Invisibility, Owl's Wisdom, Protection From Arrows, See Invisibility, Web; 3rd—Dispel Magic, Magic Circle Against Chaos, Phantom Steed, Summon Monster III, Stinking Cloud, Vampiric Touch; 4th—Dimensional Anchor, Evard's Black Tentacles, Fear, Rary's Mnemonic Enhancer, Solid Fog, Summon Monster IV; 5th Baleful Polymorph, Contact Other Plane, Dismissal, Lesser Planar Binding, Mordenkainen's Faithful Hound

Hell-Hound Familiar: Medium Outsider [Evil, Extraplanar, Fire, Lawful]; CR -; HD 4d8+4 (effectively 10); HP: 25 plus 15 temporary; Init +5; Spd: 40 ft.; AC: 25 [+1 dex, +10 natural, +4 mage armor] (touch 11, flatfooted 24); Base Atk/Grp: +5/+6; Atk/Full Atk: +6 melee (1d8+1 bite plus 1d6 fire); SA: Breath Weapon, Fiery Bite; Darkvision 60 ft, Immunity to fire, Scent, Vulnerability to Cold, Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak With Master, Speak with animals of its kind; AL: LE; SV: Fort +4, Ref +4, Will +7; Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 6

Skills and Feats: Concentration: +14 [15 ranks], Hide +13, Intimidate +4 [6.5 ranks cc], Jump +12, Knowledge: Arcana +13 (13 ranks), Knowledge: Planes +13 [13 ranks], Listen +7, Move Silently +13, Sense Motive +3 [3.5 rank cc], Spellcraft +15 [13 ranks], Spot +7, Survival +7; Improved Initiative, Run, Track (B).

Encounter 4:

Erythnul Disciple: male half-orc War 1/clr (Erythnul) 4; CR 4; HD 5d8+5; hp 32; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+5 chain mail, +1 buckler, +1 dex]; Base Atk/Grp: +4/+7; Atk/Full Atk: +8 melee (1d8+3 morning star), SA: Smite; AL CE; SV Fort +7, Ref +2, Will +6; Str 16, Dex 13, Con 12, Int 10, Wis 14, Cha 9.

Skills and Feats: Concentration: +5 [4 ranks], Intimidate +1 [2 ranks cc], Knowledge: Religion +3 [3 ranks], Survival +3 [2 ranks cc]; Dodge, Power Attack, Weapon Focus (Morning Star).

Spells Prepared (5/4+1/3+1); base DC = 12 + spell level)

0—Cure Minor Wounds x2, Inflict Minor Wounds, Light; 1st—Bane, Bless, Cure Light Wounds, Inflict Light Wounds*, Shield of Faith; 2nd—Cure Moderate Wounds, Sound Burst, Spiritual Weapon*, Wave of Grief

*Domain spell. *Domains:* [Destruction (Smite 1/day); War (Weapon Focus: Morning Star)].

Equipment: Morning Star, chain shirt, buckler, dagger, (un)holy symbol, light horse, riding saddle, 2 days' rations.

Stonefist Barbarian: Male human Bbn 4; CR 4; HD 4d12+8; HP: 41; Init +3; Spd 40 ft.; AC 17 [+4 chain shirt, +3 dex] (touch 13, flat-footed 17); **Base Atk/Grp:** +4/+7; Atk +9 melee (2d6+4 Greatsword) or +7 (1d6+3 throwing axe); SQ: Rage 2/day, Uncanny Dodge; AL: CE; SV Fort +6, Ref +4, Will +3; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Jump +5 [4 ranks], Handle animal +4 [5 ranks], Knowledge: Religion +3 [3 ranks cc], Intimidate +6 [7 ranks], Ride +7 [2 ranks], Tumble +1 [1 rank cc], Survival +7 [7 ranks]; Iron Will, Power Attack, Weapon Focus: Greatsword.

Equipment: Masterwork Greatsword, three javelins, dagger, chain shirt, potion of cure moderate wounds, potion of cure light wounds.

Rage: HP 49; AC 15, Atk +11 (2d6+7 greatsword) or +7 (1d6+5 javelin); SV: Fort +8, Ref +5, Will +5

Elite Stonefist Archer: male human Ftr 4; CR 4; HD 4d10+4; hp 32; Init +1; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+4 chain shirt, +1 buckler, +3 dex]; Base Atk/Grp: +4/+6; Atk: +6 melee (1d8+2 morning star), or +9 ranged (1d8+4 composite longbow); Full Atk: +6 melee (1d8+2 morning star), or +7/+7 ranged (1d8+4 composite longbow); AL CE; SV Fort +5, Ref +4, Will +1; Str 14, Dex 17, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Balance +4 [3.5 ranks cc], Climb +7 [7 ranks], Intimidate +4 [5 ranks], Jump +2 [2 ranks]; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: Composite Longbow, Weapon Specialization: Composite Longbow

Equipment: Morning Star, chain shirt, buckler, dagger, Masterwork Mighty [+2] composite longbow; 20 normal arrows, 10 silvered arrows, (un)holy symbol, potion of cure moderate wounds, light horse, riding saddle, 2 days' rations.

APL 8 Skeggi: Male human Ftr 4/Bbn 1/Ravager 3; CR 8; HD 1d12+7d10+18; HP: 75; Init +3; Spd 40 ft.; AC 22 [+5 chain shirt, +3 shield, +1 natural, +3 dex] (touch 13, flat-footed 19); Base Atk/Grp: +8/+11; Atk +13 melee (1d8+6 Morning Star) or +11 (1d6+3 Javelin); Full Atk: +13/+8 melee (1d8+6 Morning Star) or +11 (1d6+3 Javelin); SA: Aura of Fear 10ft 1/day, Cruellest Cut 1/day, Pain Touch 1/day; SQ: Rage 1/day, Fast Movement; AL: CE; SV Fort +12, Ref +8, Will +5; Str 17, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Jump +6, Knowledge (Religion) +4, Handle Animal +4, Intimidate +9, Ride +16, Survival +4; Cleave, Combat Brute, Iron Will, Lightning Reflexes, Power Attack, Improved Sunder, Weapon Focus: Morning Star, Weapon Specialization: Morning Star.

Equipment: +1 Chain Shirt with masterwork armor spikes, +1 heavy wooden shield, dagger, +1 Cloak of Resistance, +1 morning star, +1 amulet of natural armor, 4 javelins, 1 potion of cure serious wounds, tanglefoot bag, light riding horse with riding saddle (MM 197).

Aura of Fear (Su): Enemies within 10 feet of a ravager of 2nd level or higher take a –2 morale penalty on all saving throws for as long as they remain within range. This ability is usable a number of times per day as given on the table. Each use lasts for a number of rounds equal to 3 + the ravager's Charisma modifier. The range of this aura increase at 5th level to 20 feet, and then again at 8th level to 30 feet.

Cruellest Cut (Ex): When a ravager reaches 3rd level, his familiarity with pain and fear grant him a cruel precision with his melee attacks. The character must declare he is making a cruelest cut attempt before he makes a melee attack (thus, a failed attack roll ruins the attempt). If he strikes successfully, he deals 1d4 points of Constitution damage to the target, in addition to any other damage the attack may cause. A ravager can use cruelest cu once per day for every three levels he has attained, but may only make one cruelest cut attempt per round.

Pain Touch (Su): The Ravager can make an unarmed touch attack that causes 1d8 hit points of damage, plus one point per Ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage, plus 1 point per the Ravager's level.

Rage: HP 96; AC 20, Atk +15/+10 (1d8+8 morning star) or +11 (1d6+5 javelin); SV: Fort +14, Ref +8, Will +7

Appendix V: NPCs: APL 10

Encounter 3:

APL 10 Maeve: Female half-elf Wiz (Conjurer) 12; CR 12; HD 12d4+24; hp: 61; Init +6; Spd 30 ft.; AC 16 [+2 dex, +4 mage armor] (touch 12, flat-footed 14); Base Atk/Grp: +6/+6; Atk +7 melee (1d4 dagger) or +9 ranged (1d4 dagger) or +8 ranged touch (spell); Full Atk +7/+2 melee (1d4 dagger) or +9 ranged (1d4 dagger) or +8 ranged touch (spell); SQ: Elf-blood, Immunity to Sleep spells, +2 to saves vs. enchantments, low-light vision, Familiar; AL: NE; SV: Fort: +7; Ref +7, Will +9; Str 10, Dex 14, Con 14, Int 22, Wis 11, Cha 9

Skills and Feats: Concentration: +17 [15 ranks], Diplomacy +3, Gather Information +1, Intimidate +6 [7.5 ranks cc], Knowledge: Arcana +21 [15 ranks], Knowledge: Planes +21 [15 ranks], Listen +1, Search +7, Sense Motive +5 [5 rank cc], Spellcraft +23 [15 ranks] Spot +1; Augment Summoning, Empower Spell, Improved Familiar, Improved Initiative, Quickened Spell, Scribe Scroll, Spell Focus: Conjuraction, Spell Focus: Necromancy

Equipment: +2 headband of intellect, +1 cloak of resistance, Masterwork cold iron dagger, spell component pouch, ~~scroll of Greater Planar Binding~~, spellbook, potion of cure serious wounds.

Spells *Prepared*
(4+1/6+1/6+1/5+1/4+1/4+1/3+1; plus 1 1st and 1 2nd from Rary's Mnemonic Enhancer; Base DC = 16+spell level, 17+spell level conjurations; enchantment and evocation prohibited)

0—Acid Splash, Mage Hand, Arcane Mark, Touch of Fatigue; 1st—~~Alarm, Endure Elements, Mage Armor~~ x3, Ray of Enfeeblement, Shield; 2nd—Augment Familiar, ~~Eagle's Splendor, False Life~~ x2, Glitterdust, Invisibility, ~~See Invisibility~~; 3rd—Empowered Ray of Enfeeblement, ~~Magic Circle Against Chaos~~, Ray of Exhaustion, Stinking Cloud, Summon Monster III, Vampiric Touch; 4th—~~Dimensional Anchor~~, Evard's Black Tentacles, Fear, Solid Fog, Summon Monster IV; 5th—Baleful Polymorph, ~~Mordenkainen's Faithful Hound~~, Quickened Ray of Enfeeblement x2; 6th—Flesh to Stone, Quickened

Blindness/Deafness, Quickened Invisibility, Summon Monster VI

She has cast Endure Elements, False Life (16 temporary hit points), Protection From Arrows, and Mage Armor on herself as is her common practice. She has also cast Eagle's Splendor in order to be better prepared for her negotiations and Magic Circle Against Chaos and Dimensional Anchor in order to trap the summoned demon. She cast Alarm on the entrance to the ruined mill and Mordenkainen's Faithful Hound upon the inside of the mill's ground story. She also cast Mage Armor and False Life (15 temporary hit points) separately upon her familiar and cast Mage Armor upon her nightmare mount.

Spellbook: 0: All non-enchantment and non-evocation spells; 1st—Alarm, Cause Fear, Chill Touch, Endure Elements, Mage Armor, Protection From Chaos, Protection From Good, Ray of Enfeeblement, Shield, Shocking Grasp, Summon Monster I; 2nd—Blindness/Deafness, Eagle's Splendor, False Life, Glitterdust, Invisibility, Mirror Image, Owl's Wisdom, See Invisibility, Web; 3rd—Dispel Magic, Magic Circle Against Chaos, Phantom Steed, Ray of Exhaustion, Summon Monster III, Stinking Cloud, Vampiric Touch; 4th—Dimensional Anchor, Evard's Black Tentacles, Fear, Rary's Mnemonic Enhancer, Solid Fog, Summon Monster IV; 5th—Baleful Polymorph, Contact Other Plane, Dismissal, Lesser Planar Binding, Mordenkainen's Faithful Hound; 6th—Acid Fog, Contact Other Plane, Flesh to Stone, Planar Binding, Summon Monster VI

Hell-Hound Familiar; Medium Outsider [Evil, Extraplanar, Fire, Lawful]; CR -; HD 4d8+4 (effectively 12); HP: 30 plus 15 temporary; Init +5; Spd: 40 ft.; AC: 26 [+1 dex, +11 natural, +4 mage armor] (touch 11, flatfooted 25); Base Atk/Grp: +6/+7; Atk/Full Atk: +7 melee (1d8+1 bite plus 1d6 fire); SA: Breath Weapon, Fiery Bite; Darkvision 60 ft, Immunity to fire, Scent, Vulnerability to Cold, Improved Evasion, Share Spells, Empathic Link, Deliver Touch Spells, Speak With Master, Speak with animals of its kind, spell resistance (17); AL: LE; SV: Fort +5,

Ref +5, Will +8; Str 13, Dex 13, Con 13, Int 11, Wis 10, Cha 6

Skills and Feats: Concentration: +16 [15 ranks], Hide +13, Intimidate +5 [7.5 ranks cc], Jump +12, Knowledge: Arcana +15 (15 ranks), Knowledge: Planes +15 [15 ranks], Listen +7, Move Silently +13, Sense Motive +5 [5 rank cc], Spellcraft +17 [15 ranks], Spot +7, Survival +7; Improved Initiative, Run, Track (B).

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex (DC 13) half. The save DC is Constitution based.

Encounter 4:

Erythnul Priest: male half-orc clr (Erythnul) 6; CR 6; HD 6d8+6; hp 38; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16) [+5 chain mail, +1 buckler, +1 dex]; Base Atk/Grp: +4/+7; Atk/Full Atk: +9 melee (1d8+3 morning star), SA: Smite; AL CE; SV Fort +6, Ref +3, Will +8; Str 16, Dex 12, Con 12, Int 10, Wis 16, Cha 9.

Skills and Feats: Concentration: +10 [9 ranks], Intimidate +2 [3 ranks cc], Knowledge: Religion +3 [3 ranks]; Combat Casting, Extra Smiting, Power Attack, Weapon Focus (Morning Star).

Spells Prepared (5/4+1/4+1/3+1); base DC = 13 + spell level)

0—Cure Minor Wounds, Inflict Minor Wounds, Light; 1st—Bless, Cure Light Wounds, Doom, Inflict Light Wounds*, Protection from Good; 2nd—Cure Moderate Wounds, Sound Burst, Spiritual Weapon*, Wave of Grief; 3rd—Bestow Curse, Contagion*, Dispel Magic, Prayer

*Domain spell. *Domains:* [Destruction (Smite 1/day); War (Weapon Focus: Morning Star)].

Equipment: Morning Star, chain shirt, buckler, dagger, (un)holy symbol, light horse, riding saddle, 4 javelins, 2 days' rations.

16

Stonefist Ravager: Male human Ftr 4/Bbn 1/Ravager 1; CR 6; HD 1d12+5d10+12; HP: 54;

Init +3; Spd 40 ft.; AC 20 [+5 chain shirt, +2 large shield, +3 dex] (touch 13, flat-footed 17); Base Atk/Grp: +6/+9; Atk +11 melee (1d8+6 Morning Star) or +9 (1d6+3 Javelin); Full Atk: +11/+6 melee (1d8+6 Morning Star) or +9 (1d6+3 Javelin); SA: Pain Touch 1/day; SQ: Rage; AL: CE; SV Fort +11, Ref +5, Will +4; Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Jump +6, Knowledge (Religion) +4, Handle Animal +4, Intimidate +5, Ride +14, Wilderness Lore +4; Cleave, Combat Brute, Iron Will, Power Attack, Improved Sunder, Weapon Focus: Morning Star, Weapon Specialization: Morning Star.

Equipment: +1 Chain Shirt with masterwork armor spikes, large wooden shield, dagger, +1 Cloak of Resistance, +1 morning star, 4 javelins, 1 potion of cure serious wounds, light riding horse with riding saddle (MM 197).

Pain Touch: The Ravager can make an unarmed touch attack that causes 1d8 hit points of damage, plus one point per Ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage, plus 1 point per the Ravager's level.

Rage: HP 66; AC 18, Atk +13/+8 (1d8+8 morning star) or +9 (1d6+5 javelin); SV: Fort +13, Ref +5, Will +6

Stonefist Sniper: male human Ftr 4/Bbn 2; CR 6; HD 4d10+2d12+6; hp 50; Init +4; Spd 40 ft.; AC 19 (touch 14, flat-footed 15) [+4 chain shirt, +1 buckler, +4 dex]; Base Atk/Grp: +6/+8; Atk: +9 melee (1d8+2 morning star), or +10 ranged (1d8+5 composite longbow); Full Atk: +9/+4 melee (1d8+2 morning star), or +8/+8/+3 ranged (1d8+5 composite longbow); SA: Rage 3/day; SQ: Fast Movement, Uncanny Dodge; AL CE; SV Fort +9, Ref +6, Will +2; Str 14, Dex 18, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Balance +7 [4.5 ranks cc], Climb +9 [9 ranks], Intimidate +7 [8 ranks], Jump +5 [5 ranks], Tumble +2 [1 rank cc]; Extra Rage, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: Composite Longbow, Weapon Specialization: Composite Longbow

Equipment: Masterwork Morning Star, chain shirt, buckler, dagger, Masterwork Mighty [+4] composite longbow; 25 +1 arrows, +1 cloak of

resistance, potion of cure serious wounds, (un)holy symbol, light horse, riding saddle, 2 days' rations.

Rage: HP 62; AC 17, Atk +11/+6 (1d8+4 morning star) or +10/+10/+5 ranged (1d8+7 composite longbow); SV: Fort +11, Ref +6, Will +4

APL 10 Skeggi: Male human Ftr 4/Bbn 1/Ravager 5; CR 10; HD 1d12+9d10+20; HP: 86; Init +3; Spd 40 ft.; AC 23 [+5 chain shirt, +3 shield, +1 deflection, +1 natural, +3 dex] (touch 14, flat-footed 20); Base Atk/Grp: +10/+14; Atk +16 melee (1d8+7 /19-20 Morning Star) or +13 (1d6+4 Javalin); Full Atk: +16/+11 melee (1d8+7 /19-20 Morning Star) or +13 (1d6+4 Javalin); SA: Aura of Fear 10ft 1/day, Cruellest Cut 1/day, Pain Touch 1/day; SQ: Rage 1/day, Fast Movement; AL: CE; SV Fort +13, Ref +8, Will +5; Str 17 (19), Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Jump +6, Knowledge (Religion) +4, Handle Animal +4, Intimidate +11, Profession: Warleader +4, Ride +16, Survival +4; Cleave, Combat Brute, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Prone Attack, Weapon Focus: Morning Star, Weapon Specialization: Morning Star.

Equipment: +1 Chain Shirt with masterwork armor spikes, +1 heavy wooden shield, dagger +1 Cloak of Resistance, Gauntlets of Ogre Power, +1 morning star, +1 ring of protection, +1 amulet of natural armor, 4 javelins, 1 potion of cure serious wounds, tanglefoot bag, light riding horse with riding saddle (MM 197).

Aura of Fear (Su): Enemies within 10 feet of a ravager of 2nd level or higher take a –2 morale penalty on all saving throws for as long as they remain within range. This ability is usable a number of times per day as given on the table. Each use lasts for a number of rounds equal to 3 + the ravager's Charisma modifier. The range of this aura increase at 5th level to 20 feet, and then again at 8th level to 30 feet.

Cruellest Cut (Ex): When a ravager reaches 3rd level, his familiarity with pain and fear grant him a cruel precision with his melee attacks. The character must declare he is making a cruellest cut attempt before he makes a melee attack

(thus, a failed attack roll ruins the attempt). If he strikes successfully, he deals 1d4 points of Constitution damage to the target, in addition to any other damage the attack may cause. A ravager can use cruellest cu once per day for every three levels he has attained, but may only make one cruellest cut attempt per round.

Pain Touch (Su): The Ravager can make an unarmed touch attack that causes 1d8 hit points of damage, plus one point per Ravager level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage, plus 1 point per the Ravager's level.

Rage: HP 96; AC 20, Atk +18/+13 (1d8+9 morning star) or +13 (1d6+6 javelin); SV: Fort +15, Ref +8, Will +7

Appendix VI: New Rules

Combat Brute [Tactical] (Complete Warrior)

You employ strength and leverage to great effect in battle.

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would gain a +2 bonus on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the *Player's Handbook*). If you do so, you gain an immediate additional melee attack against the foe. This additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be –5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty x 1-1/2, or x 3 if you're using a two handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a –6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points of damage if you're using a two handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

Extra Rage [General] (Complete Warrior)

You may rage more frequently than normal

Prerequisites: Rage or Frenzy ability

Benefit: You rage or frenzy two more times per day than you otherwise could

Special: You can take this feat multiple times. Its effects stack.

Extra Smiting [General] (Complete Warrior)

You can make more smite attacks

Prerequisites: Smite ability, base attack bonus +4

Benefit: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example).

Special: You can take this feat multiple times. Its effects stack.

Prone Attack [General] (Complete Warrior)

You can attack from a prone position without penalty.

Prerequisites: Dex 15, Lightning Reflexes, base attack bonus +2

Benefit: You can make an attack from the prone position and take no penalty on your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action. Opponents gain no bonus on melee attacks against you while you are prone.

Special: A fighter may select Prone Attack as one of his fighter bonus feats.

Improved Familiar [General] (Complete Warrior, pg. 100)

This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar (see Familiars, page 52 of the *Player's Handbook*). This feat was originally presented on page 200 of the *Dungeon Master's Guide*; the description here provides new familiars to stand beside them in battle.

Prerequisite: Ability to acquire a new familiar, compatible alignment, sufficiently high arcane spellcaster level, and base attack bonus.

Benefit: When choosing a familiar, the creatures listed below are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil). For example, a chaotic good spellcaster could acquire a neutral familiar. A lawful neutral spellcaster could acquire a neutral good familiar. The spellcaster must have at least the arcane spellcaster level and base attack bonus indicated below in order to acquire the familiar.

Familiar	Alignment	Arcane Level	Spellcaster	Base Attack Bonus
Krenshar	Neutral	3 rd		+3
Worg	Neutral evil	3 rd		+3
Blink Dog	Lawful good	5 th		+5
Hell hound	Lawful evil	5 th		+5
Hippogriff	Neutral	7 th		+7
Howler	Chaotic evil	7 th		+7
Winter Wolf	Neutral evil	7 th		+7

Improved familiars otherwise use the rules presented on pages 52 and 53 of the *Player's Handbook*.

Augment Familiar (Complete Warrior, pg. 116)

Transmutation

Level: Sor/Wiz 2, Hexblade 1

Components: V, S

Casting Time: 1 action

Range: Close (25ft. +5 ft./2 levels)

Target: Your Familiar

Duration: Concentration +1 round/level

Saving Throw: Fortitude Negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants your familiar a +4 enhancement bonus to strength, Dexterity, and Constitution, Damage Reduction 5/magic, and a +2 resistance bonus on saving throws.

Wave of Grief (Complete Divine, pg. 188)

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, Blackguard 2, Cleric 2

Components: S, M

Casting Time: 1 standard action

Range: Close (25 ft + 5 ft./2 levels)

Area: Cone

Duration: 1 round/level

Saving Throw: Will Negates

Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a –3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.

Player Handout #1: The Divination

Unfinished evil long may dormant lie
'neath Valandil's Mill Many's coin did die
Though fist of stone nurse broken bone
and treasure's not sought by him alone
yet for murdered souls his fingers pry.