

Shadow of the Viper

A One-Round Dungeons & Dragons® Living Greyhawk™

County of Urnst Regional Adventure

By Jean-Philippe 'JP' Chapleau

Loosely based on an idea by Chris Palmberg

Circle Reviewers: Colleen Simpson

Reviewers: David Geissinger and D'Anne Rooney

Playtesters: Sean Clark, John Foye, Leonard Logan, Murry McEntire, Bill and Joe Scharfenberg

A year has passed since a powerful thieves' guild has lost its leader. Other factions have chipped away and taken their powerbase. Now, a new threat looms in the shadow of the Viper. Many diverse factions want to see it destroyed before it can be allowed to grow.

A one-round Regional adventure set in the Archbarony of Vinewind in the County of Urnst for characters level 2-15 (APLs 2-14). This adventure has ties to the *Chasing the Darkness* series and is of particular interest to members of House Underley and the Underley Network. This adventure has 2 tiers: a "low" tier (APLs 2-8) and a "high" tier (APLs 10-14).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Drow of the Underdark* [Ari Marmell, Anthony Pryor, Robert J Schwalb, Greg A Vaughan], *Fiendish Codex I* [Ed Stark, James Jacobs, Erik Mona], *Monster Manual II* [Ed Stark, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Player Handbook 2* [David Noonan], *Races of Destiny* [David Noonan, Eric Cagle, Aaron Rosenberg], *Races of the Wild* [Skip Williams], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *URC4-07 The Past Shall Haunt us* [Jeff Glenny], *URC4-08 Cold Trails* [Michelle Lutz], *URC5-04 That Which Lurks*, *URC6-06 Enemy of my Enemy* and *URC7-02 Chasing the Darkness* [All D'Anne Rooney]

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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To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat does not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

ROUNDS AND UPKEEP

This is a standard one-round Regional adventure set in The Archbarony of Eastmarch in the County of Urnst.

Adventurer's Standard Upkeep costs 12 gp per round for characters with a home region of the County of Urnst and 24 gp for characters who do not have the County of Urnst as their home region. Rich and Luxury Upkeep cost 75 gp per round for characters with a home region of the County of Urnst and 150 gp for characters who do not have the County of Urnst as their home region. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

This adventure links a number of factions together. Please familiarize yourself with those factions and their links as described below.

THE FOXES

At the beginning of the adventure, it is important to know the PCs' relation to House Underley.

- Any PC with a death warrant on their head
- Any PC with the enmity of House Underley or one of its members.
- Any PC who belongs to House Underley
- Any PC who is a member of the Underley Network.
- Any PC with the "Thanks of Lady Melnie Underley".

TANGLED WEBS

At the beginning of the adventure, it is important to know the PCs' relation to the Drow House Teken'afin.

- **URC5-04 *That Which Lurks***. PCs with the "Enmity of the Elder Eye Cult"
- **URC6-02 *Enemy of my Enemy***. PCs who have played the adventure.
- **URC7-02 *Chasing the Darkness***. PCs who have played the adventure.

PREVIOUS ADVENTURES

Find out which of the PC earned the following rewards.

- (Low Tier) PCs who received the "Honorary member of the Split Axe tribe" from URC4-07 *The Past Shall Haunt Us*.
- (Low Tier) PCs that joined or received any Influence Points with tribes of Orcs or Half-orcs (any region).

FORBIDDANCE

Make sure you are familiar with this spell if you are running the adventure at APLs 10 and above.

NEW RULE ITEMS

Regional adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

During the Greyhawk Wars, a drow worshipper of the drow god Vhaeraun posed as Terrel Yarne, a noble from Didieln, in Vinewind.

Years later, Terrel began to make his move by marrying his daughter to another noble, one Lord Garnwick Bryne. His main purpose in doing this was an attempt to absorb the smaller vintner's properties with his own. That plan failed when Kianna Yarne-Bryne was foiled in her plan by adventurers and exposed as a drow priestess. (URC5-04 *That Which Lurks*)

Lord Yarne also had other drow begin to infiltrate the Viper's Den Rogue Guild based out of Brotton. They found that they could use the network of rogue guilds to further their goals on the surface.

The drow established a foothold in the town of Didieln in the Vinewind area, as well as built a hidden chapel beneath the manor house of Baron Belin Torquann. Baron Belin Torquann has been missing since the Civil War and his estates lie abandoned. Since the capture and destruction of that particular temple, the drow found that they needed to relocate.

This time they moved their operation to a hidden location within Didieln. This new base gave them access not only to the surface, but to the UnderOerth as well. (URC6-06 *Enemy of My Enemy*)

The destruction of their powerbase sent the remaining member into a panic. Many fled the County, others tried to hide, hoping to slowly rebuild their

powerbase. Their long elven lifespan means they would usually rebuild slowly and carefully, but pressure from other groups, such as House Teken'afin and they ally, the Black Man forces them to act now.

THOSE WHO HID

Many drow who went into hiding took to the Blackwood, northwest of Didieln. These rogues contacted an old employer of theirs: the Black Man in the Swamp. Their mission: to create chaos in the north of the County.

The drow hired some half-orc mercenaries from Arton and enlisted the help of a goblin tribe: the Scab Eaters. Their forces are still small, but if left alone, they can be a definite thorn in the side of the County forces, busy in Fennelmore.

Under orders by the Black Man of the swamp, this new force is to conduct raids on Hardwyn and other small villages. This will attract more humanoids and form a bigger army. It will also bring in adventurers and the County's military who will be separated three ways: one force led by the Countess in the south, fighting the Black Man's forces; one force in the Duchy of Artonsamay fighting to free the duchy for Duke Gellor; and a third force on the border of Redhand. This they hope will stretch the County's military resources to the limit.

HOUSE TEKEN'AFIN

The priestess of Lolth, Shi'raena Teken'afin has been crusading to destroy the heretic followers of Vhaeraun. Feeling impending victory, she is planning to move in to crush her enemies by playing one faction against another.

For Shi'raena, the PCs are but pawns to employ. She wants the Vhaeraunites dead. If the PCs can do it for her and she doesn't have to use her own resources, so much the better.

HOUSE UNDERLEY

House Underley led by Lord Jacobis Underley has served the County by being in intelligence center. While Lord Jacobis has been busy with the campaign in the Duchy of Artonsamay in the Bandit Kingdoms, his eldest daughter Melnie has been running the spy network in the County, identifying threats and using adventurers to resolve it.

She was contacted by informants in the principality of Redhand who told them that a small band of goblins had left their employers' control and fled to the County of Urnst through the Blackwood. The goblins are beginning to become an annoyance near Didieln.

Using divinations, Lady Melnie has discovered that the goblins are working for a greater power... The Drow!

Lady Melnie decided to act. Enter the PCs.

REDHAND

In the summer of 597CY, hobgoblin raiders working for the Iuzians made a slave raid across the Artonsamay River and kidnapped Amanda Whittenbock, daughter of Sir Karl Whittenbock.

The Knight then led a punitive expedition against the town in the Bandit Kingdoms by sending many adventurers from the County and the Bandit Kingdoms.

The ensuing battle resulted in the destruction of the Iuzian garrison of Sarresh and the arrest of Sir Karl for treason (URC7-103 *Bandits in the County*).

Forces loyal to Prince Zeech of Redhand occupied the garrison town. Like their Prince these forces are Hextorites.

The move of the Scab Eaters to the County does not worry them too much. However they worry that the goblins may be forced to give information to County authorities about troop deployment, etc.

Therefore, they have sent a sergeant (someone who is not too important in case he is arrested) to get the job done.

Though many of the NPCs in the adventure mention Prince Zeech's interest in the affair, it is unlikely he would be bothered. His name is used to legitimize what is being done here.

SPLIT AXE TRIBE

The Split Axe tribe and the village of Arton were both founded late in 593CY when Ramar (an alias for a great adventurer named Grunntar) obtained a grant of land from then-regent Lord Nimar.

The "Tribe" is really a number of mostly unrelated half-orcs who gathered together to found Arton. They have kept to themselves for the most part.

The tribe has prospered somewhat finding peace. Few people bother them and the occasional trader who has come here has found the town in good order and well-maintained. Most of the locals worship Nazarn, or pay homage to him. Nazarn is a half-orc deity of formal and public combat (N originally part of the Suel Pantheon).

However all is not well in Arton. A few locals are tired of the peaceful existence. They have begun to hire out their services to a number of local organizations, such as the many thieves guilds, caravan masters, and merchants, the military and of course the Vipers.

The Vipers pay well and aren't too choosy about who they hire. Since they have a number of monks, they competed in the weekly competition and managed to win a significant number of bouts.

ADVENTURE SUMMARY

Introduction: There are an number of ways the PCs are contacted and directed to the temple of Phyton.

Encounter 1: The PCs meet with Lady Melnie Underley at the temple of Phyton.

Encounter 2: Details information the PCs can find before going out

Encounter 3: (APL 2-8) As the PCs travel to Arton, they are attacked by a group of goblin ambushers.

Encounter 4: (APL 2-8) The PCs investigate the town of Arton.

Encounter 5: (APL 2-8) The PCs travel to the goblin's camp and face the guards.

Encounter 6: (APL 2-8) The PCs face the leaders of the goblins and the Vipers.

Encounter 7: (APL 10-12) The PCs travel to meet their contact in the Blackwood and must save him from Viper assassins.

Encounter 8: (APL 10-12) The PCs head to the cabin where the drow are holed up.

Encounter 9: (APL 10-12) As the last Drow dies, he calls upon his god who answers by sending a demon.

Conclusion: The PCs report to Lady Melnie

INTRODUCTION

The PCs start in the town of Hardwyn in Vinewind.

Mid-winter finds you in the city of Hardwyn. Resting by the Artonsamay River in the Archbarony of Vinewind, the city sees a lot of traffic across the river in both directions. Its famous red cobblestone streets and its stone and wood buildings make it look particularly prosperous. Merchants and Rhennee barges are always loading and unloading cargo on the docks, even in the cold.

The wooden palisade around the city barely contains all the population. With the many Tenha and Bandit Kingdoms' refugees still living in the County, the population of this merchant town has more than doubled in the last 15 years.

Flags of many houses can be seen floating over various areas of town: Houses Duncombe, Whittenbock and Torquann seem to be most numerous here. A new banner, which of a green flag with a white chevron, flies upon a few of the barracks.

It is a stark contrast to the bleak village of Sarresh across the river, where the flags of Redhand and Hextor fly from its towers.

You have just finished a delicious meal at a local inn and are about to retire for the night when you and a few other adventurers decide to exchange a few tales and stories before retiring for some well-needed rest.

This would be a good time for the PCs to introduce themselves to each other. Also distribute Player Handout 0: Word on the Street to PCs who Hail From Vinewind at this time.

GETTING INTO IT

A given PC may receive more than one handout.

PCs who belong to the Underley Network, House Underley or have a death warrant from House Underley, those PC(s) receive Player Handout 1A, delivered by a little messenger boy.

PCs who have played URC6-06 *Enemy of my Enemy* or URC7-02 *Chasing the darkness* receive Player Handout 1B when they dream.

Both those handouts point the PCs to a meeting with Lady Melnie at the Temple of Phyton in the morning. PCs refusing to go to the temple see their adventure end here.

Proceed to Encounter 1 for PCs going to the meeting.

For all the PCs who do not fit either of the previous two requirements, run them through the "Duty calls" introduction.

DUTY CALLS

The door swings open and a halfling, wearing a green tabard with a white chevron upon it enters the room.

"I seek adventurers to help the County! No promise of gold but I assure you that it is for a good cause." says the halfling.

He sits down at one of the tables near the door and waits.

This is Sir Jubel, a member of the Knights of the White Chevron (KotWC), a new order of knights dedicated to the protection of the County. They are much less prestigious than the Knights of the Swan (KotS) and the two orders have an on-going rivalry. The KotS consider the KotWC to be a bunch of unwashed, upstarts founded by a traitor while the KotWC consider the KotS to be stuck-up and indecisive.

Sir Jubel interviews the PCs, asking their names and professions before telling them the following.

"Tomorrow morning at first light, be at the Temple of Phyton here in town. You are to meet a lady there and she will give you all the details."

Sir Jubel says nothing more, and excuses himself. Any questions are met with a curt "be there and everything will be answered".

If the PCs elect not to go see their adventure end here. Proceed to Encounter 1 for PCs going to the meeting.

All APLs (non-Combatant)

♣ Sir Jubel: Halfling Rogue 4; NG.

1: THE CHURCH OF PHYTON

The Church of Phyton is located near the village square along with other, smaller churches scattered about the area. The church is the largest of its kind and the grounds are well-maintained by the clerics who live here.

The Church of Phyton is comprised of three wood and stone buildings. A wooden sign with the symbol of Phyton (a scimitar in front of an oak tree) decorates each of the front doors of the buildings, as well as the gate.

You are met at the front gate by a portly, elderly cleric with gray and white hair, who is slightly

balding on the top of his head. He is dressed in the robes of a simple priest of Phyton: typically brown, but thick and durable.

"Good day to you," the man says with a large smile. I am Brother Orville. I welcome you to the Church of Phyton the Wood shaper. I take it you're here to see the Lady, am I right?"

Brother Orville is the senior cleric at the Temple. He doesn't know why Lady Melnie wanted to use his church, but he thinks there is something important and dangerous afoot. He trusts that nothing reprehensible will take place in the temple.

Brother Orville escorts you to the Giving Hall where he offers each of you a drink to help the wait. He then leaves you alone in a small meeting room.

Long minutes turn into hours and still no sign of Lady Melnie. As you are about to leave, the door swings open and a woman of mixed Oeridian heritage enters the room followed by a hobgoblin in heavy armor.

Lady Melnie is a diviner. She has a *contingency* spell cast upon her to surround herself and the sergeant with an Otiluke's resilient sphere should one of the PCs attack her or Ethreen.

Give the PCs Player Handout 2.

APL2-8

Lady Melnie continues "I believe that taking on the leaders of the Vipers may be a bit above your heads, but you should be able to take on the leaders of the goblins."

Ethreen adds. "The Scab Eaters formed units of skirmishers and light cavalry. They are not particularly brave or dangerous. Mercy is not due to them and my commanders will pay you handsomely."

Lady Melnie adds. "As you know, goblins are not considered people in the County, and destroying the tribe will help both the local population and our neighbors. Go to the half-orc town of Arton, and find the goblins and their allies."

After reading the handout and hearing the mission, the PCs are likely to have a number of questions.

- **What does it pay?** (Lady Melnie) We'll discuss these things later. House Underley is known for paying their hirelings well.
- (Sgt Ethreen) I have been authorized to give each of you 50 of your Urnstian nobles (gp) in payment with proof of the demise of the leaders of the Scab Eaters tribe.
- **I had a dream about a Drow priestess?** (Lady Melnie) Ah yes... She has an interest in our affair. I will try to find out why she is so interested in this. In

the meantime, it makes little difference what she wants.

- **Why are you working with the Hextorites?** (Lady Melnie) The Prince of Redhand and the County have a common interest in this matter.
- (Sgt Ethreen) Unlike the County, we have no interest in starting a war with our neighbors.
- **Isn't the worship of Hextor illegal in the County?** (Lady Melnie) Yes, however we have to think of the bigger picture. Where our information comes from is secondary to how we use it.
- **I refuse to work with the Hextorites!** (Lady Melnie) No choice was given to you as to whether you accept or not. You WILL perform this mission, and perform it well.
- **Where should we start looking?** (Lady Melnie) Go to Arton and try to follow the trail from there. I believed they hired half-orc thugs from there.
- **Does the Countess/Baron know about this?** (Lady Melnie) No, their entourages are full of gossipers. Doing so would most likely have the Vipers warned of your attack. They will be told later.
- **Why not send your own people?** (Lady Melnie) You are my people.
- **Can we have a writ that we are working for you?** (Lady Melnie) No.

APL10-14

Lady Melnie continues "I believe you should be able to take on the leaders of the Vipers. Information given by the sergeant indicates they are holed up in the Blackwood somewhere."

After reading the handout and hearing the missions, the PCs are likely to have a number of questions.

- **What does it pay?** (Lady Melnie) We'll discuss these things later. House Underley is known for paying their hirelings well.
- **I had a dream about a Drow priestess?** (Lady Melnie) Ah yes... She has an interest in our affair. I will try to find out why she is so interested in this. In the meantime, it makes little difference what she wants.
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- **I refuse to work with the Hextorites!** (Lady Melnie) No choice was given to you as to whether you accept or not. You WILL perform this mission, and perform it well.

- **Where should we start looking?** (Lady Melnie) Go directly into the Blackwood and meet with a human druid named Torvall. He will take you to the Viper's hideout. (Lady Melnie hands the PCs a map.) This should help you find him easily.
- Members of the Warders of the Wild immediately notice that the map has a number of trail markers used by the Warders to identify a meeting place.
- **Does the Countess/Baron know about this?** (Lady Melnie) No, their entourages are full of gossipers. Doing so would most likely have the Vipers warned of your attack. They will be told later.
- **Why not send your own people?** (Lady Melnie) You are my people.
- **Can we have a writ that we are working for you?** (Lady Melnie) No.
- **Can we kill them?** (Ethreen) Yes! Offer no mercy! (Lady Melnie) Yes, you must bring back their heads though.

2: HARDWYN

This encounter constitutes a number of small encounters and random elements all placed here for ease of reference.

CONTACTING HOUSE TEKEN'AFIN

There is no way for the PCs to meet with Shi'raena Teken'afin or any member of House Teken'afin and live. Discourage the PCs from this course of action.

DIVINATIONS

With the successful casting of a *divination* spell, the PCs learn the following.

Like a hydra, when the head is cut, more heads grow in its place.

If unsuccessful, they receive the following:

Only one hunter gets the rabbit. All others come home empty-handed.

KNOWLEDGE CHECKS

Here are a number of Knowledge checks the PCs can do to know more about the Lord Darius/House Underley conflict. This mini-encounter can be run at any time the PCs ask a question about the whole affair.

Knowledge (arcana)

- **DC 15** Lady Melnie Underley is a member of the Obsidian Conclave, the County's wizards' guild.
- **DC 17** Lady Melnie is an avid reader and is considered one of the County's experts on local history and religion.

- **DC 20** She belongs to the White Pearl chapter specializing in divination magic.

Knowledge (local/nmr)

- **DC 13** House Underley maintains contacts and informants across the eastern Flanaess.
- **DC 14** Many adventurers have reported the brutal and tyrannical fashion with which Lady Melnie Underley conducts business, unlike her father.
- **DC 15** The Knights of the White Chevron are a new order founded by Sir Karl Whittenbock to protect and defend the borders of the County.
- **DC 16** Sir Karl was removed from his post as Knight Exemplar of the KotS after almost forcing a war with the Empire of the Old One.
- **DC 17** However, the Countess allowed him to form another order of Knights, the Knights of the White Chevron.
- **DC 20** Lord Underley has been asking his daughter Melnie to handle a number of the important affairs recently.
- **DC 25** Lady Melnie works with extra-planar creatures a lot.

Knowledge (nobility)

- **DC 11** Lady Melnie Underley travels a lot throughout the County.
- **DC 12** There are five major houses in the County: Houses Dane, Duncombe, Gellor, Torquann and Underley.
- **DC 13** House Underley is the smallest of the great houses of the County.
- **DC 14** The most powerful house is now House Duncombe, with House Gellor a close second.
- **DC 15** The Lord Chamberlain Darius Dane-Duncombe and Lord Jacobis Underley hate each other with a passion.
- **DC 16** The Knights of the White Chevron are a new order founded by Sir Karl Whittenbock to protect and defend the borders of the County.
- **DC 17** House Underley is of Aerdy origin. It came to the County during the days of the Aerdy Empire.
- **DC 19** Despite their small number, House Underley still gathers much influence. They control Ventnor in Eastmarch and High Mardreth in Fennelmore.
- **DC 20** The feud started when Lord Underley pushed the previous Lord Chamberlain, Lord Darius's father to insanity, from which he has not fully recovered. A priest of Pelor told me they do not think he will ever fully recover.

Knowledge (religion)

- **DC 13** Phyton is the CG Suel deity of farming and beauty.
- **DC 15** (Only if a PC received the dream from Shi'raena) The Spider Queen is Lolth, Queen of the

Demonweb Pits and supreme Queen of the Drow race. She is the CE deity of spider and the Drow.

WORD ON THE STREET

The PCs can learn the following rumors and information with a successful Gather Information check as listed below. They gain all the information at the lower DC's as well. For every 10 gp they spend, they gain a +1 circumstance bonus (up to +4).

PCs who "Hail from Vinewind" automatically know up to and including DC15. To get more information, they need to make a check. Those entries have been duplicated in Player Handout o.

- **DC 1** Countess Rachel and Lord Darius Dane will get married in Charn very soon.
- **DC 5** Lord Duncombe has gathered most of his knights in Charn to protect the wedding ceremony. The place looks like an army camp!
- **DC 6** The Countess has called her army to gather in High Mardreth to liberate Stone Battle sometime soon.
- **DC 7** Since the Battle of Sarresh in the summer of 597CY, the flag of Redhand and that of Hextor flies over Sarresh.
- **DC 8** The Knights of the White Chevron (KotWC), a new order of knighthood recognized by the Countess, are headquartered at the Whittenbock estates. Sir Karl Whittenbock is the new head of the order.
- **DC 9** The KotWC are dedicated to the protection of the borders of the County and its people instead of the Countess' own household.
- **DC 10** The KotWC are more open than the Knights of the Swan (KotS). But they also accept a large number of bullies and dishonorable folk.
- **DC 11** Prince Zeech of Redhand is a known cleric of Hextor. He values minions who follow the path of law and evil.
- **DC 12** Since the battle of Sarresh, raids along the border have dropped, though this is most likely a temporary measure.
- **DC 13** Last year, Cranzer (bone heart of the bandit kingdoms) killed Sir Karl's daughter, Amanda. She was a Favored Soul of Heironeous.
- **DC 14** There has been an increase in the number of goblin raids along the Blackwood.
- **DC 15** A number of adventurers have been seen in the area. No doubt the Underleys are doing something in the area.
- **DC16** There is an intense rivalry between the two orders of Knighthood. The KotS see the KotWC as upstart and the KotWC see the KotS as stuck-up and inactive.
- **DC 17** Her Noble Brilliancy stripped Sir Karl of his rank in the Knights of the Swan, but blessed him to create the KotWC.

- **DC 20** Lord Darius Dane has sent some people to keep tabs on the Underleys.
- **DC 25** Lady Melnie Underley is in town.
- **DC 30** I know someone who knows someone who told me they saw a Drow, a black elf, running around Didieln.

3: SKIRTING THE BLACKWOOD

This encounter happens as the PCs are skirting the Blackwood. Terrain is open with the forest to the right of the PCs. The edge of the forest is filled with undergrowth. The open terrain is just that: open, perfect for cavalry.

The goblins start 30 feet away from the PCs, hidden in the forest. Have the PCs make Spot checks; for every 2 by which they beat DC 15, the encounter begins five extra feet. So if the highest Spot check is 19, the goblins start 40 feet away from the PCs.

APL 2 (EL 4)

🐉 **Goblin Skirmishers (6):** goblin; hp 5; *Monster Manual* 133.

🐉 **Wolf:** hp 13 each; *Monster Manual* 283.

🐉 **Wolf-Rider:** goblin war 3; hp 21 each; *Appendix 1*.

APL 4 (EL 6)

🐉 **Wolves (2):** hp 13 each; *Monster Manual* 283.

🐉 **Wolf-Riders (2):** goblin war3; hp 21 each; *Appendix 1*.

🐉 **Worg:** hp 30 each; *Monster Manual* 256.

🐉 **Worg-Rider:** goblin war3/fttr1; hp 28 each; *Appendix 1*.

APL 6 (EL 8)

🐉 **Advanced worg (2):** hp 84 each; *Appendix 1*.

🐉 **Wolves (2):** hp13 each; *Monster Manual* 283.

🐉 **Wolf-Riders (2):** goblin war3; hp 21 each; *Appendix 1*.

🐉 **Worgs (2):** hp 30 each; *Monster Manual* 256.

🐉 **Worg-Riders (2):** goblin war3/fttr1; hp 28 each; *Appendix 1*.

APL 8 (EL 10)

🐉 **Advanced worgs (3):** hp126 each; *Appendix 1*.

🐉 **Worgs (4):** hp 30 each; *Monster Manual* 256.

🐉 **Worg-Riders (4):** goblin war3/fttr1; hp 28 each; *Appendix 1*.

Tactics: Skirmishers try to avoid getting in close combat and begin scattered around the PCs. They attack using javelins, only moving into melee if one of the PCs calls for healing.

The wolf riders move in and attempt to have their mount trip the PCs before attacking themselves. The

wolves are trained for war and can attack unnatural creatures.

The worg riders try to use their charging abilities to the fullest. When engaged in melee, the worgs attack with gusto.

Any PC falling prone is immediately attacked by the goblins and their mount.

The advanced worgs are not ridden by the goblins.

Note that due to their high Ride skill, the goblins automatically succeed at any check required to guide their mounts with their knees.

Development: If one of the PCs has the Track feat, they can track the goblins back to their base directly from here. In that case proceed to “Tracking the Goblins”.

TRACKING THE GOBLINS

Tracking the goblins to their lair is relatively simple. It takes the PCs one day to get to their base, assuming they succeed at a DC 15 + APL Track check.

If they fail the check, they follow a wrong trail and end up in Arton. Proceed to Encounter 4.

4: ARTON

The town of Arton is nestled in a clearing on the banks of the Artonsamay River on the southeastern edge of the Blackwood Forest. It is surrounded by a 15-foot high wooden wall with a spike-filled trench beyond.

At the gates, you meet two half-orc guards, wearing leather armor and equipped with bows, standing guard on either side of the drawbridge. Their bows have cocked arrows pointed in your direction. From one of the wooden towers, another half-orc head pops up and barks in broken common “What business have you with da Split Axe?”

AS long as the PCs do not respond something aggressive, they are shown in.

Most County PCs should find Arton to be very atypical: on the one hand the houses are well-ordered like most County towns, but the place is full of half-orcs. 95% of the population (about 200) is half-orc. The rest is mostly human.

Unless specified everyone in Arton speaks common with a heavy orc accent. In fact, most conversations between locals are in orc.

The thorp beyond seems as if it would be more at home in the Bandit Kingdoms than the County of Urnst. Almost everyone here is half-orc. People speak orcish. While it would seem unlikely to be home to more than 300 souls, the streets are ordered and clean.

A few buildings stand out such as the Stumble Inn, a sheriff's office, and a temple with a fighting

arena next to it. The other buildings are simple homes made of wood and mud.

Most people look at your party with a curious look on their face, but nod politely in greeting.

TIME CONSTRAINT

If you are running this in a time-constrained environment, direct the PCs to the Inn or the temple

RAMAR

Ramar is the founder of the tribe and the local leader. It was he who obtained the charter for the village from Nimar in 593CY.

Ramar is a distinguished half-orc who dresses impeccably and speaks perfect common. Everyone in town respects him for his martial prowess and his presence.

Ramar's real name is Gruuntar, as former adventurer who traveled the Flanaess. Amongst his exploit is a confrontation with Sassy, the Green of the Gamboge (Ramar was the sole survivor).

Since URC4-07, Ramar has remained the community leader he has always been. Ramar is hands-on type of leader usually found on the streets of the town. Meeting with Ramar is easy. Anyone can just walk up to him and talk.

Ramar is willing to share the following information with the PCs if they ask.

- The background for the town (see Adventure Background)
- He knows that many of the locals have hired out to various people and that his half-orc “brothers” are highly sought out as guards and muscle.
- Many of his people served in Lord Duncombe's army at the Second Battle of Radigast City. A few joined Lord Dane and the Council of Lords. However the community remained mostly neutral.
- A few months ago, he was approached by a group of elves who wanted to use Arton as a base of operation. Ramar said there was “something not right” about them, but he couldn't put his finger on what. He sent them away and never saw them again.
- He worries about the growing goblin problem.

All APLs (EL12, Non-combatant)

☛ **Ramar:** male half-orc Monk 11/Aristocrat 2, AL LN

THE SHERIFF

The local sheriff is a gruff half-orc named Mandark. Mandark is particularly bad-tempered, to the point of being impolite to male travelers. However, he does have a wandering eye and he responds positively to flirtatious females.

Mandark starts unfriendly to the PCs and to get him to a better disposition (at least friendly) through Diplomacy (but he always remains gruff and rude)

requires a DC 25 Diplomacy check. The PCs get the following modifiers to their check (all these bonuses stack).

- +1 if there is a female in the party.
- +2 if the female is flirtatious.
- +2 if one of the PCs is a Knight of the Swan or of the White Chevron
- +2 if one of the PCs is a member of the following meta-orgs AND "Hails from" Vinewind: Thane of the Realm, Vassal of a Noble House, Warders of the Wild,
- +2 speaking orc to him.
- +3 if the female has a Charisma of 14 or better.
- +3 if one of the PCs is a priest of Nazarn.
- +5 if there is a half-orc in the party
- +5 if one of the PCs came to Arton in URC4-07 *The Past Shall Haunt Us*.
- +5 if one of the PC is a known war hero in the County.
- +5 if one of the PCs befriended an orc or half-orc tribe
- +15 if one of the PCs received the "Honorary Member of the Split Axe Tribe" AR Reward. (not cumulative with previous bonus)
- -1 if there is an elf in the party
- -2 if there is a dwarf in the party

If the PCs are unable to convince him, he sends them away to see Ramar as he pretends to have "other things" to do.

If they convince him, he tells the PCs the following:

- A few months ago a group of humans came to town and competed at the temple. They were really good and managed to score a few victories and made friends.
- Most of their "Friends" are people Mandark would consider to be the most violent and somewhat troublesome.
- The humans hired their "friends" and they left town for the Blackwood and haven't return. "Good riddance" thinks Mandark.
- Mandark has been sending more patrols around Arton because of the growing number of goblins in the forest.

All APLs (EL8, Non-combattant)

❖ **Mandark:** male half-orc Barbarian 1/ Fighter 4/ Ranger 3, AL N

THE STUMBLE INN

By the town gate, the Stumble Inn is obviously one of the richest buildings in town. With a stone foundation raising the floor level a good three feet above street level and a solid-looking roof made of now-green copper tiles, the place is inviting. A nice stable stands just behind the inn.

Inside the place reminds you of most other inns you've seen. A number of young half-orcs are seated at tables talking among themselves. Most are rather young and carry low-quality weapons and second-hand armor.

The Inn keeper waves at you to approach. "Welcome travelers to the Stumble Inn! Finest in this part of the County! Name's Scook! What's your poison?"

The owner is a half-orc named Scook. A former adventurer, Scook discovered the village by chance and decided to move here and form a family (but he hasn't found the right woman yet).

Like most good inns in Urnst, Scook has a cellar full of various beverages such as ales, wines, ciders and meads. As long as it's not illegal, Scook has a bottle or two.

Scook has many tales of his adventures. All are long-winded and sound like endless quests spanning decades, when in fact most were pretty straightforward and included defeating imps and goblins. However, Scook is rather entertaining. He welcomes everyone but is particularly friendly to half-orcs and half-elves.

To make Scook talk, the PCs must make a Gather Information check with the following modifiers. Note that Scook knows the same rumors as the Word on the Street (see encounter 2) in Hardwyn.

- +1 if one of the PCs makes a point of tipping him (no matter the amount).
- +1 for each gold noble given to him (up to +5).
- +1 if one of the PCs is a bard.
- +1 speaking orc.
- +2 if one of the PCs is a half-elf.
- +2 If one of the PCs tell him a tale of adventure and back it up with an appropriate Perform check.
- +2 if one of the PCs came to Arton in URC4-07 *The Past Shall Haunt Us*.
- +2 if one of the PCs befriended an orc or half-orc tribe
- +5 if one of the PCs is a half-orc.

Compare the result to the following:

- **DC 5** The Founder of the village is a former adventurer named Ramar. He can be found at his home (shows where the house is).
- **DC 8** There is only one temple in town, the temple of Nazarn god of formal and public combat.
- **DC 9** The number of goblins in the area has grown significantly since the battle of Sarresh last summer.
- **DC 10** A band of ruffians hired some locals to serve as muscle
- **DC 11** Most locals follow Nazarn, but many also have personal shrines in their homes.
- **DC 12** The ruffians left town a week ago and have not been seen since.

- **DC 13** Other popular religions in town include Pelor, Norebo and Obad-Hai.
- **DC 14** The ruffians hired boys who did well at the temple (ie: fighting)
- **DC 15** A few years ago, a band of adventurers destroyed a demon, which had escaped Ventnor prison, in a deep cave in the Blackwood. (Scook can give the PCs a rough idea of where the cave is. PCs who played URC4-07 *The Past Shall Haunt Us* recognize the place as the demon's hideout.)
- **DC 20** Most of his day-time patrons are young would-be adventurers waiting for quests to come their way. He doesn't value them too much.

All APLs (EL3, Non-combatant)

☛ **Scook**: male half-orc Warrior 3, AL NG

TEMPLE OF NAZARN

The "temple" is really an amphitheater-style arena with a small shrine building next to it. A burly-looking half-orc is sweeping the arena floor. Around his neck hangs a symbol of a short sword wrapped in chains and a short sword hangs at his side, secure in a scabbard.

As you approach he stands and waves at you. "Welcome to the temple of the Gladiator. Are you in need of healing?" asks the priest.

The priest Gramal is one of Ramar's old adventuring buddies. He stayed and Ramar settled here. Gramal is rough around the edges and direct. Most of the others in town refer to him as "The Shaman".

A DC 20 Knowledge (religion) check (or simply asking Gramal) identifies "the Gladiator" as Nazarn, N half-orc hero-god of public and formal combat. Nazarn was born a gladiator-slave of the Scarlet Brotherhood. After escaping, Nazarn impressed Kord by defeating all enemies sent against him and was elevated to godhood by Kord.

Gramal is very easy to approach. If asked, he relates the following information.

- Gramal did allow a few humans to fight in the arena a few months ago. They performed admirably well and fought honorably.
- They later asked him for recommendation for "quality fighters". Gramal gave them a few names.
- One of the guys they hired came back to town and told him that he was working on a "super secret deal" that would pay him big time. He let it slip that their base was in a deep gorge.
- Gramal knows only of one place that would fit the bill, (he can give the PCs directions)
- Gramal hates goblins; "just a bunch of little pests!"

All APLs (EL3, Non-combatant)

☛ **Gramal**: male half-orc Cleric of Nazarn 9, AL N

5: THE VIPERS' CAVE

The goblin's camp is located in a cave at the end of a deep gorge.

It takes 4 hours travel from Arton or from the goblin ambush in Encounter 3 to get there, through dense woods.

At the end of the long 50-foot deep gorge is a cave. The cave is dark and has a number of vile totems next to the entrance. Leather bands holding bones form a door of sorts. Pikes with animal and humanoid skulls flank the entrance of the cave.

All around the area lay remnants of long-broken weapons, silent witness to a conflict that ended long ago.

This is the same cave in which the PCs fought the demons in URC4-07.

A DC 15 Heal or Knowledge (Local – NMR) check on the skulls reveal most of them are of elven (drow, actually, but the PCs have no way of distinguishing this), orc, goblins and hobgoblin origin.

The weapons are rusted and completely unusable. The conflict that took place here has been forgotten by history.

Two of the skulls are actually imbued with a *skull watch* spell as an alarm system. Whenever one of the PCs approaches within 90 feet (the skulls are placed in such a way that they cover the entire gorge floor), they shriek. Note that *skull watch* does not react to animals, vermin, goblins, worgs or anyone with a viper tattoo. It was cast by a 5th-level caster for the purpose of *dispelling*.

Note that the skulls shriek if a creature enters their area, unless there is an opaque barrier; meaning that anyone with less than total concealment or total cover from them, makes the skulls shriek, (yes it is possible for someone to hide behind a tower shield and advance on the skulls).

If the *skull watch* shrieks, every one of the vipers and goblins within the cave becomes aware of the PCs' arrival. Otherwise, the PCs get to surprise the guards.

THE GUARDS

One hundred feet inside the cave are the guards. The guards are not particularly active since they are used to the *skull watches* serving as alarms.

The guards are located in an 8-sided shaped room with most of the guards in the back room. They are hiding behind furniture. Note that there are no light sources in this room, but those the PCs carry.

APL 2 (EL 4)

☛ **Goblin warriors (6)**: goblin; hp 5; *Monster Manual* 133.

☛ **Half-orc Thug**: male half-orc rogue 1/warrior 2; hp 23; *Appendix 1*.

APL 4 (EL 6)

🐉 **Goblin Sneak:** goblin warrior 3/rogue 3; hp 42; Appendix 1.

🐉 **Goblin warriors (6):** goblin; hp 5; *Monster Manual* 133.

🐉 **Half-orc Thug:** male half-orc rogue 1/warrior 2; hp 23; Appendix 1.

APL 6 (EL 8)

🐉 **Goblin Master Sneak:** goblin warrior 3/rogue 5; hp 54; Appendix 1.

🐉 **Goblin Rogue (2):** goblin warrior 3/rogue 1; hp 30; Appendix 1.

🐉 **Half-orc Thug:** male half-orc rogue 3/warrior 2; hp 35; Appendix 1.

APL 8 (EL 10)

🐉 **Goblin Lord:** goblin warrior 3/rogue 7; hp 66; Appendix 1.

🐉 **Goblin Sneak (2):** goblin warrior 3/rogue 3; hp 30; Appendix 1.

🐉 **Half-orc Thug:** male half-orc fighter 2/rogue 3 Warrior 2; hp 51; Appendix 1.

Tactics: The half-orc thug moves in to fight the PCs while all the rogues move to take advantage of flanks and sneak attack. They avoid PCs who are obviously immune to sneak attack, such as PCs with uncanny dodge, the elusive target feat and anyone with concealment.

Development: proceed to Encounter 6.

6: THE GOBLIN LEADERS

After the fight with the guards in the previous encounter, the leaders should be considered aware and ready for the PCs.

Again, these villains are hiding behind furniture, ready to spring their trap. They are in a large room that has been furnished with what the goblins could bring with them and what the Vipers manage to save from their former base. The décor is rather simple and rather simple.

APL 2 (EL 4)

🐉 **Goblin Rogue:** goblin warrior 3/rogue 1; hp 30; Appendix 1.

🐉 **Viper Grappler:** male human; monk 2; hp 15; Appendix 1.

APL 4 (EL 6)

🐉 **Goblin Rogue:** goblin warrior 3/rogue 1; hp 30; Appendix 1.

🐉 **Viper Assassin:** male halfling; rogue 3; hp 20; Appendix 1.

🐉 **Viper Grappler:** male human; monk 2; hp 15; Appendix 1.

🐉 **Viper Sorceress:** female Oeridian; sorcerer 2; hp 14; Appendix 1.

APL 6 (EL 8)

🐉 **Goblin Sneak:** goblin warrior 3/rogue 3; hp 42; Appendix 1.

🐉 **Viper Assassin:** male halfling; rogue 5; hp 37; Appendix 1.

🐉 **Viper Grappler:** male human; monk 4; hp 27; Appendix 1.

🐉 **Viper Sorceress:** female Oeridian; sorcerer 4; hp 24; Appendix 1.

APL 8 (EL 10)

🐉 **Goblin Master Sneak:** goblin warrior 3/rogue 5; hp 54; Appendix 1.

🐉 **Viper Assassin:** male Halfling; assassin 1/rogue 6; hp 65; Appendix 1.

🐉 **Viper Grappler:** male human; monk 6; hp 45; Appendix 1.

🐉 **Viper Sorceress:** female Oeridian; sorcerer 6; hp 40; Appendix 1.

Tactics: the grappler attempts to grapple one of the PCs' toughest-looking melee fighters so the goblin and the assassin can use their sneak attack upon that PC.

The sorceress tries to blast as many PCs as she can with her spells.

The assassin remains hidden for three rounds before coming in and use his death attack. If he doesn't have the death attack, he moves in at the same time as the others.

The goblins and vipers fight to the death, neither giving nor asking for quarters. They have been brainwashed by the drow that they are not to expect quarter.

Development: Proceed to "searching the cave".

SEARCHING THE CAVE

Other than the belongings and items on the villains, the cave has a large stockpile of ammunition such as crossbow bolts, melee weapons (for small and medium-sized humanoids), and supplies to support a small force for a few weeks. The PCs also find Player Handout 3.

Proceed to the Conclusion.

7: TORVALL

Following the map Lady Melnie gave you, you make good time through the forest. The hunting trails are well-defined and though the forest is dense, progress is easy. The day is nearing its end when you finally draw close to the area for your meeting with Torvall.

Suddenly you hear a howl and the unmistakable sound of weapon on weapon from up ahead.

If the PCs do not head there immediately, Torvall and his companion both die (see troubleshooting below).

The clearing ahead is over a hundred feet across and is filled with ruins. Nearby, a number of men dressed in black fight a man dressed in hide armor. A bear and three wolves fight at his side.

The clearing ahead has a number of ruins with many areas free of vegetation. The clearing is about 100 feet across and has some ruins (represent this by a few walls). The PCs start at the edge of the forest.

The Vipers are initially hiding 30 feet from the PCs. They have a +4 bonus to their hide from the ruins.

APL 10 (EL 12)

🐍 **Viper Boss:** male half-elf Fighter 4/ Outcast Champion 4/ Rogue 1; hp 101; *Appendix 1*.

🐍 **Viper Thugs (4):** male or female human; Monk 3/ Rogue 4; hp 48 each; *Appendix 1*.

APL 12 (EL 14)

🐍 **Viper Boss:** male half-elf Fighter 4/ Outcast Champion 5/ Rogue 2; hp 122; *Appendix 1*.

🐍 **Viper Thugs (4):** male or female human; Monk 3/ Rogue 4/ Streetfighter 2; hp 62 each; *Appendix 1*.

APL 14 (EL 16)

🐍 **Viper Boss:** male half-elf Fighter 4/ Outcast Champion 5/ Rogue 2/ Scar Enforcer 2; hp 142; *Appendix 1*.

🐍 **Viper Thugs (4):** male or female human; Monk 3/ Rogue 4/ Streetfighter 4; hp 76 each; *Appendix 1*.

Tactics: The vipers focus their attacks on one of the PCs, ideally someone who is not immune to sneak attack. They are ruthless killers.

One of the thugs attempts to grapple a PC (ideally a small-sized character or a wizard-type) while his friends focus their attacks on that PC.

They do not surrender nor do they offer any quarters. They know they are wanted for many crimes and do not expect mercy.

Development: Proceed to Torvall

TORVALL THE DRUID

Torvall is a simple man who has the appearance common to druids: unclean, hair full of twigs and leaves with a wet dog smell. He is friendly and smiles readily.

"Got to thank you for the help... was going to ask you for something in return, but I think that makes us even... Fair enough?"

If the PCs do not agree, Torvall asks a mission of them that takes 4 TUs to complete (transport something to another druid in the Burneal Forest). Torvall's mind is pretty much set and his offer makes sense to him.

"The people you are looking for are holed up in an old smuggler's base on the Artonsamay. Years ago some smugglers used it as a base until adventurers came and rooted them out. I avoid the place because there is something unwholesome about it. It will take us a good five hours to get there, if we leave now, we'll get there before sundown."

The PCs may have questions for Torvall.

- **Why did they attack you?** I'm not sure... I think they wanted to silence me before I met up with you.
- **Are you a member of the Warders of the Wild?** Yes.
- **Are there other monsters in the forest?** There are many, most of them part of the natural order... Add some native humanoids like orcs and goblins and the occasional creature from beyond. Most of the evil ones live on the Redhand side of the River.
- **What are you paid?** I was promised a mission, but your arrival means I'll have to find some other group of adventurers to do it.
- **How did you learn about this?** The forest speaks to me... it's just a question of listening...

Development: When they are done discussing, proceed to Encounter 8.

All APLs (EL7, non-combattant)

🐍 **Torvall:** Male human Druid 7, AL N; (no Spellcraft skill)

TROUBLESHOOTING

If Torvall dies, the PCs have a problem. They have to bring him back to life (using a *raise dead* or *reincarnate* spell). If they do not bring him back, their adventure ends here.

Note that should Torvall be brought back as a non-playable race, he still speaks to the PCs.

It is also possible for the PCs to head back to Hardwyn to get him *raised*. Doing so does not affect the rest of the adventure.

8: THE HEAD OF THE SNAKE

With the last rays of the sun fading from the sky, Torvall finally stops at the edge of a cliff overlooking the Artonsamay River. Below you, trees form a thin band of green between the cliff and the River.

"If you go on a little further that way, you will find a wagon trail going down. Follow it and it will lead you to their base. You can't miss it!"

"I'll stay here to keep an eye out for things."

The presence of Torvall gives access to the *reincarnation* spell to the PCs for the duration of the adventure.

APPROACHING THE CABIN

The trail is exactly where Torvall say it is.

PC who have played URC4-08 *Cold Trails* and who went to Dominion, recognize the area as the old smuggler's base. You may draw them the layout of the area.

The area within the cabin has a *forbiddance* (DC 21 Will for half, CL 15th) spell effect (the goblins leaders and vipers know the password). It is attuned to Chaotic Evil. Though the villains take no damage from the effect, they cannot use teleportation or summoning effects within the area.

The *forbiddance* affects 200 feet in all directions (including the river) around the house (what Torvall described as "something unwholesome." Note that when the *forbiddance* was cast, the doors of the cabin were open, giving the cast line of effect inside.

Fifty feet within the area are a number of skulls placed on pikes. These skulls are *skull watch* spells. They do not shriek when seeing animals, goblins, drow, or anyone showing a vipers' tattoo. Whenever one of the PCs approaches within 90 feet (the skulls are placed in such a way that they cover the entire area) the skulls shriek. Note that *skull watch* does not react to animals, vermin, goblins, worgs, drow or anyone with a viper tattoo. It was cast by a 5th-level caster for the purpose of dispelling.

Note that the skulls shriek if a creature enters their area, unless there is an opaque barrier; meaning that anyone with less than total concealment or total cover make the skulls shriek (yes it is possible for someone to hide behind a tower shield and advance on the skulls).

If the *skull watch* shrieks, every one of the Drow and goblins within the cabin becomes aware of the PCs' arrival.

THE CABIN

The inside of the cabin is almost empty. The ceiling is 15-foot high and the area is rather clean and without clutter. Straw mattresses with blankets cover the floor.

In short, the interior is free of any obstruction. There is only one (unlocked door). All the windows have been covered with large planks and nailed shut. In short with the *forbiddance* in effect, the only way in is through the door.

APL 10 (EL 12)

✚ **Adinyr Rilyn'Virr**: male Drow Fighter 4 Rogue 5; hp 82; *Appendix 1*.

✚ **Goblin Lord (2)**: goblin Warrior 3 Rogue 7; hp 66 each; *Appendix 1*.

APL 12 (EL 14)

✚ **Adinyr Rilyn'Virr**: male Drow Fighter 4 Rogue 5; hp 82; *Appendix 1*.

✚ **Gellau'nim Rilyn'Virr**: male Drow Cleric of Vhaeraun 11; hp 91; *Appendix 1*.

✚ **Goblin Lord (2)**: goblin warrior 3/rogue 7; hp 66 each; *Appendix 1*.

APL 14 (EL 16)

✚ **Adinyr Rilyn'Virr**: male drow fighter 4/rogue 5; hp 82; *Appendix 1*.

✚ **Gellau'nim Rilyn'Virr**: male drow cleric of Vhaeraun 11; hp 91; *Appendix 1*.

✚ **Goblin Lord (2)**: goblin warrior 3/rogue 7; hp 66 each; *Appendix 1*.

✚ **Kelvezu**: hp 90; *Appendix 1*.

Tactics: All the Vipers know the jig is up, and fight to the death, neither giving nor asking for quarter. They focus on one PC who seems to be easier to hit (lightly-armored PCs and arcane spellcasters make nice targets).

They attack downed PCs to inflict as much damage as they can, unless a PC stands to them. Think of them as murderous assassins.

Development: When the last drow falls have him call out the following. If the drow is in a zone of *silence*, he still makes his plea, but the PCs do not hear it. He calls out in elven.

"Masked Lord, avenge us! I call your vengeance upon those who have wronged you!"

When the fight is over, proceed to Encounter 9 immediately. Do not allow the PCs time to regroup or heal up.

9: VHAERAUN'S REVENGE

Where the last drow fell, the ghostly face of a masked drow appears, its features contorted with rage. From his mouth, a cold mist quickly fills the area, chilling you to the bone for but a second.

Then in an instant, the mist and the ghostly face are gone. In their place stands a big, vile, armored frog-like humanoid creature wielding a longsword and covered in shadows.

A DC 20 Knowledge (religion) check identifies the ghostly visage as that of Vhaeraun, CE Drow deity of thieves, evil surface drow and poison. A staunch opponent of his mother Lolth and father, Corellon Larethian, Vhaeraun is a vicious and vengeful deity.

A DC 20 Knowledge (the planes) check identifies the creature as a hezrou, a demon from the Abyss. This one however seems to be much larger than others of its kind.

The mist *dispelled* any area of effect spell currently active in the room. Only area spells are affected. For example, an *Evard's black tentacles* would be dispelled but not a *haste* or *bless* spell.

Roll initiative for the hezrou and continue the initiative after the PC who just killed the drow. The Hezrou is flat-footed until his turn comes up.

APL 10 (EL 12)

✚ **Advanced Hezrou**: hp 178; *Appendix 1*.

APL 12 (EL 14)

➤ **Advanced Hezrou:** hp 280; Appendix 1.

APL 14 (EL 16)

➤ **Advanced Hezrou:** hp 346; Appendix 1.

Tactics: the hezrou was sent here to kill the PCs and deliver Vhaeraun's vengeance. He focuses his attack on one PC before moving on to another. If a PC proves too hard to hit, he moves to another one and focuses on that one.

Note that the hezrou has been *gated* in by Vhaeraun himself, not *summoned*.

He uses its *blasphemy* once he gets down to his last 100 hit points.

Development: Searching the cabin, the PCs find Player Handout 4.

Proceed to the Conclusion.

TROUBLESHOOTING: TPK

If the PCs are defeated the drow or the hezrou, the PCs fail and are plundered by the drow. This means the PCs lose all the money they currently have AND have any items that are particularly good against drow or goblin destroyed, such as *elfbane*, *goblinbane*, *holy* and *sacred* weapons.

CONCLUSION

There are two different conclusions, based on the tier the PCs played: high or low.

LOW-TIER (APL2–8)

Back in Hardwyn, you are quickly contacted by Lady Melnie's agent and escorted to a nearby inn where you are shown to a back room where Lady Melnie is seated discussing with an imp.

"You have done well. Return to your masters and speak of this to no one." She says as the small creature vanished into thin air. Looking towards you she stands and smiles.

"I take it this little goblin problem has been resolved? Did you find anything of interest?"

Lady Melnie listens to anything the PCs have to report. She is genuinely interested in what the PCs have to say.

If asked about the imp. "Using evil against evil" is all she says. It is clear she has no interest in pursuing this discussion any longer.

Any prisoner brought back alive is quickly judged by the local authorities, found guilty and executed for treason and various other crimes.

Once done, proceed to Epilogue.

HIGH-TIER (APL10–14)

Back in Hardwyn, you are quickly contacted by Lady Melnie's agent and escorted to a nearby inn where you are shown to a back room where Lady Melnie is seated and in conversation with a silver-colored kobold dressed in a mithral breastplate with the emblem of House Underley on his shield and a symbol of a constellation around his neck.

"Good, proceed according to plan." She says as the small creature makes a quick bow and walks out, making a polite nod to you as he passes by. Lady Melnie stands and smiles.

"I believe you have much to tell me... A divine manifestation in the County... you'd think I wouldn't know... Have some wine, tell me everything!"

Lady Melnie listens intently to anything the PCs have to report. She is genuinely interested in what the PCs have to say, and asks a few questions about the circumstances of Vhaeraun's apparition. It should be obvious to the PCs that this is an important event.

If asked about the kobold. "A rare sort... Paladin of Bahamut..." is all she says. It is clear she has no interest in pursuing this discussion any longer.

Any prisoner brought back alive is quickly judged by the local authorities, found guilty and executed for treason and various other crimes. Drow prisoners are simply executed after it is proven they are evil.

Once done, proceed to Epilogue.

EPILOGUE

The drow stood trembling in his black chain shirt. The Black Man's dark form barely visible in the low light only increased the dark elf's well-placed fear.

"Master, my brothers were betrayed... It had to be that Underley woman again. We... we tried our best but it's not our fault. You know house Rilyn'Virr has always served you faithfully" stutters the drow.

The Black Man pondered the words of the elf. "Yes, you have served admirably. But your house is no more... Maybe it is time I consider new allies..."

"What do you mean?" asked the drow suddenly very worried.

"He means... that he has found NEW allies... Allies who can provide him with more than empty promises and excuses..." the slow, steady voice of Shi'raena Teken'afin echoed through the chamber.

"Master, you are making a terrible mistake! She will..." the drow's voice was silenced as thousands of small spiders covered him with white silk, the sound of his words drowns and disappears.

"Now that these heretics have been stopped... and that the last of them has been disposed of... The queen will be most happy. She will send assistance." The drow priestess took a quick bow and also vanished.

*The Black Man remained alone in silence
pondering his next move.*

Proceed to AR Rewards.

AR REWARDS

PCs who belong to the Underley network receive the “Underley Network Access” AR Reward.

- PCs who belong to the Shadow network receive the “Shadow Network Access” AR Reward.
- PCs who succeed at the task asked by Lady Melnie receive the “Thanks of Lady Melnie Underley” AR Reward.
- (APL10+) If the PCs insisted on doing Torvall's mission instead of calling it good, they receive the “Torvall's mission” AR Reward.
- (APL10+) PCs who faced the drow receive the “Vhaeraun's' curse” AR Reward.

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.

3: Skirting the Blackwood

Defeating the Goblin ambushers

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

5: The Vipers' cave

Defeating the guards

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

6: The goblin leaders

Defeating the leaders

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

7: Torvall

Defeating the Vipers

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

8: The Head of the Snake

Defeating the Drow and their allies

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

9: Vhaeraun's revenge

Defeating the Hezrou

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Story Award

Disposing of the Viper leaders

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	260 XP
APL 12	305 XP
APL 14	350 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,300 XP
APL 12	1,575 XP
APL 14	1,800 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

3: Skirting the Blackwood

APL2: Loot: 52gp; Total: 52gp.

APL4: Loot: 98gp; Magic: 193gp; +1 Lance (193gp); Total: 291gp.

APL6: Loot: 112gp; Magic: 385gp; +1 *Lance* x2 (193gp each); Total: 497gp.

APL8: Loot: 59gp; Magic: 770gp; +1 *Lance* x4 (193gp each); Total: 829gp.

5: The Vipers' cave

APL2: Loot: 52gp; Total: 52gp.

APL4: Loot: 52gp; Magic: 401gp; +1 chain shirt x2 (104gp each); +1 short sword (193gp); Total: 453gp.

APL6: Loot: 27gp; Magic: 2,065gp; +1 chain shirt x3 (104gp each); +1 shocking short sword (693gp); +1 short sword x5 (193gp each); +1 studded leather (98gp); Total: 2,092gp.

APL8: Magic: 3,092gp; +1 chain shirt x3 (104gp each); +1 greataxe (193gp); +1 shocking short sword (693gp); +1 short sword x5 (193gp each); +1 studded leather (98gp); cloak of resistance +1 x2 (83gp each); cloak of resistance +2 (333gp); glove of dexterity +2 (333gp); Total: 3,092gp.

6: The goblin leaders

APL2: Loot: 26gp; Magic: 380gp; +1 chain shirt (104gp); +1 short sword (193gp); bracers of armor +1 (83gp); Total: 406gp.

APL4: Loot: 129gp; Magic: 805gp; +1 chain shirt (104gp); +1 short sword (193gp); bracers of armor +1 x2 (83gp each); cloak of resistance +1 (83gp); mithral chain shirt (92gp); vest of resistance +1 x2 (83gp each); Total: 934gp.

APL6: Loot: 117gp; Magic: 1,831gp; +1 mithral chain shirt (175gp); +1 chain shirt (104gp); +1 short sword x2 (193gp each); bracers of armor +1 (83gp); bracers of armor +2 (333gp); cloak of resistance +1 x2 (83gp each); ring of protection +1 (167gp); vest of resistance +1 (83gp); vest of resistance +2 (333gp); Total: 1,948gp.

APL8: Loot: 117gp; Magic: 5,023gp; +1 mithral chain shirt (175gp); +1 chain shirt (104gp); +1 dagger (192gp); +1 shocking short sword (693gp); +1 short sword (193gp); amulet of health +2 (333gp); boots of elvenkind (208gp); bracers of armor +2 x2 (333gp each); cloak of charisma +2 (333gp); cloak of elvenkind (208gp); cloak of resistance +1 (83gp); cloak of resistance +2 (333gp); gloves of dexterity +2 (333gp); periapt of wisdom +2 (333gp); ring of protection +1 (167gp); vest of resistance +2 x2 (333gp each); Total: 5,140gp.

7: Torvall

APL 10: Magic: 7,013gp; +1 animated heavy steel shield (764gp); +1 buckler x4 (97gp each); +1 rapier x4 (193gp each); +2 adamantine full plate (1,304gp); +2 chain shirt x4 (354gp each); +2 humanbane greatsword (700gp); cloak of resistance +2 (333gp); vest of resistance +2 x4 (333gp each); Total: 7,013gp.

APL 12: Magic: 7,013gp; +1 animated heavy steel shield (764gp); +1 buckler x4 (97gp each); +1 rapier x4 (193gp each); +2 adamantine full plate (1,304gp); +2 chain shirt x4 (354gp each); +2 humanbane greatsword (700gp); cloak of resistance +2 (333gp); vest of resistance +2 x4 (333gp each); Total: 7,013gp.

APL 14: Magic: 7,013gp; +1 animated heavy steel shield (764gp); +1 buckler x4 (97gp each); +1 rapier x4

(193gp each); +2 adamantine full plate (1,304gp); +2 chain shirt x4 (354gp each); +2 humanbane greatsword (700gp); cloak of resistance +2 (333gp); vest of resistance +2 x4 (333gp each); Total: 7,013gp.

8: The Head of the Snake

APL 10: Magic: 8263gp; +1 elfbane hand crossbow (688gp); +1 humanbane rapier (693gp); +1 shocking short sword x2 (693gp each); +1 short sword x2 (193gp each); +2 blinking elven chain (1,929gp); boots of elvenkind (208gp); bracers of quick-strike (100gp); cloak of elvenkind (208gp); cloak of resistance +2 x2 (333gp each); gloves of dexterity +2 x2 (333gp each); vest of resistance +4 (1,333gp); Total: 8,263gp.

APL 12: Magic: 13053gp; +1 elfbane hand crossbow (688gp); +1 humanbane rapier (693gp); +1 rapier (360gp); +1 shocking short sword x2 (693gp each); +1 short sword x2 (193gp each); +2 blinking elven chain (1,929gp); +2 heavy mithral shield (417gp); +2 magic-eating elven chain (1,096gp); boots of elvenkind (208gp); bracers of quick-strike (100gp); cloak of elvenkind (208gp); cloak of resistance +2 x2 (333gp each); gloves of dexterity +2 x2 (333gp each); lesser rod of quicken (2,917gp); vest of resistance +4 (1,333gp); Total: 13,053gp.

APL 14: Magic: 18,771gp; +1 dagger of wounding (1,525gp); +1 elfbane hand crossbow (688gp); +1 humanbane rapier (693gp); +1 rapier (360gp); +1 shocking short sword x2 (693gp each); +1 short sword x2 (193gp each); +2 blinking elven chain (1,929gp); +2 heavy mithral shield (417gp); +2 magic-eating elven chain (1,096gp); +3 rapier of wounding (4,193gp); boots of elvenkind (208gp); bracers of quick-strike (100gp); cloak of elvenkind (208gp); cloak of resistance +2 x2 (333gp each); gloves of dexterity +2 x2 (333gp each); lesser rod of quicken (2,917gp); vest of resistance +4 (1,333gp); Total: 18,771gp;

9: Vhaeraun's revenge

APL 10: Magic: 4,210gp; +2 longsword (693gp); +2 studded leather (350gp); belt of giant strength +4 (1,333gp); cloak of resistance +2 (333gp); devastation gauntlets (167gp); winged boots (1,333gp); Total: 4,210gp.

APL 12: Magic: 4,210gp; +2 large longsword (693gp); +2 large studded leather (350gp); belt of giant strength +4 (1,333gp); cloak of resistance +2 (333gp); devastation gauntlets (167gp); winged boots (1,333gp); Total: 4,210gp.

APL 14: Magic: 4,210gp; +2 longsword (693gp); +2 studded leather (350gp); belt of giant strength +4 (1,333gp); cloak of resistance +2 (333gp); devastation gauntlets (167gp); winged boots (1,333gp); Total: 4,210gp.

Conclusion

Lady Melnie and Redhand's payment

All APLs: Coin: 200 gp.

Treasure Cap

APL 2: 450gp

APL 4: 650gp

APL 6: 900gp

APL 8: 1,300gp

APL 10:	2,300gp
APL 12:	3,300gp
APL 14:	6,600gp

Total Possible Treasure

APL 2:	710gp
APL 4:	1,878gp
APL 6:	3,098gp
APL 8:	9,261gp
APL 10:	19,486gp
APL 12:	24,273gp
APL 14:	29,994gp

ADVENTURE RECORD ITEMS

🗡️ **Torvall's mission (APL10+ only):** You performed a mission for Torvall that costs you 4TUs.

👤 **Underley Network access:** Members of the Underley network gain regional access to items marked '@'.

👤 **Shadow Network access:** Member of the shadow network have regional access to items marked '#'.

👤 **Thanks of Lady Melnie Underley:** You may use this influence point in one of three ways. (check the one used).

- ☐ Access to the City Spell or Invisible Spell feats (all CS)
- ☐ Regional access to doorbuster kit, mobility kit, trapspringer kit (all DS)

👤 **Vhaeraun's curse:** (APL10+ only) The Masked God has cursed you. Whenever you make a opposed Disguise, Forgery, Hide, Move Silently or Sense Motive check for you take a -5 to your check if the opponent is a drow, -10 if the drow is a servant of Vhaeraun. The only way to remove this is to obtain an enmity with Lolth or her servants. This also cancels any and all favor with Vhaeraun and his followers.

- +2 *Humanbane greatsword* (Adventure; DMG)
- @Bracers of Quick-strike (Adventure; MIC; 1,200gp)
- Devastation Gauntlets (Adventure; MIC; 2,000gp)
- @Boots, Winged (Adventure; DMG)

APL 12 (all of APLs 2-10 plus the following):

- +2 *Large longsword* (Adventure, DMG)
- @+2 *Magic-eating Elven chain* (Adventure, DMG & MIC; 13,150gp)
- +2 *Heavy Mithral shield* (Adventure, DMG; 5,020gp)
- @Rod of Quicken, lesser (Adventure, DMG)

APL 14 (all of APLs 2-12 plus the following):

- +1 *Dagger of Wounding* (Adventure; DMG)
- +3 *Rapier of Wounding* (Adventure; DMG)

ITEM ACCESS

APL 4:

- +1 *Shocking short sword* (Adventure, DMG)
- #Mithral chain shirt (Adventure; DMG)

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

- @#Boots of Elvenkind (Adventure; DMG)
- @#Cloak of Elvenkind (Adventure; DMG)

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

- +1 *Animated heavy steel shield* (Adventure; DMG)
- +1 *Elfbane hand crossbow* (Adventure; DMG)
- +1 *Humanbane rapier* (Adventure; DMG)
- +2 *Adamantine full plate* (Adventure; DMG)
- +2 *Blinking Elven chain* (Adventure; DMG & MIC; 23,150gp)

APPENDIX 1: APL 2

3: SKIRTING THE BLACKWOOD

WOLF RIDER

CR 1

Male Goblin Warrior 3

NE Small Humanoid (goblin)

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

Languages Common, Goblin

AC 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +3 armor, +2 shield)

hp 21 (3 HD);

Fort +4, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares)

Melee masterwork rapier +8 (1d4+1/ 18-20) or

Melee dagger +7 (1d3+1/ 19-20)

Ranged sling +7 (1d3+1)

Base Atk +3; **Grp** +0

Special Actions Mounted Combat

Combat Gear masterwork rapier, masterwork studded leather, dagger, sling, many stones

Abilities Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 6

Feats Mounted Combat, Weapon Finesse,

Skills Handle Animal +4, Ride +15,

Possessions combat gear

Skills Goblins have a +4 racial bonus to Move Silently and Ride checks.

5: THE VIPERS' CAVE

HALF-ORC THUG

CR 2

Male Half-orc Rogue1 Warrior2

NE Medium Humanoid (Orc)

Init +2; **Senses** darkvision 60ft. Listen +0, Spot +0

Languages Common, Orc

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 23 (3 HD);

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

Speed 30 ft. in light armor (6 squares)

Melee masterwork greataxe +7 (1d12+4 /20, x3) or

Melee club +5 (1d6+4) or

Ranged sling +4 (1d4+3)

Base Atk +2; **Grp** +5

Special Actions sneak attack +1d6

Combat Gear masterwork greataxe, club, sling & stones, masterwork studded leather

Abilities Str 17, Dex 14, Con 13, Int 10, Wis 10, Cha 6

SQ trapfinding

Feats Improved Toughness**, Weapon Focus (greataxe),

Skills Climb +7, Hide +3, Jump +9, Tumble +9,

Possessions combat gear

6: THE GOBLIN LEADERS

GOBLIN ROGUE

CR 2

Male Goblin Warrior 3 Rogue 1

NE Small Humanoid (goblin)

Init +4; **Senses** darkvision 60ft, Listen +1, Spot +1

Languages Common, Goblin, Orc

AC 20, touch 14, flat-footed 16

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

hp 30 (4 HD);

Fort +5, **Ref** +7, **Will** +1

Speed 30 ft. (6 squares)

Melee +1 *short sword* +9 (1d4+1/ 19-20) or

Melee masterwork short sword +9 (1d4/ 19-20) or

Melee +1 *short sword* +7 (1d4+1/ 19-20) and

masterwork short sword +7 (1d4/ 19-20)

Ranged sling +8 (1d3)

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

Special Actions Sneak Attack (+1d6), Two-Weapon Fighting

Combat Gear +1 *short sword*, +1 *chain shirt*, masterwork short sword, sling, many stones

Abilities Str 11, Dex 18, Con 14, Int 12, Wis 10, Cha 6

Feats Two-Weapon Fighting, Weapon Finesse,

Skills Handle Animal +4, Gather Information -1, Jump +7, Move Silently +9, Ride +15, Tumble +11,

Possessions combat gear

Skills Goblins have a +4 racial bonus to Move Silently and Ride checks.

VIPER GRAPPLER

CR 2

Male Human Monk 2

LN Medium Humanoid (Human)

Init +6; **Senses** Listen +7, Spot +4

Languages Common, Gnome

AC 14 touch 13 flat-footed 13

(+1 Dex, +2 class, +1 armor)

hp 15 (2 HD);

Fort +4 **Ref** +5 **Will** +5 Evasion

Speed 30ft. (6 squares)

Melee Unarmed Strike +2 (1d6+1) or

Melee Flurry of Blows +0/+0 (1d6+1)

Base Atk +1; **Grp** +6

Atk Options: May attack Unarmed as either lethal or non lethal, flurry of blows

Combat Gear: *bracers of armor* +1

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

SQ Evasion

Feats Combat Reflexes^b, Deflect Arrows, Improved Initiative^b, Improved Grapple^b, Improved Unarmed Strike^b,

Skills Climb +7, Jump +8, Listen +7, Move Silently +5, Spot +6, Listen +7, Move Silently +7, Spot +4, Tumble +9,

Possessions combat gear

Flurry of Blow (Ex) As a full round action the monk gains 1 Extra, All Attacks at -2

AC Bonus (Ex) Add +2 AC unless immobilized or helpless, wearing armor, carrying a shield or carrying a medium/heavy load

3: SKIRTING THE BLACKWOOD**WOLF RIDER****CR 1**

Male Goblin Warrior 3

NE Small Humanoid (goblin)

Init +3; **Senses** darkvision 60ft, Listen +1, Spot +1**Languages** Common, Goblin**AC** 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +3 armor, +2 shield)

hp 21 (3 HD);**Fort** +4, **Ref** +4, **Will** +2**Speed** 30 ft. (6 squares)**Melee** masterwork rapier +8 (1d4+1/ 18-20) or**Melee** dagger +7 (1d3+1/ 19-20)**Ranged** sling +7 (1d3+1)**Base Atk** +3; **Grp** +0**Special Actions** Mounted Combat**Combat Gear** masterwork rapier, masterwork studded leather, dagger, sling, many stones**Abilities** Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 6**Feats** Mounted Combat, Weapon Finesse,**Skills** Handle Animal +4, Ride +15,**Possessions** combat gear**Skills** Goblins have a +4 racial bonus to Move Silently and Ride checks.**Init** +4; **Senses** darkvision 60ft, Listen +1, Spot +1**Languages** Common, Goblin**AC** 21, touch 15, flat-footed 17

(+1 size, +4 Dex, +5 armor, +1 shield)

hp 42 (6 HD);**Fort** +7, **Ref** +9, **Will** +3 evasion**Speed** 30 ft. (6 squares)**Melee** +1 *short sword* +11 (1d4+1/ 19-20) or**Melee** +1 *short sword* +9/+9 (1d4+1/ 19-20)**Ranged** sling +10 (1d3)**Base Atk** +5; **Grp** +1**Special Actions** Sneak Attack (+2d6), Two-Weapon Fighting**Combat Gear** 2 +1 *short sword*, +1 *chain shirt*, sling, many stones**Abilities** Str 11, Dex 18, Con 14, Int 12, Wis 10, Cha 6**Feats** Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse,**Skills** Bluff +4, Gather Information +1, Handle Animal +4, Hide +13, Jump +7, Move Silently +11, Ride +16, Tumble +13,**Possessions** combat gear plus *cloak of resistance* +1**Skills** Goblins have a +4 racial bonus to Move Silently and Ride checks.**WORG RIDER****CR 2**

Male Goblin Warrior 3 Fighter 1

NE Small Humanoid (goblin)

Init +3; **Senses** darkvision 60ft, Listen +1, Spot +1**Languages** Common, Goblin**AC** 22, touch 15, flat-footed 18

(+1 size, +4 Dex, +5 armor, +2 shield)

hp 28 (4 HD);**Fort** +6, **Ref** +5, **Will** +2**Speed** 30 ft. (6 squares)**Melee** +1 *lance* +7 (1d6+1 (tripled on a charge)) or**Melee** dagger +9 (1d3+1/ 19-20)**Ranged** sling +9 (1d3+1)**Base Atk** +4; **Grp** +1**Atk Options** Ride-by-Attack, Spirited charge**Special Actions** Mounted Combat,**Combat Gear** +1 *lance*, masterwork studded leather, dagger, sling, many stones**Abilities** Str 12, Dex 18, Con 13, Int 10, Wis 12, Cha 6**Feats** Mounted Combat, Ride-By-Attack, Spirited Charge,**Skills** Handle Animal +5, Ride +15,**Possessions** combat gear**Skills** Goblins have a +4 racial bonus to Move Silently and Ride checks.**HALF-ORC THUG****CR 2**

Male Half-orc Rogue1 Warrior2

NE Medium Humanoid (Orc)

Init +2; **Senses** darkvision 60ft. Listen +0, Spot +0**Languages** Common, Orc**AC** 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 23 (3 HD);**Fort** +4, **Ref** +4, **Will** +0**Speed** 30 ft. in light armor (6 squares)**Melee** masterwork greataxe +7 (1d12+4 /20, x3) or**Melee** club +5 (1d6+4) or**Ranged** sling +4 (1d4+3)**Base Atk** +2; **Grp** +5**Special Actions** sneak attack +1d6**Combat Gear** masterwork greataxe, club, sling & stones, masterwork studded leather**Abilities** Str 17, Dex 14, Con 13, Int 10, Wis 10, Cha 6**SQ** trapfinding**Feats** Improved Toughness**, Weapon Focus (greataxe),**Skills** Climb +7, Hide +3, Jump +9, Tumble +9,**Possessions** combat gear**5: THE VIPERS' CAVE****GOBLIN SNEAK****CR 4**

Male Goblin Warrior 3 Rogue 3

NE Small Humanoid (goblin)

6: THE GOBLIN LEADERS**GOBLIN ROGUE****CR 2**

Male Goblin Warrior 3 Rogue 1

NE Small Humanoid (goblin)

Init +4; **Senses** darkvision 60ft, Listen +1, Spot +1**Languages** Common, Goblin, Orc

AC 20, touch 14, flat-footed 16
 (+1 size, +4 Dex, +5 armor)
hp 30 (4 HD);
Fort +5, **Ref** +7, **Will** +1

Speed 30 ft. (6 squares)
Melee +1 *short sword* +9 (1d4+1/ 19-20) or
Melee masterwork short sword +9 (1d4/ 19-20) or
Melee +1 *short sword* +7 (1d4+1/ 19-20) and
 masterwork short sword +7 (1d4/ 19-20)
Ranged sling +8 (1d3)
Base Atk +3; **Grp** -1
Special Actions Sneak Attack (+1d6), Two-Weapon
 Fighting
Combat Gear +1 *short sword*, +1 *chain shirt*,
 masterwork short sword, sling, many stones

Abilities Str 11, Dex 18, Con 14, Int 12, Wis 10, Cha
 6
Feats Two-Weapon Fighting, Weapon Finesse,
Skills Handle Animal +4, Gather Information -1, Jump
 +7, Move Silently +9, Ride +15, Tumble +11,
Possessions combat gear

Skills Goblins have a +4 racial bonus to Move Silently
 and Ride checks.

VIPER ASSASSIN

CR 3

Male Halfling Rogue 3
 NE Small Humanoid (Halfling)
Init +7; **Senses** Listen +9, Spot +7
Languages Common, Halfling

AC 18, touch 14, flat-footed 15
 (+1 size, +3 Dex, +4 armor)
hp 20 (3 HD);
Fort +5, **Ref** +8, **Will** +4 (+6 vs fear) evasion

Speed 20 ft. in light armor (4 squares)
Melee masterwork dagger +7 (1d3 /19-20) or
Ranged masterwork dagger +8 (1d3 /19-20)
Base Atk +2; **Grp** -2
Special Actions sneak attack +2d6
Combat Gear mithral chain shirt, 4 masterwork
 daggers, *vest of resistance* +1

Abilities Str 10, Dex 16, Con 15, Int 10, Wis 13, Cha
 8
SQ trapfinding, trap sense +1
Feats Improved Initiative, Weapon Finesse,
Skills Climb +2, Escape Artist +9, Jump +4,
 Knowledge (local/Nyrond meta-region) +6, Listen
 +9, Move Silently +11, Sleight of Hand +9, Spot +7,
 Tumble+11,
Possessions combat gear

Skills Halflings get +2 racial bonus on Climb, Jump,
 Listen and Move Silently checks.

VIPER GRAPPLER

CR 2

Male Human Monk 2
 LN Medium Humanoid (Human)
Init +6; **Senses** Listen +7, Spot +4
Languages Common, Gnome

AC 14 touch 13 flat-footed 13
 (+1 Dex, +2 class, +1 armor)
hp 15 (2 HD);

Fort +4 **Ref** +5 **Will** +5 Evasion

Speed 30ft. (6 squares)
Melee Unarmed Strike +2 (1d6+1) or
Melee Flurry of Blows +0/+0 (1d6+1)
Base Atk +1; **Grp** +6
Atk Options: May attack Unarmed as either lethal or
 non lethal, flurry of blows
Combat Gear: *bracers of armor* +1

Abilities Str 12, Dex 14, Con 13, Int 10, Wis 15, Cha
 8
SQ Evasion
Feats Combat Reflexes^b, Deflect Arrows, Improved
 Initiative^b, Improved Grapple^b, Improved Unarmed
 Strike^b,
Skills Climb +7, Jump +8, Listen +7, Move Silently
 +5, Spot +6, Listen +7, Move Silently +7, Spot +4,
 Tumble +9,
Possessions combat gear

Flurry of Blow (Ex) As a full round action the monk
 gains 1 Extra, All Attacks at -2
AC Bonus (Ex) Add +2 AC unless immobilized or
 helpless, wearing armor, carrying a shield or
 carrying a medium/heavy load

VIPER SORCERESS

CR 2

Female Oeridian sorcerer 2
 LE Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Draconic

AC 12, touch 11, flat-footed 11
 (+1 Dex, +1 armor)
hp 14 (2 HD);
Fort +3, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares);
Melee club +0 (1d6-1) or
 Touch +0 (as spell)
Ranged ray +2 (as spell) or
 Light crossbow +2 (1d8)
Base Atk +1; **Grp** +0
Special Action Point Blank Shot, Precise Shot
Combat Gear Club, light crossbow
Sorcerer Spells Known (CL 2nd):
 1st (5/day)—*color spray* (DC14), *magic missile* (1
 missile)
 0 (6/day)—*acid splash*, *daze*, *detect magic*, *ray of*
frost, *read magic*

Abilities Str 8, Dex 13, Con 14, Int 12, Wis 10, Cha
 15
Feats Point Blank Shot, Precise Shot,
Skills Bluff +7, Concentration +7, Knowledge
 (arcana) +6, Spellcraft +8
Possessions combat gear plus *bracers of armor* +1,
vest of resistance +1

3: SKIRTING THE BLACKWOOD**8HD ADVANCED WORG CR 4**

NE Large Magical Beast

Init +1; **Senses** darkvision 60ft, low-light vision, scent; Listen +7, Spot +7**Languages** Worg**AC** 14, touch 10, flat-footed 13

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

hp 84 (8 HD);**Fort** +11, **Ref** +7, **Will** +4**Speed** 50 ft. (10 squares)**Melee** bite +14 (2d6+10)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +8; **Grp** +19**Special Actions** Trip (1d20+11)**Abilities** Str 25, Dex 13, Con 20, Int 6, Wis 14, Cha 10**Feats** Alertness, Improved Natural attack (bite), Track**Skills** Hide +1, Listen +7, Move Silently +4, Spot +7, Survival +5 (+9 when tracking by scent),**Trip (Ex)** A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.**Skills** A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *A worg has a +4 racial bonus on Survival checks when tracking by scent.**WOLF RIDER CR 1**

Male Goblin Warrior 3

NE Small Humanoid (goblin)

Init +3; **Senses** darkvision 60ft, Listen +1, Spot +1**Languages** Common, Goblin**AC** 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +3 armor, +2 shield)

hp 21 (3 HD);**Fort** +4, **Ref** +4, **Will** +2**Speed** 30 ft. (6 squares)**Melee** masterwork rapier +8 (1d4+1/ 18-20) or**Melee** dagger +7 (1d3+1/ 19-20)**Ranged** sling +7 (1d3+1)**Base Atk** +3; **Grp** +0**Special Actions** Mounted Combat**Combat Gear** masterwork rapier, masterwork studded leather, dagger, sling, many stones**Abilities** Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 6**Feats** Mounted Combat, Weapon Finesse,**Skills** Handle Animal +4, Ride +15,**Possessions** combat gear**Skills** Goblins have a +4 racial bonus to Move Silently and Ride checks.**WORG RIDER CR 2**

Male Goblin Warrior 3 Fighter 1

NE Small Humanoid (goblin)

Init +3; **Senses** darkvision 60ft, Listen +1, Spot +1**Languages** Common, Goblin**AC** 22, touch 15, flat-footed 18

(+1 size, +4 Dex, +5 armor, +2 shield)

hp 28 (4 HD);**Fort** +6, **Ref** +5, **Will** +2**Speed** 30 ft. (6 squares)**Melee** +1 lance +7 (1d6+1 (tripled on a charge)) or**Melee** dagger +9 (1d3+1/ 19-20)**Ranged** sling +9 (1d3+1)**Base Atk** +4; **Grp** +1**Atk Options** Ride-by-Attack, Spirited charge**Special Actions** Mounted Combat,**Combat Gear** +1 lance, masterwork studded leather, dagger, sling, many stones**Abilities** Str 12, Dex 18, Con 13, Int 10, Wis 12, Cha 6**Feats** Mounted Combat, Ride-By-Attack, Spirited Charge,**Skills** Handle Animal +5, Ride +15,**Possessions** combat gear**Skills** Goblins have a +4 racial bonus to Move Silently and Ride checks.**5: THE VIPERS' CAVE****GOBLIN MASTER SNEAK CR 6**

Male Goblin Warrior 3 Rogue 5

NE Small Humanoid (goblin)

Init +5; **Senses** darkvision 60ft, Listen +4, Spot +4**Languages** Common, Goblin, Orc**AC** 21, touch 15, flat-footed 21 uncanny dodge

(+1 size, +4 Dex, +5 armor, +1 shield)

hp 54 (8 HD);**Fort** +8, **Ref** +12, **Will** +4 evasion**Speed** 30 ft. (6 squares)**Melee** +1 shocking short sword +13/+8 (1d4+2/ 19-20 plus 1d6 electricity) or**Melee** +1 short sword +13/+8 (1d4+2/ 19-20) or**Melee** +1 shocking short sword +11/+6 (1d4+2/ 19-20 plus 1d6 electricity) and +1 short sword +11 (1d4+1/ 19-20) or**Ranged** sling +12 (1d3+1)**Base Atk** +6; **Grp** +3**Special Actions** Sneak Attack (+3d6), Two-Weapon Fighting**Combat Gear** +1 shocking short sword, +1 short sword, +1 chain shirt, sling, many stones**Abilities** Str 12, Dex 20, Con 14, Int 12, Wis 10, Cha 6**Feats** Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse,**Skills** Bluff +6, Gather Information +3, Handle Animal +4, Hide +16, Jump +8, Listen +4, Move Silently +14, Ride +17, Spot +4, Tumble +16,**Possessions** combat gear plus cloak of resistance +2, gloves of Dexterity +2

Skills Goblins have a +4 racial bonus to Move Silently and Ride checks.

GOBLIN ROGUE (2)

CR 2

Male Goblin Warrior 3 Rogue 1

NE Small Humanoid (goblin)

Init +4; **Senses** darkvision 60ft, Listen +1, Spot +1

Languages Common, Goblin, Orc

AC 20, touch 14, flat-footed 16

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

hp 30 (4 HD);

Fort +5, **Ref** +7, **Will** +1

Speed 30 ft. (6 squares)

Melee +1 *short sword* +9 (1d4+1/ 19-20) or

Melee masterwork *short sword* +9 (1d4/ 19-20) or

Melee +1 *short sword* +7 (1d4+1/ 19-20) and
masterwork *short sword* +7 (1d4/ 19-20)

Ranged sling +8 (1d3)

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

Special Actions Two-Weapon Fighting

Combat Gear +1 *short sword*, +1 *chain shirt*,
masterwork *short sword*, sling, many stones

Abilities Str 11, Dex 18, Con 14, Int 12, Wis 10, Cha 6

Feats Two-Weapon Fighting, Weapon Finesse,

Skills Gather Information -1, Handle Animal +4, Jump
+7, Move Silently +9, Ride +16, Tumble +11,

Possessions combat gear

Skills Goblins have a +4 racial bonus to Move Silently and Ride checks.

HALF-ORC THUG

CR 4

Male Half-orc Rogue3 Warrior2

NE Medium Humanoid (Orc)

Init +2; **Senses** darkvision 60ft. Listen +1, Spot +1

Languages Common, Orc

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

Hp35 (5 HD);

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

Speed 30 ft. in light armor (6 squares)

Melee masterwork greataxe +10 (1d12+6 /20, x3) or

Melee club +8 (1d6+6) or

Ranged sling +6 (1d4+4)

Base Atk +4; **Grp** +8

Special Actions sneak attack +2d6

Combat Gear masterwork greataxe, club, sling &
stones, +1 *studded leather*

Abilities Str 18, Dex 14, Con 13, Int 10, Wis 10, Cha 6

SQ trapfinding, trap sense +1

Feats Improved Toughness**, Weapon Focus
(greataxe),

Skills Climb +8, Hide +9, Jump +10, Listen +1, Move
Silently +7, Spot +1, Tumble +11,

Possessions combat gear

Male Goblin Warrior 3 Rogue 3

NE Small Humanoid (goblin)

Init +4; **Senses** darkvision 60ft, Listen +1, Spot +1

Languages Common, Goblin, Orc

AC 21, touch 15, flat-footed 17

(+1 size, +4 Dex, +5 armor, +1 shield)

hp 42 (6 HD);

Fort +7, **Ref** +9, **Will** +3 evasion

Speed 30 ft. (6 squares)

Melee +1 *short sword* +11 (1d4+1/ 19-20) or

Melee +1 *short sword* +9/+9 (1d4+1/ 19-20)

Ranged sling +10 (1d3)

Base Atk +5; **Grp** +1

Special Actions Sneak Attack (+2d6), Two-Weapon
Fighting

Combat Gear 2 +1 *short sword*, +1 *chain shirt*, sling,
many stones

Abilities Str 11, Dex 18, Con 14, Int 12, Wis 10, Cha 6

Feats Two-Weapon Defense, Two-Weapon Fighting,
Weapon Finesse,

Skills Bluff +4, Gather Information +1, Handle Animal
+4, Hide +13, Jump +7, Move Silently +11, Ride
+16, Tumble +13,

Possessions combat gear plus *cloak of resistance*
+1

Skills Goblins have a +4 racial bonus to Move Silently and Ride checks.

VIPER ASSASSIN

CR 5

Male Halfling Rogue 5

NE Small Humanoid (Halfling)

Init +7; **Senses** Listen +11, Spot +9

Languages Common, Halfling

AC 20, touch 14, flat-footed 20 uncanny dodge

(+1 size, +3 Dex, +5 armor, +1 shield)

hp 37 (5 HD);

Fort +6, **Ref** +9, **Will** +4 (+6 vs fear) evasion

Speed 20 ft. in light armor (4 squares)

Melee masterwork dagger +8 (1d3 /19-20) or

Ranged masterwork dagger +9 (1d3 /19-20)

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

Special Actions sneak attack +3d6

Combat Gear +1 *mithral chain shirt*, masterwork
buckler, 4 masterwork daggers, *vest of resistance*
+1

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

SQ trapfinding, trap sense +1

Feats Improved Initiative, Weapon Finesse,

Skills Climb +2, Escape Artist +11, Jump +6,
Knowledge (local/Nyrond meta-region) +8, Listen
+11, Move Silently +13, Sleight of Hand +11, Spot
+9, Tumble+13,

Possessions combat gear

Skills Halflings get +2 racial bonus on Climb, Jump,
Listen and Move Silently checks.

6: THE GOBLIN LEADERS

GOBLIN SNEAK

CR 4

VIPER GRAPPLER

CR 4

Male Human Monk 4

LN Medium Humanoid (Human)

Init +6; **Senses** Listen +10, Spot +5

Languages Common, Gnome

AC 16 touch 15 flat-footed 15

(+1 Dex, +3 class, +1 armor, +1 deflection)

hp 27 (4 HD);

Fort +6 **Ref** +7 **Will** +8 (+10 vs Enchantments)

Evasion

Speed 40ft. (8 squares)

Melee Unarmed Strike +5 (1d8+1) or

Melee Flurry of Blows +3/+3 (1d8+1)

Base Atk +3; **Grp** +8

Atk Options: May attack Unarmed as either lethal or non lethal, flurry of blows, ki strike

Combat Gear: *bracers of armor* +1, *cloak of resistance* +1, *ring of protection* +1

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

SQ Evasion, fast movement, slow fall (20ft), Still mind

Feats Combat Reflexes^b, Deflect Arrows, Improved Initiative^b, Improved Grapple^b, Improved Unarmed Strike^b, Weapon Focus (unarmed strike),

Skills Climb +8, Jump +14, Listen +10, Move Silently +7, Spot +10, Listen +10, Move Silently +9, Spot +5, Tumble +11,

Possessions combat gear

Flurry of Blow (Ex) As a full round action the monk gains 1 Extra, All Attacks at -2

AC Bonus (Ex) Add +2 AC unless immobilized or helpless, wearing armor, carrying a shield or carrying a medium/heavy load

Ki Strike (Su) Your unarmed attacks are treated as magic weapons

Still Mind (Ex) +2 save against Enchantment spells and effects

Slow Fall (Ex) As long as a wall is within arm's reach, you take damage from a fall as if it were 20 feet shorter

VIPER SORCERESS

CR 4

Female Oeridian sorcerer 4

LE Medium humanoid (human)

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

Languages Common, Draconic

AC 13, touch 11, flat-footed 12

(+1 Dex, +2 armor)

hp 24 (4 HD);

Fort +5, **Ref** +4, **Will** +6

Speed 30 ft. (6 squares);

Melee club +1 (1d6-1) or

Touch +1 (as spell)

Ranged ray +4 (as spell) or

Light crossbow +3 (1d8)

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

Special Action Point Blank Shot, Precise Shot

Combat Gear Club, light crossbow

Sorcerer Spells Known (CL 4th):

2nd (4/day)—*scorching ray* (+4 ranged touch)

1st (7/day)—*color spray* (DC14), *magic missile* (2 missiles), *ray of enfeeblement* (+4 ranged touch, 1d6+2 Str penalty)

0 (6/day)—*acid splash*, *daze* (DC13), *detect poison*, *detect magic*, *ray of frost*, *read magic*

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

Feats Point Blank Shot, Precise Shot, Weapon Focus (ray)

Skills Bluff +10, Concentration +9, Knowledge (arcana) +8, Spellcraft +10

Possessions combat gear plus *bracers of armor* +2, *vest of resistance* +2

3: SKIRTING THE BLACKWOOD**12HD ADVANCED WORG CR 5**

NE Large Magical Beast

Init +1; **Senses** darkvision 60ft, low-light vision, scent; Listen +8, Spot +8**Languages** Worg**AC** 14, touch 12, flat-footed 14

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

hp 126 (12 HD);**Fort** +13, **Ref** +9, **Will** +6**Speed** 50 ft. (10 squares)**Melee** bite +20 (2d6+12/19-20)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +12; **Grp** +24**Special Actions** Trip (1d20+11)**Abilities** Str 26, Dex 13, Con 20, Int 6, Wis 14, Cha 10**Feats** Alertness, Improved Critical (bite), Improved Natural attack (bite), Track, Weapon Focus (bite),**Skills** Hide +2, Listen +8, Move Silently +5, Spot +8, Survival +5 (+9 when tracking by scent)**WORG RIDER CR 2**

Male Goblin Warrior 3 Fighter 1

NE Small Humanoid (goblin)

Init +3; **Senses** darkvision 60ft, Listen +1, Spot +1**Languages** Common, Goblin**AC** 22, touch 15, flat-footed 18

(+1 size, +4 Dex, +5 armor, +2 shield)

hp 28 (4 HD);**Fort** +6, **Ref** +5, **Will** +2**Speed** 30 ft. (6 squares)**Melee** +1 *lance* +7 (1d6+1 (tripled on a charge)) or**Melee** dagger +9 (1d3+1/ 19-20)**Ranged** sling +9 (1d3+1)**Base Atk** +4; **Grp** +1**Atk Options** Ride-by-Attack, Spirited charge**Special Actions** Mounted Combat,**Combat Gear** +1 *lance*, masterwork studded leather, dagger, sling, many stones**Abilities** Str 12, Dex 18, Con 13, Int 10, Wis 12, Cha 6**Feats** Mounted Combat, Ride-By-Attack, Spirited Charge,**Skills** Handle Animal +5, Ride +15,**Possessions** combat gear**Skills** Goblins have a +4 racial bonus to Move Silently and Ride checks.**5: THE VIPERS' CAVE****GOBLIN LORD CR 8**

Male Goblin Warrior 3 Rogue 7

NE Small Humanoid (goblin)

Init +5; **Senses** darkvision 60ft, Listen +7, Spot +7**Languages** Common, Goblin, Orc**AC** 22, touch 15, flat-footed 22 uncanny dodge

(+1 size, +4 Dex, +6 armor, +1 shield)

hp 66 (10 HD);**Fort** +9, **Ref** +13, **Will** +5 evasion**Speed** 30 ft. (6 squares)**Melee** +1 *shocking short sword* +15/+10 (1d4+2/ 19-20 plus 1d6 electricity) or**Melee** +1 *frost short sword* +15/+10 (1d4+2/ 19-20 plus 1d6 cold) or**Melee** +1 *shocking short sword* +13/+8 (1d4+2/ 19-20 plus 1d6 electricity) and +1 *frost short sword* +13/+8 (1d4+1/ 19-20 plus 1d6 cold) or**Ranged** sling +14 (1d3+1)**Base Atk** +8; **Grp** +5**Special Actions** Sneak Attack (+3d6), Two-Weapon Fighting**Combat Gear** +1 *shocking short sword*, +1 *short sword*, +1 *chain shirt*, sling, many stones**Abilities** Str 12, Dex 20, Con 14, Int 12, Wis 10, Cha 6**Feats** Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse,**Skills** Bluff +8, Gather Information +5, Handle Animal +4, Hide +18, Jump +8, Listen +7, Move Silently +17, Ride +17, Spot +7, Tumble +19**Possessions** combat gear plus *cloak of resistance* +2, *gloves of Dexterity* +2**Skills** Goblins have a +4 racial bonus to Move Silently and Ride checks.**GOBLIN SNEAK****CR 4**

Male Goblin Warrior 3 Rogue 3

NE Small Humanoid (goblin)

Init +4; **Senses** darkvision 60ft, Listen +1, Spot +1**Languages** Common, Goblin, Orc**AC** 21, touch 15, flat-footed 17

(+1 size, +4 Dex, +5 armor, +1 shield)

hp 42 (6 HD);**Fort** +7, **Ref** +9, **Will** +3 evasion**Speed** 30 ft. (6 squares)**Melee** +1 *short sword* +11 (1d4+1/ 19-20) or**Melee** +1 *short sword* +9/+9 (1d4+1/ 19-20)**Ranged** sling +10 (1d3)**Base Atk** +5; **Grp** +1**Special Actions** Sneak Attack (+2d6), Two-Weapon Fighting**Combat Gear** 2 +1 *short sword*, +1 *chain shirt*, sling, many stones**Abilities** Str 11, Dex 18, Con 14, Int 12, Wis 10, Cha 6**Feats** Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse,**Skills** Bluff +4, Gather Information +1, Handle Animal +4, Hide +13, Jump +7, Move Silently +11, Ride +16, Tumble +13**Possessions** combat gear plus *cloak of resistance* +1**Skills** Goblins have a +4 racial bonus to Move Silently and Ride checks.

HALF-ORC THUG

CR 6

Male Half-orc Fighter 2 Rogue3 Warrior2
NE Medium Humanoid (Orc)
Init +6; **Senses** darkvision 60ft. Listen +1, Spot +1
Languages Common, Orc

AC 17, touch 12, flat-footed 15
(+2 Dex, +5 armor)
Hp 51 (7 HD);
Fort +9, **Ref** +6, **Will** +2 evasion

Speed 30 ft. in light armor (6 squares)
Melee +1 greataxe +12/+7 (1d12+7 /20, x3) or
Melee club +10/+5 (1d6+6) or
Ranged sling +8 (1d4+4)
Base Atk +6; **Grp** +10
Atk Options Power Attack
Special Actions Power Critical (greataxe), sneak attack +2d6
Combat Gear +1greataxe, club, sling & stones, +1 chain shirt
Abilities Str 18, Dex 14, Con 13, Int 10, Wis 10, Cha 6
SQ trapfinding, trap sense +1
Feats Improved Initiative, Improved Toughness**, Power Attack, Power Critical** (greataxe), Weapon Focus (greataxe),
Skills Climb +7, Hide +8, Intimidate +2, Jump +9, Listen +1, Move Silently +6, Spot +1, Tumble +10
Possessions combat gear

6: THE GOBLIN LEADERS

GOBLIN MASTER SNEAK

CR 6

Male Goblin Warrior 3 Rogue 5
NE Small Humanoid (goblin)
Init +5; **Senses** darkvision 60ft, Listen +4, Spot +4
Languages Common, Goblin, Orc

AC 21, touch 15, flat-footed 21 uncanny dodge
(+1 size, +4 Dex, +5 armor, +1 shield)
hp 54 (8 HD);
Fort +8, **Ref** +12, **Will** +4 evasion
Speed 30 ft. (6 squares)
Melee +1 shocking short sword +13/+8 (1d4+2/ 19-20 plus 1d6 electricity) or
Melee +1 short sword +13/+8 (1d4+2/ 19-20) or
Melee +1 shocking short sword +11/+6 (1d4+2/ 19-20 plus 1d6 electricity) and +1 short sword +11 (1d4+1/ 19-20) or
Ranged sling +12 (1d3+1)
Base Atk +6; **Grp** +3
Special Actions Sneak Attack (+3d6), Two-Weapon Fighting
Combat Gear +1 shocking short sword, +1 short sword, +1 chain shirt, sling, many stones
Abilities Str 12, Dex 20, Con 14, Int 12, Wis 10, Cha 6
Feats Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse,
Skills Bluff +6, Gather Information +3, Handle Animal +4, Hide +16, Jump +8, Listen +4, Move Silently +14, Ride +17, Spot +4, Tumble +16

Possessions combat gear plus cloak of resistance +2, gloves of Dexterity +2

Skills Goblins have a +4 racial bonus to Move Silently and Ride checks.

VIPER ASSASSIN

CR 7

Male Halfling Assassin 1 Rogue 6
NE Small Humanoid (Halfling)
Init +9; **Senses** Listen +11, Spot +9
Languages Common, Halfling
AC 22, touch 16, flat-footed 22 uncanny dodge
(+1 size, +5 Dex, +5 armor, +1 shield)
hp 65 (7 HD);
Fort +10, **Ref** +15, **Will** +6 (+8 vs fear) evasion
Speed 20 ft. in light armor (4 squares)
Melee +1 dagger +12 (1d3+1 plus poison/19-20) or
Melee masterwork dagger +12 (1d3 plus poison /19-20) or
Ranged +1 dagger +13 (1d3+1 plus poison /19-20) or
Ranged masterwork dagger +13 (1d3 plus poison /19-20)
Base Atk +3; **Grp** -1
Special Actions death attack (DC13), poison use, sneak attack +4d6
Combat Gear +1 mithral chain shirt, masterwork buckler, +1 dagger, 4 masterwork daggers, boots of elvenkind, cloak of elvenkind, vest of resistance +2, 3 vials of large scorpion venom (DC18, 1d6Str/1d6Str), ~~potion of bear's endurance~~, ~~potion of cat's grace~~, ~~potion of fox's cunning~~

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

SQ trapfinding, trap sense +2
Feats Improved Initiative, Weapon Finesse, Weapon Focus (dagger),
Skills Climb +2, Disguise +4, Escape Artist +13, Hide +23, Jump +3, Knowledge (local/Nyrond meta-region) +8, Listen +12, Move Silently +20, Sleight of Hand +13, Spot +9, Tumble+17
Possessions combat gear

Death Attack If you study your victim for 3 rounds, attack that target within another 3 rounds, and then make a sneak attack with a melee weapon that successfully deals damage, you can paralyze or kill the target if they fail a Fortitude save (DC 13).

Poison Use You do not risk accidentally poisoning yourself when applying poison to a blade.

Skills Halflings get +2 racial bonus on Climb, Jump, Listen and Move Silently checks.

VIPER GRAPPLER

CR 6

Male Human Monk 6
LN Medium Humanoid (Human)
Init +6; **Senses** Listen +13, Spot +6
Languages Common, Gnome

AC 20 touch 18 flat-footed 18
(+2 Dex, +4 class, +1 insight, +2 armor, +1 deflection)
hp 45 (6 HD);
Fort +7 **Ref** +8 **Will** +10 (+12 vs Enchantments) Evasion

Speed 50ft. (10 squares)
Melee Unarmed Strike +6 (1d8+1) or
Melee Flurry of Blows +5/+5 (1d8+1)
Base Atk +4; **Grp** +9
Atk Options: May attack Unarmed as either lethal or non lethal, flurry of blows, ki strike
Combat Gear: *bracers of armor* +2, *cloak of resistance* +1, *ring of protection* +1, *periapt of wisdom* +2

Abilities Str 12, Dex 14, Con 13, Int 10, Wis 18, Cha 8
SQ Evasion, fast movement, slow fall (20ft), still mind, purity of body
Feats Combat Reflexes^b, Deflect Arrows, Improved Initiative^b, Improved Grapple^b, Improved Toughness, Improved Trip^b, Improved Unarmed Strike^b, Weapon Focus (unarmed strike),
Skills Climb +10, Jump +20, Listen +13, Move Silently +9, Spot +6, Tumble +13
Possessions combat gear

Flurry of Blow (Ex) As a full round action the monk gains 1 Extra, All Attacks at -1
AC Bonus (Ex) Add +4 AC unless immobilized or helpless, wearing armor, carrying a shield or carrying a medium/heavy load
Ki Strike (Su) Your unarmed attacks are treated as magic weapons
Purity of Body (Ex) Immune to all diseases except supernatural and magical diseases.
Still Mind (Ex) +2 save against Enchantment spells and effects
Slow Fall (Ex) As long as a wall is within arm's reach, you take damage from a fall as if it were 30 feet shorter

0 (6/day)—*acid splash*, *daze* (DC14), *detect poison*, *detect magic*, *ghost sound*, *ray of frost*, *read magic*

Abilities Str 8, Dex 13, Con 16, Int 12, Wis 10, Cha 18
Feats Empower Spell, Point Blank Shot, Precise Shot, Weapon Focus (ray)
Skills Bluff +13, Concentration +12, Knowledge (arcana) +10, Spellcraft +12
Possessions combat gear plus *amulet of health* +2, *bracers of armor* +2, *cloak of charisma* +2, *vest of resistance* +2

VIPER SORCERESS

CR 6

Female Oeridian sorcerer 6
 LE Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Draconic

AC 13, touch 11, flat-footed 12
 (+1 Dex, +2 armor)
hp 40 (6 HD);
Fort +7, **Ref** +5, **Will** +7

Speed 30 ft. (6 squares);
Melee club +2 (1d6-1) or
 Touch +2 (as spell)
Ranged ray +5 (as spell) or
Ranged Light crossbow +4 (1d8)
Base Atk +3; **Grp** +2
Special Action Point Blank Shot, Precise Shot
Combat Gear Club, light crossbow
Sorcerer Spells Known (CL 6th):
 3rd (4/day)—*fireball* (DC17)
 2nd (6/day)—*glitterdust* (DC16), *scorching ray* (+5 ranged touch)
 1st (7/day)—*burning hands* (DC15, 5d4), *enlarge person*, *magic missile* (3 missiles), *ray of enfeeblement* (+5 ranged touch 1d6+3 Str penalty)

7: TORVALL**VIPER THUG****CR 7**

Male or Female Human Monk 3 Rogue 4

LN Medium Humanoid (human)

Init +2; **Senses** Listen +0, Spot +8**Languages** Common, Orc**AC** 19, touch 12, flat-footed 19 uncanny dodge
(+2 Dex, +5 armor, +2 shield)**hp** 48 (7 HD);**Fort** +6, **Ref** +10, **Will** +5 (7 vs enchantment) evasion**Speed** 30 ft. in light armor (6 squares)**Melee** +1 rapier +10 (1d6+4/18-20,x2) or**Melee** unarmed attack +8 (1d6+3) or**Ranged** sling +7 (1d4+3)**Base Atk** +5; **Grp** +12**Atk Options** Combat Expertise, Improved Feint,
Improved Grapple**Special Actions** sneak attack (+2d6)**Combat Gear** +1 rapier, +1 chain shirt, +1 buckler,
vest of resistance +1, sling & stones**Abilities** Str 16, Dex 14, Con 12, Int 13, Wis 10, Cha
8**SQ** still mind, trapfinding, trap sense +1**Feats** Combat Expertise, Combat Reflexes^B,
Improved Grapple, Improved Toughness^{**},
Improved Unarmed Strike^B, Weapon Focus
(Rapier)**Skills** Bluff +5, Climb +12, Escape Artist +11, Hide
+7, Intimidate +7, Jump +9, Knowledge
(local/Nyrond Meta-Region +6, Move Silently +7,
Search +5, Spot +8, Tumble +13**Possessions** combat gear**Combat Gear** +1 humanbane greatsword, +1
adamantine full plate, +1 animated heavy steel
shield, cloak of resistance +2, ~~potion of bull's
strength, potion of cat's grace, potion of bear's
endurance~~**Abilities** Str 21, Dex 14, Con 18, Int 12, Wis 13, Cha
8**SQ** teamwork, trapfinding**Feats** Improved Initiative, Improved Toughness^{**},
Melee Weapon Specialist^{**} (slashing), Power
Attack, Power Critical^{**} (greatsword), Shield
Specialization^{**} (heavy), Weapon Focus
(greatsword), Weapon Specialization (Greatsword)**Skills** Climb +6, Diplomacy +9, Gather Information
+1, Hide +4, Intimidate +11, Jump +0, Knowledge
(local) +6, Move Silently +4**Possessions** combat gear**Aura of Confidence (Ex)** +4 morale bonus on Will
saves to all allies within 30 feet (including yourself).**Avenging Strike (Ex)** On an enemy who has dealt
damage to an ally of yours within the last hour, you
add +0 to your attack roll and deal 4d6 extra
damage. You may use this ability 1 time(s) per
day.**Desperate Fury (Ex)** Once per day when reduced to
fewer than one-half your normal hit points, or when
you are fatigued or exhausted, you gain a +2
morale bonus to Strength, Dexterity and
Constitution. This effect lasts for 8 rounds.**Team work (Ex)** When you or ally use the aid another
action within 30 feet of an ally who can see or hear
you, the bonus on attack rolls, AC or skill checks is
+4 (instead of +2)**VIPER BOSS****CR 9**

Male Half-elf Fighter 4 Rogue 1 Outcast Champion* 4

*from Races of Destiny

CE Medium Humanoid (elf)

Init +6; **Senses** low-light vision Listen +1, Spot +1**Languages** Common, elf, goblin**AC** 24, touch 11, flat-footed 23
(+1 Dex, +9 armor, +4 shield)**hp** 101 (9 HD); DR 3/-**Immune** sleep**Fort** +14, **Ref** +10, **Will** +9 (+11 vs enchantment)
aura of confidence**Speed** 20 ft. in heavy armor (4 squares), base
movement 30 ft.**Melee** +1 humanbane greatsword +17/+12
(2d6+12/19-20, x2) or**Melee** masterwork greatsword +17/+12 (2d6+11/19-
20, x2) or**Melee** club +13/+8 (1d6+7) or**Ranged** sling +10 (1d4+5)**Base Atk** +8; **Grp** +13**Atk Options** Avenging strike, desperate fury, Power
Attack**Special Actions** sneak attack +1d6**8: THE HEAD OF THE SNAKE****ADINYR RILYN'VIRR****CR 10**

Male Drow Fighter 4 Rogue 5

CE Medium Humanoid (elf)

Init +6; **Senses** darkvision 120ft, Listen +11, Spot +2**Languages** Common Drow Sign Language, Elf,
Goblin, Undercommon**AC** 21, touch 14, flat-footed 21 uncanny dodge
(+4 Dex, 7 armor)**hp** 82 (9 HD);**Immune** magic sleep effects**Resist** evasion; **SR** 20**Fort** +12, **Ref** +15, **Will** +6 (+8 vs enchantment)
evasion**Weakness** light blindness**Speed** 30 ft. in light armor (6 squares)**Melee** +1 humanbane rapier +18/+13 (1d6+9/18-20
plus poison) or**Melee/Ranged** +1 humanbane rapier +15/+10
(1d6+9/18-20 plus poison) and +1 elfbane hand
crossbow +12 (1d4+1/19-20 plus poison) or**Ranged** +1 elfbane hand crossbow +14/+9
(1d4+1/19-20 plus poison)**Base Atk** +7; **Grp** +11

Atk Options

Special Actions hit and run tactics, poison use, sneak attack +3d6,

Combat Gear +1 *humanbane rapier*, +1 *elfbane hand crossbow*, +2 *blinking elven chain*,

Spell-Like Abilities (CL 9th):

1/day—*dancing lights*, *darkness*, *faerie fire*

‡ Already cast

Abilities Str 18, Dex 22, Con 16, Int 14, Wis 10, Cha 10

SQ Automatic searching

Feats Improved Toughness**, Melee Weapon Specialist (slashing)**, Rapid Reload (hand crossbow), Versatile Combatant**, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier),

Skills Balance +13, Bluff +7, Climb +5, Diplomacy +7, Disguise +7 (+9 when acting), Gather Information +4, Handle Animal +5, Hide +21, Jump +9, Listen +11, Move Silently +18, Ride +16, Ride +16, Search +4, Spot +2, Tumble +18

Possessions combat gear *boots of elvenkind*, *bracers of quick-strike*, *cloak of elvenkind*, *vest of resistance* +4,

Automatic Searching Passing within 5 feet of a secret or concealed door entitles you to a free Search check, as if you were actively looking for it

Hit And Run Tactics Drow Fighter Alternative class feature. See Appendix two.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a Drow for 1 round. On subsequent rounds, the Drow is dazzled as long as you remain in the affected area.

Poison Use Drow Rogue Alternative class feature. See Appendix two.

Skills Elves have a +2 racial bonus on Listen, Search and Spot checks.

GOBLIN LORD

CR 8

Male Goblin Warrior 3 Rogue 7

NE Small Humanoid (goblin)

Init +5; **Senses** darkvision 60ft, Listen +7, Spot +7

Languages Common, Goblin, Orc

AC 22, touch 15, flat-footed 22 uncanny dodge (+1 size, +4 Dex, +6 armor, +1 shield)

hp 66 (10 HD);

Fort +9, **Ref** +13, **Will** +5 evasion

Speed 30 ft. (6 squares)

Melee +1 *shocking short sword* +15/+10 (1d4+2/ 19-20 plus 1d6 electricity) or

Melee +1 *frost short sword* +15/+10 (1d4+2/ 19-20 plus 1d6 cold) or

Melee +1 *shocking short sword* +13/+8 (1d4+2/ 19-20 plus 1d6 electricity) and +1 *frost short sword* +13/+8 (1d4+1/ 19-20 plus 1d6 cold) or

Ranged sling +14 (1d3+1)

Base Atk +8; **Grp** +5

Special Actions Sneak Attack (+3d6), Two-Weapon Fighting

Combat Gear +1 *shocking short sword*, +1 *short sword*, +1 *chain shirt*, sling, many stones

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

Feats Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse,

Skills Bluff +8, Gather Information +5, Handle Animal +4, Hide +18, Jump +8, Listen +7, Move Silently +17, Ride +17, Spot +7, Tumble +19

Possessions combat gear plus *cloak of resistance* +2, *gloves of Dexterity* +2

Skills Goblins have a +4 racial bonus to Move Silently and Ride checks.

9: VHAERAUN'S REVENGE

ADVANCED HEZROU

CR 12

CE Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init +0; **Senses** darkvision 60ft, Listen +26, Spot +26

Aura stench

Languages Abyssal, Celestial, Draconic, telepathy 100ft

AC 29, touch 10, flat-footed 29

(-1 size, +5 armor, +14 natural, +1 deflection)

Miss Chance *displacement* 50%

hp 178 (13 HD); **DR** 10/good

Immune electricity and poison

Resist acid 10, cold 10, fire 10; **SR** 22

Fort +19, **Ref** +10, **Will** +12

Speed 30 ft. (6 squares); fly 60ft (good)

Melee +2 *large longsword* +20/+15/+10 (2d6+6/19-20) and bite +16 (4d4+6) and claw +16 (1d8+3) or

Melee bite +18 (4d4+6) and claws +16/+16 (1d8+3) or

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

Base Atk +13; **Grp** +23

Atk Options Improved Grab, Power Attack

Special Actions Cleave

Combat Gear +2 *studded leather*, *cloak of resistance* +2, +2 *large longsword*

Spell-Like Abilities (CL 13th):

At Will—*chaos hammer* (DC18), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC18)

3/day—*blasphemy* (DC21), *gaseous form*

Abilities Str 22, Dex 10, Con 29, Int 14, Wis 14, Cha 18

Feats Blind-Fight, Cleave, Multiattack, Power Attack, Toughness

Skills Climb +21, Concentration +25, Escape Artist +16, Hide +12, Intimidate +20, Listen +26, Move Silently +16, Search +18, Spellcraft +18, Spot +26, Survival +2 (+4 following tracks), Use Rope +0 (+2 with bindings)

Possessions combat gear plus *cloak of resistance* +2, *devastation gauntlets***, *belt of giant strength* +4, *winged boots*, *potion of displacement*

Improved Grab (Ex) To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Stench (Ex) A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature

(except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A delay poison or neutralize poison spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.. The save DC is Constitution-based.

Summon Demon (Sp) Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: Hezrous have a +8 racial bonus on Listen and Spot checks.

7: TORVALL

VIPER THUG

CR 9

Male or Female Human Monk3 Rogue 4 Streetfighter*
2

* From Complete Adventurer

LN Medium Humanoid (human)

Init +5; **Senses** Listen +0, Spot +10

Languages Common, Orc

AC 22, touch 14, flat-footed 22 uncanny dodge
(+4 Dex, +6 armor, +2 shield)

hp 62 (9 HD);

Fort +10, **Ref** +13, **Will** +6 (8 vs enchantment)
evasion

Speed 30 ft. in light armor (6 squares)

Melee +1 rapier +14/+9 (1d6+6/15-20,x2) or

Melee unarmed attack +12/+7 (1d6+5) or

Ranged sling +11 (1d4+5)

Base Atk +7; **Grp** +16

Atk Options Combat Expertise, Improved Feint,
Improved Grapple

Special Actions sneak attack (+2d6), stand tough
(1/day)

Combat Gear +1 rapier, +2 chain shirt, +1 buckler,
vest of resistance +2, sling & stones, ~~potion of~~
~~bull's strength, potion of cat's grace~~

Abilities Str 20, Dex 19, Con 12, Int 13, Wis 10, Cha
8

SQ always ready, streetwise still mind, trapfinding,
trap sense +1

Feats Combat Expertise, Combat Reflexes^B,
Improved Critical (rapier), Improved Grapple,
Improved Toughness**, Improved Unarmed
Strike^B, Weapon Focus (Rapier)

Skills Bluff +5, Climb +14, Escape Artist +13, Hide
+11, Intimidate +9, Jump +11, Knowledge
(local/Nyrond Meta-Region +8, Move Silently +13,
Search +5, Spot +10, Tumble +17

Possessions combat gear

Always Ready (Ex) a streetfighter gains a +1 bonus
on initiative checks.

Streetwise (Ex) a streetfighter gains a +2
competence bonus to Gather Information and
Knowledge (local).

Stand Tough (Ex) 1/day, when a streetfighter would
be damaged by a weapon, he can attempt a
Fortitude save with a DC equal to the damage
dealt. If he succeeds, he takes only half damage,
and it is nonlethal damage. A streetfighter need not
be aware of the attack to use this ability.

VIPER BOSS

CR 11

Male Half-elf Fighter 4 Rogue 2 Outcast Champion* 5

*from Races of Destiny

CE Medium Humanoid (elf)

Init +6; **Senses** low-light vision Listen +1, Spot +1

Languages Common, elf, goblin

AC 25, touch 11, flat-footed 24

(+1 Dex, +10 armor, +4 shield)

hp 122 (11 HD); DR 3/-

Immune sleep

Fort +15, **Ref** +11, **Will** +10 (+11 vs enchantment)
aura of confidence, evasion (can't use it due to
heavy armor)

Speed 20 ft. in heavy armor (4 squares), base
movement 30 ft.

Melee +2 humanbane greatsword +20/+15
(2d6+13/19-20, x2) or

Melee masterwork greatsword +19/+14 (2d6+11/19-
20, x2) or

Melee club +15/+10 (1d6+7) or

Ranged sling +12 (1d4+5)

Base Atk +10; **Grp** +15

Atk Options Avenging strike, desperate fury, Power
Attack

Special Actions sneak attack +1d6

Combat Gear +2 humanbane greatsword, +2
adamantine full plate, +1 animated heavy steel
shield, cloak of resistance +2, ~~potion of bull's~~
~~strength, potion of cat's grace, potion of bear's~~
~~endurance~~

Abilities Str 21, Dex 14, Con 18, Int 12, Wis 13, Cha
8

SQ teamwork, trapfinding

Feats Improved Initiative, Improved Toughness**,
Melee Weapon Specialist** (slashing), Power
Attack, Power Critical** (greatsword), Shield
Specialization** (heavy), Weapon Focus
(greatsword), Weapon Specialization (Greatsword)

Skills Bluff +7, Climb +6, Diplomacy +11, Gather
Information +1, Hide +6, Intimidate +14, Jump +0,
Knowledge (local) +6, Move Silently +7

Possessions combat gear

Aura of Confidence (Ex) +5 morale bonus on Will
saves to all allies within 30 feet (including yourself).

Avenging Strike (Ex) On an enemy who has dealt
damage to an ally of yours within the last hour, you
add +0 to your attack roll and deal 5d6 extra
damage. You may use this ability 1 time(s) per
day.

Desperate Fury (Ex) Once per day when reduced to
fewer than one-half your normal hit points, or when
you are fatigued or exhausted, you gain a +2
morale bonus to Strength, Dexterity and
Constitution. This effect lasts for 8 rounds.

Team work (Ex) When you or ally use the aid another
action within 30 feet of an ally who can see or hear
you, the bonus on attack rolls, AC or skill checks is
+4 (instead of +2)

8: THE HEAD OF THE SNAKE

ADINYR RILYN'VIRR

CR 10

Male Drow Fighter 4 Rogue 5

CE Medium Humanoid (elf)

Init +6; **Senses** darkvision 120ft, Listen +11, Spot +2

Languages Common Drow Sign Language, Elf ,
Goblin, Undercommon

AC 21, touch 14, flat-footed 21 uncanny dodge
(+4 Dex, 7 armor)

hp 82 (9 HD);

Immune magic *sleep* effects

Resist evasion; **SR** 20

Fort +12, **Ref** +15, **Will** +6 (+8 vs enchantment)
evasion

Weakness light blindness

Speed 30 ft. in light armor (6 squares)

Melee +1 *humanbane rapier* +18/+13 (1d6+9/18-20
plus poison) or

Melee/Ranged +1 *humanbane rapier* +15/+10
(1d6+9/18-20 plus poison) and +1 *elfbane hand*
crossbow +12 (1d4+1/19-20 plus poison) or

Ranged +1 *elfbane hand crossbow* +14/+9
(1d4+1/19-20 plus poison)

Base Atk +7; **Grp** +11

Atk Options

Special Actions hit and run tactics, poison use,
sneak attack +3d6,

Combat Gear +1 *humanbane rapier*, +1 *elfbane hand*
crossbow, +2 *blinking elven chain*,

Spell-Like Abilities (CL 9th):

1/day—*dancing lights*, *darkness*, *faerie fire*

‡ Already cast

Abilities Str 18, Dex 22, Con 16, Int 14, Wis 10, Cha
10

SQ Automatic searching

Feats Improved Toughness**, Melee Weapon
Specialist (slashing)**, Rapid Reload (hand
crossbow), Versatile Combatant**, Weapon
Finesse, Weapon Focus (rapier), Weapon
Specialization (rapier),

Skills Balance +13, Bluff +7, Climb +5, Diplomacy +7,
Disguise +7 (+9 when acting), Gather Information
+4, Handle Animal +5, Hide +21, Jump +9, Listen
+11, Move Silently +18, Ride +16, Ride +16,
Search +4, Spot +2, Tumble +18

Possessions combat gear *boots of elvenkind*,
bracers of quick-strike, *cloak of elvenkind*, *vest of*
resistance +4,

Automatic Searching Passing within 5 feet of a
secret or concealed door entitles you to a free
Search check, as if you were actively looking for it

Hit And Run Tactics Drow Fighter Alternative class
feature. See Appendix two.

Light Blindness (Ex) Abrupt exposure to bright light
(such as sunlight or a *daylight* spell) blinds a Drow
for 1 round. On subsequent rounds, the Drow is
dazzled as long as you remain in the affected area.

Poison Use Drow Rogue Alternative class feature.
See Appendix two.

Skills Elves have a +2 racial bonus on Listen, Search
and Spot checks.

Power-Up Suite AC 25 touch 18, flat footed 25 (+1
haste, +3 deflection), Ref +16, Will (+7 vs fear)
cannot be commanded; Atk +1 *humanbane rapier*
+17/+17/+12 (1d6+7/18-20 plus poison) or +1
humanbane rapier +15/+15/+10 (1d6+7/18-20 plus

poison) and +1 *elfbane hand crossbow* +14
(1d4+1/19-20 plus poison) or +1 *elfbane hand*
crossbow +16/+16/+11 (1d4+1/19-20 plus poison)
Spell active (all CL 11th) *bless*, *extended haste*,
protection from good, *shield of faith*

GELLAU'NIM RILYN'VIRR CR 12

Male Drow Cleric of Vhaeraun 11

CE Medium Humanoid (elf)

Init +3; **Senses** darkvision 120ft, Listen +7, Spot +7

Aura overwhelming chaos, overwhelming evil

Languages Common

AC 24, touch 13, flat-footed 21

(+3 Dex, 7 armor, +4 shield)

hp 91 (11 HD);

Immune magic *sleep* effects

SR 22

Fort +14, **Ref** +10, **Will** +16 (+18 vs enchantment)

Weakness light blindness

Speed 50 ft. in light armor (10 squares)

Melee +1 *rapier* +9/+4 (1d6+1/18-20)

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

Combat Gear +1 *rapier*, +2 *magic-eating elven chain*,
+2 *heavy mithral shield*, 3 wooden holy symbols,
lesser rod of quicken,

Cleric Spells Prepared (CL 11th):

6th—*harm* (DC21, 110 points), *Extended haste*^D
(5th-level spell taken as a 6th)

5th—*Empowered cure serious wounds* (3d8+17 x
1.5), *flame strike* (DC20, 11d6), *slay living*
(DC20), *teleport*^D,

4th—*cure critical wounds* (4d8+19), *death ward*,
Extend fly^D, *freedom of movement*, *wrack***
(DC19)

3rd—*blur*^D, *cure serious wounds* (3d8+17), *deeper*
darkness, *dispel magic* (x2), *magic circle vs good*

2nd—*calm emotions* (DC17), *cat's grace*^D, *cure*
moderate wounds (x2, 2d8+14), *death knell*,
resist energy (30 points),

1st—*bless*, *cure light wounds* (x2, 1d8+7), *ebon*
*eyes***, *longstrider*^D ‡, *protection from good*,
shield of faith (x2, +3)

0—*create water*, *detect magic* (x2), *cure minor*
wounds, *purify food and drink*, *read magic*

‡ Already cast

D: Domain spell. Deity: Vhaeraun. Domains: Celerity,
Travel (up to 11 rounds ignore magical effects as if
under a *freedom of movement* effect.)

Spell-Like Abilities (CL 11th):

1/day—*dancing lights*, *darkness*, *faerie fire*

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

SQ Automatic searching, master of spiders**,
restricted casting (lawful and good spells),
spontaneous casting (inflict),

Feats Augment Healing**, Empower Spell, Extend
Spell, Skill Focus (Concentration),

Skills Concentration +20, Diplomacy +14, Heal +9,
Knowledge (arcana) +10, Knowledge (religion)
+10, Listen +7, Spellcraft +12, Search +4, Spot +7

Possessions combat gear 2 spell component pouches, *vest of resistance* +4,

Automatic Searching Passing within 5 feet of a secret or concealed door entitles you to a free Search check, as if you were actively looking for it
Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a Drow for 1 round. On subsequent rounds, the Drow is dazzled as long as you remain in the affected area.

Master of Spiders Drow cleric alternate class feature, see Appendix 2. 3/day; 1d20+2, damage 2d6+11.

Skills Elves have a +2 racial bonus on Listen, Search and Spot checks.

Power-Up Suite: AC 28 touch 17, flat-footed 25 (+1 haste, +3 deflection); Miss Chance 20%; Save Ref +11, Will (+17 vs fear), cannot be controlled; Spd 70ft fly 60ft (good); Melee +1 *rapier* +11/+11/+6 (1d6+1/18-20) Spells active: (all CL11th) *bless*, *blur death ward*, *ebon eyes*, *extended fly*, *extended haste*, *magic circle vs good*, *extended shield of faith*

GOBLIN LORD

CR 8

Male Goblin Warrior 3 Rogue 7

NE Small Humanoid (goblin)

Init +5; **Senses** darkvision 60ft, Listen +7, Spot +7

Languages Common, Goblin, Orc

AC 22, touch 15, flat-footed 22 uncanny dodge (+1 size, +4 Dex, +6 armor, +1 shield)

hp 66 (10 HD);

Fort +9, **Ref** +13, **Will** +5 evasion

Speed 30 ft. (6 squares)

Melee +1 *shocking short sword* +15/+10 (1d4+2/ 19-20 plus 1d6 electricity) or

Melee +1 *frost short sword* +15/+10 (1d4+2/ 19-20 plus 1d6 cold) or

Melee +1 *shocking short sword* +13/+8 (1d4+2/ 19-20 plus 1d6 electricity) and +1 *frost short sword* +13/+8 (1d4+1/ 19-20 plus 1d6 cold) or

Ranged sling +14 (1d3+1)

Base Atk +8; **Grp** +5

Special Actions Sneak Attack (+3d6), Two-Weapon Fighting

Combat Gear +1 *shocking short sword*, +1 *short sword*, +1 *chain shirt*, sling, many stones

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

Feats Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse,

Skills Bluff +8, Gather Information +5, Handle Animal +4, Hide +18, Jump +8, Listen +7, Move Silently +17, Ride +17, Spot +7, Tumble +19

Possessions combat gear plus *cloak of resistance* +2, *gloves of Dexterity* +2

Skills Goblins have a +4 racial bonus to Move Silently and Ride checks.

Power-Up Suite AC 23, touch 16 flat footed 23 (+1 haste); Ref +14 Will (+6 vs fear); Atk +1 *shocking short sword* +17/+17/+12 (1d4+2/ 19-20 plus 1d6 electricity) or +1 *frost short sword* +17/+17/+12

(1d4+2/ 19-20 plus 1d6 cold) or +1 *shocking short sword* +15/+15/+10 (1d4+2/ 19-20 plus 1d6 electricity) and +1 *frost short sword* +15/+10 (1d4+1/ 19-20 plus 1d6 cold) or sling +16 (1d3+1) Spell active (All CL 11th): *bless*, *extended haste*

9: VHAERAUN'S REVENGE

ADVANCED HEZROU

CR 14

CE Huge Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init -1; **Senses** darkvision 60ft, Listen +30, Spot +30

Aura stench

Languages Abyssal, Celestial, Draconic, telepathy 100ft

AC 30, touch 8, flat-footed 30

(-2 size, -1 Dex, +5 armor, +17 natural, +1 deflection)

Miss Chance *displacement* 50%

hp 280 (17 HD); **DR** 10/good

Immune electricity and poison

Resist acid 10, cold 10, fire 10; **SR** 26

Fort +24, **Ref** +11, **Will** +14

Speed 30 ft. (6 squares); fly 60ft (good)

Melee +2 *huge longsword* +29/+24/+19/+14

(3d6+14/19-20) and bite +25 (4d6+12) and claw +25 (2d6+6) or

Melee bite +27 (4d6+12) and claws +25/+25 (2d6+6)

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

Base Atk +17; **Grp** +37

Atk Options Improved Grab, Power Attack

Special Actions Cleave

Combat Gear +2 *studded leather*, *cloak of resistance* +2, +2 *huge longsword*

Spell-Like Abilities (CL 17th):

At Will—*chaos hammer* (DC18), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC18)

3/day—*blasphemy* (DC21), *gaseous form*

Abilities Str 34, Dex 8, Con 34, Int 14, Wis 14, Cha 18

Feats Blind-Fight, Cleave, Multiattack, Power Attack, Practiced Spellcaster (outsider) Quicken Spell-like ability (*unholy blight*),

Skills Climb +30, Concentration +32, Escape Artist +19, Hide +11, Intimidate +24, Listen +30, Move Silently +19, Search +22, Spellcraft +22, Spot +30, Survival +2 (+4 following tracks), Use Rope +0 (+2 with bindings)

Possessions combat gear plus *cloak of resistance* +2, *devastation gauntlets***, *belt of giant strength* +4, *winged boots*, *potion of displacement*

Improved Grab (Ex) To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Stench (Ex) A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully

save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A delay poison or neutralize poison spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.. The save DC is Constitution-based.

Summon Demon (Sp) Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: Hezrous have a +8 racial bonus on Listen and Spot checks.

7: TORVALL

VIPER THUG

CR 11

Male or Female Human Monk 3 Rogue 4

Streetfighter* 4

* From Complete Adventurer

LN Medium Humanoid (human)

Init +6; **Senses** Listen +0, Spot +12**Languages** Common, Orc**AC** 23, touch 14, flat-footed 23 uncanny dodge (+4 Dex, +6 armor, +3 shield)**hp** 76 (11 HD);**Fort** +11, **Ref** +14, **Will** +7 (9 vs enchantment) evasion**Speed** 30 ft. in light armor (6 squares)**Melee** +2 rapier +17/+12 (1d6+7/15-20,x2) or**Melee** unarmed attack +14+9 (1d6+5) or**Ranged** sling +13 (1d4+5)**Base Atk** +9; **Grp** +18**Atk Options** Combat Expertise, Improved Feint, Improved Grapple**Special Actions** sneak attack (+3d6), stand tough (2/day)**Combat Gear** +2 rapier, +2 chain shirt, +2 buckler, vest of resistance +2, sling & stones, ~~potion of bull's strength, potion of cat's grace~~**Abilities** Str 20, Dex 19, Con 12, Int 13, Wis 10, Cha 8**SQ** always ready +2, streetwise still mind, trapfinding, trap sense +1**Feats** Combat Expertise, Combat Reflexes^B, Improved Critical (rapier), Improved Grapple, Improved Toughness^{**}, Improved Unarmed Strike^B, Weapon Focus (Rapier)**Skills** Bluff +7, Climb +14, Escape Artist +13, Hide +13, Intimidate +11, Jump +11, Knowledge (local/Nyrond Meta-Region +8, Move Silently +15, Search +5, Spot +12, Tumble +19)**Possessions** combat gear**Always Ready (Ex)** a streetfighter gains a +2 bonus on initiative checks.**Streetwise (Ex)** a streetfighter gains a +2 competence bonus to Gather Information and Knowledge (local).**Stand Tough (Ex)** 2/day, when a streetfighter would be damaged by a weapon, he can attempt a Fortitude save with a DC equal to the damage dealt. If he succeeds, he takes only half damage, and it is nonlethal damage. A streetfighter need not be aware of the attack to use this ability.

VIPER BOSS

CR 13

Male Half-elf Fighter 4 Rogue 2 Outcast Champion* 5
Scar Enforcer* 2

*from Races of Destiny

CE Medium Humanoid (elf)

Init +6; **Senses** low-light vision Listen +1, Spot +1**Languages** Common, elf, goblin**AC** 26, touch 12, flat-footed 25

(+1 Dex, +10 armor, +4 shield, +1 deflection)

hp 142 (13 HD); DR 3/-**Immune** sleep**Fort** +16, **Ref** +11, **Will** +14 (+16 vs enchantment) aura of confidence, evasion (can't use it due to heavy armor)**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.**Melee** +2 humanbane greatsword +22/+17/+12 (2d6+15/17-20, x2) or**Melee** masterwork greatsword +21/+16/+11 (2d6+13/17-20, x2) or**Melee** club +18/+13/+8 (1d6+9) or**Ranged** sling +14 (1d4+5)**Base Atk** +12; **Grp** +18**Atk Options** Avenging strike, desperate fury, Power Attack**Special Actions** favored enemy (elf +2, human +2), smite enemy (1/day), sneak attack +1d6**Combat Gear** +2 humanbane greatsword, +2 adamantite full plate, +1 animated heavy steel shield, cloak of resistance +2, ~~potion of bull's strength, potion of cat's grace, potion of bear's endurance~~**Abilities** Str 22, Dex 14, Con 18, Int 12, Wis 13, Cha 8**SQ** teamwork, trapfinding**Feats** Improved Critical (greatsword), Improved Initiative, Improved Toughness^{**}, Melee Weapon Specialist^{**} (slashing), Power Attack, Power Critical^{**} (greatsword), Shield Specialization^{**} (heavy), Weapon Focus (greatsword), Weapon Specialization (Greatsword)**Skills** Bluff +9, Climb +7, Diplomacy +15, Gather Information +7, Hide +8, Intimidate +14, Jump +1, Knowledge (local) +6, Move Silently +9**Possessions** combat gear**Aura of Confidence (Ex)** +5 morale bonus on Will saves to all allies within 30 feet (including yourself).**Avenging Strike (Ex)** On an enemy who has dealt damage to an ally of yours within the last hour, you add +0 to your attack roll and deal 5d6 extra damage. You may use this ability 1 time(s) per day.**Desperate Fury (Ex)** Once per day when reduced to fewer than one-half your normal hit points, or when you are fatigued or exhausted, you gain a +2 morale bonus to Strength, Dexterity and Constitution. This effect lasts for 8 rounds.**Smite Enemy (Su)** On 1 melee attack(s) per day you may add +0 to your attack roll and add 2 point(s) of damage against elves or humans.**Team work (Ex)** When you or ally use the aid another action within 30 feet of an ally who can see or hear you, the bonus on attack rolls, AC or skill checks is +4 (instead of +2)

8: THE HEAD OF THE SNAKE

ADINYR

CR 10

Male Drow Fighter 4 Rogue 5
 CE Medium Humanoid (elf)
Init +6; **Senses** darkvision 120ft, Listen +11, Spot +2
Languages Common Drow Sign Language, Elf ,
 Goblin, Undercommon

AC 21, touch 14, flat-footed 21 uncanny dodge
 (+4 Dex, 7 armor)

hp 82 (9 HD);

Immune magic *sleep* effects

Resist evasion; **SR** 20

Fort +12, **Ref** +15, **Will** +6 (+8 vs enchantment)
 evasion

Weakness light blindness

Speed 30 ft. in light armor (6 squares)

Melee +1 *humanbane rapier* +18/+13 (1d6+9/18-20
 plus poison) or

Melee/Ranged +1 *humanbane rapier* +15/+10
 (1d6+9/18-20 plus poison) and +1 *elfbane hand*
crossbow +12 (1d4+1/19-20 plus poison) or

Ranged +1 *elfbane hand crossbow* +14/+9
 (1d4+1/19-20 plus poison)

Base Atk +7; **Grp** +11

Atk Options

Special Actions hit and run tactics, poison use,
 sneak attack +3d6,

Combat Gear +1 *humanbane rapier*, +1 *elfbane hand*
crossbow, +2 *blinking elven chain*,

Spell-Like Abilities (CL 9th):

1/day—*dancing lights*, *darkness*, *faerie fire*
 ‡ Already cast

Abilities Str 18, Dex 22, Con 16, Int 14, Wis 10, Cha
 10

SQ Automatic searching

Feats Improved Toughness**, Melee Weapon
 Specialist (slashing)**, Rapid Reload (hand
 crossbow), Versatile Combatant**, Weapon
 Finesse, Weapon Focus (rapier), Weapon
 Specialization (rapier),

Skills Balance +13, Bluff +7, Climb +5, Diplomacy +7,
 Disguise +7 (+9 when acting), Gather Information
 +4, Handle Animal +5, Hide +21, Jump +9, Listen
 +11, Move Silently +18, Ride +16, Ride +16,
 Search +4, Spot +2, Tumble +18

Possessions combat gear *boots of elvenkind*, *cloak*
of elvenkind, *vest of resistance* +4,

Automatic Searching Passing within 5 feet of a
 secret or concealed door entitles you to a free
 Search check, as if you were actively looking for it

Hit And Run Tactics Drow Fighter Alternative class
 feature. See Appendix two.

Light Blindness (Ex) Abrupt exposure to bright light
 (such as sunlight or a *daylight* spell) blinds a Drow
 for 1 round. On subsequent rounds, the Drow is
 dazzled as long as you remain in the affected area.

Poison Use Drow Rogue Alternative class feature.
 See Appendix two.

Skills Elves have a +2 racial bonus on Listen, Search
 and Spot checks.

Power-Up Suite AC 25 touch 18, flat footed 25 (+1
 haste, +3 deflection), Ref +16, Will (+7 vs fear)
 cannot be commanded; Atk +1 *humanbane rapier*

+17/+17/+12 (1d6+7/18-20 plus poison) or +1
humanbane rapier +15/+15/+10 (1d6+7/18-20 plus
 poison) and +1 *elfbane hand crossbow* +14
 (1d4+1/19-20 plus poison) or +1 *elfbane hand*
crossbow +16/+16/+11 (1d4+1/19-20 plus poison)
 Spell active (all CL 11th) *bless*, *extended haste*,
protection from good, *shield of faith*

GELLAU'NIM RILYN'VIRR

CR 12

Male Drow Cleric of Vhaeraun 11

CE Medium Humanoid (elf)

Init +3; **Senses** darkvision 120ft, Listen +7, Spot +7

Aura overwhelming chaos, overwhelming evil

Languages Common

AC 24, touch 13, flat-footed 21
 (+3 Dex, 7 armor, +4 shield)

hp 91 (11 HD);

Immune magic *sleep* effects

SR 22

Fort +14, **Ref** +10, **Will** +16 (+18 vs enchantment)

Weakness light blindness

Speed 50 ft. in light armor (10 squares)

Melee +1 *rapier* +9/+4 (1d6+1/18-20)

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

Combat Gear +1 *rapier*, +2 *magic-eating elven chain*,
 +2 *heavy mithral shield*, 3 wooden holy symbols,
lesser rod of quicken,

Cleric Spells Prepared (CL 11th):

6th—*harm* (DC21, 110 points), *Extended haste*^D
 (5th-level spell taken as a 6th)

5th—*Empowered cure serious wounds* (3d8+17 x
 1.5), *flame strike* (DC20, 11d6), *slay living*
 (DC20), *teleport*^D,

4th—*cure critical wounds* (4d8+19), *death ward*,
Extend fly^D, *freedom of movement*, *wrack***
 (DC19)

3rd—*blur*^D, *cure serious wounds* (3d8+17), *deeper*
darkness, *dispel magic* (x2), *magic circle vs good*

2nd—*calm emotions* (DC17), *cat's grace*^D, *cure*
moderate wounds (x2, 2d8+14), *death knell*,
resist energy (30 points),

1st—*bless*, *cure light wounds* (x2, 1d8+7), *ebon*
*eyes***, *longstrider*^D ‡, *protection from good*,
shield of faith (x2, +3)

0—*create water*, *detect magic* (x2), *cure minor*
wounds, *purify food and drink*, *read magic*

‡ Already cast

D: Domain spell. Deity: Vhaeraun. Domains: Celerity,
 Travel (up to 11 rounds ignore magical effects as if
 under a *freedom of movement* effect.)

Spell-Like Abilities (CL 11th):

1/day—*dancing lights*, *darkness*, *faerie fire*

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

SQ Automatic searching, master of spiders**,
 restricted casting (lawful and good spells),
 spontaneous casting (inflict),

Feats Augment Healing**, Empower Spell, Extend
 Spell, Skill Focus (Concentration),

Skills Concentration +20, Diplomacy +14, Heal +9, Knowledge (arcana) +10, Knowledge (religion) +10, Listen +7, Spellcraft +12, Search +4, Spot +7
Possessions combat gear 2 spell component pouches, *vest of resistance* +4,

Automatic Searching Passing within 5 feet of a secret or concealed door entitles you to a free Search check, as if you were actively looking for it
Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a Drow for 1 round. On subsequent rounds, the Drow is dazzled as long as you remain in the affected area.

Master of Spiders Drow cleric alternate class feature, see Appendix 2. 3/day; 1d20+2, damage 2d6+11.

Skills Elves have a +2 racial bonus on Listen, Search and Spot checks.

Power-Up Suite: AC 28 touch 17, flat-footed 25 (+1 haste, +3 deflection); Save Ref +11, Will (+17 vs fear), cannot be controlled; Spd 70ft fly 60ft (good); Melee +1 *rapier* +11/+11/+6 (1d6+1/18-20) Spells active: (all CL11th) *bless*, *death ward*, *ebon eyes*, *extended fly*, *extended haste*, *magic circle vs good*, *extended shield of faith*

GOBLIN LORD

CR 8

Male Goblin Warrior 3 Rogue 7
NE Small Humanoid (goblin)
Init +5; **Senses** darkvision 60ft, Listen +7, Spot +7
Languages Common, Goblin, Orc

AC 22, touch 15, flat-footed 22 uncanny dodge (+1 size, +4 Dex, +6 armor, +1 shield)

hp 66 (10 HD);

Fort +9, **Ref** +13, **Will** +5 evasion

Speed 30 ft. (6 squares)

Melee +1 *shocking short sword* +15/+10 (1d4+2/ 19-20 plus 1d6 electricity) or

Melee +1 *frost short sword* +15/+10 (1d4+2/ 19-20 plus 1d6 cold) or

Melee +1 *shocking short sword* +13/+8 (1d4+2/ 19-20 plus 1d6 electricity) and +1 *frost short sword* +13/+8 (1d4+1/ 19-20 plus 1d6 cold) or

Ranged sling +14 (1d3+1)

Base Atk +8; **Grp** +5

Special Actions Sneak Attack (+3d6), Two-Weapon Fighting

Combat Gear +1 *shocking short sword*, +1 *short sword*, +1 *chain shirt*, sling, many stones

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

Feats Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse,

Skills Bluff +8, Gather Information +5, Handle Animal +4, Hide +18, Jump +8, Listen +7, Move Silently +17, Ride +17, Spot +7, Tumble +19

Possessions combat gear plus *cloak of resistance* +2, *gloves of Dexterity* +2

Skills Goblins have a +4 racial bonus to Move Silently and Ride checks.

Power-Up Suite AC 23, touch 16 flat footed 23 (+1 haste); Ref +14 Will (+6 vs fear); Atk +1 *shocking*

short sword +17/+17/+12 (1d4+2/ 19-20 plus 1d6 electricity) or +1 *frost short sword* +17/+17/+12 (1d4+2/ 19-20 plus 1d6 cold) or +1 *shocking short sword* +15/+15/+10 (1d4+2/ 19-20 plus 1d6 electricity) and +1 *frost short sword* +15/+10 (1d4+1/ 19-20 plus 1d6 cold) or sling +16 (1d3+1)
Spell active (All CL 11th): *bless*, *extended haste*

KELVEZU*

CR 14

*from Monster Manual II (CR revised in FC2)

CE Medium Outsider (chaotic, evil, tanar'ri)

Init +14; **Senses** enhanced detection, Listen +18, Spot +18

Languages Abyssal, Common, *tongues*, Telepathy 100ft.

AC 35, touch 20, flat-footed 35 uncanny dodge (+10 Dex, +15 natural)

Miss Chance 50% (*greater invisibility*)

hp 90 (12 HD); **DR** 15/cold iron and good

Immune electricity and poison

Resist acid 10, cold 10, fire 10; **SR** 26

Fort +11, **Ref** +18, **Will** +11 evasion

Speed 30 ft. (6 squares), fly 60 ft. (good);

Melee +3 *rapier of wounding* +26/+21/+16 (1d6+8/15-20 plus poison) or

Melee +1 *dagger of wounding* +23/+18/+13 (1d4+6/19-20 plus poison) or

Melee +3 *rapier of wounding* +24/+19/+14 (1d6+6/15-20 plus poison) and +1 *dagger of wounding* +21/+16 (1d4+3/19-20 plus poison)

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

Base Atk +12; **Grp** +17

Atk Options Poison, Two-Weapon Fighting

Special Actions Sneak attack +8d6

Combat Gear +3 *rapier of wounding*, +1 *dagger of wounding*

Spell-Like Abilities (CL 18th):

At Will—*deeper darkness*, *desecrate*, *detect good*, *detect law*, *greater dispel magic*, *greater invisibility* (self only), *read magic*, *suggestion* (DC16), *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*

Abilities Str 21, Dex 31, Con 16, Int 17, Wis 16, Cha 16

Feats Improved Critical (rapier), Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse

Skills Bluff +15, Concentration +15, Diplomacy +7, Hide +33, Intimidate +5, Knowledge (local/nmr) +13, Listen +18, Move Silently +33, Search +18, Sense Motive +16, Spellcraft +13, Spot +18

Possessions combat gear

Enhanced Detection (Su) In addition to its regular senses, a kelvezu perceives foes through *detect magic* and *see invisibility* effects (CL18th) that are always active.

Poison (Ex) A kelvezu continually coats its weapon with an injury poison produced from its fingertips. Fortitude DC 19, 1d6/1d6 Con. Kelvezu poison is

highly perishable, becoming inert 1 minutes after the creature stops applying it.

Summon Tanar'ri (Sp) Once per day, a kelvezu can attempt to summon another kelvezu with a 25% chance of success.

Skills Kelvezu have +8 racial bonus on Hide and Move Silently checks.

Power-Up Suite AC 36, touch 21 flat footed 36 (+1 haste); Miss Chance 20%; Ref +18 Will (+12 vs fear); Atk Melee +3 *rapier of wounding* +28/+28/+23/+18 (1d6+8/15-20 plus poison) or +1 *dagger of wounding* +25/+25/+20/+15 (1d4+6/19-20 plus poison) or +3 *rapier of wounding* +26/+26/+21/+16 (1d6+6/15-20 plus poison) and +1 *dagger of wounding* +21/+16 (1d4+3/19-20 plus poison); Spell active (All CL 11th): *bless*, *blur*, *extended haste*

9: VHAERAUN'S REVENGE

ADVANCED HEZROU CR 16

CE Huge Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)

Init -1; **Senses** darkvision 60ft, Listen +34, Spot +34

Aura stench

Languages Abyssal, Celestial, Draconic, telepathy 100ft

AC 30, touch 8, flat-footed 30
(-2 size, -1 Dex, +5 armor, +17 natural, +1 deflection)

Miss Chance *displacement* 50%

hp 346 (21 HD); **DR** 10/good

Immune electricity and poison

Resist acid 10, cold 10, fire 10; **SR** 30

Fort +26, **Ref** +13, **Will** +16

Speed 30 ft. (6 squares); fly 60ft (good)

Melee +2 *huge longsword* +33/+28/+23/+18/+13 (3d6+14/19-20) and bite +29 (4d6+12) and claw +29 (3d6+6/ 19-2) or

Melee bite +29 (4d6+12) and claws +27/+27 (3d6+6/ 19-20)

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

Base Atk +21; **Grp** +39

Atk Options Improved Grab, Power Attack

Special Actions Cleave

Combat Gear +2 *studded leather*, *cloak of resistance* +2, +2 *huge longsword*

Spell-Like Abilities (CL 17th):

At Will—*chaos hammer* (DC18), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC18)

3/day—*blasphemy* (DC21), *gaseous form*

Abilities Str 34, Dex 9, Con 34, Int 14, Wis 14, Cha 18

Feats Blind-Fight, Cleave, Improved Critical (claws), Improved Natural Attack (claws), Multiattack, Practiced Spellcaster (outsider), Power Attack, Quicken Spell-like ability (*unholy blight*),

Skills Climb +34, Concentration +36, Escape Artist +23, Hide +15, Intimidate +28, Listen +34, Move Silently +23, Search +26, Spellcraft +26, Spot +34,

Survival +2 (+4 following tracks), Use Rope +0 (+2 with bindings)

Possessions combat gear plus *cloak of resistance* +2, *devastation gauntlets***, *belt of giant strength* +4, *winged boots*, *potion of displacement*

Improved Grab (Ex) To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Stench (Ex) A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A delay poison or neutralize poison spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.. The save DC is Constitution-based.

Summon Demon (Sp) Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: Hezrous have a +8 racial bonus on Listen and Spot checks.

APPENDIX 2: NEW RULES ITEMS

ALTERNATE CLASS FEATURES

Hit—and—Run Tactics

Drow fighter substitution level

Level: 1st

Replaces: by selecting the hit-and-run alternative class feature, you give up proficiency with heavy armor and tower shields, even if you already have those proficiencies from another class. You can't gain either of these proficiencies by multiclassing later, but you can gain them by selecting the appropriate feats.

Benefit: At 1st level, you gain a +2 bonus on Initiative checks.

In addition, when attacking a flat-footed opponent within 30 feet, you can add your Dexterity bonus (if any) as a competence bonus to weapon damage rolls.

Source: *Drow of the Underdark* 58

Master of Spiders

Drow Cleric substitution level

Level: 1st

Replaces: If you select this class feature, you do not gain the standard cleric's ability to turn or rebuke undead.

Benefit: You can rebuke or command vermin as an evil cleric rebukes or commands undead. When commanding spiders, you gain +4 to your effective level.

This ability otherwise functions exactly as rebuke undead. You can use this ability in turn of rebuke undead for the purpose of qualifying for divine feats.

Source: *Drow of the Underdark* 57

Poison Use

Drow Rogue substitution level

Level: 1st

Replaces: If you select this class feature, you do not gain the trapfinding ability gained at 1st level.

Benefit: You are trained in the use of poison. You are not at risk of accidentally poisoning yourself when applying poison to a weapon.

Source: *Drow of the Underdark* 58

FEATS

Improved Toughness

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you get a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD, (such as by losing a level) you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter's bonus feats.

Source: *Complete Warrior* 101

Melee Weapon Mastery

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisite: Proficiency with selected weapons, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you select, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once, each time. Each time, you can select a new damage type.

A fighter may select Melee Weapon Mastery as one of his fighter bonus feats.

Source: *Player Handbook* 2 pg. 81

Power Critical

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisite: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter can select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon, or the same weapon. If you take it with the same weapon, the effects of the feat stack.

Source: *Complete Warrior* 103

Shield Specialization

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisite: Proficiency with shields

Benefit: Choose one type of shield from the following list: buckler, heavy or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can choose this feat more than once. Each time you select it, choose a different type of shield.

A fighter can select Shield Specialization as one of his fighter bonus feats.

Source: *Player Handbook* 2 82

Versatile Combatant

You have learned to combine attacks with the favored weapons of the drow.

Prerequisite: Dex 15, proficiency with the rapier and hand crossbow

Benefit: Whenever you are armed with a rapier in your primary hand and a hand crossbow in your off hand, you are treated as having the Two-Weapon Fighting feat for the purpose of calculating attack penalties.

In addition, you do not provoke attacks of opportunity from adjacent opponents when you make ranged attacks with a hand crossbow.

Special: a fighter can select Versatile Combatant as a fighter bonus feat.

Source: *Drow of the Underdark* 53

MAGIC ITEMS

Bracers Of Quick Strike

Price (Item Level): 1,400gp (5th)

Body Slot: Arms

Caster Level: 5th

Aura: faint; (DC17) transmutation

Activation: Swift (command)

Weight: 1 lbs

When you activate the *bracers of quick strike*, you can make one extra attack with any weapon you are holding if you already made a full attack on this turn. This attack is made at your full base attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with any other effect that grants you an extra attack when making a full attack, such as the Rapid Shot feat, a speed weapon or the *haste* spell.

Bracers of quick strike function once per day.

The bracers can be used only after being worn continuously for 24 hours. If they are taken off, they become inactive until they are donned and worn for a full 24 hours.

Prerequisite: Craft Wondrous Item, *haste*.

Cost to Create: 700gp, 56XP, 2 days.

Source: *Magic Item Compendium* 81

Devastation Gauntlets

Price (Item Level): 2,000gp (6th)

Body Slot: Hands

Caster Level: 5th

Aura: faint; (DC17) transmutation

Activation: Swift (command)

Weight: -

These gauntlets have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you a bonus to the damage dealt by a critical hit you make in melee. You activate the gauntlets after you confirmed a critical hit, but before damage is rolled.

1 charge: +2d6 points of damage

2 charges: +3d6 points of damage

3 charges: +4d6 points of damage

Prerequisite: Craft Wondrous Item, *keen edge*.

Cost to Create: 1,000gp, 80XP, 2 days.

Source: *Magic Item Compendium* 93

Magic-Eating Armor Ability

Price: +10,000gp

Property: Armor

Caster Level: 16th

Aura: strong; (DC23) abjuration

Activation: -

While wearing magic-eating armor, whenever you succeed on a saving throw against a spell that targets you, the armor heals you 1 point of damage per level of the spell. This healing occurs after the spell takes effect.

Prerequisite: Craft Magic Arms and Armor, *spell resistance*.

Cost to create: 5,000gp, 400xp, 10 days.

Source: *Magic Item Compendium* 12

SPELLS

Ebon Eyes

Transmutation

Level: Assassin 1, cleric 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject of this spell gains the ability to see normally in natural and magical darkness, although it does not otherwise improve the subject's ability to in natural dark or shadowy conditions. The subject ignores the miss chance due to lack of illumination other than total darkness. While the spell is in effect, a jet-black film covers the subject's eyes, a visual effect that gives the spells its name.

Material Component: A pinch of powdered black gemstone of any type.

Source: *Spell Compendium* 77

Skull Watch

Necromancy

Level: Cleric 3, sorcerer/wizard 3

Component: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One humanoid skull

Duration: Permanent

Saving Throw: see text

Spell Resistance: No

The skull affected by a skull watch spell floats gently 5 feet off the ground, facing a direction you choose. It monitors an area 20 feet wide by 90 feet long, though walls and other opaque barriers can curtail this area. If any Tiny or larger living creature enters the area guarded by the skull, it emits a piercing shriek that can be heard up to a quarter mile away. Every creature within 60 feet of the skull when it shrieks must make a Fortitude save or be deafened for 1d6 rounds. Whether

or not you can hear this audible alarm, you instantly become aware that the effect has been triggered, provided you are on the same plane that is. The alarm resets 1d4 rounds later.

When you cast the spell, you can specify creatures that will not trigger the alarm. The skull can be moved from its original location by anyone who can get to it without entering its monitored area. The skull has AC12, hardness 1, and 1 hit point per caster level. You are not magically aware of the skull's destruction if it has not been triggered.

Focus: The humanoid skull upon which the spell is cast.

Wrack

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 5

Component: V, S

Casting Time: 1 standard action

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

Target: One humanoid

Duration: 1 round/level + 3d10 minutes; see text

Saving Throw: Fortitude Negates

Spell Resistance: Yes

Your touch causes the target to experience excruciating pain. For the duration of the spell, the subject fall over prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

Source: *Spell Compendium* 243

APPENDIX 3: COUNTY OF URNST REGIONAL RACE RULES

Several options exist for players in Living Greyhawk to play races that are normally reserved for NPCs (such as centaurs and kobolds). In order to clarify regional reactions to player characters and provide an easy way for players to assess a region's acceptance of an unusual race, the following standard has been adopted. Regions must make this assessment for the following races: asherati, Bright Desert centaurs, and Mist Kingdom kobolds. The assessment is not made for subraces of Player's Handbook races (such as snow elves) – these races are similar enough to the standard races.

These rules apply only when playing a module set in the County of Urnst (not when playing Cores or meta-regional modules not set in the County). Other regions will have different rules and applications. Regional adventures and AR items may have additional rules or special entries that supersede these rules.

The chart below shows how different races are generally viewed in the County of Urnst:

Race	Attitude
Asherati	Neutral
Centaurs	Neutral
Lizardfolk (except Fennelmore)	Wary
Mongrelfolk	Wary
Non-evil Humanoid Race	Wary
Half-Orcs	Wary
Mist Kingdom Kobolds	Monstrous
Lizardfolk (in Fennelmore only)	Monstrous
Any Evil Humanoid Race	Monstrous

General

'Social skill checks' include Bluff, Diplomacy, Gather Information, Perform, Profession, and possibly other skill checks that the GM feels would be impacted by an NPC's attitude towards your race as described in the attitude sections below.

- Regional documentation may detail ways to offset all or part of these penalties. Penalties to social skill checks can be ignored with a successful Disguise check, with DCs set as per the rules in the Player's Handbook.
- However to gain favors and influence, NPCs need to know your name and recognize you. You may refuse any favors by remaining disguised or by giving fake names.
- House Underley and the Underley network ignore the above rule. They will immediately honor any rewards they offer and they are no harsher towards any particular individual over another.
- Evil organizations who offer influence and rewards will respond to races differently. Each organization's attitude (whether Neutral, Wary, or Monstrous) will be noted in the relevant adventure.

Neutral

(Anyone that radiates evil that would normally fall in this category is treated as "wary" instead.)

- People are mildly suspicious or fearful of you.
- The initial attitude of most NPCs is Indifferent but can be raised to Helpful.
- Though viewed with curiosity and suspicion, the law treats you fairly.
- Individual exceptions may exist but, unless explicitly mentioned, there is no extra penalty.
- You can belong to any County Meta-org without problem.

Wary

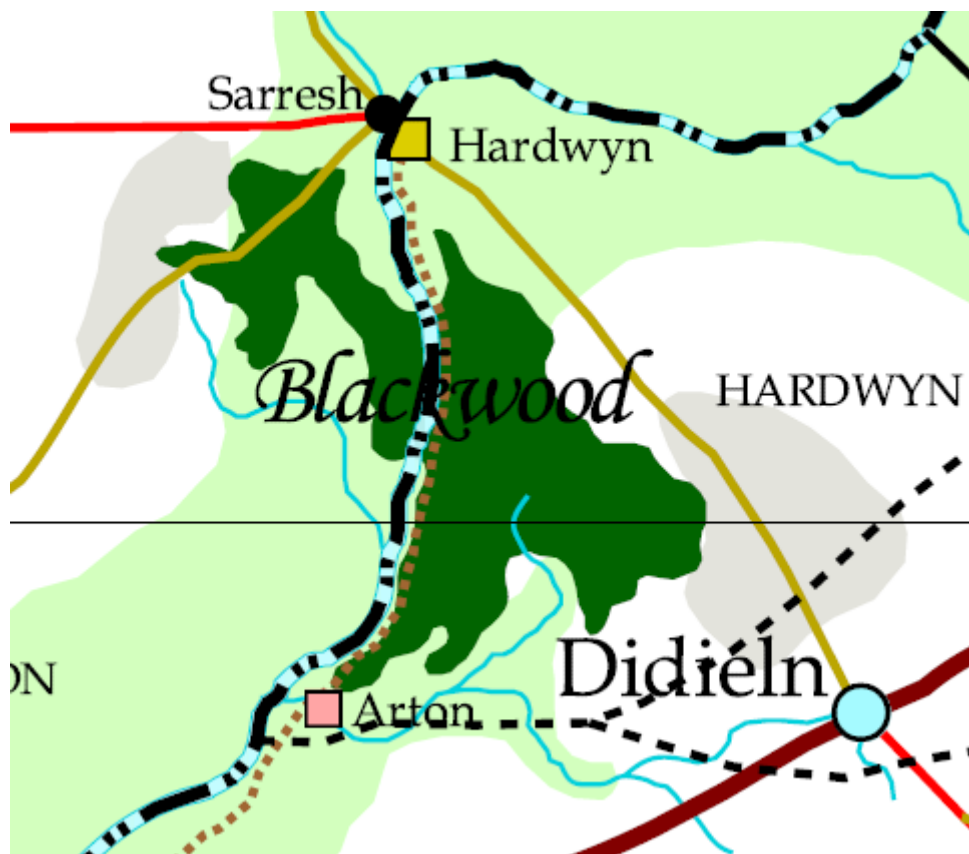
(Anyone that radiates evil that would normally fall in this category is treated as "monstrous" instead.)

- People are moderately suspicious or fearful of you.
- The initial attitude of most NPCs is Unfriendly and cannot normally be raised above Friendly.
- You suffer a -2 circumstance penalty to social skill checks with such NPCs.
- You may receive moderately unequal treatment by the laws, such as automatically receiving the maximum penalties for breaking the law.
- Any fine is also doubled. Any fine beyond 1000 gp gets a 1 TU prison sentence for each 100gp of fine.
- You can belong to any County meta-org. However, people eye you suspiciously and you may not be well-liked.

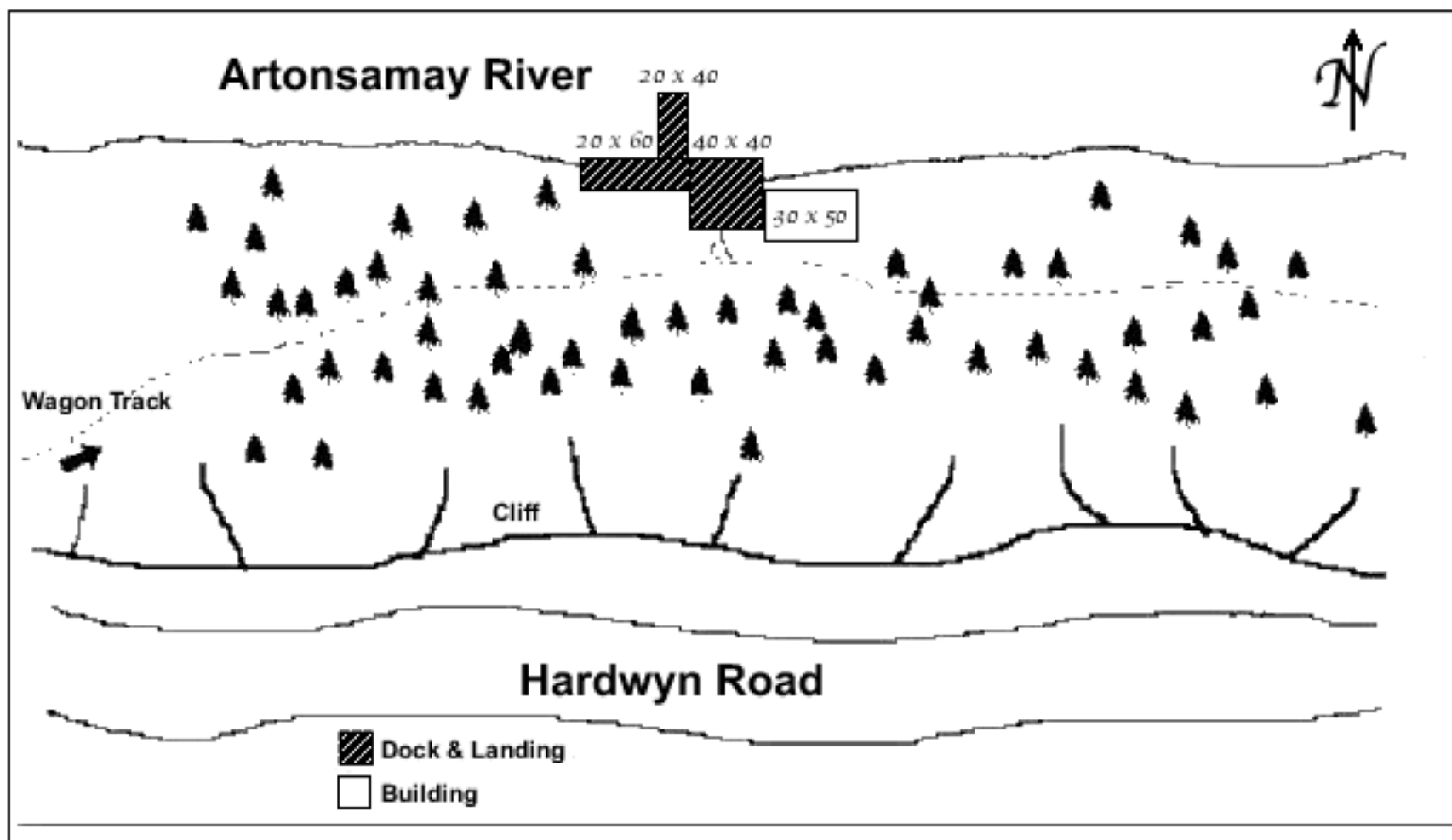
Monstrous

- (Anyone that radiates evil that would normally fall in this category is hunted down and killed without prejudice. Proximity to the Lands of Iuz means most folk people prefer to repent than regret.)
- People are severely suspicious or fearful of you.
- The initial attitude of most NPCs is Unfriendly and cannot normally be raised above Indifferent.
- You suffer a -4 circumstance penalty to social skill checks. Anyone perceived as your friend suffers a -2 penalty on social skill checks.
- You suffer a -4 penalty on living off the wild checks, and your lifestyle costs are doubled; if you receive free lifestyle, you instead pay normal lifestyle costs; if your lifestyle costs are increased by other effects, use the core rules for stacking of multipliers.
- You will likely receive severely unequal treatment by the laws, such as additional penalties for breaking the law, beyond those of other races
- Potential employers likely hide their association with you and expect the same of you; if you reveal such information, any favors or influence with such employers is automatically revoked.
- Membership in most regional meta-organizations will be banned. Those that allow you to join will likely require more significant sacrifices.
- Social skill checks' include Bluff, Diplomacy, Gather Information, Perform, Profession, and possibly other skill checks that the GM feels would be impacted by an NPC's attitude towards your race.

Regional documentation may detail ways to offset all or part of these penalties. Penalties to social skill checks can be ignored with a successful Disguise check, with DCs set as per the rules in the Player's Handbook.



Map 1: Overland Map



Map 2: The Smugglers' den

Map by Michelle Lutz

Dark area is a dock

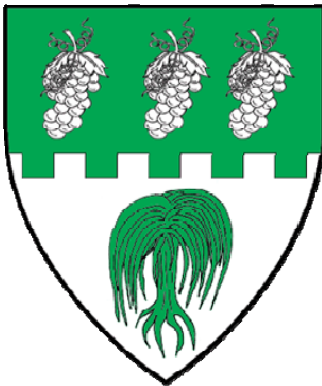
PLAYER HANDOUT 0: HERALDRY OF URNST



Shield 1: County of Urnst



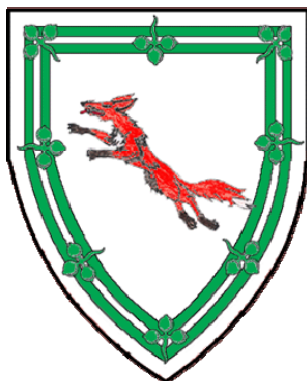
Shield 4: House Duncombe



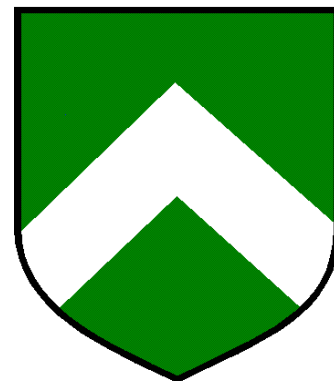
Shield 2: House Torquann



Shield 5: House Whittenbock



Shield 3: House Underley



Shield 6: Knights of the White Chevron

PLAYER HANDOUT 0: WORD ON THE STREET

Countess Rachel and Lord Darius Dane will get married in Charn very soon.

The Countess has called her army to gather in High Mardreth to liberate Stone Battle sometime soon.

Lord Duncombe has gathered most of his knights in Charn to protect the wedding ceremony. The place looks like an army camp!

The Knights of the White Chevron (KotWC), a new order of knighthood recognized by the Countess, are headquartered at the Whittenbock estates. Sir Karl Whittenbock is the new head of the order.

The KotWC are dedicated to the protection of the borders of the County and its people instead of the Countess' own household.

The KotWC are more open than the Knights of the Swan (KotS). But they also accept a large number of bullies and dishonorable folk.

A number of adventurers have been seen in the area. No doubt the Underleys are doing something in the area

Last year, Cranzer (bone heart of the bandit kingdoms) killed Sir Karl's daughter, Amanda. She was a favored soul of Heironeous.

Since the battle of Sarresh, raids along the border have dropped, though this is most likely a temporary measure.

Since the Battle of Sarresh in the summer of 597CY, the flag of Redhand and that of Hextor flies over Sarresh.

Prince Zeech of Redhand is a known cleric of Hextor. He values minions who follow the path of law and evil.

There has been an increase in the number of goblin raids along the Blackwood.



PLAYER HANDOUT 1A: LADY MELNIE'S LETTER

Dear friend,

Once more I find myself calling upon you. We have another opportunity to strike at the enemies of the County. We can finally deliver a fatal blow to their efforts and remove their dark taint from the face of the Oerth.

Last year, their leader fled the County and somehow avoided being captured, but now we can get rid of those dark elves once and for all. Come with me

I will be waiting for you at the temple of Phyton in the morning. Your presence is important as my father and I wish to have this matter resolved once and for all. Bring other capable adventurers if possible.

Melnie Underley
House Underley



PLAYER HANDOUT 1B: SPIDER–FILLED DREAMS

Your dreams that night are filled with paranoid delusions and worries. Your breath is ragged. You keep running. Trying to outrun whatever it is that is chasing you. But the predator is relentless. Suddenly, you find yourself in a corner.

There is no escape. The predator will get you. Taking a second look at the “corner”, you find yourself surrounded on all sides by sticky strands of web. Though you do your best to escape, you are caught. Upon your skin thousands of miniature creatures crawl and tickle your skin.

“Greetings little fly.” You turn to see the one you were fleeing from... The Drow priestess Shi’raena Teken’afin stands there surrounded by thousands of spiders.

“The Queen has need of you again... Heretics and abominations in Her eyes are gathering once more, to serve a banner other than Hers.”

“Head to the city called Hardwyn in northern Urnst... There you will meet a woman named “Melnie” at the temple of the Woodshaper. She works the will of the Spider Queen and what you must do.”

“Obey and you will be greatly rewarded. Disobey and you will find yourself in great pain. Thus is the will of the Spider Queen, so is the test she bestows upon you. Now wake and obey.”

You wake up covered in sweat and breathing hard as if you just ran a marathon. But the room is silent and a small spider spins a web on the window pane.



Image 1: Shi’raena Teken’afin

PLAYER HANDOUT 2: LADY MELNIE AND SGT ETHREEN

The woman is in her mid-twenties, with raven hair flowing down her shoulders. Her dress is black with gold embroidered foxes.

The hobgoblin is obviously a veteran. His face is scarred in many places and his left eye is now missing. His full plate armor is black with red and bone highlights. Around his neck, hangs a medallion displaying a gauntleted fist holding six arrows pointing downwards.

The woman takes a seat and addresses you. "Glad to see that you have responded to my summons... For those who do not know me, my name is Melnie Underley, I am a member of the Obsidian Conclave and my father is Lord Jacobis Underley, Baron of Ventnor."

"Let's get down to business. This is sergeant Ethreen of the Sarresh garrison. He is here representing Prince Zeech Redhand."

"Greetings," says Ethreen.

Lady Melnie continues. "Last year, my father tried to arrest the criminal known as Terrel Yarne for many crimes: impersonation, murder, smuggler, traffic of influence and a number of others. Terrel was the leader of a guild of thieves known as the Vipers. The Vipers called Brotton their home. Terrel Yarne was killed and with him died the cohesiveness of the Vipers."

"The loss of their leader prompted a number of other guilds to launch a crime war on the Vipers. Like the proverbial snake without a head, the Vipers were lost and quickly lost most of their influence and power. Many of them jumped ship and joined their conquerors, but for some this was just not possible. So they abandoned Brotton and relocated in the Blackwood, between Hardwyn and Arton."

"Many of the Vipers were Drow worshippers of the Masked God Vhaeraun. My divinations lead me to believe that they are preparing one last daring raid. They must be stopped... Which leads me to Sergeant Ethreen's presence here... Sergeant..."

The hobgoblin speaks with a commanding voice and with a good measure of disdain. "A small tribe of goblins, called the Scab Eaters, has defected to a new force in the Blackwood. These goblins belonged to the Iuzian garrison that was crushed at Sarresh this past summer. My commanders do not wish for our underlings to defect this way and so these goblins must be crushed and their leaders brought to justice. Instead of mounting a military expedition that could lead to war, we have been working through Lady Melnie and her father to ensure a more... peaceful resolution..."

Lady Melnie begins again "Our information tells us that the Scab Eaters and the new leaders of the Vipers have joined forces. They must be stopped."

"Find them and crush them! There is no mercy due to rebels and defectors," finishes the hobgoblin.



Image 2: Lady Melnie Underley



Image 3: Sergeant Ethreen

PLAYER HANDOUT 3: THE LETTER

I think the woman is going to sell us off, despite her promises. You have to move up the agenda and make sure the goblins are ready on-time for our move on Hardwyn.

Helping the Black Man is now our last hope for survival. I do not need to stress the importance of this operation for our continued future. Those vultures will pick the carcass of our old glories clean unless we succeed.

Do not expect mercy from the County's authorities. They are murderous and vengeful. And they are even worse towards turncoats.

Keep your mask high and your head low.

Gellau'nim R



PLAYER HANDOUT 4: KITINK'S LETTER

Gellaunim,

His Divine Righteousness has granted you a one-month respite for your attack upon Hardwyn. Any further delays will be severely punished.

He has grown rather annoyed with your constant failure to build a successful force.

Do what you must, burn or poison the town, but draw their attention to the North!

Glory to the Chromatic Dragon!



Kitink,

Blessed of the Mother
Darkpool tribe