

DOU4-06

# Ye of Little Faith

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Duchy of Urnst Regional Adventure

Version 1.2

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Sometimes, being a hero means having to live up to your reputation. It is not the first time a night on the town has led you to adventure, but it may be the last, if an old enemy has something to say about it. An adventure for APL2-12 that takes place in the College of Sages and Sorcery in Nellix.

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

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# Introduction

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

## Preparation

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

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

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

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

## Playing the Game

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

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

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

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

## Tracking

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

## LIVING GREYHAWK

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

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

## LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to

determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

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

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

- Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.

- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs

are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

## Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

## Adventure Background

Lord Academian Grimshaw Gasmaden was caught performing illegal experiments with monsters three years ago, in an incident involving a cross between a giant spider and a frog. Several innocent lives were

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

lost and there was also an unfortunate incident during a festival where more people were killed. His involvement was never disclosed, but it was clear to the Directors of the College of Sages and Sorcery that he was responsible. He was censured, and removed from full-time teaching indefinitely. He was, however, allowed to continue at the college as a guest lecturer and assistant to the Director of Natural Philosophy.

The Directors agreed not to turn him over to the authorities, because he was considered such a knowledgeable scholar and an asset to the college.

Though Lord Gasmaden denied any further involvement with forbidden experiments, he continued his work in secret. In a hidden laboratory, deep below the family crypt on his estate, less than a mile downriver from the college, he experimented with new forms of lycanthropy.

Enter Laila Laschana, femme fatale and spy/assassin/priestess for the Scarlet Brotherhood. When her cover as a beautiful but harmless cleric of Lydia was blown two years ago in Leukish, she managed to escape to Nellix, where she disguised herself as a student of the college, going by the name of Dema Oborn, and plotted her revenge against the Duchy. While working her way through the faculty, seducing each vulnerable member in turn, she discovered the secret of Lord Gasmaden, and found it all too easy to turn his monsters against him. After killing their creator, they became the slavish minions of Laila, who had little difficulty in finding a use for them...

She also discovered that the Skeptic Movement at the college had created a proposal to ban undead or formerly dead beings from ever owning land or holding public office in the Duchy. Laila quickly saw a way to use the proposal to bring ruin upon Lord Seoman Verle, who had been instrumental in bringing about her defeat. She had only to change the wording of the document slightly to make it illegal for someone who was raised from the dead to hold public office. Since Lord Verle had been so raised several years ago, it would exclude him from being a member of the Honorable Chamber. She already knew a prospective nobleman, sympathetic to the Scarlet Brotherhood, who would be next in line.

Thus, we have Laila, using the estate of Lord Gasmaden as a base of operations, occasionally impersonating him to maintain the illusion that he still lives; her lycanthropic horrors are the most powerful minions she has ever had in her control; and her plan is the most evil she has ever concocted.

Can the PCs defeat her in time?

## Adventure Summary

**Introduction: A Night on the Town.** The PCs begin by having a good time in a bar in Nellix. There is music and merriment in abundance.

**Encounter One: The Other Woman.** As the festivities wind down for the night, a woman in desperate need of heroes approaches the PCs.

**Encounter Two: Saevil Estate.** When the PCs seek the woman's employer, this is where they find him. Nice place, except for the combat. Lord Saevil will give them some clues, which lead to...

**Encounter Three: Hall of Natural Philosophy (AKA Justinian Hall).** Lord Director Clairmont Samaris, aka the Head Administrator. Charming man, but a bit overworked. More combat, after which he directs the PCs to...

**Encounter Four: Hall of Bardic Arts and Music (AKA Dagon Faenal Auditorium).** This is where the party meets Lady Director Nami U'morael. Very dramatic woman, but what do you expect with a bard? At least nobody gets attacked here. Lady Nami holds the final clues.

**Encounter Five: Imiriana Tower.** This is where the PCs could find Lady Nami's sister, Julmar (previously met in Purloined Letters), if they wished. This is entirely optional, though. Better if they just go to...

**Encounter Six: Gasmaden Estate.** This is where the clues should lead. The place looks empty, except for the body of Lord Gasmaden. But, what's downstairs...?

**Conclusion: Gasmaden Family Crypt.** So, this is where the trouble began, eh? Cages for animals, pools of murky water, barrels of salted fish, and programmed illusions...? Final combat here, and some unhappy endings.

## Guide to the College of Sages and Sorcery

The campus of the College of Sages and Sorcery sprawls across the once heavily wooded hills to the south of Nellix, along the banks of the Bessen River. Many of the trees have been cut down over the years to make way for expansion, and many of the hills have been leveled for the construction of buildings. Still, much of the natural setting has been preserved, blending in with the landscaping and various structures in a disarmingly pleasant environment for the students and faculty to enjoy.

Key locations for purposes of this adventure (See Map One: NW Campus of the College of Sages and Sorcery):

**Saevil Estate** – The home of the Director of Elemental Studies, this lavish estate is justly famous for its extensive gardens, fountains, pools, and canals. Lord Rycroft Saevil is somewhat reclusive, however, and does not often receive guests.

**Karll Hall (Probationer Dormitory)** – Built to accommodate the growing influx of students following the Greyhawk Wars in CY 585, this is where the newest students at the College stay. It also has guest rooms for those visiting the College.

**Danvirius Hall (Arcane Library)** – The oldest building left on campus, built when the College was founded in CY 241. This is where the various books and scrolls of arcane lore and spells are kept. Access is restricted to those members of the College of Fellow status or higher, and under no circumstances may any book, scroll, tome, libram or paper be removed from the library for any reason. Cubicles are provided for study purposes.

**Justinian Hall (Hall of Natural Philosophy)** – Really the administrative heart of the College, this is where beginning students must go to be registered, pay fees, and be assigned a mentor. It also contains the non-arcane library, which is actually larger than the arcane library, since it contains all the known works of history, natural and unnatural science, philosophy (including many rare books on Skepticism), and religion (mostly works regarding Wee Jas and Boccob). Access to the non-arcane library is only restricted to members of the College, but it also does not allow materials to be removed from the library for any reason.

**Dagon Faenal Auditorium (Hall of Bardic Arts and Music)** – One of the oldest buildings, constructed in CY 246, the Auditorium has been remodeled many times over the years, the last time in CY 567. This is where students and faculty gather to receive lectures from visiting wizards and experts (Warnes Starcoat, himself, spoke here in CY 590; giving a lecture on the dangers of the Nyr Dyv and spellcasting in aquatic environments), as well as musical plays and choral and instrumental concerts, which are held throughout the year and performed by the bardic students.

**Warnes Hall (Arcane Laboratories)** – Actually the newest building on the campus, since the last arcane laboratory, Faisore Hall, was destroyed in a tragic explosion in CY 589. Access to the laboratories is restricted to those members of the College who have achieved Fellow status or higher.

**Imiriana Tower** – Residence of House U'morael at the College. While not as impressive as the Saevil Estate, Imiriana Tower is one of the tallest structures on the campus, as well as one of the oldest residences. It was built in CY 248.

Note that the residence is only for those members of House U'morael who are of Preceptor status or

above. Those of lower rank, or not members of the college, should stay in Karll Hall or at a suitable inn in Nellix.

## Preparation for Play

Extensive tactical notes for all monsters occurring in this module are provided in the Tactics section of Appendix One. It is very important that you have a thorough understanding of these tactics before running this module.

## Introduction: A Night on the Town

The party is in the Gravy Boat Tavern in Nellix, having a relaxing evening. Have the players introduce their characters and give a reason why they are there. A serving maid takes the party's order and brings it to them, then takes their payment.

The entertainment is Hythe Silverwing (male half Suel/elf Brd16) a talented musician and entertainer who is wildly famous – in Nellix. (He is also an Academician at the college - teaching music, of course.) As he plays his harp, colored lights dance and sparkle around him. The crowd particularly seems to enjoy his rendition of the local favorite: "The Night of the Festival Knight."

As he finishes his set, the dancing lights become a spotlight. Suddenly the table the party is sitting at is illuminated under the bright light.

Hythe speaks, his voice clear and resonant:

*"I thought I recognized some familiar faces! Ladies and Gentlemen, I would like to introduce you to the REAL heroes of the Night of the Festival Knight!"*

He introduces each PC in turn, adding The Great or The Mighty or some other colorful (but wildly inappropriate or unsuitable) title to each name. It really does not matter if the PC named was actually present (or even if the player has never played Festival Knight, a first year Adaptable module that took place in Nellix in the Duchy of Urnst adaptation); he likes to do this to any adventuring group that looks like they might have been there at the time. If they deny it, he just shakes his head and tells the crowd how honored he is to be among heroes so brave AND humble. Any PCs that chose to go along with it are asked to tell their version of the events of the legendary night. If a player makes a serious attempt to tell the tale, or successfully makes a Perform check (DC 15), the drinks and food for the entire party will be free for the rest of the night.

If any PCs try to make trouble or start a bar fight, the Nellix town watch will arrive in 5 rounds.

## Encounter One: The Other Woman

After the bard sings his last song of the night and the tavern becomes even louder as the serious drinking starts, a rather shy and studious-looking young Suel woman (Ari1/Exp6) approaches the PCs and asks them for help:

*"Good evening, heroes. I couldn't help but notice that Academian Silverwing over there said that you were heroes and investigators of no mean ability. I have need of such people, urgent need. May I sit with you for a moment?"*

*"My name is Berwyn Mamavoxin, and I am honored to be the secretary of one Lord Rycroft Saevil, who is a Director at the College. Lord Saevil has been my employer for nearly ten years and we have always had a very... um... close relationship. I noticed right away when he started acting very strangely... missing appointments, coming in late in an unseemly disheveled state, even keeping late hours in the library without me!"*

*"Berwyn takes a moment to compose herself, requesting a seat and asking for a cup of water, which she gulps quickly before continuing her story:*

*"It all started when he started messing around with this strumpet, er, I mean a new student. Her name is Dema Oborn, and I will admit that she is very... um, attractive, in a common sort of way, though she claims to be noble-born. And she always reeks of roses, which she knows I am horribly allergic to!"*

*"Well, I followed the strumpet home one night, to see what sort of mischief she was up to. She walked right up to the riverbank, made a quick adjustment to her dress and wiped off her make-up and suddenly looked completely different! And then she touched her hands together and just vanished!"*

*"I have seen some magic – you cannot help it around here, though I am not a practitioner myself – but I can tell you that was not any arcane spellcasting I have ever seen before!"*

*"That... that witch is up to no good! I just know it! And she's after my dear Ricky... I mean, my master Lord Saevil! I know only mighty heroes such as you can save him! Please, you must stop her!"*

She directs them to Lord Saevil's estate, on the riverside of Nellix, just off the campus of the College of Sages and Sorcery.

If someone recognizes her last name from URD3-02 A Test of Faith, she will admit to being the older sister

of Tamaraca Mamavoxin, who works as a receptionist at Government Hall in Leukish. She has three other sisters, but she does not wish to talk about her family right now.

If they insist, Berwyn can take the PCs to the part of the riverbank where she saw the woman disappear, but there is nothing there of any use. A DC 25 Search check is needed to find the faint traces of a woman's footprints leading up to that point, but there is no sign of where they went from there.

Lord Rycroft Saevil is the Director of Elemental Studies at the College, and a powerful wizard specializing in elemental magic.

If the PCs are reluctant to help, Berwyn will offer her life savings of 50 gp/APL each.

If the PCs ask, Berwyn will lead them to Lord Saevil's estate to introduce them. Otherwise, she will just give directions.

## Encounter Two: Saevil Estate

The main gate is apparently unguarded, yet locked and barred against visitors. There is a cold wind that blows through the bars of the heavy wrought iron gate, and as the PCs approach (location #1 on Map Two: the Saevil Estate) the wind seems to whisper to them...

*"Whhhhooo are yooouuu?"*

If any of the PCs are members of the College at the rank of Preceptor or above, they need merely to announce themselves and the gate will swing open, as if of its own volition. This also happens if Berwyn is with the party.

PCs who are members of the College, though of Fellow rank or less, may announce themselves, and the wind will respond with...

*"Whhhhhaat issss yooouuur buisssnesssss withhhh Lorrrd Saaaeeviil?"*

If the PCs mention the name of Berwyn Mamavoxin, Dema Oborn, or any of the other Directors at the College, the gate will swing open to let them through. Otherwise, it will require a DC 15 Diplomacy or Bluff check to give a reason the air elemental finds worthy.

If no member of the College is present, the PCs will need to make a DC 20 Diplomacy, Intimidate or Bluff check to convince the air elemental to let them in (if the player is very persuasive and comes up with a good reason the elemental should let them in, a circumstance bonus of up to +4 can be awarded). Elementals are not very bright, but they can be very stubborn.

If the PCs try to break in, or climb the 15' high stone wall that surrounds the estate, the air elemental will try to gently push them back, saying...

***"Youuu mussst nnnnot ennnnterrrr."***

It will not attempt to harm them under any circumstances, and if threatened with harm itself it will flee immediately to summon help. The campus guards will arrive within five rounds, in overwhelming force.

The estate of Lord Rycroft Saevil is brightly lit with large copper braziers that blaze with real fire, though the fires never seem to go out or require tending. His buildings have massive earthen walls held together with metal braces. His courtyard is an open, airy plaza of stamped earth covered in scattered paving stones and crossed with deep canals fed from the nearby river. Arching stone bridges without railings cross the canals.

As the PCs move past the first bridge (location #2 on Map Two: the Saevil Estate), Loligo Sibogae will make his move. He had been hiding in the canal, waiting for the PCs to arrive. (+4 circumstance bonus to his Hide check while concealed in the water.) Being an archer, he will try to take the PCs by surprise, and will take advantage of his superior movement in the water in order to keep out of melee.

For detailed tactics according to APL, see the Tactics section of Appendix One.

**APL 2 (EL 3)**

🔥 **Loligo Sibogae – Male Weresquid Ran1 (1):**  
hp 27; see Appendix One.

**APL 4 (EL 5)**

🔥 **Loligo Sibogae – Male Weresquid Ran3 (1):**  
hp 39; see Appendix One.

**APL 6 (EL 7)**

🔥 **Loligo Sibogae – Male Weresquid Ran5 (1):**  
hp 51; see Appendix One.

**APL 8 (EL 9)**

🔥 **Loligo Sibogae – Male Weresquid Ran7 (1):**  
hp 63; see Appendix One.

**APL 10 (EL 11)**

🔥 **Loligo Sibogae – Male Weresquid Ran9 (1):**  
hp 75; see Appendix One.

**APL 12 (EL 13)**

🔥 **Loligo Sibogae – Male Weresquid Ran11 (1):**  
hp 87; see Appendix One.

Various elemental servants hurry about or stand guard, but they are only instructed to protect the Lord and his estate, any visitors are on their own. They might even just stand there and watch the combat, refusing to help or summon the Lord or do anything the party says.

Elementals tend to take their instructions literally, and these take their orders only from Lord Saevil.

After the combat, the party may speak with Lord Saevil (male Suel, Wiz14), who has come to see what the commotion is. When he observes the evidence of the battle, he is somewhat apologetic. If the party seems to blame him for the attack, he will offer them six scrolls (five arcane and one divine) of the spell *Mordenkainen's defense against lycanthropes* (see Appendix 10). He will explain to them that he received it from Warnes Starcoat on his last visit to the college.

When asked about Dema Oborn, at first he will only admit to her being his student. But, with some persuasion (DC 15 Bluff, Diplomacy or Intimidate check) he will admit to the affair. He really knows very little about her, but she seemed very interested in a proposal he and other Skeptics had written for submission to the Honorable Chamber in Leukish. He remembers that it had something to do with keeping undead from owning land in the Duchy, and says that his colleague Clairmont Samaris might know more.

He believes the PCs if they confront him about what Berwyn saw, as he did not really believe he had a chance with such a fine young thing anyway.

If asked about his involvement with the Skeptic movement Lord Saevil will admit to being a Skeptic, and if the PCs seem curious about the Skeptics, he will say the following:

***"The difference between humanity and the so-called "Gods" is simply a matter of scale. Let me illustrate..."***

He quickly casts two spells (Spellcraft checks to recognize stoneshape (DC 20) and levitate (DC 17)), and a large chunk of flagstone rises into the air and molds itself into a nearly perfect sphere.

***"There. I could just as easily populate that piece of stone with various creatures of my own design and set it spinning about the cosmos. Of course, a much more powerful being would be able to make a much larger ball of stone, but that is the whole point. Given time and study, I may yet attain such power myself. And yet I am no more divine than any other mortal."***

***"That is the essence of Skepticism."***

If asked about roses, Lord Saevil will gruffly admit that he lost his sense of smell many years ago in an unfortunate laboratory experiment.

## Encounter Three: Hall of Natural Philosophy (AKA Justinian Hall)

Lord Director Clairmont Samaris (male Suel Ari1/Wiz13) is usually to be found in the Hall of Natural Philosophy during the day, as any member of the college would know, and any guest could easily find out by asking (DC 5 Gather Information). This large ivy-clad stone building is the location of the main library and college administrative offices. As well as being the Director of Natural Philosophy, Lord Samaris is also the Head Administrator for the college. As the only Director to actually have an office, it stands to reason that his would be a very large and impressive.

The office of the Head Administrator is, indeed, large, but the only thing impressive about it is the mountainous stack of scrolls, books, and assorted paperwork that threaten to cause an avalanche at any moment. His desk is solid marble and oak, but even then it seems to sag under the weight of paper that is stacked upon it. Young Suloise women hurry to and fro, adding more papers to the stacks and removing finished ones. It is impossible to actually see the Lord Director over the heaps of paperwork, but his voice carries clearly from behind the desk:

***“Miss Magamal! Where are the processing forms for the Elvish Scholarships from Celene?!”***

***One of the young women rushes in with a bundle of papers and quickly tosses it over the stacks on the desk.***

***“Here, Lord Director!”***

***After a few seconds of shuffling sounds, you hear:***

***“Miss Magamal! This form is in TRIPLICATE! It needs to be signed in QUADRUPLICATE!”***

***The bundle of papers is hurled over the stacks, and the young woman deftly catches it and hurries from the room again, calling over her shoulder:***

***“Yes, Lord Director!”***

Then another young woman stops, looks at the PCs as if noticing them for the first time, regardless of what they have been doing up until now, and calls out:

***“Lord Director! You have visitors, milord!”***

***“I am very busy! Tell them to come back another time!”***

If the PCs do nothing to assert themselves, the young women will shoo them out and not allow them to come back until the next day, when the same events will repeat themselves.

If the PCs introduce themselves as members of the College, and are of Sophist rank or above, the Head Administrator will stop what he is doing and come out from behind his desk to peer at the PCs through a set of lenses of minute seeing.

If the PCs introduce themselves as members of the College, and are of no higher than Probationer rank, they will need to convince the Head Administrator that their need is urgent, requiring a DC 15 Diplomacy or Bluff check.

If none of the PCs are members of the College, but mention Lord Saevil's name, Dema Oborn, or succeed at a DC 20 Diplomacy or Bluff check, the Head Administrator will sigh heavily, then grudgingly come out from behind his desk to peer at the PCs through a set of lenses of minute seeing.

If the party is persistent and forceful, they can push their way past the phalanx of young interns and confront the Head Administrator at his desk.

Lord Director Clairmont Samaris is a human male of Suloise descent, but is almost as short as a gnome, standing barely more than 4 and a half feet tall. His bright blue eyes look enormous through the lenses, and his pale blond hair tends to stick up on top in a permanent cowlick.

***“May I help you?” he asks.***

If asked about the new proposal before the Honorable Chamber: He tells the PCs that the gist of the proposal is to ban the undead from owning land or holding office in the Duchy. He can show the document to the PCs if they ask, pulling it from the sleeve of his coat as if by magic (though it is not magic, just a bit of Sleight of Hand that he likes to impress the students with (Spot DC 10 to notice)).

The lengthy, rather dull document requires at least thirty minutes and both a Knowledge (local, Metaregion IV) check and a Decipher Script check to fully understand. A PC who speaks the Ancient Suloise language gains a +4 circumstance bonus to the Decipher Script check, as much of the “legalese” in the document is in that language. If the PC making the Decipher Script check does not speak Ancient Suloise, one other PC who does can use the Aid Another action to assist the PC making the check.

The following insights are learned, depending on the checks made.

Since both knowledge of the law in general and an understanding of the document itself are required, only give out information up to the lower of the two checks made (for example, if the best results for the party are DC 22 Knowledge (local, Metaregion IV) and a DC 17 Decipher Script check, only release the DC 10 and DC 15 information, not the DC 20 or DC 30 information), although both checks do not need to come from the same PC.



DC 10

- This proposal is to be made before the Honorable Chamber.
- The proposal would still need to be ratified by the Duke to become law, and he could choose to do so or not, at his whim.
- The Duke is well known for being fairly conscientious about his work, and isn't likely to ratify anything without the proper amount of study being done, either by himself or by trusted underlings.

DC 15

- The proposal seeks to prevent undead creatures from holding office or owning land in the Duchy of Urnst.
- There has been minor unrest in the Duchy recently, as a former noble family has returned as liches and has demanded the return of their former lands and positions.

DC 20

- A strict reading of the proposal reveals that not only are the undead targeted, but so is anyone who has EVER been dead, no matter whether revived by resurrection or by darker means.
- The most prominent noble to have been resurrected recently is Lord Seoman Verle. Lord Verle is actively campaigning to have the churches restored to their former positions in the Honorable Chamber, and has thus made himself many enemies in the Skeptic movement.

DC 30

- The clause that includes the resurrected in with the undead appears to have been written by a different hand than the rest of the document.
- The proposal would almost certainly not be ratified by the Duke, whose staff of aides is highly qualified and would notice the "error". However with the resurrection clause removed, it might just become law.

If Lord Samaris is confronted with the "resurrected equals undead" clause, he will claim that he has no previous knowledge of this, and that he had nothing to do with that section. A DC 20 Sense Motive check (per the Player's Handbook page 81) can determine that Lord Samaris is trustworthy in this regard.

If asked about the Skeptics: He will admit to being a member of the Skeptics, but will not explain further, or in any way engage in debate on the subject.

If asked about Dema Oborn – If any of the PCs is a member of the College, he says:

*"Oh, yes, an attractive young probationer who just started as an intern here a few months ago. I know very little about her, but you might ask Lady Nami U'morael, Director of Bardic Arts and Music, since she was studying there before taking the job of intern in my department."*

If the person asking is NOT a member of the College, his answer is quite different:

*"Ah, yes, Dema Oborn... (sigh) I know her well. Delightful young woman - tall, blond, and smells delightfully of roses."*

*He smiles broadly as he continues, his eyes fixed on a distant vision, "She came to me from the department of Bardic Arts and Music, which was a considerable loss for them, I have no doubt. She had a voice like honeyed wine – rich, smooth and sweet. The figure of a fine dancer, and the quick wit of a poetess."*

*He shakes his head as the vision fades, and he returns to the present, "Alas, but I have not seen her in more than a month. I wish I knew where she has gone, but I can find no record of her as a student. She has vanished, and left me more alone than I was before I met her, for now I know what I am missing..."*

*He sighs heavily again, and then says, "You might ask Lady Nami about her, she is the Director of Bardic Arts and Music, and is usually at the Auditorium."*

When the PCs are finished with their questions, he will shake their hands and say:

*"It has been a pleasure, I'm sure. But, I really must get back to work! This place has become an absolute madhouse since my esteemed associate stopped coming to work last month! If you see him, tell him to come back! All is forgiven! His name is Grimshaw Gasmaden!"*

*Then, without another word, he dives back behind his desk and begins shuffling papers again.*

The werecheetahs start moving in at this time, taking advantage of the crowd of student/interns and stacks of paperwork as cover, in order to sneak up on the PCs. This gives them a bonus to their hide check. The PCs must actively be making a spot check (APL 2-6: DC 40, APL8-12: 50) to notice the suspicious boys amongst the otherwise female interns. Of course detecting evil will immediately reveal them. If they do detect evil or spot them and begin to draw weapons, the werecheetahs will realize they have lost the surprise they were hoping for, but will attack anyway.

#### APL 2 (EL 4)

🦇 **Acinatus – Male Werecheetah Rog1 (1):** hp 31; see *Appendix One*.

#### APL 4 (EL 6)

🦇 **Acinatus and Jubonyx– Male and Female Werecheetahs Rog1 (1 each):** hp 31; see *Appendix One*.

#### APL 6 (EL 8)

🦇 **Acinatus and Jubonyx– Male and Female Werecheetahs Rog1/Ran2 (1 each):** hp 43; see *Appendix One*.

#### APL 8 (EL 10)

🦇 **Acinatus and Jubonyx– Male and Female Werecheetahs Rog1/Ran2/InBl2 (1 each):** hp 53; see *Appendix One*.

#### APL 10 (EL 12)

🦇 **Acinatus and Jubonyx– Male and Female Werecheetahs Rog1/Ran2/InBl4 (1 each):** hp 60; see *Appendix One*.

#### APL 12 (EL 13)

🦇 **Acinatus and Jubonyx– Male and Female Werecheetahs Rog1/Ran2/InBl5/WarSh1 (1 each):** hp 73; see *Appendix One*.

Though the werecheetahs tactics will vary according to APL (for detailed tactics according to APL, see the Tactics section of Appendix One), at all APLs the following applies. This is a very crowded room, with piles of stacked papers and books, as well as a variety of desks, tables, chairs, cabinets, and shelves. Also, there are twelve young students scattered about the room. They are all low level and none of them are willing to fight; they will generally scream, and try to flee the building or hide under a table (which is what the Head Administrator is doing). The only spells any of them have prepared are *read magic* and *identify*.

The werecheetahs will use the confined space and noncombatants to their advantage, moving quickly to and from concealment and forcing the PCs to endanger the students in order to reach them, whenever possible.

During the combat, whenever they are not taunting the PCs with clever feints, they will knock over a cabinet or shelf or table in order to injure a PC or student (they know if they injure the students, the PCs will try to help them). Knocking over a heavy wooden table/shelf/cabinet stacked with papers requires a DC 12 Strength check, and the subdual damage done to anyone beneath the table is 1d6 (Reflex save DC 12 for half).

Brief stats are included for the students and the Head Administrator, though they will try very hard

not be involved in combat. They are included here as innocent bystanders. The stats are the same for all APLs.

🦇 Student (12), Female Human Ari1/Wiz1 (Diviner),

HD (1d8)+(1d4)+2; hp 9; Init +1 (+1 Dex); Speed Walk 30'; AC 11 (flatfooted 10, touch 11); AL: LG; Saves: Fort +1, Ref +1, Will +5; Str 10, Dex 12, Con 12, Int 16, Wis 12, Cha 12

*Skills and Feats:* Appraise +7, Bluff +5, Knowledge (Arcana) +8, Knowledge (nobility and royalty) +7, Spellcraft +12; Magical Aptitude, Spell Focus (Divination)

🦇 Lord Director Clairmont Samaris, Male Human Ari1/Wiz13 (Diviner),

HD (1d8)+(13d4)+14; hp 54; Init +1 (+1 Dex); Speed Walk 30'; AC 16 (flatfooted 15, touch 11); AL: LN; Saves: Fort +7, Ref +7, Will +12; Str 10, Dex 12, Con 12, Int 19, Wis 12, Cha 12

*Skills and Feats:* Appraise +10, Bluff +5, Concentration +17, Decipher Script +23, Diplomacy +3, Knowledge (Arcana) +24, Knowledge (history) +14, Knowledge (nobility and royalty) +13, Knowledge (the planes) +10, Sleight of Hand +9, Spellcraft +25; Craft Wand, Diligent, Extend Spell, Greater Spell Focus (Divination), Magical Aptitude, Skill Focus (Knowledge (Arcana)), Spell Focus (Divination), Spell Penetration

*Possessions:* Goggles of minute seeing, robe of the archmagi (gray), helm of comprehending languages and reading magic, ring of wizardry I.

**Developments:** After the fight, the Head Administrator will climb out from under his desk and chide the PCs for not letting campus security deal with the “unruly students”. In spite of his brusque manner, however, he is grateful to the PCs for handling the werecheetahs, and will answer any of their questions that he had not answered earlier.

At this time, several campus security officers arrive on the scene. The Head Administrator recounts the heroic battle, avoiding any mention of his lack of direct involvement in it. After directing the officers to remove the bodies, he turns again to the PCs and adds:

***“You should go to the Hall of Bardic Arts and Music, which is just a short distance from here. Lady Director Nami U’morael might actually know where you can find Miss Oborn. Good luck!”***

***With that, he again dives into his paperwork and the office returns to its hectic routine.***

## Encounter Four: Hall of Bardic Arts and Music (AKA Dagon Faenal Auditorium)

Lady Director Nami U'morael (female Suel Brd16), Director of the Bardic Arts and Music at the College, can be found at the back of the stage of the grand theater that is the Hall of Bardic Arts and Music. She is a petite woman with short reddish-blond hair, cheerful blue eyes, and a knowing grin. She is currently tending to a litter of four riding dog puppies that were left at the auditorium.

When she first came to Nellix, Lady Nami was a sheltered noblewoman, having moved from the protection of her family to the protection of the college at a tender age. She has spent most of her career over the past thirty years with books of nearly forgotten lore, romantic poetry, and the few friendships she has made with her colleagues. Having scarcely left the campus in all that time, she knows little of the harsh realities of life.

Laila/Dema found her to be an easy mark, but Nami is not stupid and has started to suspect that she has been used. When Dema left her for Clairmont, her pride was hurt and she is still embarrassed to admit the affair. But if the PC's are diplomatic she will try to help them as best she can.

If the PC's are not diplomatic, or rude in any way, Lady Nami U'morael will calmly remind them that she is still a noblewoman of the Duchy and a Director at the College of Sages and Sorcery, and is entitled to their respect as such, regardless of how they feel about her as a person. She will not get upset or lose her temper, no matter what the PC's say or do.

In any case, she feels that this is a good opportunity to express her feelings and is grateful that someone is willing to listen to her story.

Nami began the affair with Dema over six months ago and it ended just two months ago. Her face lights up as she describes the young woman, a golden-haired Suloise beauty with obvious noble bearing and bright green eyes that seemed to take in everything around her at once. She always seemed to smell of fresh roses.

She had given the name of Dema Oborn, but Nami had long suspected that she had used a fake name when she entered the college, since she knew something of the Oborn family. Also, the woman seemed to know little of the Duchy, though she claimed to have grown up in Leukish. Nami also suspected that she was older than she appeared to be, about twenty-two years old.

*Then, Nami laughs. It is a sad little chuckle, as much at herself as anything else. She picks up one of the puppies and gently scratches behind his*

*ears, causing him to squirm with delight. Then she says:*

*"We bards have our ways of finding things out, do we not? No matter how painful a truth may be, it is but a sitting bird to our hunter's eye. I know she is not what she led me to believe she was. I know she deceived me and used me like a fool, and fool am I indeed."*

*"And now it is my redemption that is at hand, or perhaps my further damnation. I will betray my betrayer, and tell you where she might be found. She lairs in the Estate of Lord Grimshaw Gasmaden. I know not of his fate, though I fear the worst. Go now, and do what you must. Be not gentle with her for my sake, for she is as ruthless as any serpent. This I know from bitter experience."*

*Again she laughs her sad little laugh as she shakes her head, her half-smile wry with humor at her own foolishness.*

*"Oh, yes. I know her well."*

She will gladly give the party directions on how to reach the Estate of Lord Grimshaw Gasmaden.

If the PC's ask about Skeptics, or if there is an obvious cleric or paladin in the party, she will say the following to them:

*"Have you ever noticed how petty and childish our 'gods' are? Should we not expect more from true divinity? If I am going to worship anything, it would be the divinity I see in all things, all beings. We are all equally divine, as we are all equally mortal - including the beings we call gods."*

If the PC's make any comment about her relationship with another woman, regardless if the comment came from a male or female PC, Nami looks into the eyes of the one who spoke and replies without anger or bitterness, only sadness and sincerity:

*"What can any man know of a woman's heart? He can know her body, but he will never know her soul. Only another woman can do that. No (raises her hand), I do not expect you to understand. I only want you to know that it is easier for us to alter the courses of the sun and stars than to change the path of our own souls. We cannot debate this, only accept who and what we are. Please, let us speak of this no more. You have far more urgent matters than the lost heart of a lonely woman, yes?"*

If the PC's ask about her relationship with Lady Julmar U'morael, or mention her in any way, she will again give her ironic half-smile and say:

*"My elder cousin? She has never approved of my career, my beliefs, my personal lifestyle, or me. In*

*that, she shares much in common with the rest of my family and my House. If you have the opportunity to see her again, you can tell her that I still think her love of the Scarlet Witch gives us more in common than she will admit."*

The last thing she says, as the PCs are about to leave (if they have not asked already):

*"Would you like a puppy?"*

## Encounter Five: Imiriana Tower

Note: this encounter only takes place if the PCs indicate they wish to speak with Lady Julmar, who was a key NPC in a previous module – Purloined Letters. If they don't mention it, don't suggest it.

*The large tower of dark stone and octagonal cross-section that sits atop Liounstu Hill is the residence of House U'morael at the college.*

*"Academician Julmar U'morael, Director of planar research, is not receiving guests or visitors at this time," explains the preceptor who answers the door.*

If any member of the party has a favor of House U'morael, or any two favors of other Suel noble houses in the Duchy of Urnst, these may be expended to gain entrance and speak with Lady Julmar. A Diplomacy check (DC 40, DC 20 for members of House U'morael) may be used instead.

Her long red hair hangs loosely about her shoulders, and she is dressed only in her house-clothes and slippers. A Spot check (DC 15) will reveal that the Lady's eyes are slightly reddened, as though she has been crying.

Lady Julmar knows a little lore of lycanthropes, but only enough to suggest the use of silver or magic to attack them. She keeps no silver weapons in the tower.

The Lady will not speak of the Skeptics, since she is not a member of that group. She is a worshipper of the old Suloise religion, a lay member of the Church of Wee Jas.

She will not speak of Nami U'morael, except to admit that Nami is her younger cousin. If the PCs press her for information about Nami or continue to discuss the private life of a member of her family, Lady Julmar will coldly ask them to leave, and will summon the guards to have them removed by force if they persist. If the PCs are polite and diplomatic in their enquiries, she will direct them to seek Nami at the Hall of Bardic Arts and Music, if they have not already done so.

If any of the PCs repeat what Nami said about her and the "Scarlet Witch", she will fly into a rage, scream "Blasphemy!" and have all of them thrown out. If this

happens, they will have earned the Enmity of House U'morael.

Essentially, Lady Julmar is very upset by the tragic and scandalous affair of her cousin, and does not wish to spread any rumors or expose the scandal any further. The other recent events at the college mean nothing to her.

There is nothing the PCs can do that will make Lady Julmar happy, except to leave her alone.

## Encounter Six: Gasmaden Estate

The Gasmaden Estate lies to the Southwest of the campus, further along the river. The manor itself is a sprawling stone building, but only one-story. The windows are all shuttered, and no smoke can be seen coming from the chimneys. The place is as dark and quiet as a grave.

There is dust everywhere in the manor, as though it has not been occupied for a month. However, the scent of roses is noticeable in places. Especially near the body of Grimshaw Gasmaden (Location #1, Map Five: Gasmaden Estate), which is in full-blown decay in the master bedroom, where he was apparently ripped from throat to gullet by massive claws. There is a horde of flies hovering about the bloated corpse, but the scent of roses overshadows the stench of rotting flesh.

Down the steps to the Gasmaden Family Crypt (Location #2, Map Five: Gasmaden Estate), the dust is less noticeable. The scent of roses clings to the ancient stone, all but driving out the lingering smell of death and decay that is common to all tombs.

There are pools of water here, even an old fountain, fed from a stream that feeds into the river. There is a direct connection to the river through one of the pools.

The laboratory itself is entered through a secret door. Inside are cages and more pools of water, also sacks of feed and barrels of salted fish.

When the PCs reach point X on the map, a programmed illusion is triggered. Laila set this up when she realized that the PCs were on the way (She has been using her contacts at the college to warn her if anyone was making inquiries about "Dema" and has also heard that the "heroes of the Festival Knight" are in town. She is assuming the two are related and has been sending her lycanthropic minions to eliminate the threat. When the Weresquid and werecheetahs failed, she then surmised that the investigators would end up here, and has set a trap for them.) A giant snake rises up from a hole that appears in the floor. It looks at the PCs and speaks:

*"You have foiled my plans for the last time. There is no escape..."*

*The giant snake turns into a beautiful blond woman, and then explodes in a flash of light.*

Niloticus has been waiting for the illusion to end, as per Laila's instructions. He has been hiding in the shadows of the deepest pool of water (+4 circumstance bonus to his Hide check). He will move quickly once he leaves his hiding position, and will try to surprise the PCs, choosing the strongest-looking one to attack.

APL 2 (EL 5)

🐉 Niloticus – Male Werecrocodile Mnk2 (1): hp 42; see Appendix One.

APL 4 (EL 7)

🐉 Niloticus – Male Werecrocodile Mnk3/WarSh1 (1): hp 54; see Appendix One.

APL 6 (EL 9)

🐉 Niloticus – Male Werecrocodile Mnk3/WarSh2/RpM11 (1): hp 70; see Appendix One.

APL 8 (EL 11)

🐉 Niloticus – Male Werecrocodile Mnk3/WarSh2/RpM11 (1): hp 83; see Appendix One.

APL 10 (EL 12)

🐉 Niloticus – Male Werecrocodile Mnk3/WarSh2/RpM13 (1): hp 96; see Appendix One.

APL 12 (EL 15)

🐉 Niloticus – Male Werecrocodile Mnk3/WarSh2/RpM15 (1): hp 109; see Appendix One.

For detailed tactics according to APL, see the Tactics section of Appendix One.

Niloticus' pride and sense of honor will keep him from retreating or surrendering, regardless of the odds against him. He will fight to the death. Laila/Dema has long made her escape, before the PCs have even arrived.

In addition to his equipment, Niloticus carries a small bag of jewels and coins (see Treasure Summary for amounts).

Also, a note can be found in Niloticus' belongings (See Player Handout #1). It is written in Ancient Suloise:

My dearest Niloticus,

After you defeat the intruders, as I am certain that you will, you are free to seek your fortune on the river, or wherever your heart takes you. Do not look for me, for my work here is finished and my people need my help elsewhere. Remember me always, my love, and do not listen to the rumors about my "indiscretions" at the

College. You know how important my work is to my people, and how those of the Scarlet Sign must conceal what we do with smoke and mirrors. It is a lonely life we must live, you and I. But, do not be afraid, for I am certain that someday, when we least expect it, our paths will cross again.

Until that day comes, remember me in my true form as your beloved yellow rose...

Love,

Laila Laschana

## Conclusion

When the PCs get back to Nellix, Berwyn Mamavoxin will be waiting for them, with her promised payment (if any).

*"Many thanks, my heroes! I don't know what the future holds for me, or for Ricky, but with that harlot out of the way, I'm sure things will work out fine."*

The PCs later learn that Lady Director Nami U'morael was found dead in the Hall of Bardic Arts and Music. The howling of the puppies alerted some students to find her body lying in a pool of blood in a storage area behind the stage of the auditorium. It appeared to be suicide, and there is a note confessing an affair with a female student at the college. But the dagger with which she stabbed herself was not like any seen on the campus before. PCs that played URD3-01 A Test of Faith will immediately recognize it as one that Laila was carrying, and a Search check (DC 25) will determine that it bears the mark of the Scarlet Sign. Also, the scent of roses hangs heavily in the air at the scene.

Because Lady Nami left instructions in her will stating that no divine magic should be used to heal, raise, reincarnate, or resurrect her, nothing was done with her body except place it into a simple casket and prepared for cremation.

In the brief scandal that followed, the Skeptic Movement at the College decided not to support the proposal to ban the undead from owning land or holding office in the Duchy.

Later, following the funeral of Lady Nami U'morael, the College of Sages and Sorcery announces that the title of Director of Bardic Arts and Music has been passed to Lord Hythe Dacaticar. Lady Julmar cannot be reached for comment.

## The End

## Experience Point Summary

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

### Encounter Two

Defeat Loligo Sibogae

APL2 90 xp

APL4 150 xp

APL6 210 xp

APL8 270 xp

APL10 330 xp

APL12 390 xp

### Encounter Three

Defeat Acinatus

APL2 120 xp

Defeat Acinatus and Jubonyx

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

### Encounter Six

Defeat Niloticus

APL2 150 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

### Discretionary roleplaying award

APL2 90 xp

APL4 135 xp

APL6 180 xp

APL8 225 xp

APL10 270 xp

APL12 315 xp

### Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575 xp

## Treasure Summary

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

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

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

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

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

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

### Encounter One:

APL 2: L: 0 gp; C: 100 gp; M: 0 gp

APL 4: L: 0 gp; C: 200 gp; M: 0 gp

APL 6: L: 0 gp; C: 300 gp; M: 0 gp

APL 8: L: 0 gp; C: 400 gp; M: 0 gp

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

APL 12: L: 0 gp; C: 600 gp; M: 0 gp

### Encounter Two:

APL 2: L: 89 gp; C: 0 gp; M: 75 gp – 6 scrolls of *Mordenkainen's defense against lycanthropes* (12.5 gp each per scroll)

APL 4: L: 89 gp; C: 0 gp; M: 75 gp – 6 scrolls of *Mordenkainen's defense against lycanthropes* (12.5 gp each per scroll)

APL 6: L: 89gp; C: 0 gp; M: 100 gp - 6 scrolls of *Mordenkainen's defense against lycanthropes* (12.5 gp each per scroll), potion of *cat's grace* (25 gp each)

APL 8: L: 1 gp; C: 0 gp; M: 437 gp - 6 scrolls of *Mordenkainen's defense against lycanthropes* (12.5 gp each per scroll), +1 mighty (Str 18) composite longbow (233 gp each), +1 chain shirt (104 gp each), potion of *cat's grace* (25 gp each)

APL 10: L: 1 gp; C: 0 gp; M: 445 gp - 6 scrolls of *Mordenkainen's defense against lycanthropes* (12.5 gp each per scroll), +1 mighty (Str 18) composite longbow (233 gp each), +1 chain shirt (104 gp each), potion of *cat's grace* (25 gp each), 2 potions of *cure light wounds* (4 gp each per potion)

APL 12: L: 1 gp; C: 0 gp; M: 862 gp - 6 scrolls of *Mordenkainen's defense against lycanthropes* (12.5 gp each per scroll), +1 mighty (Str 18) composite longbow (233 gp each), +1 chain shirt (104 gp each), potion of *cat's grace* (25 gp each), 2 potions of *cure light wounds* (4 gp each per potion), bracers of archery (lesser) (417 gp each)

### Encounter Three:

APL 2: L: 89 gp; C: 0 gp; M: 0 gp

APL 4: L: 151 gp; C: 0 gp; M: 194 gp – 2 +1 bucklers (97 gp each per buckler)

APL 6: L: 103 gp; C: 0 gp; M: 244 gp - 2 +1 bucklers (97 gp each per buckler), 4 oils of *magic weapon* (caster level 3) (12.5 gp each per oil)

APL 8: L: 103 gp; C: 0 gp; M: 244 gp - 2 +1 bucklers (97 gp each per buckler), 4 oils of *magic weapon* (caster level 3) (12.5 gp each per oil)

APL 10: L: 103 gp; C: 0 gp; M: 302 gp - 2 +1 bucklers (97 gp each per buckler), 4 oils of *magic weapon* (caster level 3) (12.5 gp each per oil), 2 potions

of *cat's grace* (25 gp each per potion), 2 potions of *cure light wounds* (4 gp each per potion)

APL 12: L: 103 gp; C: 0 gp; M: 335 gp - 2 +1 bucklers (97 gp each per buckler), 4 oils of *magic weapon* (caster level 3) (12.5 gp each per oil), 2 potions of *cat's grace* (25 gp each per potion), 2 potions of *cure light wounds* (4 gp each per potion), 2 potions of *shield of faith* +2 (4 gp each per potion), 2 potions of *magic fang* (caster level 3) (12.5 gp each per potion)

### Encounter Six:

APL 2: L: 0 gp; C: 100 gp; M: 25 gp – potion of *bull's strength* (25 gp each)

APL 4: L: 0 gp; C: 200 gp; M: 25 gp – potion of *bull's strength* (25 gp each)

APL 6: L: 0 gp; C: 300 gp; M: 108 gp - potion of *bull's strength* (25 gp each), bracers of armor +1 (83 gp each)

APL 8: L: 0 gp; C: 400 gp; M: 158 gp - potion of *bull's strength* (25 gp each), bracers of armor +1 (83 gp each), 2 potions of *cure moderate wounds* (25 gp each per potion)

APL 10: L: 0 gp; C: 500 gp; M: 658 gp - potion of *bull's strength* (25 gp each), bracers of armor +1 (83 gp each), 2 potions of *cure moderate wounds* (25 gp each per potion), amulet of mighty fists +1 (500 gp each)

APL 12: L: 0 gp; C: 600 gp; M: 825 gp - potion of *bull's strength* (25 gp each), bracers of armor +1 (83 gp each), 2 potions of *cure moderate wounds* (25 gp each per potion), amulet of mighty fists +1 (500 gp each), ring of protection +1 (167 gp each)

### Total Possible Treasure

APL 2: 450 gp (478 available)

APL 4: 650 gp (934 available)

APL 6: 900 gp (1244 available)

APL 8: 1,300 gp (1743 available)

APL 10: 2,300 gp (2509 available)

APL 12: 3,300 gp (3325 available)

### Special

**Favor of Lord Rycroft Saevil:** Lord Rycroft Saevil, the Director of Elemental Studies, will provide the PC with a small elemental (2 HD per MM pp. 95-101) servant for 24 hours. The servant will perform any labor within its abilities, but will not engage in combat under any circumstances. At the slightest sign of danger to itself, the elemental will immediately return to the plane from which it originated. The type of small elemental provided (earth, air, fire, or water) is up to the PC. The PC is considered responsible for any

damage the elemental might cause in the performance of its assigned task. This favor may only be used during Duchy of Urnst Regional modules or Nyronnd Meta-Regional modules set in the Duchy of Urnst. Until this favor is expended, the character is deemed to have an Influence Point with the College of Sages and Sorcery.

**Enmity of Lady Julmar U'morael:** Lady Julmar U'morael blames you for the death of her cousin, Nami. You have earned her enmity, which can be resolved by expending a favor of House U'morael, or two favors of any other Noble House of the Duchy of Urnst. Lady Julmar holds considerable influence with the College, and all Diplomacy checks with members of the College will receive a -2 penalty. Note that this Enmity stacks with the one from Purloined Letters, making the penalty to Diplomacy checks a total of -4 in social situations involving members of the College. Diplomacy checks made during examinations for advancement would be at -7. Removing this Enmity will not remove the other one, and this Enmity has no expiration date.

**Favor of Lord Clairmont Samaris:** Lord Clairmont Samaris, the Director of Natural Philosophy and Head Administrator, will do **one** of the following:

A PC who is currently a member of the College may have her tuition for the following year waived.

A PC who is currently a member of the College could have his next testing fee for advancement waived.

Any PC who is adventuring in the vicinity of Nellix, the Eastern Abbor Alz hills, or the Celadon Forest, receives free standard lifestyle cost for a single adventure.

Cross off this favor once it has been used. Until this favor is expended, the character is deemed to have an Influence Point with the College of Sages and Sorcery.

**Mordenkainen's Defense Against Lycanthropes** – Abjuration – Level: Brd 2, Sor/Wiz 2; Components: V, S, M; Casting Time: 1 standard action; Range: Touch; Target: Creature touched; Duration: 1 min./level (D); Saving Throw: No; Spell Resistance: No

It creates a magical barrier around the subject that moves with the subject and has the following effects. First, the subject gains a +2 luck bonus to AC that applies only against attacks by lycanthropes. Second, the barrier makes the subject immune to lycanthropy. Third, the subject gains a +2 luck bonus to grapple checks or opposed ability checks to resist grapple or trip attempts made by a lycanthrope.

Arcane Material Component: A little powdered silver with which you trace a 3-foot -diameter circle on the floor (or ground) around the creature to be warded.

## Items for the Adventure Record

### Item Access

APL 2:

- New Spell *Mordenkainen's defense against lycanthropes* (Adventure; see above).
- *Potion of Mordenkainen's defense against lycanthropes* (Adventure; see above; 150 gp)
- silversheen (Regional; DMG; 250 gp)

APL 4 (all of APL 2 plus the following):

- Wand of *enlarge person* (Regional; DMG; 750 gp)
- Metamagic rod of extend, lesser (Regional; DMG; 3,000 gp)
- Ring of sustenance (Adventure; DMG; 2,500 gp)

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

- Oil of *magic weapon* (caster level 3) (Adventure; DMG; 150 gp)
- Arcane scroll of *teleport* (Regional; DMG; 750 gp)
- Immovable rod (Regional; DMG; 5,000 gp)

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

- Ring of counterspells (Regional; DMG; 4,000 gp)
- Shifter's sorrow (Adventure; DMG; 12,780 gp)
- Arcane scroll of *dispel magic* (caster level 10) (Regional; DMG; 750 gp)

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

- Amulet of mighty fists +1 (Adventure; DMG; 6,000 gp)
- ring of spell storing, minor (Regional; DMG; 18,000gp)
- Boccob's blessed book (Regional; DMG; 12,500 gp)

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

- Ring of wizardry (I) (Regional; DMG; 20,000 gp)
- *Potion of magic fang* (caster level 3) (Adventure; DMG; 150 gp)
- Headband of intellect +6 (Adventure; DMG; 36,000 gp)



## Appendix One: NPCs Description and Strategy

### Encounter Two - Loligo Sibogae

The weresquid ranger Loligo Sibogae is the first of Grimshaw Gasmaden's experiments with lycanthropy. Lord Gasmaden mostly left Loligo to fend for himself, and in his youth a local gang of gnome children continually taunted him. He was so bothered by the (relatively benign) teasing that he tracked each of them down and killed them in a brutal fashion. He was nearly killed by a band of vengeful parents, and has harbored a hatred of that race ever since.

Loligo is also a passionate archer, disdaining the sword except as a last resort. Although he is quite strong, he is a coward at heart and will not hesitate to flee if he is sorely pressed.

In his human form, Loligo's squid characteristics are chiefly manifest in his unusually long fingers and toes, and the cool, clammy feel of his skin. He has a long, beak-like nose and only a small fringe of hair just above his ears.

In squid form he appears larger than average, but is otherwise unremarkable.

In hybrid form he is a truly grotesque sight. His face is elongated into a grinding beak, and he sprouts half a dozen new arms. These extra arms are not very strong, but he does carry some gear in them. He must transfer the gear to his main hands in order to use it, using the same action as he would to unsheathe or retrieve the item from a pack (this is not a game mechanic advantage, only flavor).

Note that Loligo does NOT currently have an animal companion. His most recent companion, a squid named Gnome-Strangler, was killed in a recent scuffle with some traveling gnomes.

### Tactics

#### APL2

Loligo will stick to human form at this APL, although he will change to squid form in the stream if he is forced to flee. He will use his bow exclusively, even to the point of suffering attacks of opportunity to either move out of melee or fire while threatened.

Key Skills, APL2

- Favored enemy (gnome) +2
- Point Blank Shot
- Damage reduction 10/silver (in squid form only)

#### APL4

Loligo will be in his hybrid form, unless the party is particularly underpowered, in which case he can be in human form. Use your discretion. He will favor his bow to a large degree, but he will use his sword and bite combination if pressed.

Key Skills, APL4

- Favored enemy (gnome) +2
- Point Blank Shot
- Rapid Shot
- Damage reduction 10/silver (in squid or hybrid form only)

#### APL6

Loligo will begin the encounter in hybrid form. If the party appears abnormally capable and powerful, he will use his potion of *cat's grace* early. Otherwise, he will hang on to it (hey, potions don't grow on trees). He won't cast his *resist energy* spell until after he observes an energy effect being used against him once.

Key Skills:

- Favored enemy (gnome) +4, (human) +2
- Point Blank Shot
- Rapid Shot
- Dodge (an easy one to forget, so don't!)
- Damage reduction 10/silver (in squid or hybrid form only)

#### APL8

Loligo will begin the encounter in hybrid form. He will also have his *longstrider* spell pre-cast (not reflected in the stat block). If the party appears abnormally capable and powerful, he will use his potion of *cat's grace* early. Otherwise, he will hang on to it (hey, potions don't grow on trees). He won't cast his *resist energy* spell until after he observes an energy effect being used against him once.

Whenever he is forced to move, he will use his Manyshot attack rather than a standard single attack.

Key Skills, APL 8

- Favored enemy (gnome) +4, (human) +2
- Point Blank Shot

- Rapid Shot
- Manyshot
- Dodge (an easy one to forget, so don't!)
- Mobility
- Damage reduction 10/silver (in squid or hybrid form only)

#### APL10

Loligo will begin the encounter in hybrid form. He will also have his *longstrider* spell pre-cast (not reflected in the stat block). He has excellent mobility, and will use his Shot on the Run ability frequently. Since he is now quite powerful, he won't hesitate to use his potion of *cat's grace* at the first opportunity. He won't cast his *resist energy* spell until after he observes an energy effect being used against him once, and he won't use his *spike growth* spell except to cover his own retreat.

Key Skills, APL 10

- Favored enemy (gnome) +4, (human) +2
- Evasion
- Point Blank Shot
- Rapid Shot
- Manyshot
- Dodge (an easy one to forget, so don't!)
- Mobility
- Shot on the Run
- Damage reduction 10/silver (in squid or hybrid form only)

#### APL12

Loligo will begin the encounter in hybrid form. He will also have his *longstrider* spell pre-cast (not reflected in the stat block). He has excellent mobility, and will use his Shot on the Run ability frequently. Since he is now quite powerful, he won't hesitate to use his potion of *cat's grace* at the first opportunity. He won't cast his *resist energy* spell until after he observes an energy effect being used against him once, and he won't use his *spike growth* spell except to cover his own retreat. If he is forced to retreat, he will try to use his *tree shape* spell to hide out until the heat is off.

Key Skills, APL 12

- Favored enemy (gnome) +6, (human) +4, (dwarf) +2
- Evasion

- Point Blank Shot
- Rapid Shot
- Manyshot
- Improved Precise Shot
- Dodge (an easy one to forget, so don't!)
- Mobility
- Shot on the Run
- Damage reduction 10/silver (in squid or hybrid form only)

### Encounter Three - Acinatus and Jubonyx

Acinatus and Jubonyx are the second of Lord Gasmaden's experiments with lycanthropy. They are a pair of sadistic brother werecheetahs. Nimble and deceptively strong, they delight in slicing apart their unsuspecting foes in tandem.

Acinatus, the elder brother, frequently calls out commands to his younger brother in the language of orcs (which can describe complex martial maneuvers in a remarkably short time). Strangely, the elder brother demands to deal the killing blow to all foes, whenever possible. If Jubonyx estimates that a foe is near death, he will either delay or use the *Aid Another* action in his brother's favor.

The brothers have a rather unusual contest running between them. They take great pride in their trickery, and use the *feint* in combat action whenever it is tactically sound (depending on their skill level, it can be tactically sound all the time). They keep a running tally of how often they succeed at distracting their opponents, and shout out "scores" as they occur. Particularly ludicrous distractions ("Look! It's The Old One himself, standing right behind you!") that succeed, despite a penalty to the Bluff check of -4, are worth double points.

#### List of Sample Feints

- Is that yours? (Pointing downward)
- Are those your test scores? (Pointing at a scrap of paper on the floor) Awful!
- Here, let me get that for you...
- Guards! He did it! Arrest him!
- Great Gyax! Those are HUGE!
- How do you see with three eyes like that? (Double points)
- (Points at a stack of papers) The Great Libram of Faulkner! Grab it before it falls, or we're all DOOMED! (Double points)

- Watch out! Oh, you stepped in it! That'll never wash out!
- A solar eclipse! Wow! (Double points)
- Excuse me; a multi-legged creature is crawling on your left shoulder. (Double points)
- All right, who farted?
- Duck! Chamber pot!

In human form, the brothers sport bushy sideburns, exaggerated canine teeth, and green, slightly almond shaped eyes.

In animal form, they are exceptionally large cheetahs.

In hybrid form they have a thin coat of fur, pronounced teeth, a long tail, and claws on their hands and feet.

### Tactics

#### APL2

Only Acinatus is present at APL2, and he will stay in human form for the duration of the battle, unless he is sorely pressed. He is not afraid to throw a couple of daggers, as long as he has one left (fer stabbin'). He will flee to fight another day if it becomes necessary.

Without his brother, Acinatus' tactics are not the greatest. He will try to toss his daggers at any wizards, and then engage the toughest looking fighter. Even though his brother isn't there, he will still shout out his scores.

The starting score for the "feint" contest is Acinatus 9, Jubonyx 4.

Key Skills, APL2

- Sneak attack +1d6
- Sprint
- Tumble skill
- Damage reduction 10/silver (animal and hybrid form only)
- Trip (bite attack, animal and hybrid form only)

#### APL4

The brothers will stay in human form for the duration of the battle, unless they are sorely pressed. They are not afraid to throw a couple of daggers, as long as they each have one left (fer stabbin'). If both brothers are badly injured they might flee, but if one is taken out the other will fight to the death (changing into hybrid form if he hasn't been pressed into it already).

The brothers work best when they tag-team targets one by one (flanking for sneak attacks). They will usually start with the toughest looking warrior and move on from there.

The starting score for the "feint" contest is Acinatus 17, Jubonyx 15.

Key Skills, APL4

- Sneak attack +1d6
- Sprint
- Tumble skill
- Damage reduction 10/silver (animal and hybrid form only)
- Trip (bite attack, animal and hybrid form only)

#### APL6

The brothers will begin the fight in hybrid form, and won't change out of it unless they have a good reason to (such as fleeing at the cheetah form's higher speed). They are not afraid to throw a couple of daggers, since they each have a pair of kukris (fer stabbin'). If both brothers are badly injured they might flee, but if one is taken out the other will fight to the death.

If they get the chance, they will treat their weapons with their oils of *magic weapon*.

The brothers work best when they tag-team targets one by one (flanking for sneak attacks). They will usually start with the toughest looking warrior and move on from there, although they will try to target elves (and half-elves) first whenever it isn't obviously suicidal to do so.

The starting score for the "feint" contest is Acinatus 31, Jubonyx 21.

Key Skills

- Sneak attack +1d6
- Favored enemy (elf) +2
- Sprint
- Tumble skill
- Damage reduction 10/silver (animal and hybrid form only)
- Trip (bite attack, animal and hybrid form only)

#### APL8

The brothers will begin the fight in hybrid form, and won't change out of it unless they have a good reason to (such as fleeing at the cheetah form's higher speed). They are not afraid to throw a couple of daggers, since they each have a pair of kukris (fer stabbin'). If both

brothers are badly injured they might flee, but if one is taken out the other will fight to the death.

If they get the chance, they will treat their weapons with their oils of *magic weapon*.

The brothers work best when they tag-team targets one by one (flanking for sneak attacks). They will usually start with the toughest looking warrior and move on from there, although they will try to target elves (and half-elves) first whenever it isn't obviously suicidal to do so.

While Acinatus prefers to do as much damage as possible per hit, Jubonyx likes to sacrifice sneak attack dice to use his Bleeding Wound ability pretty much all the time.

The starting score for the "feint" contest is Acinatus 50, Jubonyx 45.

#### Key Skills, APL8

- Sneak attack +2d6
- Favored enemy (elf) +2
- Bleeding wound
- Sprint
- Tumble skill
- Damage reduction 10/silver (animal and hybrid form only)
- Trip (bite attack, animal and hybrid form only)

#### APL10

The brothers will begin the fight in hybrid form, and won't change out of it unless they have a good reason to (such as fleeing at the cheetah form's higher speed). They are not afraid to throw a couple of daggers, since they each have a pair of kukris (fer stabbin'). If both brothers are badly injured they might flee, but if one is taken out the other will fight to the death.

If they get the chance, they will treat their weapons with their oils of *magic weapon*.

The brothers work best when they tag-team targets one by one (flanking for sneak attacks). They will usually start with the toughest looking warrior and move on from there, although they will try to target elves (and half-elves) first whenever it isn't obviously suicidal to do so.

While Acinatus prefers to do as much damage as possible per hit, Jubonyx likes to sacrifice sneak attack dice to use his Bleeding Wound ability pretty much all the time.

The starting score for the "feint" contest is Acinatus 67, Jubonyx 59. Now that they have the

Uncanny Feint (move action) ability, they will use the feint in combat action far more frequently.

#### Key Skills

- Sneak attack +2d6
- Favored enemy (elf) +2
- Bleeding wound
- Uncanny feint (move action)
- Sprint
- Tumble skill
- Damage reduction 10/silver (animal and hybrid form only)
- Trip (bite attack, animal and hybrid form only)

#### APL12

The brothers will begin the fight in hybrid form, and won't change out of it unless they have a good reason to (such as fleeing at the cheetah form's higher speed). They are not afraid to throw a couple of daggers, since they each have a pair of kukris (fer stabbin'). If both brothers are badly injured they might flee, but if one is taken out the other will fight to the death.

If they get the chance, they will treat their weapons with their oils of *magic weapon*.

The brothers work best when they tag-team targets one by one (flanking for sneak attacks). They will usually start with the toughest looking warrior and move on from there, although they will try to target elves (and half-elves) first whenever it isn't obviously suicidal to do so.

While Acinatus prefers to do as much damage as possible per hit, Jubonyx likes to sacrifice sneak attack dice to use his Bleeding Wound ability pretty much all the time.

The starting score for the "feint" contest is Acinatus 67, Jubonyx 59. Now that they have the Uncanny Feint (free action) ability, they will use the feint in combat action far more frequently, in fact they would need a pretty good reason not to use it every round.

Note the special defenses they have due to the Warshaper class.

#### Key Skills

- Sneak attack +2d6
- Favored enemy (elf) +2
- Bleeding wound
- Uncanny feint (move action)

- Morphic immunities
- Morphic weapons (already accounted for in the stat block)
- Sprint
- Tumble skill
- Damage reduction 10/silver (animal and hybrid form only)
- Trip (bite attack, animal and hybrid form only)

### **Encounter Six - Niloticus**

Niloticus is the third and final Gasmaden experiment. He is obsessed with attaining perfection by increasing his mastery of his body, and by testing himself against others. He will single out any apparent monks and target them to the exclusion of other foes, as they are the closest to achieving the perfection he aims for.

In human form Niloticus is entirely bald, with yellowish-brown eyes and a large, almost comical chin.

In animal form his is deceptively unassuming, or at least as unassuming as any crocodile can be.

In hybrid form, the form he considers to be his most perfect, his face is elongated and flattened, he grows a large tail, and his teeth become immense. His skin turns green and hardens into a tough armor.

### **Tactics**

#### **APL2**

Niloticus is a VERY tough opponent at APL2. He is also very overconfident. He won't use his potion under any circumstance, and he will begin the battle in human form. He won't change to hybrid form unless he drops below 10 hit points, and even then he likely will not change.

#### **Key Skills**

- Dodge
- Stunning fist
- Damage reduction 10/silver (animal and hybrid form only)
- Evasion
- Tumble skill

#### **APL4**

Niloticus is a tough opponent at APL4. He is also overconfident. He won't use his potion under any circumstance, and he will begin the battle in human form. He won't change to hybrid form until he loses at least 15 hit points.

#### **Key Skills**

- Dodge
- Stunning fist
- Damage reduction 10/silver (animal and hybrid form only)
- Evasion
- Tumble skill
- Morphic weapon (already reflected in stat block)
- Morphic immunities

#### **APL6**

Niloticus takes great pride in his Improved Grapple feat, and will grapple whenever it is practical. He also enjoys combining this feat with his Improved Grab ability while in crocodile form, but he will most likely remain in hybrid form for the duration. He will begin the battle in hybrid form, and will use his potion if he feels truly tested by the party.

#### **Key Skills**

- Dodge
- Mobility
- Stunning fist
- Damage reduction 10/silver (animal and hybrid form only)
- Evasion
- Tumble skill
- Morphic weapon (already reflected in stat block)
- Morphic immunities

#### **APL8**

Niloticus takes great pride in his Improved Grapple feat, and will grapple whenever it is practical. He also enjoys combining this feat with his Improved Grab ability while in crocodile form, but he will most likely remain in hybrid form for the duration. He will begin the battle in hybrid form, and will use his potion at the first safe opportunity once battle begins. He enjoys surprising opponents with his Morphic Reach ability, and may not take advantage of it immediately, saving the surprise for the best moment.

#### **Key Skills**

- Dodge
- Mobility
- Spring Attack
- Stunning fist

- Damage reduction 10/silver (animal and hybrid form only)
- Evasion
- Tumble skill
- Morphic weapon (already reflected in stat block)
- Morphic immunities
- Morphic reach

#### **APL10**

Niloticus takes great pride in his Improved Grapple feat, and will grapple whenever it is practical. He also enjoys combining this feat with his Improved Grab ability while in crocodile form, but he will most likely remain in hybrid form for the duration. He will begin the battle in hybrid form, and will use his potion at the first safe opportunity once battle begins. He enjoys surprising opponents with his Morphic Reach ability, and may not take advantage of it immediately, saving the surprise for the best moment.

He will take advantage of the first two aspects of his Elusive Target feat as often as possible. Note the Morphic healing ability, which grants fast healing 2. The Fort DC for his Sleeper Lock ability is 16.

#### **Key Skills**

- Dodge
- Mobility
- Spring Attack
- Elusive Target
- Stunning fist
- Sleeper lock
- Damage reduction 10/silver (animal and hybrid form only)
- Evasion
- Tumble skill
- Morphic weapon (already reflected in stat block)
- Morphic immunities
- Morphic reach
- Morphic healing

#### **APL12**

Niloticus takes great pride in his Improved Grapple feat, and will grapple whenever it is practical. He also enjoys combining this feat with his Improved Grab ability while in crocodile form, but he will most likely remain in hybrid form for the duration. He will begin

the battle in hybrid form, and will use his potion at the first safe opportunity once battle begins. He enjoys surprising opponents with his Morphic Reach ability, and may not take advantage of it immediately, saving the surprise for the best moment.

He will take advantage of the first two aspects of his Elusive Target feat as often as possible. Note the Morphic healing ability, which grants fast healing 2. The Fort DC for his Sleeper Lock ability is 17.

#### **Key Skills**

- Dodge
- Mobility
- Spring Attack
- Elusive Target
- Stunning fist
- Sleeper lock
- Damage reduction 10/silver (animal and hybrid form only)
- Evasion
- Tumble skill
- Morphic weapon (already reflected in stat block)
- Morphic immunities
- Morphic reach
- Morphic healing

## Appendix Two – Key to Stat Blocks

Stat blocks for the lycanthrope NPCs are provided in each of their forms (hybrid, animal, and human). The hybrid form is listed first, and is the preferred form to use. If using the NPC in non-hybrid form, pay special attention to which special attacks and qualities are and are not present in each form, as they can vary.

The other forms are listed after the main hybrid block in an abbreviated format, listing statistics only where they are different from the hybrid block. For instance, feats are common to all forms, as are possessions, and thus these are listed only once. Ability scores are common to hybrid and animal forms (and so aren't listed for the animal form), but different for the human form (and so are listed there). If something you need isn't there, check back to the hybrid block.

Note also that statistics listed in [brackets] are adjusted for any non-permanent magic items that the NPC might consume/use before the combat begins.

The following special attacks and qualities are shared by ALL lycanthrope NPCs in the adventure. They are collected here at the beginning of this appendix in order to avoid printing them out 18 times.

**Alternate Form (Su):** A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action.

A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Afflicted lycanthropes find this ability difficult to control, but natural lycanthropes have full control over this power.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

**Damage Reduction (Ex):** A natural lycanthrope in animal or hybrid form has damage reduction 10/silver.

**Lycanthropic Empathy (Ex):** In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

**Low-Light Vision (Ex):** A lycanthrope has low-light vision in any form.

**Scent (Ex):** A lycanthrope has the scent ability in any form.

## Appendix Three – APL 2

### Encounter Two

**Loligo Sibogae:** Male weresquid Rgr1, **hybrid form**; CR 3; Medium Humanoid (Human, Shapechanger); HD 1d8+1+3d8+3; 27 hp; Init +6; Speed 30 ft.; Armor Class 23, touch 14, flat-footed 19; BAB/Grp +3/+7; Atk +11 ranged (1d8+4, x3, masterwork mighty (+4) composite longbow) or +7 melee (1d8+4, 19-20, longsword); Full Atk +11 ranged (1d8+4, x3, masterwork mighty (+4) composite longbow) or +7 melee (1d8+4, 19-20, longsword) and +2 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy, favored enemy gnome +2; SQ Alternate form, damage reduction 10/silver, ink cloud, jet, low-light vision, lycanthropic empathy, scent, wild empathy +1; AL NE; SV Fort +6, Ref +11, Will +6; Str 18, Dex 23, Con 12, Int 12, Wis 16, Cha 10.

**Skills and Feats:** Handle Animal +4, Hide +9, Listen +12, Move Silently +9, Search +5, Spot +12, Survival +7, Swim +11; Alertness, Endurance, Iron Will, Point Blank Shot, Track, Weapon Focus (longbow).

**Possessions:** Masterwork mighty (+4) composite longbow, longsword, masterwork chain shirt, 40 arrows.

**Squid form;** Speed Swim 60 ft.; Armor Class 21, touch 16, flat-footed 15; BAB/Grp +3/+11; Atk +7 melee (0, arms); Full Atk +7 melee (0, arms) and +2 melee (1d6+2, bite); SA Curse of lycanthropy, favored enemy gnome +2, improved grab; SQ Alternate form, damage reduction 10/silver, ink cloud, jet, low-light vision, lycanthropic empathy, scent, wild empathy +1.

**Human form;** Init +3; Armor Class 19, touch 13, flat-footed 16; BAB/Grp +3/+5; Atk +6 ranged (1d8+2, x3, masterwork mighty (+4) composite longbow) or +5 melee (1d8+2, 19-20, longsword); Full Atk +6 ranged (1d8+2, x3, masterwork mighty (+4) composite longbow) or +5 melee (1d8+2, 19-20, longsword); SA Favored enemy gnome +2; Special Qualities: Alternate form, low-light vision, lycanthropic empathy, scent, wild empathy +1; SV Fort +6, Ref +8, Will +6; Str 14, Dex 17, Con 12, Int 12, Wis 16, Cha 10.

**Skills:** Handle Animal +4, Hide +6, Listen +12, Move Silently +6, Search +5, Spot +12, Survival +7, Swim +9.

**Improved Grab (Ex):** To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. \*A squid has a +4 racial bonus on grapple checks.

**Ink Cloud (Ex):** A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once

per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

**Jet (Ex):** A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

### Encounter Three

#### APL2, EL4

**Acinatus:** Male werecheetah Rogr, **hybrid form**; CR 4; Medium Humanoid (Human, Shapechanger); HD 1d6+1+3d8+9; 31 hp; Init +7; Speed 30 ft.; Armor Class 21, touch 17, flat-footed 14; BAB/Grp +2/+7; Atk +11 melee (1d4+5, 19-20, dagger) or ranged +11 (1d4+5, 19-20, dagger); Full Atk +11 melee (1d4+5, 19-20, dagger) and +4 melee (1d6+2, bite) or ranged +11 (1d4+5, 19-20, dagger); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy, sneak attack +1d6; SQ Alternate form, damage reduction 10/silver, low-light vision, lycanthropic empathy, scent, sprint, trapfinding; AL CE; SV Fort +6, Ref +12, Will +5; Str 20, Dex 25, Con 16, Int 16, Wis 14, Cha 10.

**Skills and Feats:** Bluff +7, Escape Artist +11, Hide +11, Listen +8, Move Silently +11, Search +7, Sense Motive +9, Sleight of Hand +11, Spot +9, Survival +4, Swim +9, Tumble +12; Alertness, Point Blank Shot, Weapon Finesse, Weapon Focus (dagger).

**Possessions:** 3 x masterwork dagger, masterwork buckler.

**Cheetah Form;** Speed 50 ft.; Armor Class 20, touch 17, flat-footed 13; Atk +9 melee (1d6+7, bite); Full Atk +9 melee (1d6+7, bite) and +4/+4 melee (1d2+2, claws); SA Curse of lycanthropy, sneak attack +1d6, trip; SQ Alternate form, damage reduction 10/silver, low-light vision, lycanthropic empathy, scent, sprint, trapfinding.

**Human Form;** Init +3; Armor Class 16, touch 13, flat-footed 13; BAB/Grp +2/+4; Atk +7 melee (1d4+2, 19-20, dagger) or ranged +7 (1d4+2, 19-20, dagger); Full Atk +7 melee (1d4+2, 19-20, dagger) or ranged +7 (1d4+2, 19-20, dagger); SA Sneak attack +1d6; SQ Alternate form, low-light vision, lycanthropic empathy, scent, trapfinding; SV Fort +4, Ref +8, Will +5; Str 14, Dex 17, Con 12, Int 16, Wis 14, Cha 10.

**Skills:** Bluff +7, Escape Artist +7, Hide +7, Listen +8, Move Silently +7, Search +7, Sense Motive +9, Sleight of Hand +7, Spot +9, Survival +4, Swim +9, Tumble +8.



**Sprint (Ex):** Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge.

**Trip (Ex):** A cheetah that hits with a claw or bite attack can attempt to trip the opponent (+5 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 cheetah.

## **Encounter Six**

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**Niloticus:** Male werecrocodile Mnk2, **hybrid form**; CR 5; Medium Humanoid (Human, Shapechanger); HD 2d8+2+3d8+12; 42 hp; Init +4; Speed 30 ft.; Armor Class 23, touch 17, flat-footed 19; BAB/Grp +3/+9 [+11]; Atk +9 [+11] melee (1d6+6 [+8], unarmed strike); Full Atk +7/+7 [+9/+9] melee (1d6+6 [+8], unarmed strike) and +2 [+4] melee (1d6+3 [+4], bite); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy; SQ Alternate form, damage reduction 10/silver, evasion, hold breath, low-light vision, lycanthropic empathy, scent; SV Fort +10, Ref +10, Will +8; Str 22 [26], Dex 19, Con 18, Int 12, Wis 17, Cha 8.

*Skills and Feats:* Balance +11, Escape Artist +12, Hide +11, Jump +13 [+15], Listen +10, Spot +10, Swim +14 [+16], Tumble +14; Alertness, Clever Wrestling, Deflect Arrows, Dodge, Improved Unarmed Strike, Iron Will, Skill Focus (Hide), Stunning Fist.

*Possessions:* Potion of bull's strength.

**Crocodile Form:** Speed 20 ft., swim 30 ft.; Armor Class 23, touch 17, flat-footed 19; BAB/Grp +3/+9 [+11]; Atk +9 [+11] (1d8+9 [+12], bite) or +9 [+11] (1d12+9 [+12], tail slap); Full Atk +9 [+11] (1d8+9 [+12], bite) or +9 [+11] (1d12+9 [+12], tail slap); SA Curse of lycanthropy, improved grab; SQ Alternate form, damage reduction 10/silver, evasion, hold breath, low-light vision, lycanthropic empathy, scent.

**Human Form:** Init +3; Armor Class 18, touch 16, flat-footed 15; BAB/Grp +3/+5 [+7]; Atk +5 [+7] melee (1d6+2 [+4], unarmed strike); Full Atk +3/+3 [+5/+5] melee (1d6+2 [+4], unarmed strike); SQ Alternate form, evasion, low-light vision, lycanthropic empathy, scent; SV Fort +7, Ref +9, Will +8; Str 14 [18], Dex 17, Con 12, Int 12, Wis 17, Cha 8.

*Skills:* Balance +10, Escape Artist +11, Hide +10, Jump +9 [+11], Listen +10, Spot +10, Swim +10 [+12], Tumble +13.

**Hold Breath (Ex):** A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Improved Grab (Ex):** To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its

mouth and drags it into deep water, attempting to pin it to the bottom.

## Appendix Four – APL 4

### Encounter Two

**Loligo Sibogae:** Male weresquid Rgr3, **hybrid form**; CR 5; Medium Humanoid (Human, Shapechanger); HD; 3d8+3+3d8+3; 39 hp; Init +6; Speed 30 ft.; Armor Class 23, touch 14, flat-footed 19; BAB/Grp +5/+9; Atk +13 ranged (1d8+4, x3, masterwork mighty (+4) composite longbow) or +9 melee (1d8+4, 19-20, longsword); Full Atk +11/+11 ranged (1d8+4, x3, masterwork mighty (+4) composite longbow) or +9 melee (1d8+4, 19-20, longsword) and +4 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy, favored enemy gnome +2; SQ Alternate form, damage reduction 10/silver, ink cloud, jet, low-light vision, lycanthropic empathy, scent, wild empathy +5; AL NE; SV Fort +7, Ref +12, Will +7; Str 18, Dex 23, Con 12, Int 12, Wis 16, Cha 10.

*Skills and Feats:* Handle Animal +6, Hide +11, Listen +14, Move Silently +11, Search +7, Spot +14, Survival +9, Swim +13; Alertness, Dodge, Endurance, Iron Will, Point Blank Shot, Rapid Shot, Track, Weapon Focus (longbow).

*Possessions:* Masterwork mighty (+4) composite longbow, longsword, masterwork chain shirt, 40 arrows.

**Squid form;** Speed Swim 60 ft.; Armor Class 21, touch 16, flat-footed 15; BAB/Grp +5/+13; Atk +9 melee (0, arms); Full Attack: +9 melee (0, arms) and +4 melee (1d6+2, bite); SA Curse of lycanthropy, favored enemy gnome +2, improved grab; SQ Alternate form, damage reduction 10/silver, ink cloud, jet, low-light vision, lycanthropic empathy, scent, wild empathy +5.

**Human form;** Init: +3; Armor Class 19, touch 13, flat-footed 16; BAB/Grp +5/+7; Atk: +8 ranged (1d8+2, x3, masterwork mighty (+4) composite longbow) or +7 melee (1d8+2, 19-20, longsword); Full Atk +6/+6 ranged (1d8+2, x3, masterwork mighty (+4) composite longbow) or +7 melee (1d8+2, 19-20, longsword); SA Favored enemy gnome +2; SQ Alternate form, low-light vision, lycanthropic empathy, scent, wild empathy +5; SV Fort +7, Ref +9, Will +7; Str 14, Dex 17, Con 12, Int 12, Wis 16, Cha 10;

*Skills:* Handle Animal +6, Hide +8, Listen +14, Move Silently +8, Search +7, Spot +14, Survival +9, Swim +11.

**Improved Grab (Ex):** To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. \*A squid has a +4 racial bonus on grapple checks.

**Ink Cloud (Ex):** A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

**Jet (Ex):** A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

### Encounter Three

**Acinatus and Jubonyx:** Male and female werecheetah Rog1, **hybrid form**; CR 4; Medium Humanoid (Human, Shapechanger); HD 1d6+1+3d8+9; 31 hp; Init +7; Speed 30 ft.; Armor Class 22, touch 17, flat-footed 15; BAB/Grp +2/+7; Atk +11 melee (1d4+5, 19-20, dagger) or ranged +11 (1d4+5, 19-20, dagger); Full Atk +11 melee (1d4+5, 19-20, dagger) and +4 melee (1d6+2, bite) or ranged +11 (1d4+5, 19-20, dagger); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy, sneak attack +1d6; SQ Alternate form, damage reduction 10/silver, low-light vision, lycanthropic empathy, scent, sprint, trapfinding; AL CE; SV Fort +6, Ref +12, Will +5; Str 20, Dex 25, Con 16, Int 16, Wis 14, Cha 10.

*Skills and Feats:* Bluff +7, Escape Artist +11, Hide +11, Listen +8, Move Silently +11, Search +7, Sense Motive +9, Sleight of Hand +11, Spot +9, Survival +4, Swim +9, Tumble +12; Alertness, Point Blank Shot, Weapon Finesse, Weapon Focus (dagger).

*Possessions:* 3 x masterwork dagger, +1 buckler.

**Cheetah Form;** Speed 50 ft.; Armor Class 20, touch 17, flat-footed 13; Atk +9 melee (1d6+7, bite); Full Atk +9 melee (1d6+7, bite) and +4/+4 melee (1d2+2, claws); SA Curse of lycanthropy, sneak attack +1d6, trip; SQ Alternate form, damage reduction 10/silver, low-light vision, lycanthropic empathy, scent, sprint, trapfinding.

**Human Form;** Init +3; Armor Class 17, touch 13, flat-footed 14; BAB/Grp +2/+4; Atk +7 melee (1d4+2, 19-20, dagger) or ranged +7 (1d4+2, 19-20, dagger); Full Atk +7 melee (1d4+2, 19-20, dagger) or ranged +7 (1d4+2, 19-20, dagger); SA Sneak attack +1d6; SQ Alternate form, low-light vision, lycanthropic empathy, scent, trapfinding; SV Fort +4, Ref +8, Will +5; Str 14, Dex 17, Con 12, Int 16, Wis 14, Cha 10.

*Skills:* Bluff +7, Escape Artist +7, Hide +7, Listen +8, Move Silently +7, Search +7, Sense Motive +9, Sleight of Hand +7, Spot +9, Survival +4, Swim +9, Tumble +8.

**Sprint (Ex):** Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge.

**Trip (Ex):** A cheetah that hits with a claw or bite attack can attempt to trip the opponent (+5 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 cheetah.

## **Encounter Six**

**Niloticus:** Male werecrocodile Mnk3/Warshaper1, **hybrid form**; CR 7; Medium Humanoid (Human, Shapechanger); HD 3d8+3+1d8+1+3d8+12; 54 hp; Init +5; Speed 40 ft.; Armor Class 24, touch 18, flat-footed 19; BAB/Grp +4/+10 [+12]; Atk +11 [+13] melee (1d6+6 [+8], unarmed strike); Full Atk +9/+9 [+11/+11] melee (1d6+6 [+8], unarmed strike) and +3 [+5] melee (1d8+3 [+4], bite); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy; SQ Alternate form, damage reduction 10/silver, evasion, hold breath, low-light vision, lycanthropic empathy, morphic immunities, morphic weapons, scent, still mind; SV Fort +12, Ref +11, Will +8; Str 22 [26], Dex 20, Con 18, Int 12, Wis 17, Cha 8.

*Skills and Feats:* Balance +12, Escape Artist +15, Hide +11, Jump +17 [+19], Listen +11, Spot +11, Swim +14 [+16], Tumble +17; Alertness, Clever Wrestling, Deflect Arrows, Dodge, Improved Unarmed Strike, Iron Will, Skill Focus (Hide), Stunning Fist, Weapon Focus (unarmed strike).

*Possessions:* Potion of bull's strength.

**Crocodile Form;** Speed 30 ft., swim 30 ft.; Armor Class 24, touch 18, flat-footed 19; BAB/Grp +4/+10 [+12]; Atk +10 [+12] melee (2d6+9 [+12], bite) or +10 [+12] melee (2d8+9 [+12], tail slap); Full Atk +10 [+12] melee (2d6+9 [+12], bite) or +10 [+12] melee (2d8+9 [+12], tail slap); SA Curse of lycanthropy, improved grab; SQ Alternate form, damage reduction 10/silver, evasion, hold breath, low-light vision, lycanthropic empathy, morphic immunities, morphic weapons, scent, still mind.

**Human Form;** Init +4; Armor Class 19, touch 17, flat-footed 15; BAB/Grp +4/+6 [+8]; Atk +7 [+9] melee (1d6+2 [+4], unarmed strike); Full Atk +5/+5 [+7/+7] melee (1d6+2 [+4], unarmed strike); SQ Alternate form, evasion, low-light vision, lycanthropic empathy, scent, still mind; SV Fort +9, Ref +10, Will +8; Str 14 [18], Dex 18, Con 12, Int 12, Wis 17, Cha 8.

*Skills:* Balance +11, Escape Artist +14, Hide +10, Jump +13 [+15], Listen +11, Spot +11, Swim +10 [+12], Tumble +16.

**Hold Breath (Ex):** A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Improved Grab (Ex):** To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

**Morphic Immunities (Ex):** A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

**Morphic Weapons (Su):** As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses.

If the warshaper's form already has a natural weapon of that type, the weapon deals damage as if it were one category larger.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell or the wild shape class feature that doesn't allow subsequent changes after the initial transformation.

**Still Mind (Ex):** A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

## Appendix Five – APL 6

### Encounter Two

**Loligo Sibogae:** Male weresquid Rgr5, **hybrid form**; CR7; Medium Humanoid (Human, Shapechanger); HD 5d8+5+3d8+3; 51 hp; Init +7 [+9]; Speed 30 ft.; Armor Class 23, touch 14, flat-footed 19; BAB/Grp +7/+11; Atk +16 [+18] ranged (1d8+4, x3, masterwork mighty (+4) composite longbow) or +11 melee (1d8+4, 19-20, longsword); Full Atk +14/+14/+9 [+16/+16/+11] ranged (1d8+4, x3, masterwork mighty (+4) composite longbow) or +11/+6 melee (1d8+4, 19-20, longsword) and +6 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy, favored enemy gnome +4, favored enemy human +2; SQ Alternate form, animal companion, damage reduction 10/silver, ink cloud, jet, low-light vision, lycanthropic empathy, scent, wild empathy +7; AL NE; SV Fort +8, Ref +14 [+16], Will +7; Str 18, Dex 24 [28], Con 12, Int 12, Wis 16, Cha 10.

**Skills and Feats:** Handle Animal +8, Hide +14 [+16], Listen +16, Move Silently +14 [+16], Search +9, Spot +16, Survival +11, Swim +15; Alertness, Dodge, Endurance, Iron Will, Point Blank Shot, Rapid Shot, Track, Weapon Focus (longbow).

**Possessions:** Masterwork mighty (+4) composite longbow, longsword, masterwork chain shirt, 40 arrows, potion of *cat's grace*.

**Spells Prepared** (1, base DC = 13 + spell level): 1<sup>st</sup>—[resist energy].

**Squid form:** Speed Swim 60 ft.; Armor Class 22 [24], touch 17 [19], flat-footed 15; BAB/Grp +7/+15; Atk +11 melee (0, arms); Full Atk +11/+6 melee (0, arms) and +6 melee (1d6+2, bite); SA Curse of lycanthropy, favored enemy gnome +2, favored enemy human +4, improved grab; SQ Alternate form, animal companion, damage reduction 10/silver, ink cloud, jet, low-light vision, lycanthropic empathy, scent, wild empathy +7.

**Human form:** Init +4 [+6]; Armor Class 20, touch 14, flat-footed 16; BAB/Grp +7/+9; Atk +11 [+13] ranged (1d8+2, x3, masterwork mighty (+4) composite longbow) or +9 melee (1d8+2, 19-20, longsword); Full Atk +9/+9/+4 [+11/+11/+6] ranged (1d8+2, x3, masterwork mighty (+4) composite longbow) or +9/+4 melee (1d8+2, 19-20, longsword); SA Favored enemy gnome +2, favored enemy human +4; SQ: Alternate form, animal companion, low-light vision, lycanthropic empathy, scent, wild empathy +7; SV Fort +8, Ref +11 [+13], Will +7; Str 14, Dex 18 [22], Con 12, Int 12, Wis 16, Cha 10.

**Skills:** Handle Animal +8, Hide +11 [+13], Listen +16, Move Silently +11 [+13], Search +9, Spot +16, Survival +11, Swim +15.

**Improved Grab (Ex):** To use this ability, a squid must hit an opponent of any size with its arms attack. It can

then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. \*A squid has a +4 racial bonus on grapple checks.

**Ink Cloud (Ex):** A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

**Jet (Ex):** A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

### Encounter Three

**Acinatus and Jubonyx:** Male and female werecheetah Rog1/Rgr2, **hybrid form**; CR 6; Medium Humanoid (Human, Shapechanger); HD 1d6+1+2d8+2+3d8+9; 43 hp; Init +7; Speed 30 ft.; Armor Class 22, touch 17, flat-footed 15; BAB/Grp +4/+9; Atk +13 melee (1d4+5 [+6], 18-20, masterwork kukri) or +11 ranged (1d4+5, 19-20, dagger); Full Atk +11 melee (1d4+5 [+6], 18-20, masterwork kukri) and +11 melee (1d4+2 [+3], 18-20, masterwork kukri) and +4 melee (1d6+2, bite) or +11 ranged (1d4+5, 19-20, dagger); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy, favored enemy elf +2, sneak attack +1d6; SQ Alternate form, damage reduction 10/silver, low-light vision, lycanthropic empathy, scent, sprint, trapfinding, wild empathy +2; AL CE; SV Fort +9, Ref +15, Will +5; Str 20, Dex 25, Con 16, Int 16, Wis 14, Cha 10.

**Skills and Feats:** Bluff +9, Escape Artist +11, Hide +11, Listen +8, Move Silently +11, Search +7, Sense Motive +11, Sleight of Hand +11, Spot +13, Survival +5, Swim +9, Tumble +16; Alertness, Far Shot, Point Blank Shot, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri).

**Possessions:** 2 x masterwork kukri, 2 x dagger, +1 buckler, 2 x oil of *magic weapon* (caster level 3).

**Cheetah Form:** Speed: 50 ft.; Armor Class 20, touch 17, flat-footed 13; Atk +11 melee (1d6+7, bite); Full Atk +11 melee (1d6+7, bite) and +6/+6 melee (1d2+2, claws); SA Curse of lycanthropy, favored enemy elf +2, sneak attack +1d6, trip; SQ Alternate form, damage reduction 10/silver, low-light vision, lycanthropic empathy, scent, sprint, trapfinding, wild empathy +2.

**Human Form:** Init +3; Armor Class 17, touch 13, flat-footed 14; BAB/Grp +4/+6; Atk +9 melee (1d4+2 [+3], 18-20, masterwork kukri) or +7 ranged (1d4+5, 19-20, dagger); Full Atk +7 melee (1d4+2 [+3], 18-20, masterwork kukri) and +7 melee (1d4+1 [+2], 18-20,

masterwork kukri) or +7 ranged (1d4+5, 19-20, dagger); SA Favored enemy elf +2, sneak attack +1d6; SQ Alternate form, low-light vision, lycanthropic empathy, scent, trapfinding, wild empathy +2; SV Fort +7, Ref +11, Will +5; Str 14, Dex 17, Con 12, Int 16, Wis 14, Cha 10.

**Skills:** Bluff +9, Escape Artist +7, Hide +7, Listen +8, Move Silently +7, Search +7, Sense Motive +11, Sleight of Hand +7, Spot +13, Survival +5, Swim +9, Tumble +12.

**Sprint (Ex):** Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge.

**Trip (Ex):** A cheetah that hits with a claw or 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 cheetah.

## Encounter Six

**Niloticus:** Male werecrocodile Mnk3/Warshaper2/Reaping Mauler1, **hybrid form**; CR 9; Medium Humanoid (Human, Shapechanger); HD 3d8+3+2d8+2+1d10+1+3d8+18; 70 hp; Init +5; Speed 40 ft.; Armor Class 25, touch 18, flat-footed 20; BAB/Grp +6/+20 [+22]; Atk +15 [+17] melee (1d6+8 [+10], unarmed strike); Full Atk +13/+13/+8 [+15/+15/+10] melee (1d6+8 [+10], unarmed strike) and +7 [+9] melee (1d8+4 [+5], bite); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy; SQ Alternate form, damage reduction 10/silver, evasion, hold breath, low-light vision, lycanthropic empathy, morphic body, morphic immunities, morphic weapons, scent, still mind; SV Fort +17, Ref +13, Will +8; Str 26 [30], Dex 20, Con 22, Int 12, Wis 17, Cha 8.

**Skills and Feats:** Balance +12, Escape Artist +17, Hide +11, Jump +22 [+24], Listen +11, Spot +11, Swim +16 [+18], Tumble +19; Alertness, Clever Wrestling, Deflect Arrows, Dodge, Improved Grapple, Improved Unarmed Strike, Iron Will, Mobility, Skill Focus (Hide), Spring Attack, Stunning Fist, Weapon Focus (unarmed strike).

**Possessions:** Potion of bull's strength, bracers of armor +1.

**Crocodile Form:** Speed 30 ft., swim 30 ft.; Armor Class 24, touch 18, flat-footed 19; BAB/Grp +6/+20 [+22]; Atk +14 [+16] melee (2d6+12 [+15], bite) or +14 [+16] melee (2d8+12 [+15], tail slap); Full Atk +14 [+16] melee (2d6+12 [+15], bite) or +14 [+16] melee (2d8+12 [+15], tail slap); SA Curse of lycanthropy, improved grab; SQ Alternate form, damage reduction 10/silver, evasion, hold breath, low-light vision, lycanthropic empathy, morphic body, morphic immunities, morphic weapons, scent, still mind.

**Human Form:** Init +4; Armor Class 20, touch 17, flat-footed 16; BAB/Grp +6/+14 [+16]; Atk +9 [+11] melee (1d6+2 [+4], unarmed strike); Full Atk +7/+7/+2 [+9/+9/+4] melee (1d6+2 [+4], unarmed strike); SQ Alternate form, evasion, low-light vision, lycanthropic empathy, scent, still mind; SV Fort +12, Ref +12, Will +8; Str 14 [18], Dex 18, Con 12, Int 12, Wis 17, Cha 8.

**Skills:** Balance +11, Escape Artist +16, Hide +10, Jump +16 [+18], Listen +11, Spot +11, Swim +10 [+12], Tumble +18.

**Hold Breath (Ex):** A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Improved Grab (Ex):** To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

**Morphic Body (Su):** At 2<sup>nd</sup> level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.

**Morphic Immunities (Ex):** A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

**Morphic Weapons (Su):** As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses.

If the warshaper's form already has a natural weapon of that type, the weapon deals damage as if it were one category larger.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell or the wild shape class feature that doesn't allow subsequent changes after the initial transformation.

**Still Mind (Ex):** A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

## Appendix Six – APL 8

### Encounter Two

**Loligo Sibogae:** Male weresquid Rgr7, **hybrid form**; CR 9; Medium Humanoid (Human, Shapechanger); HD: 7d8+7+3d8+3; 63 hp; Init +7 [+9]; Speed 30 ft.; Armor Class 24, touch 14, flat-footed 20; BAB/Grp +9/+13; Atk +18 [+20] ranged (1d8+5, x3, +1 mighty (+4) composite longbow) or manyshot +14 [+16] ranged (1d8+5, x3, +1d8+5, +1 mighty (+4) composite longbow) or +13 melee (1d8+4, 19-20, longsword); Full Atk +16/+16/+11 [+18/+18/+13] ranged (1d8+5, x3, +1 mighty (+4) composite longbow) or +13/+8 melee (1d8+4, 19-20, longsword) and +8 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy, favored enemy gnome +4, favored enemy human +2; SQ Alternate form, damage reduction 10/silver, ink cloud, jet, low-light vision, lycanthropic empathy, scent, wild empathy +9, woodland stride; AL NE; SV Fort +9, Ref +15 [+17], Will +8; Str 18, Dex 24 [28], Con 12, Int 12, Wis 16, Cha 10.

**Skills and Feats:** Handle Animal +10, Hide +16 [+18], Listen +18, Move Silently +16 [+18], Search +11, Spot +18, Survival +13, Swim +17; Alertness, Dodge, Endurance, Iron Will, Manyshot, Mobility, Point Blank Shot, Rapid Shot, Track, Weapon Focus (longbow).

**Possessions:** +1 mighty (+4) composite longbow, longsword, +1 chain shirt, 40 arrows, potion of *cat's grace* [effects in brackets].

**Spells Prepared** (2, base DC = 13 + spell level): 1<sup>st</sup> – [longstrider, resist energy].

**Squid form:** Speed Swim 60 ft.; Armor Class 22 [24], touch 17 [19], flat-footed 15; BAB/Grp +9/+17; Atk +13 melee (0, arms); Full Atk +13 melee (0, arms) and +8 melee (1d6+2, bite); SA Curse of lycanthropy, favored enemy gnome +2, favored enemy human +4, improved grab; SQ Alternate form, damage reduction 10/silver, ink cloud, jet, low-light vision, lycanthropic empathy, scent, wild empathy +9, woodland stride.

**Human form:** Init: +4 [+6]; Armor Class 21, touch 14, flat-footed 17; BAB/Grp +9/+11; Atk +13 [+15] ranged (1d8+3, x3, +1 mighty (+4) composite longbow) or manyshot +9 [+11] ranged (1d8+3, x3, +1d8+3, +1 mighty (+4) composite longbow) or +11 melee (1d8+2, 19-20, longsword); Full Atk +11/+11/+6 [+13/+13/+8] ranged (1d8+3, x3, +1 mighty (+4) composite longbow) or +11/+6 melee (1d8+2, 19-20, longsword); SA Favored enemy gnome +2, Favored enemy human +4; SQ Alternate form, low-light vision, lycanthropic empathy, scent, wild empathy +9, woodland stride; Saves: Fort +9, Ref +12 [+14], Will +8; Str 14, Dex 18 [22], Con 12, Int 12, Wis 16, Cha 10,

**Skills:** Handle Animal +10, Hide +13 [+15], Listen +18, Move Silently +13 [+15], Search +11, Spot +18, Survival +13, Swim +17.

**Improved Grab (Ex):** To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. \*A squid has a +4 racial bonus on grapple checks.

**Ink Cloud (Ex):** A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

**Jet (Ex):** A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

### Encounter Three

**Acinatus and Jubonyx:** Male and female werecheetah Rog1/Rgr2/Invisible Blade2, **hybrid form**; Medium Humanoid (Human, Shapechanger): HD: 1d6+1+2d8+2+2d6+2+3d8+9; 53 hp; Init +8; Speed 30 ft.; Armor Class 25, touch 20, flat-footed 15; BAB/Grp +6/+11; Atk +16 melee (1d4+5 [+6], 18-20, masterwork kukri) or +14 ranged (1d4+5, 19-20, dagger); Full Atk +14/+9 melee (1d4+5 [+6], 18-20, masterwork kukri) and +14 melee (1d4+2 [+3], 18-20, masterwork kukri) and +7 melee (1d6+2, bite) or +14/+9 ranged (1d4+5, 19-20, dagger); Space/Reach 5 ft./5 ft.; SA Bleeding wound, curse of lycanthropy, favored enemy elf +2, sneak attack +1d6, dagger sneak attack +1d6; SQ Alternate form, damage reduction 10/silver, low-light vision, lycanthropic empathy, scent, sprint, trapfinding, unfettered defense, wild empathy +2; AL CE; SV Fort +9, Ref +19, Will +5; Str 20, Dex 26, Con 16, Int 16, Wis 14, Cha 10.

**Skills and Feats:** Bluff +11, Escape Artist +19, Hide +12, Listen +9, Move Silently +12, Search +7, Sense Motive +13, Sleight of Hand +12, Spot +15, Survival +5, Swim +9, Tumble +19; Alertness, Far Shot, Point Blank Shot, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri).

**Possessions:** 2 x masterwork kukri, 2 x dagger, +1 buckler, 2 x oil of *magic weapon* (caster level 3).

**Cheetah Form:** Speed 50 ft.; Armor Class 23, touch 20, flat-footed 13; Atk +14 melee (1d6+7, bite); Full Atk +14 melee (1d6+7, bite) and +9/+9 melee (1d2+2, claws); SA Curse of lycanthropy, favored enemy elf +2, sneak attack +1d6, trip; SQ Alternate form, damage reduction 10/silver, low-light vision, lycanthropic empathy,

scent, sprint, trapfinding, unfettered defense, wild empathy +2.

**Human Form;** Init +4; Armor Class 20, touch 16, flat-footed 14; BAB/Grp +6/+8; Atk +12 melee (1d4+2 [+3], 18-20, masterwork kukri) or +10 ranged (1d4+2, 19-20, dagger); Full Atk +10/+5 melee (1d4+2 [+3], 18-20, masterwork kukri) and +10 melee (1d4+1 [+2], 18-20, masterwork kukri) or +10/+5 ranged (1d4+2, 19-20, dagger); SA Bleeding wound, favored enemy elf +2, sneak attack +1d6, dagger sneak attack +1d6; SQ Alternate form, low-light vision, lycanthropic empathy, scent, trapfinding, unfettered defense, wild empathy +2; SV Fort +7, Ref +15, Will +5; Str 16, Dex 18, Con 12, Int 16, Wis 14, Cha 10.

**Skills:** Bluff +11, Escape Artist +15, Hide +8, Listen +9, Move Silently +8, Search +7, Sense Motive +13, Sleight of Hand +8, Spot +15, Survival +5, Swim +9, Tumble +15.

**Bleeding Wound (Ex):** An invisible blade of 2<sup>nd</sup> level or higher that makes a successful dagger sneak attack can choose to deal a bleeding wound, sacrificing 1d6 points of the extra damage from the dagger sneak attack. Such an attack deals damage as normal in the round when the attack hits. Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on). Creatures immune to sneak attack damage are immune to bleeding wounds as well.

**Dagger Sneak Attack (Ex):** As sneak attack (see below), but the extra damage only applies to sneak attacks made with a dagger, kukri, or punching dagger. This damage bonus stacks with any other sneak attack damage from other classes.

**Sprint (Ex):** Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge.

**Trip (Ex):** A cheetah that hits with a claw or 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 cheetah.

**Unfettered Defense (Ex):** Acinatus and Jubonyx add +2 of their Intelligence bonus to their Armor Class when they are not wearing any armor and are armed with one or more daggers, kukris, or punching daggers as their only weapons. If they are denied their Dexterity modifier to AC, they lose this bonus.

## Encounter Six

**Niloticus:** Male werecrocodile  
Mnk3/Warshaper3/Reaping Mauler2, **hybrid form;** CR 11; Medium Humanoid (Human, Shapechanger); HD 3d8+3+3d8+3+2d10+2+3d8+18; 83 hp; Init +5; Speed 40 ft.; Armor Class 25, touch 18, flat-footed 20; BAB/Grp +8/+23 [+25]; Atk +17 [+19] melee (1d6+8 [+10], unarmed strike); Full Atk +15/+15/+10 [+17/+17/+12] melee (1d6+8 [+10], unarmed strike) and +9 [+11] melee (1d8+4 [+5], bite); Space/Reach 5 ft./10 ft.; SA Adept wrestling +1, curse of lycanthropy; SQ Alternate form, damage reduction 10/silver, evasion, hold breath, low-light vision, lycanthropic empathy, morphic body, morphic immunities, morphic reach, morphic weapons, scent, still mind; SV Fort +18, Ref +15, Will +9; Str 26 [30], Dex 21, Con 22, Int 12, Wis 17, Cha 8.

**Skills and Feats:** Balance +12, Escape Artist +19, Hide +11, Jump +24 [+26], Listen +11, Spot +12, Swim +16 [+18], Tumble +21; Alertness, Clever Wrestling, Deflect Arrows, Dodge, Improved Grapple, Improved Unarmed Strike, Iron Will, Mobility, Skill Focus (Hide), Spring Attack, Stunning Fist, Weapon Focus (unarmed strike).

**Possessions:** Potion of bull's strength, bracers of armor +1, 2 x potion of cure moderate wounds.

**Crocodile Form;** Speed 30 ft., swim 30 ft.; Armor Class 24, touch 18, flat-footed 19; Atk +16 [+18] melee (2d6+12 [+15], bite) or +16 [+18] melee (2d8+12 [+15], tail slap); Full Atk +16 [+18] melee (2d6+12 [+15], bite) or +16 [+18] melee (2d8+12 [+15], tail slap); SA Adept wrestling +1, curse of lycanthropy, improved grab; SQ Alternate form, damage reduction 10/silver, evasion, hold breath, low-light vision, lycanthropic empathy, morphic body, morphic immunities, morphic reach, morphic weapons, scent, still mind.

**Human Form;** Init +4; Armor Class 20, touch 17, flat-footed 16; BAB/Grp +8/+17 [+19]; Atk +11 [+13] melee (1d6+2 [+4], unarmed strike); Full Atk +11/+11/+6 [+13/+13/+8] melee (1d6+2 [+4], unarmed strike); SA Adept wrestling +1; SQ Alternate form, evasion, low-light vision, lycanthropic empathy, scent, still mind; SV Fort +13, Ref +14, Will +9; Str 14 [18], Dex 19, Con 12, Int 12, Wis 17, Cha 8.

**Skills:** Balance +11, Escape Artist +18, Hide +10, Jump +18 [+20], Listen +11, Spot +12, Swim +10 [+14], Tumble +20.

**Adept Wrestling (Ex):** Beginning at 2<sup>nd</sup> level, a reaping mauler who is wearing light armor or no armor gains a +1 bonus on all grapple checks and opposed Dexterity or Strength checks.

**Hold Breath (Ex):** A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Improved Grab (Ex):** To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

**Morphic Body (Su):** At 2<sup>nd</sup> level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.

**Morphic Immunities (Ex):** A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

**Morphic Reach (Su):** A warshaper of 3<sup>rd</sup> level or higher can suddenly stretch its limbs, neck, or other appendages outward, giving it 5 more feet of reach than the creature it's emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

**Morphic Weapons (Su):** As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses.

If the warshaper's form already has a natural weapon of that type, the weapon deals damage as if it were one category larger.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell or the wild shape class feature that doesn't allow subsequent changes after the initial transformation.

**Still Mind (Ex):** A monk of 3<sup>rd</sup> level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.



## Appendix Seven – APL 10

### Encounter Two

**Loligo Sibogae:** Male weresquid Rgr9, **hybrid form**; CR 11; Medium Humanoid (Human, Shapechanger); HD 9d8+9+3d8+3; 75 hp; Init +7 [+9]; Speed 30 ft.; Armor Class 24, touch 14, flat-footed 20; BAB/Grp +11/+15; Atk +20 [+22] ranged (1d8+5, x3, +1 mighty (+4) composite longbow) or manyshot +14 [+16] ranged (1d8+5, x3, +2d8+10, +1 mighty (+4) composite longbow) or +15 melee (1d8+4, 19-20, longsword); Full Atk +18/+18/+13/+8 [+20/+20/+15/+10] ranged (1d8+5, x3, +1 mighty (+4) composite longbow) or +15/+10/+5 melee (1d8+4, 19-20, longsword) and +10 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy, favored enemy gnome +4, favored enemy human +2; SQ Alternate form, damage reduction 10/silver, evasion, ink cloud, jet, low-light vision, lycanthropic empathy, scent, swift tracker, wild empathy +11, woodland stride; AL NE; SV Fort +10, Ref +16 [+18], Will +9; Str 18, Dex 25 [29], Con 12, Int 12, Wis 16, Cha 10.

**Skills and Feats:** Handle Animal +12, Hide +18 [+20], Listen +20, Move Silently +18 [+20], Search +13, Spot +20, Survival +15, Swim +19; Alertness, Dodge, Endurance, Iron Will, Manyshot, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Track, Weapon Focus (longbow).

**Possessions:** +1 mighty (+4) composite longbow, longsword, +1 chain shirt, 40 arrows, potion of *cat's grace*, 2 x potion of *cure light wounds*.

**Spells Prepared** (2/1, base DC = 13 + spell level): 1<sup>st</sup>—[*longstrider*, *resist energy*]; 2<sup>nd</sup>—[*spike growth*].

**Squid form:** Speed Swim 60 ft.; Armor Class 22 [24], touch 17 [19], flat-footed 15; BAB/Grp +11/+19; Atk +20 [+22] ranged (1d8+5, x3, +1 mighty (+4) composite longbow) or manyshot +14 [+16] ranged (1d8+5, x3, +2d8+10, +1 mighty (+4) composite longbow) or +15 melee (0, arms); Full Atk +15 melee (0, arms) and +10 melee (1d6+2, bite); SA Curse of lycanthropy, favored enemy gnome +2, favored enemy human +4, improved grab; SQ Alternate form, damage reduction 10/silver, evasion, ink cloud, jet, low-light vision, lycanthropic empathy, scent, swift tracker, wild empathy +11, woodland stride.

**Human form:** Init +4 [+6]; Armor Class 21, touch 14, flat-footed 17; BAB/Grp +11/+13; Atk +15 [+17] ranged (1d8+3, x3, +1 mighty (+4) composite longbow) or manyshot +9 [+11] ranged (1d8+3, x3, +2d8+6, +1 mighty (+4) composite longbow) or +13 melee (1d8+2, 19-20, longsword); Full Atk +13/+13/+8/+3 [+15/+15/+10/+5] ranged (1d8+3, x3, +1 mighty (+4) composite longbow) or +13/+8/+3 melee (1d8+2, 19-20, longsword); SA Favored enemy gnome +2, favored enemy human +4; SQ Alternate form, evasion, low-

light vision, lycanthropic empathy, scent, swift tracker, wild empathy +11, woodland stride; SV Fort +10, Ref +13 [+15], Will +9; Str 14, Dex 19 [23], Con 12, Int 12, Wis 16, Cha 10.

**Skills:** Handle Animal +12, Hide +15 [+17], Listen +20, Move Silently +15 [+17], Search +13, Spot +20, Survival +15, Swim +19.

**Improved Grab (Ex):** To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. \*A squid has a +4 racial bonus on grapple checks.

**Ink Cloud (Ex):** A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

**Jet (Ex):** A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Swift Tracker (Ex):** Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

### Encounter Three

**Acinatus and Jubonyx:** Male and female werecheetah Rog1/Rgr2/Invisible Blade4, **hybrid form**; CR 10; Medium Humanoid (Human, Shapechanger); HD 1d6+1+2d8+2+4d6+4+3d8+9; 60 hp; Init +8 [+10]; Speed 30 ft.; Armor Class 26 [28], touch 21 [23], flat-footed 15; BAB/Grp +8/+13; Atk +18 [+20] melee (1d4+5 [+6], 18-20, masterwork kukri) or +16 [+18] ranged (1d4+5, 19-20, dagger); Full Atk +16/+11 [+18/+13] melee (1d4+5 [+6], 18-20, masterwork kukri) and +16/+11 [+18/+13] melee (1d4+2 [+3], 18-20, masterwork kukri) and +9 [+11] melee (1d6+2, bite) or +16/+11 [+18/+13] ranged (1d4+5, 19-20, dagger); Space/Reach 5 ft./5 ft.; SA Bleeding wound, curse of lycanthropy, favored enemy elf +2, sneak attack +1d6, dagger sneak attack +2d6; SQ Alternate form, damage reduction 10/silver, feint mastery, low-light vision, lycanthropic empathy, scent, sprint, trapfinding, uncanny feint (move action), unfettered defense, wild empathy +2; AL CE; SV Fort +10, Ref +20 [+22], Will +6; Str 20, Dex 26 [30], Con 16, Int 16, Wis 14, Cha 10.

**Skills and Feats:** Bluff +13, Escape Artist +21 [+23], Hide +12 [+14], Listen +15, Move Silently +12 [+14], Search +7, Sense Motive +15, Sleight of Hand +12

[+14], Spot +17, Survival +5, Swim +9, Tumble +21 [+23]; Alertness, Far Shot, Improved Two-Weapon Fighting, Point Blank Shot, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri).

**Possessions:** 2 x masterwork kukri, 2 x dagger, +1 buckler, 2 x oil of *magic weapon* (caster level 3), potion of *cat's grace*, potion of *cure light wounds*.

**Cheetah Form:** Speed 50 ft.; Armor Class 24 [26], touch 21 [23], flat-footed 13; Atk +16 [+18] melee (1d6+7, bite); Full Atk +16 [+18] melee (1d6+7, bite) and +11/+11 [+13/+13] melee (1d2+2, claws); SA Curse of lycanthropy, favored enemy elf +2, sneak attack +1d6, trip; SQ Alternate form, damage reduction 10/silver, feint mastery, low-light vision, lycanthropic empathy, scent, sprint, trapfinding, uncanny feint (move action), unfettered defense, wild empathy +2.

**Human Form:** Init +4 [+6]; Armor Class 21 [23], touch 17 [19], flat-footed 14; BAB/Grp +8/+10; Atk: +14 [+16] melee (1d4+2 [+3], 18-20, masterwork kukri) or +12 [+14] ranged (1d4+2, 19-20, dagger); Full Atk +12/+7 [+14/+9] melee (1d4+2 [+3], 18-20, masterwork kukri) and +12/+7 [+14/+9] melee (1d4+1 [+2], 18-20, masterwork kukri) or +12/+7 [+14/+9] ranged (1d4+2, 19-20, dagger); SA Bleeding wound, favored enemy elf +2, sneak attack +1d6, dagger sneak attack +2d6; SQ Alternate form, feint mastery, low-light vision, lycanthropic empathy, scent, trapfinding, uncanny feint (move action), unfettered defense, wild empathy +2; SV Fort +8, Ref +16 [+18], Will +6; Str 4, Dex 18 [22], Con 12, Int 16, Wis 14, Cha 10.

**Skills:** Bluff +13, Escape Artist +17 [+19], Hide +8 [+10], Listen +15, Move Silently +8 [+10], Search +7, Sense Motive +15, Sleight of Hand +8 [+10], Spot +17, Survival +5, Swim +9, Tumble +17 [+19].

**Bleeding Wound (Ex):** An invisible blade of 2<sup>nd</sup> level or higher that makes a successful dagger sneak attack can choose to deal a bleeding wound, sacrificing 1d6 points of the extra damage from the dagger sneak attack. Such an attack deals damage as normal in the round when the attack hits. Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on). Creatures immune to sneak attack damage are immune to bleeding wounds as well.

**Dagger Sneak Attack (Ex):** As sneak attack (see below), but the extra damage only applies to sneak attacks made with a dagger, kukri, or punching dagger. This damage bonus stacks with any other sneak attack damage from other classes.

**Favored Enemy (Ex):** Acinatus and Jubonyx gain a +2 bonus on their Bluff, Listen, Sense Motive, Spot, and

Survival checks when using these skills against elves. They get the same bonus on weapon damage rolls against elves.

**Feint Mastery (Ex):** At 4<sup>th</sup> level, an invisible blade armed with a dagger, kukri, or punching dagger becomes so sure of his ability to mislead opponents that he can take 10 on all Bluff checks when feinting in combat (see page 68 of the *Player's Handbook*), even if stress and distractions would normally prevent him from doing so.

**Sprint (Ex):** Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge.

**Trip (Ex):** A cheetah that hits with a claw or 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 cheetah.

**Uncanny Feint (Ex):** At 3<sup>rd</sup> level, an invisible blade gains the ability to feint in combat (see page 68 of the *Player's Handbook*) as a move action rather than a standard action. An invisible blade can use uncanny feint only when armed with a dagger, kukri, or punching dagger.

**Unfettered Defense (Ex):** Acinatus and Jubonyx add +3 of their Intelligence bonus to their Armor Class when they are not wearing any armor and are armed with one or more daggers, kukris, or punching daggers as their only weapons. If they are denied their Dexterity modifier to AC, they lose this bonus.

## Encounter Six

**Niloticus:** Male werecrocodile  
Mnk3/Warshaper4/Reaping Mauler3, **hybrid form**;  
CR 13; Medium Humanoid (Human, Shapechanger);  
HD: 3d8+3+4d8+4+3d10+3+3d8+18; 96 hp; Init +5;  
Speed 40 ft.; Armor Class 25, touch 18, flat-footed 20;  
BAB/Grp +10/+25 [+27]; Atk +20 [+22] melee (1d6+9 [+11], unarmed strike); Full Atk +18/+18/+13 [+20/+20/+15] melee (1d6+9 [+11], unarmed strike) and +12 [+14] melee (1d8+5 [+6], bite); SA Adept wrestling +1, curse of lycanthropy, sleeper lock; SQ Alternate form, counter grapple, damage reduction 10/silver, evasion, hold breath, low-light vision, lycanthropic empathy, morphic body, morphic healing, morphic immunities, morphic reach, morphic weapons, scent, still mind; SV Fort +19, Ref +15, Will +10; Str 26 [30], Dex 21, Con 22, Int 12, Wis 17, Cha 8.

**Skills and Feats:** Balance +12, Escape Artist +21, Hide +11, Jump +26 [+28], Listen +11, Spot +13, Swim +16 [+18], Tumble +23; Alertness, Clever Wrestling, Deflect Arrows, Dodge, Elusive Target, Improved Grapple, Improved Unarmed Strike, Iron Will, Mobility, Skill Focus (Hide), Spring Attack, Stunning Fist, Weapon Focus (unarmed strike).

**Possessions:** Potion of *bull's strength*, bracers of armor +1, 2 x potion of *cure moderate wounds*, amulet of mighty fists +1.

**Crocodile Form:** Speed 30 ft., swim 30 ft.; Armor Class 24, touch 18, flat-footed 19; BAB/Grp +10/+25 [+27]; Atk +19 [+21] melee (2d6+13 [+16], bite) or +19 [+21] melee (2d8+13 [+16], tail slap); Full Atk +19 [+21] melee (2d6+13 [+16], bite) or +19 [+21] melee (2d8+13 [+16], tail slap); SA Adept wrestling +1, curse of lycanthropy, improved grab, sleeper lock; SQ Alternate form, counter grapple, damage reduction 10/silver, evasion, hold breath, low-light vision, lycanthropic empathy, morphic body, morphic healing, morphic immunities, morphic reach, morphic weapons, scent, still mind.

**Human Form:** Init +4; Armor Class 20, touch 17, flat-footed 16; BAB/Grp +10/+19 [+21]; Atk +14 [+16] melee (1d6+3 [+5], unarmed strike); Full Atk +12/+12/+7 [+14/+14/+9] melee (1d6+3 [+5], unarmed strike); SA Adept wrestling +1, sleeper lock; SQ Alternate form, counter grapple, evasion, low-light vision, lycanthropic empathy, scent, still mind; SV Fort +14, Ref +14, Will +10; Str 14 [18], Dex 19, Con 12, Int 12, Wis 17, Cha 8.

**Skills:** Balance +11, Escape Artist +20, Hide +10, Jump +20 [+22], Listen +11, Spot +13, Swim +10 [+14], Tumble +22.

**Adept Wrestling (Ex):** Beginning at 2<sup>nd</sup> level, a reaping mauler who is wearing light armor or no armor gains a +1 bonus on all grapple checks and opposed Dexterity or Strength checks.

**Counter Grapple (Ex):** When grappling or pinned, a reaping mauler of 3<sup>rd</sup> level or higher wearing light armor or no armor can attempt either a grapple check or an Escape Artist check opposed by his opponent's grapple check to free himself as normal. If he fails the check he has chosen, he can immediately attempt the other check as a free action.

**Hold Breath (Ex):** A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Improved Grab (Ex):** To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

**Morphic Body (Su):** At 2<sup>nd</sup> level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.

**Morphic Healing (Su):** At 4<sup>th</sup> level, a warshaper becomes able to change its form where wounds appear,

creating smooth skin where once were wounds. The warshaper gains fast healing 2, and if it spends a full-round action and succeeds on a Concentration check (DC equal to the total damage it has sustained), it heals 10 points of damage.

**Morphic Immunities (Ex):** A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

**Morphic Reach (Su):** A warshaper of 3<sup>rd</sup> level or higher can suddenly stretch its limbs, neck, or other appendages outward, giving it 5 more feet of reach than the creature it's emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

**Morphic Weapons (Su):** As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses.

If the warshaper's form already has a natural weapon of that type, the weapon deals damage as if it were one category larger.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell or the wild shape class feature that doesn't allow subsequent changes after the initial transformation.

**Sleeper Lock (Ex):** At 3<sup>rd</sup> level, a reaping mauler learns how to render an opponent unconscious with pressure. If the character pins his opponent while grappling and maintains the pin for 1 full round, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wis modifier) at the end of the round or fall unconscious for 1d3 rounds. A creature with no discernible anatomy has immunity to this effect.

**Still Mind (Ex):** A monk of 3<sup>rd</sup> level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

## Appendix Eight – APL 12

### Encounter Two

#### APL12, EL13

**Loligo Sibogae:** Male weresquid Rgr11, **hybrid form**; CR 13; Medium Humanoid (Human, Shapechanger); HD 11d8+11+3d8+3; 87 hp; Init +7 [+9]; Speed 30 ft.; Armor Class 24, touch 14, flat-footed 20; BAB/Grp +13/+17; Atk ranged (1d8+5, x3, +1 mighty (+4) composite longbow) or manyshot +17 [+19] ranged (1d8+5, x3, +2d8+10, +1 mighty (+4) composite longbow) or +17 melee (1d8+4, 19-20, longsword); Full Atk +21/+21/+16/+11 [+23/+23/+18/+13] ranged (1d8+5, x3, +1 mighty (+4) composite longbow) or +17/+12/+7 melee (1d8+4, 19-20, longsword) and +12 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy, favored enemy dwarf +2, favored enemy gnome +6, favored enemy human +4; SQ Alternate form, damage reduction 10/silver, evasion, ink cloud, jet, low-light vision, lycanthropic empathy, scent, swift tracker, wild empathy +13, woodland stride; AL NE; SV Fort +11, Ref +17 [+19], Will +9; Str 18, Dex 25 [29], Con 12, Int 12, Wis 16, Cha 10.

**Skills and Feats:** Handle Animal +14, Hide +20 [+22], Listen +22, Move Silently +20 [+22], Search +15, Spot +22, Survival +17, Swim +21; Alertness, Dodge, Endurance, Improved Precise Shot, Iron Will, Manyshot, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Track, Weapon Focus (longbow).

**Possessions:** +1 mighty (+4) composite longbow, longsword, +1 chain shirt, 40 arrows, bracers of archery (lesser), potion of *cat's grace*, 2 x potion of *cure light wounds*.

**Spells Prepared** (2/2/1, base DC = 13 + spell level): 1<sup>st</sup>—[longstrider, resist energy]; 2<sup>nd</sup>—[*cure light wounds*, *spike growth*]; 3<sup>rd</sup>—[*tree shape*].

**Squid form:** Speed Swim 60 ft.; Armor Class 22 [24], touch 17 [19], flat-footed 15; BAB/Grp +13/+21; Atk +17 melee (o, arms); Full Atk +17 melee (o, arms) and +12 melee (1d6+2, bite); SA Curse of lycanthropy, favored enemy dwarf +2, favored enemy gnome +4, favored enemy human +6, improved grab; SQ Alternate form, damage reduction 10/silver, evasion, ink cloud, jet, low-light vision, lycanthropic empathy, scent, swift tracker, wild empathy +13, woodland stride.

**Human form:** Init +4 [+6]; Armor Class 24, touch 14, flat-footed 20; BAB/Grp +13/+15; Atk +18 [+20] ranged (1d8+3, x3, +1 mighty (+4) composite longbow) or manyshot +12 [+14] ranged (1d8+3, x3, +2d8+6, +1 mighty (+4) composite longbow) or +15 melee (1d8+2, 19-20, longsword); Full Atk +16/+16/+11/+6 [+18/+18/+13/+8] ranged (1d8+3, x3, +1 mighty (+4) composite longbow) or +15/+10/+5 melee (1d8+2, 19-20, longsword); SA Favored enemy dwarf +2, favored

enemy gnome +4, favored enemy human +6; SQ Alternate form, evasion, low-light vision, lycanthropic empathy, scent, swift tracker, wild empathy +13, woodland stride; SV Fort +11, Ref +14 [+16], Will +9; Str 14, Dex 19 [23], Con 12, Int 12, Wis 16, Cha 10.

**Skills:** Handle Animal +14, Hide +17 [+19], Listen +22, Move Silently +17 [+19], Search +15, Spot +22, Survival +17, Swim +21.

**Improved Grab (Ex):** To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. \*A squid has a +4 racial bonus on grapple checks.

**Ink Cloud (Ex):** A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

**Jet (Ex):** A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Swift Tracker (Ex):** Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

### Encounter Three

**Acinatus and Jubonyx:** Male and female werecheetah Rog1/Rgr2/Invisible Blade5/Warshaper1, **hybrid form**; CR 12; Medium Humanoid (Human, Shapechanger); HD 1d6+1+2d8+2+5d6+5+1d8+1+3d8+9; 74 hp; Init +8 [+10]; Speed 30 ft.; Armor Class 26 [30], touch 21 [25], flat-footed 15 [17]; BAB/Grp +9/+14; Atk +19 [+21] melee (1d4+5 [+6], 15-20, masterwork kukri) or +17 [+19] ranged (1d4+5, 19-20, dagger); Full Atk +17/+12 [+19/+14] melee (1d4+5 [+6], 15-20, masterwork kukri) and +17/+12 [+19/+14] melee (1d4+2 [+3], 15-20, masterwork kukri) and +10 [+13] melee (1d8+2 [+3], bite) or +17/+12 [+19/+14] ranged (1d4+5, 19-20, dagger); Space/Reach 5 ft./5 ft.; SA Bleeding wound, curse of lycanthropy, favored enemy elf +2, sneak attack +1d6, dagger sneak attack +3d6; SQ Alternate form, damage reduction 10/silver, feint mastery, low-light vision, lycanthropic empathy, morphic immunities, morphic weapons, scent, sprint, trapfinding, uncanny feint (free action), unfettered defense, wild empathy +2; AL CE; SV Fort +12, Ref +20

[+22], Will +6; Str 20, Dex 27 [31], Con 16, Int 16, Wis 14, Cha 10.

**Skills and Feats:** Bluff +15, Escape Artist +23 [+25], Hide +12 [+14], Listen +16, Move Silently +12 [+14], Search +7, Sense Motive +17, Sleight of Hand +12 [+14], Spot +19, Survival +5, Swim +9, Tumble +23 [+25]; Alertness, Far Shot, Improved Critical (kukri), Improved Two-Weapon Fighting, Point Blank Shot, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri).

**Possessions:** 2 x masterwork kukri, +1 buckler, 2 x oil of *magic weapon* (caster level 3), potion of *cat's grace*, potion of *cure light wounds*, potion of *shield of faith* +2, potion of *magic fang* (caster level 3).

**Cheetah Form;** Speed 50 ft.; Armor Class 24 [28], touch 21 [25], flat-footed 13 [15]; BAB/Grp +9/+14; Atk +17 [+20] melee (1d8+7 [+8], bite); Full Atk +17 [+20] melee (1d8+7 [+8], bite) and +11 [+13] melee (1d2+2, claws); SA Curse of lycanthropy, favored enemy (elf) +2, sneak attack +1d6, trip; SQ Alternate form, damage reduction 10/silver, low-light vision, lycanthropic empathy, morphic immunities, morphic weapons, scent, sprint, trapfinding, unfettered defense, wild empathy +2.

**Human Form;** Init +4 [+6]; Armor Class 21 [25], touch 17 [21], flat-footed 14 [16]; BAB/Grp +9/+11; Atk +15 [+17] melee (1d4+2 [+3], 15-20, masterwork kukri) or +13 ranged (1d4+2, 19-20, dagger); Full Atk +13/+8 [+15/+10] melee (1d4+2 [+3], 15-20, masterwork kukri) and +13/+8 [+15/+10] melee (1d4+1 [+2], 15-20, masterwork kukri) or +13/+8 ranged (1d4+2, 19-20, dagger); SA Bleeding wound, favored enemy elf +2, sneak attack +1d6, dagger sneak attack +4d6; SQ Alternate form, feint mastery, low-light vision, lycanthropic empathy, scent, trapfinding, uncanny feint (free action), unfettered defense, wild empathy +2; SV Fort +10, Ref +16 [+18], Will +6; Str 14, Dex 19 [23], Con 12, Int 16, Wis 14, Cha 10.

**Skills:** Bluff +15, Escape Artist +19 [+21], Hide +8 [+10], Listen +16, Move Silently +8 [+10], Search +7, Sense Motive +17, Sleight of Hand +8 [+10], Spot +19, Survival +5, Swim +9, Tumble +19 [+21].

**Bleeding Wound (Ex):** An invisible blade of 2<sup>nd</sup> level or higher that makes a successful dagger sneak attack can choose to deal a bleeding wound, sacrificing 1d6 points of the extra damage from the dagger sneak attack. Such an attack deals damage as normal in the round when the attack hits. Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on). Creatures

immune to sneak attack damage are immune to bleeding wounds as well.

**Dagger Sneak Attack (Ex):** As sneak attack (see below), but the extra damage only applies to sneak attacks made with a dagger, kukri, or punching dagger. This damage bonus stacks with any other sneak attack damage from other classes.

**Feint Mastery (Ex):** At 4<sup>th</sup> level, an invisible blade armed with a dagger, kukri, or punching dagger becomes so sure of his ability to mislead opponents that he can take 10 on all Bluff checks when feinting in combat (see page 68 of the *Player's Handbook*), even if stress and distractions would normally prevent him from doing so.

**Morphic Immunities (Ex):** A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

**Morphic Weapons (Su):** As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses.

If the warshaper's form already has a natural weapon of that type, the weapon deals damage as if it were one category larger.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell or the wild shape class feature that doesn't allow subsequent changes after the initial transformation.

**Sprint (Ex):** Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge.

**Trip (Ex):** A cheetah that hits with a claw or 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 cheetah.

**Uncanny Feint (Ex):** At 5th level, an invisible blade gains the ability to feint in combat (see page 68 of the *Player's Handbook*) as a free action rather than a standard or move action. An invisible blade can use uncanny feint only when armed with a dagger, kukri, or punching dagger.

**Unfettered Defense (Ex):** Acinatus and Jubonyx add +3 of their Intelligence bonus to their Armor Class when they are not wearing any armor and are armed with one or more daggers, kukris, or punching daggers as their only weapons. If they are denied their Dexterity modifier to AC, they lose this bonus.

## Encounter Six

**Niloticus:** Male werecrocodile  
Mnk3/Warshaper5/Reaping Mauler4, **hybrid form**;  
CR 15; Medium Humanoid (Human, Shapechanger);  
HD 3d8+3+5d8+5+4d10+4+3d8+18; 109 hp; Init +6;  
Speed 40 ft.; Armor Class 27, touch 20, flat-footed 21;  
BAB/Grp +11/+27 [+29]; Atk +21 [+23] melee (1d6+9  
[+11], unarmed strike); Full Atk +19/+19/+14/+9  
[+21/+21/+16/+11] melee (1d6+9 [+11], unarmed  
strike) and +13 [+15] melee (1d8+5 [+6], bite);  
Space/Reach 5 ft./10 ft.; SA Adept wrestling +2, curse  
of lycanthropy, sleeper lock; SQ Alternate form,  
counter grapple, damage reduction 10/silver, evasion,  
flashmorph, hold breath, low-light vision, lycanthropic  
empathy, morphic body, morphic healing, morphic  
immunities, morphic reach, morphic weapons, scent,  
still mind; SV Fort +20, Ref +17, Will +10; Str 26 [30],  
Dex 22, Con 22, Int 12, Wis 17, Cha 8.

**Skills and Feats:** Balance +13, Escape Artist +24,  
Hide +12, Jump +28 [+30], Listen +11, Spot +14, Swim  
+16 [+18], Tumble +26; Alertness, Clever Wrestling,  
Combat Reflexes, Deflect Arrows, Dodge, Elusive  
Target, Improved Grapple, Improved Unarmed Strike,  
Iron Will, Mobility, Skill Focus (Hide), Spring Attack,  
Stunning Fist, Weapon Focus (unarmed strike).

**Possessions:** Potion of bull's strength, bracers of  
armor +1, 2 x potion of cure moderate wounds, amulet of  
mighty fists +1, ring of protection +1.

**Crocodile Form:** Speed 30 ft., swim 30 ft.; Armor  
Class 25, touch 19, flat-footed 19; BAB/Grp +11/+27  
[+29]; Atk +20 melee (2d6+13 [+16], bite) or +20 melee  
(2d8+13 [+16], tail slap); Full Atk +20 melee (2d6+13  
[+16], bite) or +20 melee (2d8+13 [+16], tail slap); SA  
Adept wrestling +2, curse of lycanthropy, improved  
grab, sleeper lock; SQ Alternate form, counter grapple,  
damage reduction 10/silver, evasion, flashmorph, hold  
breath, low-light vision, lycanthropic empathy,  
morphic body, morphic healing, morphic immunities,  
morphic reach, morphic weapons, scent, still mind.

**Human Form:** Init +5; Armor Class 22, touch 19, flat-  
footed 17; BAB/Grp +11/+21 [+23]; Atk +15 [+17]  
melee (1d6+3 [+5], unarmed strike); Full Atk  
+13/+13/+8/+3 [+15/+15/+10/+5] melee (1d6+3 [+5],  
unarmed strike); SA Adept wrestling +2, sleeper lock;  
SQ Alternate form, counter grapple, evasion,  
flashmorph, low-light vision, lycanthropic empathy,  
scent, still mind; SV Fort +15, Ref +16, Will +10; Str 14  
[18], Dex 20, Con 12, Int 12, Wis 17, Cha 8.

**Skills:** Balance +12, Escape Artist +23, Hide +11,  
Jump +22 [+24], Listen +11, Spot +14, Swim +10 [+14],  
Tumble +25.

**Adept Wrestling (Ex):** Beginning at 4th level, a  
reaping mauler who is wearing light armor or no armor  
gains a +2 bonus on all grapple checks and opposed  
Dexterity or Strength checks.

**Counter Grapple (Ex):** When grappling or pinned, a  
reaping mauler of 3<sup>rd</sup> level or higher wearing light  
armor or no armor can attempt either a grapple check  
or an Escape Artist check opposed by his opponent's  
grapple check to free himself as normal. If he fails the  
check he has chosen, he can immediately attempt the  
other check as a free action.

**Flashmorph (Su):** A 5<sup>th</sup> level warshaper gains the  
flashmorph class feature, allowing it to change forms as  
a move action.

**Hold Breath (Ex):** A crocodile can hold its breath for a  
number of rounds equal to 4 x its Constitution score  
before it risks drowning.

**Improved Grab (Ex):** To use this ability, a crocodile  
must hit with its bite attack. It can then attempt to start  
a grapple as a free action without provoking an attack  
of opportunity. If it wins the grapple check, the  
crocodile establishes a hold on the opponent with its  
mouth and drags it into deep water, attempting to pin  
it to the bottom.

**Morphic Body (Su):** At 2<sup>nd</sup> level and higher, a  
warshaper can use its precise control over its form to  
make itself stronger and heartier. It gains +4 to  
Strength and +4 to Constitution.

**Morphic Healing (Su):** At 4<sup>th</sup> level, a warshaper  
becomes able to change its form where wounds appear,  
creating smooth skin where once were wounds. The  
warshaper gains fast healing 2, and if it spends a full-  
round action and succeeds on a Concentration check  
(DC equal to the total damage it has sustained), it heals  
10 points of damage.

**Morphic Immunities (Ex):** A warshaper is adept at  
distributing her form's vital organs around her body to  
keep them safe from harm. Warshapers are immune to  
stunning and critical hits.

**Morphic Reach (Su):** A warshaper of 3<sup>rd</sup> level or  
higher can suddenly stretch its limbs, neck, or other  
appendages outward, giving it 5 more feet of reach  
than the creature it's emulating. Unlike most  
creatures, warshapers don't appear to have a longer  
reach until they actually use it.

**Morphic Weapons (Su):** As a move action, a  
warshaper can grow natural weapons such as claws or  
fangs, allowing a natural attack that deals the  
appropriate amount of damage according to the size of  
the new form (see Table 5-1 on page 296 of the *Monster  
Manual*). These morphic weapons need not be natural  
weapons that the creature already possesses.

If the warshaper's form already has a natural weapon of  
that type, the weapon deals damage as if it were one  
category larger.

A warshaper can change morphic weapons as often as  
it likes, even if it is using a shapechanging technique  
such as the *polymorph* spell or the wild shape class

feature that doesn't allow subsequent changes after the initial transformation.

**Sleeper Lock (Ex):** At 3<sup>rd</sup> level, a reaping mauler learns how to render an opponent unconscious with pressure. If the character pins his opponent while grappling and maintains the pin for 1 full round, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wis modifier) at the end of the round or fall unconscious for 1d3 rounds. A creature with no discernible anatomy has immunity to this effect.

**Still Mind (Ex):** A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

## Feats

### Clever Wrestling [General] *from The Complete Warrior*

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

**Prerequisites:** Small or Medium size, Improve unarmed Strike.

**Benefit:** When your opponent is larger than Medium, you gain a circumstance bonus on your grapple check to escape a grapple or pin. The size of the bonus depends on your opponent's size, according to the following table.

Opponent Size	Bonus
Large	+2
Huge	+4
Gargantuan	+6
Colossal	+8

### Elusive Target [Tactical] *from The Complete Warrior*

Trying to land a blow against you can be a maddening experience.

**Prerequisites:** Dodge, Mobility, base attack bonus +6

**Benefit:** The Elusive Target feat enables the use of three tactical maneuvers.

**Negate Power Attack:** To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

**Diverting Defense:** To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

**Cause Overreach:** To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you

## Appendix Nine: New Rules Items

can make a free trip attempt against the foe, and the foe does not get a chance to trip you if your attempt fails.

### Prestige Classes

#### Invisible Blade *from the Complete Warrior*

Who is this fool who dares to challenge you in the arena? You brandish a greatsword, and he whips out a dagger. You unsheathe your longsword, and he throws off his armor. You advance menacingly, and he only smiles at you – a big, maniacal grin. Is he mad? Does he have a death wish? No, he is an invisible blade, and you have made the classic mistake of underestimating his prowess. As you fight, he seems almost relaxed, stepping lightly to the side, dodging your blows easily. His eyes note your every move, as though taking mental notes about your style. Then, in the split second when you lower your guard, he exploits your error, plunging his weapon into your heart.

Invisible blades are deadly fighters who prefer to use daggers and related weapons in combat. Their training and techniques with these weapons make them just as lethal as any well-armed fighter. Invisible blades enjoy cultivating misconceptions about the level of danger they present, and they relish any chance to demonstrate that the most unimposing weapons can be the most lethal. Thus, invisible blades are rarely impressed by how mighty their opponents appear.

An invisible blade specializes in fighting with the dagger, kukri, or punching dagger. He is not penalized for using other weapons with which he is proficient, but every class ability he possesses is tied into using one of these three weapons.

The typical invisible blade was once a rogue, who chose this path because his sneak attack ability dovetailed nicely with the abilities of this prestige class. Bards and monks are also good candidates, as are barbarians, fighters, and rangers who are willing to exchange their arsenals of weapons for a less cumbersome approach. Clerics and druids seldom choose this class, perceiving its members as faithless, while paladins ironically view invisible blades as too self-absorbed. Sorcerers and wizards rarely become invisible blades because they don't appreciate the class' lack of offensive options and tight focus on weapon use.

Other martial philosophies. They place enormous emphasis on making a single decisive strike, thereby hoping to end a bout in a single round. Most invisible blades pick up their skills in a guild. A few, however, learn from seasoned professionals who expect a potential gladiator to practice fanatically with the



dagger until he can pass the required rite-of-passage combat (see Requirements below).

### Hit Die: d6

### Requirements

To qualify to become an invisible blade, a character must fulfill all the following criteria.

**Skills:** Bluff 8 ranks, Sense Motive 6 ranks.

**Feats:** Far Shot, Point Blank Shot, Weapon Focus (dagger, kukri, or punching dagger).

**Special:** The candidate must defeat a worthy opponent in single combat using one or more daggers, kukris, or punching daggers in any combination as his only weapons.

**Table 2-16: The Invisible Blade**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+0	+2	+0	Dagger sneak attack +1d6, unfettered defense
2 <sup>nd</sup>	+2	+0	+3	+0	Bleeding wound
3 <sup>rd</sup>	+3	+1	+3	+1	Dagger sneak attack +2d6, uncanny feint (move action)
4 <sup>th</sup>	+4	+1	+4	+1	Feint Mastery
5 <sup>th</sup>	+5	+1	+4	+1	Dagger sneak attack +3d6, uncanny feint (free action)

### Class Skills

The invisible blade's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape artist (Dex), Jump (Str), Hide (Dex), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

**Skill Points at Each Level:** 4 + Int Modifier.

### Class Features

All of the following are class features of the invisible blade prestige class.

**Weapon and Armor Proficiency:** Invisible blades gain no proficiency with any weapon or armor.

**Dagger Sneak Attack (Ex):** An invisible blade gains the sneak attack ability if he does not already have it, but the extra damage applies only to sneak attacks made with a dagger, kukri, or punching dagger (the DM may allow other similar weapons). When making a sneak attack with one of these weapons, he deals an extra 1d6 points of damage at 1st level, and this increases to 2d6 at 3<sup>rd</sup> level and to 3d6 at 5<sup>th</sup> level. If he already has the sneak attack ability from a previous class, the applicable bonuses on damage rolls stack.

**Unfettered Defense (Ex):** An invisible blade benefits from an increased survival instinct during combat. Because of this sixth sense, he adds 1 point of intelligence bonus (if any) per invisible blade class level to his Armor Class in addition to any other modifiers he would normally receive. If the invisible blade is caught flat-footed or is otherwise denied his Dexterity modifier to Armor Class, he also loses this bonus. Unfettered defense functions only when an invisible blade is not wearing armor and is armed with one or more daggers, kukris, or punching daggers as his only weapons.

**Bleeding Wound (Ex):** An invisible blade of 2<sup>nd</sup> level or higher that makes a successful dagger sneak attack can choose to deal a bleeding wound, sacrificing 1d6 points of the extra damage from the dagger sneak attack. Such an attack deals damage as normal in the

round when the attack hits. Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative

bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on). Creatures immune to sneak attack damage are immune to bleeding wounds as well.

**Uncanny Feint (Ex):** At 3<sup>rd</sup> level, an invisible blade gains the ability to feint in combat (see page 68 of the *Player's Handbook*) as a move action rather than a standard action. At 5<sup>th</sup> level, the character can feint in combat as a free action. An invisible blade can use uncanny feint only when armed with a dagger, kukri, or punching dagger.

**Feint Mastery (Ex):** At 4<sup>th</sup> level, an invisible blade armed with a dagger, kukri, or punching dagger becomes so sure of his ability to mislead opponents that he can take 10 on all Bluff checks when feinting in combat (see page 68 of the *Player's Handbook*), even if stress and distractions would normally prevent him from doing so.

## Reaping Mauler *from the Complete Warrior*

Truly wise adventurers are always wary of unarmed opponents, for such adversaries are usually more than they seem. Such an opponent might even be a reaping mauler – the worst nightmare of a character who depends on weapon skills to win. Anyone who dares to wield a weapon against a reaping mauler had better make use of it quickly, because the opportunity won't last for long.

Reaping maulers are the back-breakers, the limb-twisters, and the neck-snappers among pit fighters. Grapplers of the highest order, they wear nothing heavier than light armor in combat to maximize their flexibility, and they use no weapons to achieve their gruesome victories, for they prefer the intimacy of a barehanded kill. A reaping mauler wants to be close enough to taunt his opponent with whispers while crushing the life out of it, to smell its fear, and to watch the despair creep over its face when the opponent realizes just how useless its weapons are during a grapple.

Most of those attracted to the reaping mauler prestige class are fighters, but it is not uncommon for barbarians or rangers to embrace this path. Monks have natural ability in this direction, but the class sometimes feels too chaotic for such a character. Paladins and clerics have also been known to dabble in this prestige class, treating the combat style as both good, hearty sport and a means to render opponents unconscious without killing them. Druids sometimes become reaping maulers to enhance their ability to tame animals by hand, and even rogues occasionally adopt the class. Bards, sorcerers, and wizards usually lack the physical strength to be good candidates for the class, but they respect reaping maulers for their obvious spell-disrupting abilities.

NPC reaping maulers are burly, rowdy individuals who carry themselves with an air of invulnerability. When it comes to the simple pleasures of life – drink and food – they believe the world exists for their convenience. In a reaping mauler's mind, there is no problem that can't be solved with brawn. If something can be taken by force, he feels that it must naturally belong to him, and rarely does anyone oppose this concept.

**Hit Die:** d10

**Table 2-30: The Reaping Mauler**

Requirements

To qualify to become a reaping mauler, a character must fulfill all the following criteria.

**Base Attack Bonus:** +5.

**Skills:** Escape Artist 5 ranks, Tumble 5 ranks.

**Feats:** Clever Wrestling, Improved Unarmed Strike.

**Special:** The candidate must have defeated at least three opponents one size category larger than himself

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+2	+0	Improved Grapple, Mobility
2 <sup>nd</sup>	+2	+3	+3	+0	Adept wrestling +1
3 <sup>rd</sup>	+3	+3	+3	+1	Counter grapple, sleeper lock
4 <sup>th</sup>	+4	+4	+4	+1	Adept wrestling +2
5 <sup>th</sup>	+5	+4	+4	+1	Devastating grapple

with his bare hands.

**Class Skills**

The reaping mauler's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

**Skill Points at Each Level:** 2 + Int modifier.

**Class Features**

All of the following are class features of the reaping mauler prestige class.

**Weapon and Armor Proficiency:** Reaping maulers gain no proficiency with any weapon or armor.

**Improved Grapple (Ex):** When wearing light armor or no armor, a reaping mauler gains the benefit of the Improved Grapple feat, even if he does not meet the prerequisites.

**Mobility (Ex):** When wearing light armor or no armor, a reaping mauler gains the benefit of the Mobility feat, even if he does not meet the prerequisites.

**Adept Wrestling (Ex):** Beginning at 2<sup>nd</sup> level, a reaping mauler who is wearing light armor or no armor gains a +1 bonus on all grapple checks and opposed Dexterity or Strength checks. This bonus increases to +2 at 4<sup>th</sup> level.

**Counter Grapple (Ex):** When grappling or pinned, a reaping mauler of 3<sup>rd</sup> level or higher wearing light armor or no armor can attempt either a grapple check or an Escape Artist check opposed by his opponent's grapple check to free himself as normal. If he fails the check he has chosen, he can immediately attempt the other check as a free action.

**Sleeper Lock (Ex):** At 3<sup>rd</sup> level, a reaping mauler learns how to render an opponent unconscious with pressure. If the character pins his opponent while grappling and maintains the pin for 1 full round, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wis modifier) at the end of the round or fall unconscious for 1d3 rounds. A creature with no discernible anatomy has immunity to this effect.

**Devastating Grapple (Ex):** If a 5<sup>th</sup> level reaping mauler pins his opponent while grappling and maintains the pin for 3 consecutive rounds, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wis modifier) at the end of the third round or die. A creature with no discernible anatomy is immune to this ability.

### Warshaper from the Complete Warrior

Most martial characters rely on manufactured gear such as a sword and a shield or natural endowments such as teeth and claws to survive on the battlefield. The warshaper finds those options sadly limiting, instead growing and evolving her own weapons and armor to suit the threat at hand. Blessed with the ability to change form at a moment's notice, warshapers delight in surprising their foes by growing massive claws, armored skin, or other unpleasant surprises.

Warshapers must have some ability to change their form, and many are shapechangers such as doppelgangers and lycanthropes. Wizards and sorcerers who know the *polymorph* spell can take levels in the prestige class, as can druids who have mastered the wild shape class feature. Most warshapers can change their outward appearance in the blink of an eye, so they don't stand out among the ranks of their allies. It's not until the soldier you're fighting grows a tentacle and fangs that you know you have met a warshaper.

**Hit Die:** d8.

**Requirements**

To qualify to become a warshaper, a character must fulfill all the following criteria.

**Race:** Any (but see below).

**Base Attack Bonus:** +4.

**Special:** Must be able to change shape in one of the following five ways:

- Change shape supernatural ability (aranea, hound archon, barghest, doppelganger, rakshasa, salad).
- Shapechanger subtype (lycanthropes, phasm).
- *Polymorph* as a spell-like ability (astral deva, planetar, solar, couatl, marilith, bronze

dragon, gold dragon, silver dragon, Efreeti, leonal guardinal, night hag, ogre mage, pixie).

- Able to cast the *polymorph* spell.
- Wild shape or similar class feature (bear warrior, druid)

The alternate form ability (possessed by quasits, vampires, and others) is insufficient to become a warshaper.

**Class Skills**

The warshaper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Jump (Str), and Swim (Str).

**Skill Points at Each Level:** 2 + Int modifier.

**Table 2-37: The Warshaper**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+2	+0	+0	Morphic immunities, weapons
2 <sup>nd</sup>	+1	+3	+0	+0	Morphic body
3 <sup>rd</sup>	+2	+3	+1	+1	Morphic reach
4 <sup>th</sup>	+3	+4	+1	+1	Morphic healing
5 <sup>th</sup>	+3	+4	+1	+1	Flashmorph/multimorph

**Class Features**

All of the following are class features of the warshaper prestige class. The class features function only when the warshaper is in a form other than her own (which for doppelganger and phasm warshapers is most of the time).

**Weapon and Armor Proficiency:** Warshapers gain no proficiency with any weapon or armor.

**Morphic Immunities (Ex):** A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

**Morphic Weapons (Su):** As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses. For example, a warshaper *polymorphed* into an ettin (Large giant) could grow a claw that deals 1d6 points of damage, or horns for a gore attack that deals 1d8 points of damage.

If the warshaper's form already has a natural weapon of that type, the weapon deals damage as if it

were one category larger. For example, a warshaper who used wild shape to become a dire wolf (Large animal) could grow its jaw and snout, enabling a bite attack that deals 2d6 points of damage (as for a Huge animal), not the normal 1d8.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell or the wild shape class feature that doesn't allow subsequent changes after the initial transformation.

**Morphic Body (Su):** At 2<sup>nd</sup> level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.

**Morphic Reach (Su):** A warshaper of 3<sup>rd</sup> level or higher can suddenly stretch its limbs, neck, or other appendages outward, giving it 5 more feet of reach than the creature it's emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

**Morphic Healing (Su):** At 4<sup>th</sup> level, a warshaper becomes able to change its form where wounds appear, creating smooth skin where once were wounds. The warshaper gains fast healing 2, and if it spends a full-round action and succeeds on a Concentration check (DC equal to the total damage it has sustained), it heals 10 points of damage.

**Flashmorph/Multimorph (Su):** A 5<sup>th</sup> level warshaper gains one of two class features. If the warshaper has the ability to change form at will, such as from the change shape ability, the shapechanger subtype, or a *polymorph* spell-like ability, it gains the flashmorph class feature, allowing it to change forms as a move action. If it casts the *polymorph* spell, has *polymorph* as a spell-like ability usable less often than at will, or has the wild shape class feature, it instead gains the multimorph class feature. Multimorph allows a warshaper to change forms multiple times during the duration of the spell, spell-like ability, or class feature that enables her to change form. For example, a wizard/warshaper could *polymorph* into a troll for 2 minutes, then change into a red dragon for 4 minutes, and then spend the rest of the spell's duration in the form of a hill giant. Each change requires a standard action, and only the first transformation heals the warshaper. If the warshaper changes into its natural form, the spell, spell-like ability, or use of wild shape ends.

## New Spell

Divine casters can add this spell immediately to their list of spells known. Spontaneous arcane casters can choose to learn this spell at their next opportunity. Wizards can add this spell to their spellbooks as normal.

### **Mordenkainen's Defense Against Lycanthropes**

Abjuration

Level: Brd 2, Clr 2, Rgr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: No

Spell Resistance: No

This spell wards a creature from attacks by lycanthropes, from contracting lycanthropy, and from grapple and trip attempts by lycanthropes. It creates a magical barrier around the subject that moves with the subject and has three major effects.

First, the subject gains a +2 luck bonus to AC. This bonus applies only against attacks by lycanthropes.

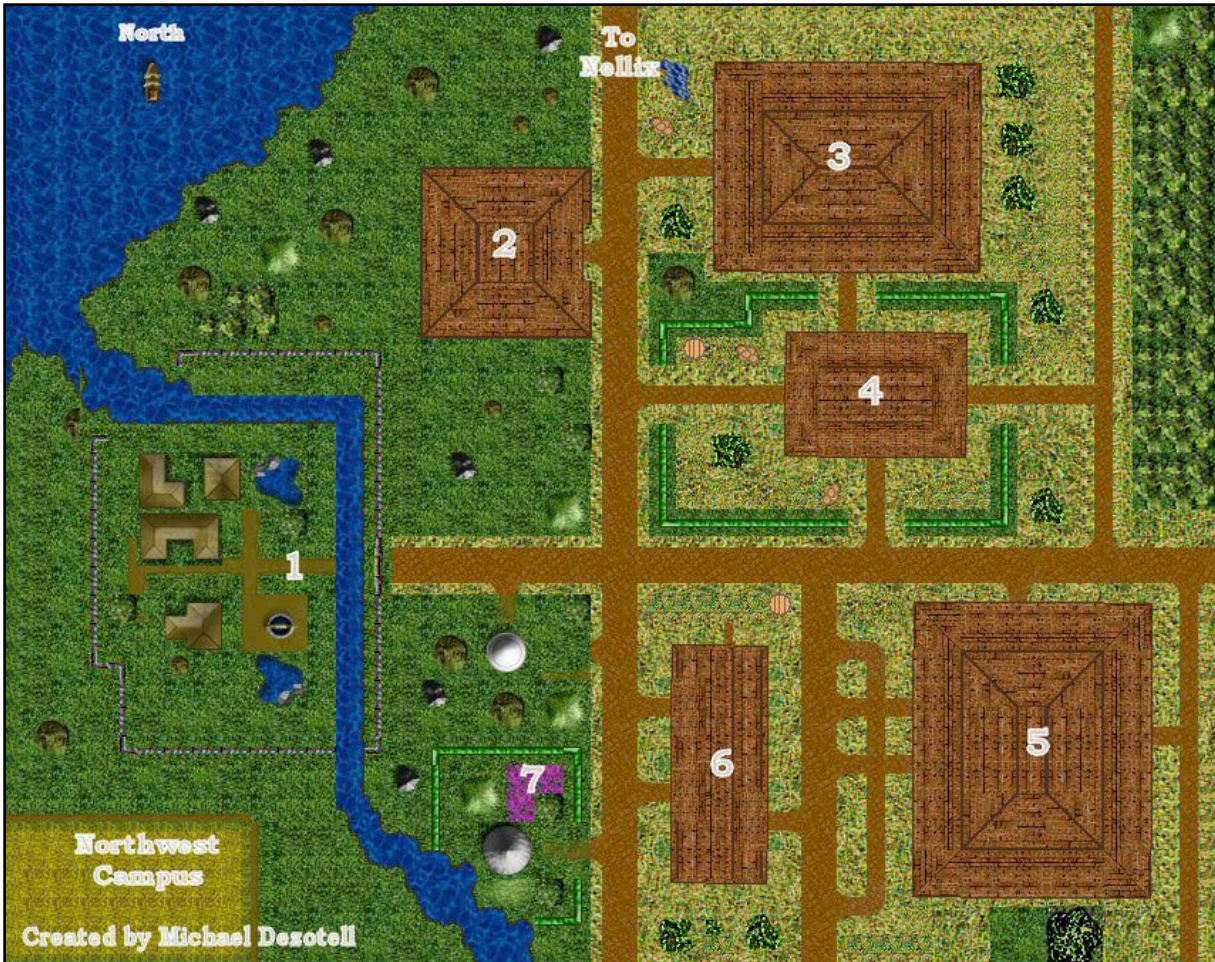
Second, the barrier makes the subject completely immune to lycanthropy.

Third, the subject gains a +2 luck bonus to grapple checks or opposed ability checks to resist grapple or trip attempts made by a lycanthrope.

Arcane Material Component: A little powdered silver with which you trace a 3-foot -diameter circle on the floor (or ground) around the creature to be warded.

## Judge Aid One: Map of the NW Campus of the College of Sages and Sorcery

### Map One: NW Campus of the College of Sages and Sorcery



#### Key:

1. Saevil Estate
2. Karl Hall - Probationer Dormitory
3. Danvirius Hall - Arcane Library
4. Justinian Hall - Hall of Natural Philosophy
5. Dagon Faenal Auditorium - Hall of Bardic Arts and Music
6. Warnes Hall - Arcane Laboratories
7. Imiriana Tower

### Judge Aid Two: Map of Saevil Estate

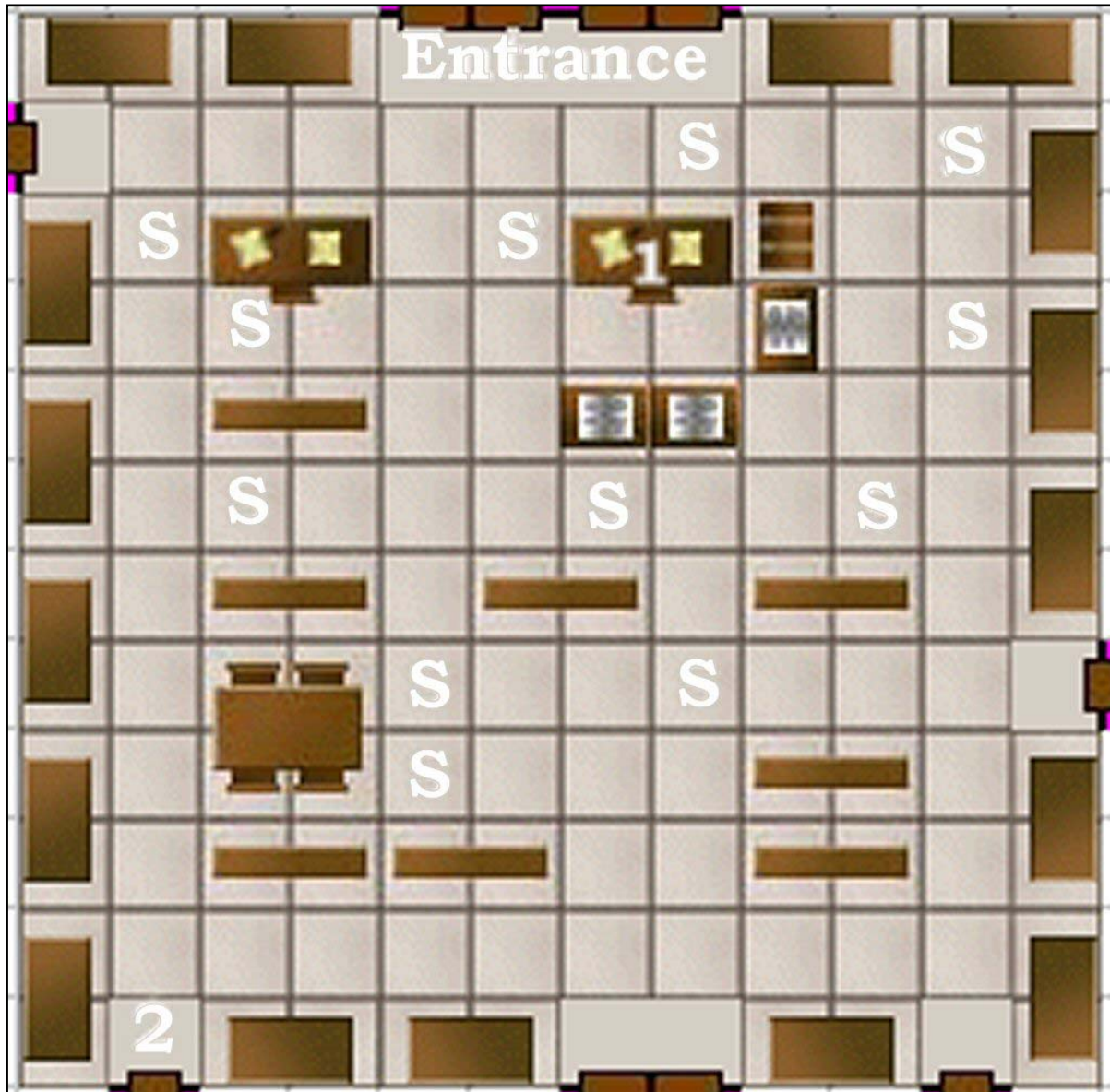




**Key:**

- 1. Main Gate
- 2. Encounter

### Judge Aid Three: Map of the Hall of Natural Philosophy

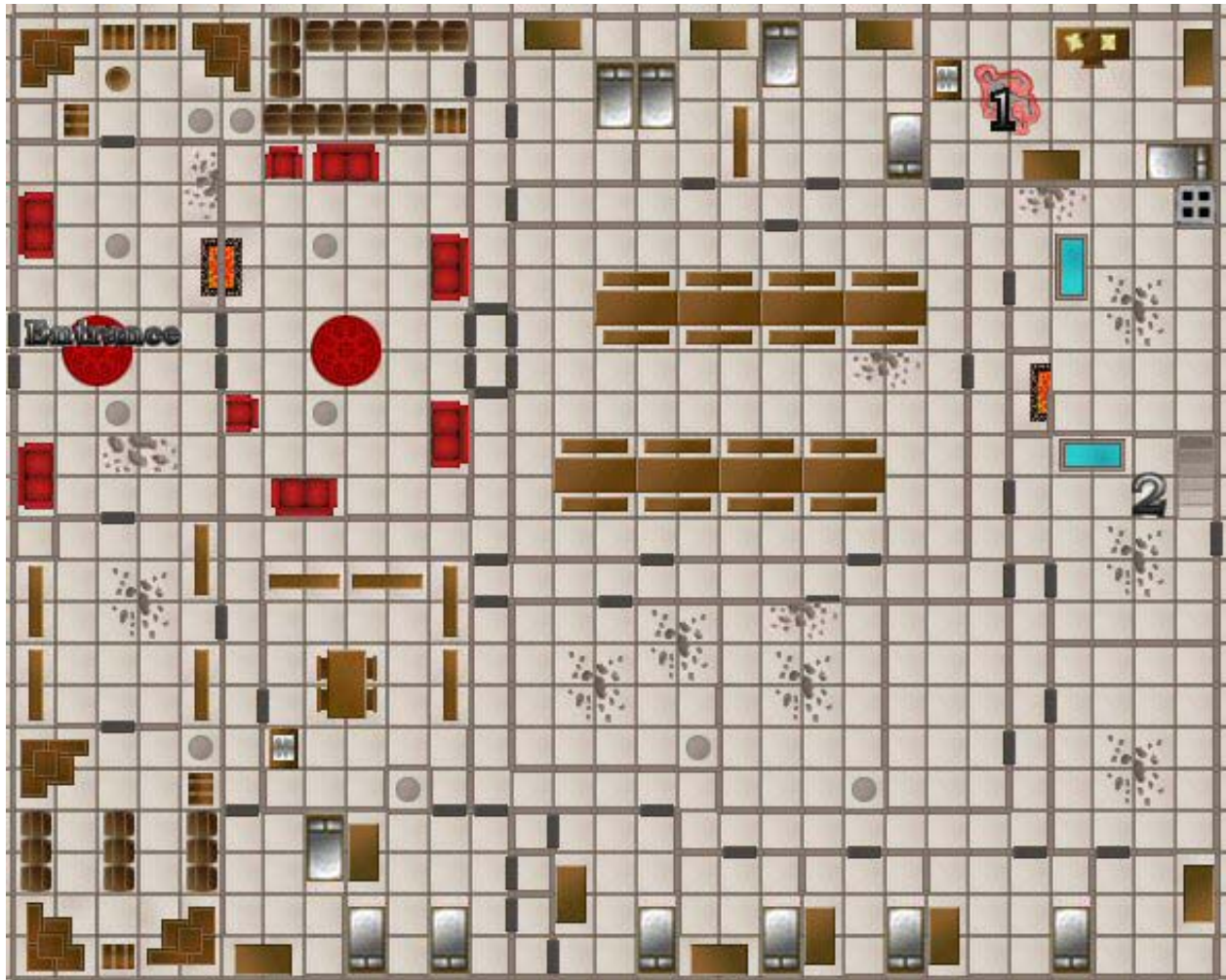


**Key:**

- 1) Head Administrator
- 2) Werecheetah(s) enter here
- S) Student interns

Each square = 5'

## Judge Aid Four: Map of the Gasmaden Estate



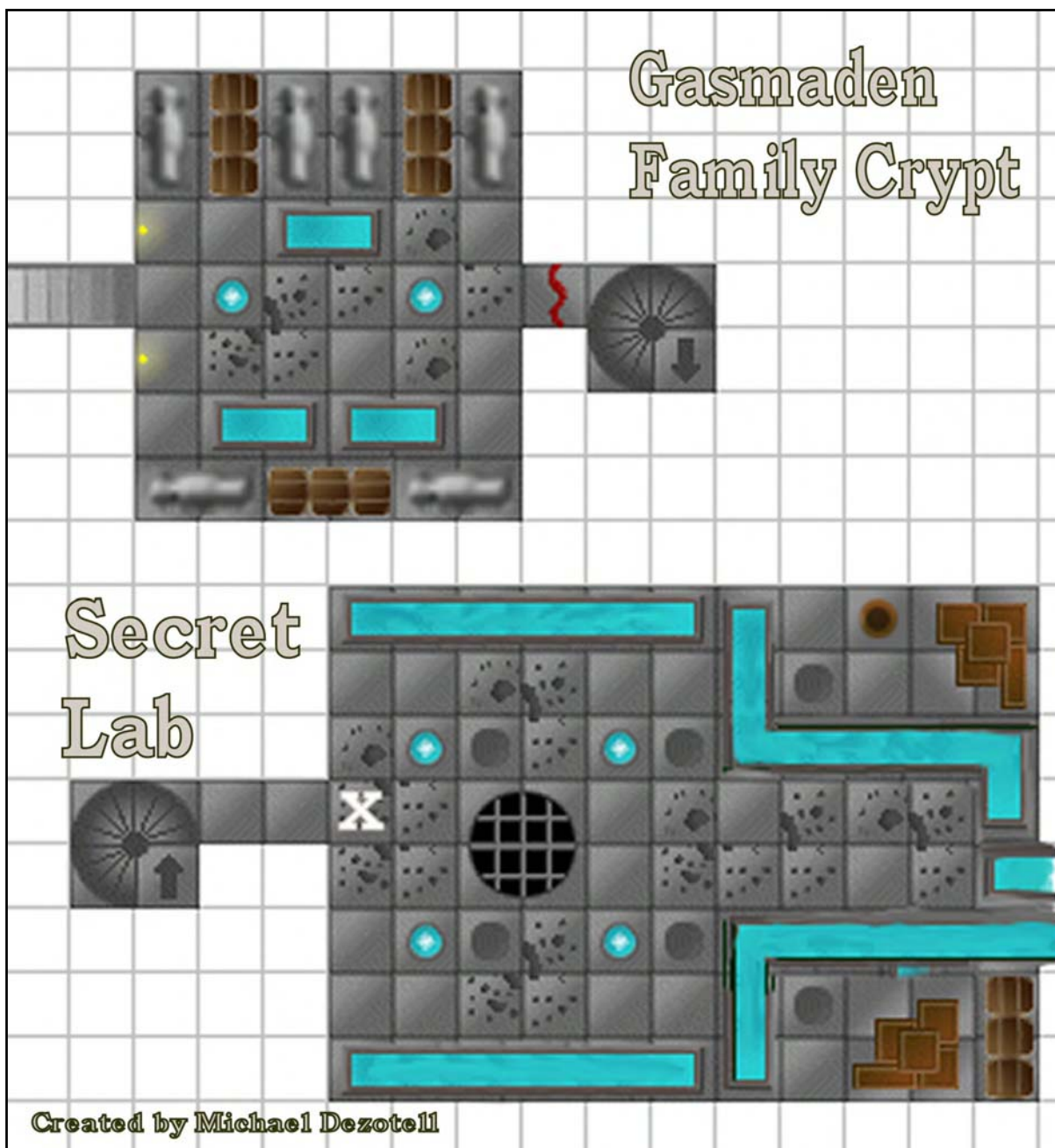
1 square = 5'

Key:

- 1) Location of Lord Gasmaden's body.
- 2) Location of stairway down to the family crypt.



## Judge Aid Five: Map of the Gasmaden Family Crypt



X = Encounter

Each square = 5'

*My dearest Niloticus,*

*After you defeat the intruders, as I am certain that you will, you are free to seek your fortune on the river, or wherever your heart takes you. Do not look for me, for my work here is finished and my people need my help elsewhere. Remember me always, my love, and do not listen to the rumors about my "indiscretions" at the College. You know how important my work is to my people, and how those of the Scarlet Sign must conceal what we do with smoke and mirrors. It is a lonely life we must live, you and I. But, do not be afraid, for I am certain that someday, when we least expect it, our paths will cross again.*

*Until that day comes, remember me in my true form as your beloved yellow rose...*

*Love,*

*Laila Laschana*