

PAL6–02

Tiger, Tiger!

A One-Round D&D Living Greyhawk® Theocracy of the Pale Regional Adventure

Version 1.1

by Ron Levy

Triad Reviewers: Donovan Hicks and Derek Schubert

Five years ago, a circus tiger escaped from the Pale's very first deadly festival. Today, we find out what happened to him. An adventure for APLs 4 to 12, suggested for players who enjoyed *The Thirty-Six Chambers of Shaolin*, *Five Deadly Venoms*, and *Kill Bill*.

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

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Introduction

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

Preparation

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

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

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

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

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 DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example,

the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out the RPGA Tracking Sheet. The DM 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.

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

- 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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Theocracy of the Pale. Characters native to the Theocracy of the Pale 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.

Pale Holy Day

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a member of the Church of the One True Path may ask the judge at the beginning of an Adventure to determine how many days it is until the next Pholtan Holy day. This is accomplished by rolling a d8, rerolling if the result is 8. If a 7 is rolled, the first day of the adventure is a Pholtan Holy Day. Otherwise, the die result indicates the number of days until the next Pholtan Holy Day. Due to the special nature of the Theocracy of the Pale, on Holy Days, Judges are encouraged (but not required) to work-in a brief scene involving Pholtan worship, possibly including a brief 1-2 minute sermon by a PC if his or her level is at least fifth level and the judge believes that there is time available.

Special Rules for the Pale

See Appendix One – Special Rules for the Pale.

Adventure Background

In the adventure *PAL1-07 Festvalle Serendipite*, the heroes freed a travelling carnival from the self-styled “Khopesh the Magnificent”; a flamboyant, obsessed priest of Nerull the Reaper. In the general confusion, a fully-grown adult tiger escaped from the Festvalle's collection of animals into the wilds of the Pale. The tiger had been *awakened* by a druid named Trechet, the Festvalle's animal-trainer, whom Khopesh killed before the heroes arrived.

Fortunately, spring had just begun, and game was plentiful. Aside from a few rare sightings and lost livestock, the tiger was free to make his way across the Pale. At first, he was guided by instinct, seeking any kind of familiar territory.

Then, a subtler power took over. The Pale is a lawful and righteous land, and so when the forces of evil work within they must do so in the most careful of ways. They dare not corrupt, or even tempt openly. Rather, the best they can do is to find a weakness and make a temptation available. Once the hook is laid, then all that remains is to play the fish until he is well and truly caught.

The man who would be Kar-Fai Hong grew up in the Pale's strong monastic tradition. Well-educated and highly disciplined, he always sought new techniques, new forms and styles, and new skills and powers to master. More even than most monks, he was driven by challenge.

The monk knew that many skills would never come to him in a conservative place like the Pale. If he wanted to progress, he would have to develop his own paths. Of course, then he would have to test his skills in the real

world. Only when he was certain of his technique would he begin to teach his own style.

Those subtle powers first sent the tiger to prowling along his path. He had heard of many other monks who studied the natural styles of animals, and so the revelation of the tiger seemed like a gift from Pholtus. He followed it through the Troll Fens and spent weeks learning its movements, gradually coming closer and closer until the beast was almost accustomed to his presence.

The monk watched the tiger eat, sleep, move, and, especially, hunt. He began to translate the tiger's qualities, blurring motion and prowling stillness into actions he was capable of...and he was already very capable from his earlier training. Finally, he absorbed the very style of the tiger, focusing on the stalk, the leap, the ultimate killing strike from ambush.

That was the trap. The monk immersed himself fully in becoming the tiger, the perfect ambush predator. He did not study the defensive fluttering of the crane, the healing arts of the snake, or the hardened body of the dragon. Those who study animal styles are usually advised against studying a single animal obsessively without anything to ground them. Instead of turning his skills toward becoming an innovative hero or a wise teacher, he became a compulsive killing machine. After a foray in the far West, studying among the Tiger Nomads, he took the exotic name "Kar-Fai Hong" to play up the mystical identity that he aspired to.

He made it known that he would do odd jobs, testing his newfound powers. Soon enough, those subtle powers sent him a wandering bard with an innovative plan to reap chaos between Nyrond and the Theocracy of the Pale: assassinating a well-protected Nyrondese ambassador in the middle of the Pale. It would be the ultimate challenge; one that Kar-Fai couldn't pass up.

Anyone with an interest in playing 'Let's You And Him Fight' with Nyrond and the Pale could have hired the bard Coppal. A wandering troublemaker for pay, Coppal is a man who does his research, who knows his enemies, and is a master at bardic magics of the mind. He is adept at modifying his own memories and those of the other people he has hired so as to get them past any kind of questioning, especially questioning under a *zone of truth*. And he is good at making connections and hiring skilled people to do his dirty work for him, especially Kar-Fai Hong, who does not much care what he is doing as long as he can "test his skills".

Adventure Summary

In Encounter One, Coppal and his henchmen stake out a tavern and pick out the adventurers. They communicate the appearance of the adventurers to Kar-Fai "Tiger" Hong and his students, so the latter group can disguise themselves as the adventurers. Then, they cast *modify*

memory on as many of the adventurers as they can, using their song to implant the memory of being suicidally attacked by the Nyrondese ambassador, his wife, and their retinue. Meanwhile, the disguised Kar-Fai and his students assassinate the ambassador, leaving the PCs with the memories of actually doing the deed.

In Encounter Two, the PCs unsnarl the mess that fate has gotten them into. This is the Pale, and they will all be arrested at first. Some witnesses will identify them, others will not. Some of them should have strange memories of killing the Ambassador which hold up under *zone of truth*, while those that resisted the *modify memory* spell remember only the curious song that Coppal sang. However, any spells they "remember" having cast in killing the Ambassador will not truly have been cast, nor are any of their wounds real. A *detect magic* will display that they have a permanent Enchantment on them which can be dispelled – the *modify memory*. When it is dispelled, they remember the song that was sung to them and can easily make the connection with the implanted memory.

The legal forces of the Pale are neither fools nor mindlessly cruel, though the PCs will be kept for questioning and evidence even after their innocence is determined. They will receive the sad news: Ahma, the ambassador's wife, was pregnant and it does not matter what kind of magic is used upon her to return her to life, the baby will not come back with her. At six months of gestation, it can neither make the choice to return nor could it possibly survive no matter the magical/medical technology of the time (short of *wishes* and *miracles*). Ahma, therefore, chooses not to return, and Jarn, her husband, chooses to do the same.

Divination, however, indicates that in vengeance there is light. Only if the wronged parties take this vengeance can the situation possibly be resolved. The PCs are prevailed upon to undertake this mission against those who would have sent them to burn at the Pale's torches. Finally, detective work provides some likely directions, through the Troll Fens and a short way into the Rakers.

In Encounter Three, the PCs meet a friendly dwarf trucking his casks of ale down the mountain. He had gone up to Kar-Fai's monastery to learn his new "Tiger Style". Realizing it to be nothing more than assassination, he did not care for it. He can provide the PCs with valuable information as to what they are likely to face, including something of the final "Tiger Test". He will also be happy to drink with the PCs long into the night, and then offer to match them physically under the effects of copious friendly quantities. Should they succeed, they have the opportunity to become a Drunken Master, just like him.

In Encounter Four, the PCs can defeat or evade Kar-Fai's remaining students and enter the monastery. The students will offer honorable conflict without buffing spells cast by allies, but if the PCs do not take their offer,

they will do their best to focus their attacks and disable the party.

Encounter Five leads the PCs through the Tiger Test. It consists of several simple tricks and traps that a skilled monk could easily navigate, and an intelligent party could breeze through. It ends with a room filled with poison gas, where the solution is to emulate the tiger and leap through to the slide on the other end.

Encounter Six is the final Tiger Test, where the PCs face Kar-Fai in a chamber designed to emphasize balance, leaping, and pouncing. Since the tiger is in the bottom of the chamber, the penalties are obvious for anyone who falls.

With Kar-Fai defeated, the PCs return through the bitter cold of the Rakers. A ghostly apparition of a woman accosts them in the night of a sudden blizzard, begging them to hold her baby only for a moment. If they accept, she disappears to leave them with the baby for the night. If they can keep it above the ground until the sunrise in the freezing cold, they hold a newborn baby. It is Ahma's child, freed from the spirit world and birthed by their righteous act of vengeance. With it returned, both Jarn and Ahma consent to being raised.

Troubleshooting: A middle or high-level group of characters could *scurry* for Kar-Fai Hong, *teleport* to him by surprise, and easily defeat him. But that doesn't fulfill the prophecy, and the prophecy is the only way to bring Ahma's child into the world. This works because it follows the rules of a mystic Chinese Martial Arts Movie, of the "wuxia" genre. The characters are brought into a situation, they meet a friendly martial arts master, they defeat the enemy master's students, they prove that they are better than his mysterious training devices, and finally they beat the master himself. The Pale's Disciples of Discipline have a similar outlook on the 'proper' way to take on a challenge.

If the characters do not follow this order and do not follow the rules, they do not get the payoff. They have not built up the necessary spiritual currency. To win, they must beat Kar-Fai Hong and break his spirit. They must show that their Kung Fu is stronger, and you do not do that with a simple *teleport* beat-down.

On the other hand, encourage creativity in dealing with the situations given, especially in the Tiger Test. Simple spells can easily defeat the traps in the Tiger Test, and the cleverer the better... as long as they do not just circumvent the whole thing by tunneling through the walls.

Warn the characters if they are about to take an action that would negate their chances to rescue the child:

As you are about to go through with your plan of action, a chill wind blows around you. You sense watchful eyes urging you, reminding you of the

prophecy. It feels like your opportunity is about to slip through your fingers.

For more information about Ahma, the pregnant wife of the Ambassador who is killed, look at *Oriental Adventures* p 166. She is very similar to an "ubume", the "mourning one", a spirit of a woman who has died while pregnant and cannot move on until the child is born.

Preparation for Play

You might want to ask the players to preroll three saving throws of each type (Fort, Reflex, Will) and three Spot and Listen checks, and write down any conditional modifiers or options for rerolls, such as the Luck domain. You need the secret Spot check to notice the disguised spellcasting in Encounter One, and you need the Fort save for the poison gas in the Tiger Test (Encounter Five, #4). Having the prerolled saves will allow you to avoid tipping off the players that something is amiss.

Introduction

The afternoon brings a brisk cool wind down out of the Rakers into Ogburg, thwarting the bright heat of the summer sun.

In the local news, Nyrond has sent an ambassador, Jarn Saxa, to enter into 'certain unspecified negotiations' with several Pale officials from Ogburg to Wintershiven. The possible subject of these negotiations is hotly debated, often at one of the few taverns in town to have a full Debate License. Jarn Saxa was not known for his love of Sewarndt, but did not publicly make any statement of loyalty to Lynwerd, either, during the brief days of the Nyrond Imperium. Who knows what he might say while safe across the Pale's borders?

The Enchanted Cat is an inn catering to the more freethinking crowd of students and religious progressives here in the Pale, as well as allowing for careful forms of debate that some would say almost border on heresy, something that the Church Militant may be monitoring more closely with the installation of Sental Tekis as prelate here. While some inns shun the chaotic natures of wandering bards, the Enchanted Cat welcomes them in a determined effort to uphold Ogburg's reputation as a center for the arts. It is particularly thriving as a reaction to the current dictates of the regime, taking its solace in music. The warmth of the inn pushes away the chill of the Troll Winter continuing unabated outside.

Today's band in the Enchanted Cat is called "Does No Orange". As one might expect, that means they are dressed almost entirely in a dark, pumpkin orange set off with harvest-colored reds and yellows. It takes them hardly a moment to set up, humming a

few tunes to themselves as they get their instruments together for their set.

Encounter One: Mind Games

This encounter is the most difficult to pull off correctly. Since Coppal, the villain, is trying to play a mind-game on the Pale to defeat their divinations, you as the DM have to play a mind-game on the players.

First, familiarize yourself with the *modify memory* spell. It only takes one action to cast (per target), but it allows the caster to rewrite five minutes of memory into the target if successful. It is a permanent Enchantment, which means that it lasts until it is dispelled and can be detected as a continuous magical aura on the target.

Since Coppal and Does No Orange have to hit all the characters in quick succession and have to coordinate the memory that they implant into the characters, they have devised a song to remind themselves of the details of the memory they are going to implant. (See Player Handout One.)

Characters who make their saving throws will hear the song and then feel the tingle of magic upon them as they brush off the spell.

Characters who fail their saving throws will not remember the song, because the song is a part of the last five minutes of memory that is rewritten in their minds.

Now, if you just told the players who missed their saving throws, “This is what you remember,” they would know something was amiss. They would not believe it for a minute. So you have to run them through a quick scenario that mimics the implanted memory. But keep in mind that the implanted memory might not match the character’s desired tactics and effects. Fudging may be required. In fact fudging is encouraged because if the characters see that the world around them is not quite reasonable it leads them to be correctly suspicious in character - just like the *modify memory* spell states. If rules disputes come up when you are fudging, just say, “Yes, that does seem odd to you. Your character is suspicious. Go with it for now. It will make sense later.”

Meanwhile, privately give the players who made their save copies of Player Handout #1 and ask them to play right along. After all, those who succumbed to the spell see the other PCs in their memory. This allows those who saved to see exactly how the players in the scenario are getting forced through the events in the song, though in-character they just see their friends start in place, and they may or may not detect the subtle spellcasting of Coppal and his gang.

The bards make their escape after the song, either by wandering backstage during the PCs’ confusion or by *dimension dooring* away.

♣ **Coppal**: Male human Brd15. Perform (sing) +23.

♣ **Does No Orange (5)**: Male human Brd12. Perform (various instruments among them) +20.

All six bards have Cooperative Spell and Disguise Spell (see Appendix Two). They cast *modify memory* together, with Coppal setting the DC. He has Spell Focus (Enchantment) and Greater Spell Focus (Enchantment), so each PC must make a **DC 28 Will save**.

Assuming that at least one (hopefully most) of the characters failed their Will save and are affected by the *modify memory* spell, play out the battle against the “Ambassador” and his “family”. Here is some opening descriptive text to give them the necessary information in the “vision” – that the four people they face have poisoned themselves preparatory to going on a suicide strike.

Just as the band is about to begin their number, the unmistakable searing sound of a bursting fireball can be heard in the distance. It is rapidly accompanied by the sounds of clashing weapons and screams.

Assuming the characters depart the Enchanted Cat to investigate:

As you heave into view, it appears that the first spate of combat is just ending. Three of the combatants—an elderly man in noble garb, a younger martial woman in mail wielding a guisarme, and a younger man in a courtier’s outfit—are drinking from purplish potion vials. The pregnant woman that they surround at a loose distance is just discarding a spent scroll, the pea-sized fleck of fire sailing into a pack of Pholtan Guardsmen in the midst of trying to rescue a group of schoolchildren and their teacher. The explosion is perfectly centered, leaving the group blasted to the ground.

By the shattered, purple-flecked glass of the broken vial by the pregnant woman, it appears she has already drunk her potion.

APL 4 (EL 6)

♣ **Jarn Saxa**: Male human Wizz; hp 11; see *Combat Appendix* – APL 4.

♣ **Ahma**: Female human Sor2; hp 9; see *Combat Appendix* – APL 4.

♣ **Fedi-fencer**: Male human Rog1/Ftr1; hp 15; see *Combat Appendix* – APL 4.

♣ **Maid of Battle**: Female human Bbn1/Ftr1; hp 22; see *Combat Appendix* – APL 4.

APL 6 (EL 8)

♣ **Jarn Saxa**: Male human Wiz4; hp 21; see *Combat Appendix* – APL 6.

🐾 **Ahma:** Female human Sor4; hp 17; see *Combat Appendix* – APL 6.

🐾 **Fedi-fencer:** Male human Rog3/Ftr1; hp 25; see *Combat Appendix* – APL 6.

🐾 **Maid of Battle:** Female human Bbn1/Ftr3; hp 38; see *Combat Appendix* – APL 6.

APL 8 (EL 10)

🐾 **Jarn Saxa:** Male human Wiz6; hp 31; see *Combat Appendix* – APL 8.

🐾 **Ahma:** Female human Sor6; hp 25; see *Combat Appendix* – APL 8.

🐾 **Fedi-fencer:** Male human Rog5/Ftr1; hp 35; see *Combat Appendix* – APL 8.

🐾 **Maid of Battle:** Female human Bbn1/Ftr5; hp 54; see *Combat Appendix* – APL 8.

APL 10 (EL 12)

🐾 **Jarn Saxa:** Male human Wiz7/Fatespinner1; hp 41; see *Combat Appendix* – APL 10.

🐾 **Ahma:** Female human Sor8; hp 39; see *Combat Appendix* – APL 10.

🐾 **Fedi-fencer:** Male human Rog7/Ftr1; hp 45; see *Combat Appendix* – APL 10.

🐾 **Maid of Battle:** Female human Bbn1/Ftr5/Occult Slayer2; hp 68; see *Combat Appendix* – APL 10.

APL 12 (EL 14)

🐾 **Jarn Saxa:** Male human Wiz7/Fatespinner3; hp 51; see *Combat Appendix* – APL 12.

🐾 **Ahma:** Female human Sor10; hp 46; see *Combat Appendix* – APL 12.

🐾 **Fedi-fencer:** Male human Rog9/Ftr1; hp 55; see *Combat Appendix* – APL 12.

🐾 **Maid of Battle:** Female human Bbn1/Ftr7/Occult Slayer2; hp 84; see *Combat Appendix* – APL 12.

Setup/Tactics: Use Map #1 for this encounter. Begin the combat with the characters at the Enchanted Cat, with several buildings and roads between them and a wide “main square” where the assailants are committing their assault. This gives the characters some running room where they can see the ambassador and his group drinking the purple potions of poison and fireballing an incoming group of Pholtan guardsmen and innocent civilians. (At low APLs, the dramatic *fireball* is cast from a scroll.)

Since the PCs cannot actually die in this encounter, if they would fall below -9 hp or receive a death effect (such as *phantasmal killer*), tell them they stabilize at -9, give them a knowing grin, and tell them:

“They had you dead to rights. You’ll find out why you survived later.”

Be sure to describe how the wounds the characters deal are exacerbated by the strange purple poison. Bludgeoning wounds rapidly leave a massive, sickly purple bruise, and gut-punches cause them to spit up purple-flecked goo as if their blood vessels were being melted from the insides.

Development: Remember that at the end of the *modify memory* “fight scene” the PCs will all have to be back at their seats at the Enchanted Cat within five minutes, and their surroundings have not been affected at all. It is okay to be a little sketchy and confused, or irrational as to how that happens. After all, the *modify memory* cannot be perfect, and this will give the characters an additional clue that their memory is false.

For example, after the characters have defeated the “Ambassador’s group”, a larger team of City Guards appears. They congratulate the characters and offer healing to them just as they are healing the wounded of the plaza. When the characters are all healed, the guardsmen can order the characters:

“Go back to the inn and wait. We aren’t the investigators and we can’t take your statements. Just don’t go anywhere and when the investigators get there, they’ll ask the questions.”

Of course, when the Pholtan Investigators DO show up, they arrest the characters as politely as possible. Because the assassins were disguised as the characters, surviving witnesses at the scene of the REAL attack, where Kar-Fai Hong and his team killed Jarn Saxa and his family, will identify them. If a polite arrest does not work, begin with a low-level group of innocent guardsmen and priests trying to arrest the characters, then add in as many of any appropriate level as desired. Just reminding the players they are in the Pale and fighting guards would surely result in their death or being wanted for murder may be enough to convince them to at least go along with the guards peacefully in order to try and figure out what just happened.

Troubleshooting: If all the PCs make their Will saves against the *modify memory*, then Coppal and the others know that their plan has failed and they flee immediately. Proceed with the adventure as written, though the PCs have no false memory of killing the ambassador and his party.

Encounter Two: Figuring It Out

The contingent of Pholtan officials escorts you to the nearest guardhouse, where they place each of you in something like a conference room... or a questioning room. It is composed of stone, with high windows too small to climb through, and a

long table and hard wooden chairs. Two guards are posted just outside the door, and two guards just inside where they can listen to every word you say amongst each other. One of them even has paper to write notes on just in case.

"Please let us know ahead of time if you're going to cast any spells on each other," asks the other guardsman. He has a look of pleading on his face, as if perhaps he has guarded unruly adventurers under "house arrest" before.

The door is quickly opened to admit a silver-robed cleric carrying a platter with a pitcher of water, glasses, and a selection of hard cheeses. "You might be here a while during the investigation," he explains.

Give the characters time to do their personal investigations. They should be able to figure out that some of them have modified memories. A PC who cast spells during the imaginary fight can cast them again, meaning that he did not cast them at all. Characters who used expendables like arrows or tanglefoot bags can carefully count their inventory and see that they have not been used at all. Detect magic shows a moderate Enchantment on those who failed their saving throws.

Finally, dispel magic (against CL 15th) will remove the false memories if successful and let them remember Coppal's song. If the characters do not have dispel magic, Father Martel will.

Some time later, the guards come to attention to admit another silver-robed cleric: short, with dark curly hair and carrying a small warhammer at his hip. "Good evening. I'm Father Martel, with Special Investigations. I think I may know some of you. I'd like to take your statements first, if I could."

♣ **Father Martel:** LN male human (Oeridian) Clr9.

Let the characters put forth their evidence or at least their suspicions as to how they have been framed. If they themselves do not have incontrovertible proof, Father Martel will help them with detect magic, dispel magic (3 prepared), and zone of truth (cast only upon the willing). He will have it witnessed by the guardsmen, signed, and notarized so as to clear the characters of wrongdoing. With that done, he continues:

"The man in the illusion you saw was Jarn Saxa, our most recent Nyronde ambassador. He had just recently arrived to continue negotiations on our disputed territory to the south... and other matters. He and his entourage, including his pregnant wife Ahma, were slain to the last. Some of the assassins were disguised as you, some bystanders were given false memories of you, and you were given false memories so that when you were questioned under a zone of truth, you would honestly answer that you killed the ambassador.

"We are not fooled. You have committed no crime. There is another problem, however. Of course, Nyronde can take this as a great insult. This Troll Winter seems to have no end and our forces are needed in Tenh. If Nyronde uses this excuse to go against us to the south, we could be fighting a two-front war that we cannot afford.

"Ordinarily, we would simply raise Jarn Saxa back to the living. When the spell was cast, he refused to return without his wife. When we attempted to raise her, she too refused to return to the living without her unborn child.

"We have no magic to raise the unborn child. It is too young to hear the call of a raising spell and be 'willing.' And even if it were, it would be too young to live outside of its mother's body no matter what spells are used. Only a miracle might have any hope, and we have none available at this time.

"Theoman Baslett, our Theocrat, sought a Divination on how to solve our dilemma. It stated:

"The dead and the living are bound by the crime done against them. If those who would be hanged can punish the guilty, a single way will be open. Give strength in the cold night."

"He gave this divination to me and immediately secluded himself in prayer for the fallen. I believe that the spirits of Jarn, Ahma, and their child are bound to you for a short time before they fully pass on, and that the Theocrat's prayers are giving them strength in that in-between place where they lie. I think you can save them. Will you do it?"

Let the characters come to their decision, be it based on righteousness, revenge, or a quest for adventure or gold.

"Some of the witnesses described a tall, Oeridian man in brown robes with small weapons on his person. Via scrying, we saw him moving at good speed up into the Rakers with some others in similar garb. We believe he is a man calling himself Kar-Fai Hong, a member of the Disciples of Discipline some years ago until he went to study with the Chakyik, the Tiger Nomads. He was nothing exceptional at the time, and nothing in his files indicates criminality. But it's the best we have."

The characters can buy anything they normally could in this city, and head on their way. You may want to remind them that the Pale is in the midst of a Troll Winter and even the foothills of the Rakers where Ogburg is are experiencing extreme temperatures. Divinations by PC clerics will only repeat what was already said.

If the characters ask Father Martel about teleporting to Kar-Fai Hong, he says:

"Yes, we could have our Wayfarers in the Arcanist Guild send a strike-force after him. He's not protected against scrying, but we know that that is

wrong. It specifically goes against the Divination given us by Pholtus, and it means that the Ambassador, his wife, and his child will all stay dead."

If the characters try scrying and teleporting to Kar-Fai Hong on their own, refer to Troubleshooting in the Adventure Summary above.

Encounter Three: Drunken Mastery

It has been only a day along the path to reach the foothills of the Rakers closest to Ogburg. The temperature is already freezing as you make your way higher and paths turn into climbs and switchbacks. Occasional trail-markings can be seen where recent travellers built small, smokeless fires with nearby scrub.

It is early in the third day when you see the first signs of other habitation. In the distance, coming down the mountain along your same path is a short, scraggly, bandy-legged dwarf, rolling a wheelbarrow in front of him. He waves to you from the distance, coming relentlessly nearer.

He stops in hailing distance. He is wearing no armor, and for weapons, he has only a stout quarterstaff, lying in his wheelbarrow with two small barrels.

"Hey there. I was wondering if you could help me share my beer!"

Verrin Granitehewn: LN male dwarf ex-Bbn1/Mnk5/Drunken Master 10.

Verrin Granitehewn is a friendly, humble sort, walking the path of the itinerant monk. He has taken the path of the Drunken Master as far as it can go, and now he is looking for something else. Like most dwarves, he understands that beer is the universal language, and he is more than happy to use it to lubricate the social proceedings.

He did go up and train with the Tiger Style monks at their monastery, so he can draw the layout for the characters (from Map #2). He can also tell them about the weapons and styles of the Tiger Style monks, and Kar-Fai Hong, the teacher. He is some of the things he might say:

"Yep, I trained with him. Heard he had a new style, a pretty good one. That he'd made a big improvement in his game. Problem is, he's what you'd call a 'poisoned dragon'. He lost track of what martial arts are all about, and all he's after is killin'. Nothing about health, or challenge, or betterment. Just sneakin' up on people, leapin' on 'em and hittin' em. Pretty much, it's just assassination."

Furthermore, as a Drunken Master, he's more than happy to "play for touches" with anyone who shows an interest in martial arts styles. Since just being next to him is going to involve drinking the whole night through, anyone willing to "play for touches" with him will be accepted for training into the Drunken Master prestige class if they wish it. This benefit is listed on the AR.

Playing for Touches: Do not roll dice. What you want is for the player to "demonstrate their style" physically for you, and for the amusement of the people at the table. Anyone who has seen martial arts movies or Dragonball Z® can strike dramatic poses and throw fake punches and play like they're dodging stuff. Make no real contact and make it clear to the players that there is no real contact.

You get to play-act Drunken Boxing. Here are a few tips:

1. Make a fist with your right hand and pretend that it's a mug of ale. Lift it from your belly to your lips, but as you do so, lean forward and let it swing out from you in an arc, leaning back at the end. Now it is an uppercut.
2. With your left hand in a fist and elbow at a ninety-degree angle, tilt your head and then your torso right, like you are falling over in your chair. Swing out your left hand. That was a left hook right there.
3. Reel back, and drift, waving your arms distractedly in front of you. Now you're in a defensive stance, and it is their turn.

If they refuse to play-act and look silly, they do not have what it takes to be a Drunken Master.

Alas, Verrin is not one to be saving the world, so he leaves that up to the characters. In fact, because of the prophecy, if he helps he'll queer the deal.

Encounter Four: Mooks!

The wide path you tread trends upwards on the side of a concave ravine, ending at the summit of the hill. The whole path lies exposed to the view of the Tiger Monastery at the top, a simple stone-walled affair.

Groups who walk up the hill will be spotted by the monks on duty, who wave cheerily to them, open the gates, and prepare themselves with their potions and scrolls and other magic items in proper time.

In the distance, you can see motion atop the walls. A robed figure is waving to you, and even opening the front gates of the monastery to allow easy entrance into their courtyard.

Groups who all become invisible, or manage some kind of "miles-of-slow-stealth-uphill-on-a-bare-road-against-exposed-rock-face" have a chance of taking the monks by surprise, in which case you should ignore the discussion

of challenge below. Kar-Fai Hong told his students that people would soon be coming to challenge the monastery's fighting style, and, as the students, they are the first line of defense. He had no illusions that his assassination would go undetected.

Four monks populate the walls and the courtyard, giving smiles and hails in greeting. One is just draining the last of a set of potion vials set up in lines on a small table.

"Hello! You're here for the challenge? Take some time to prepare yourselves... We've already drunk our potions."

APL 4 (EL 7)

✚ **Mauler:** Male half-orc Rgr2/Mnk1; hp 21; see *Combat Appendix* – APL 4.

✚ **Flinger:** Male human Rog1/Mnk2; hp 19; see *Combat Appendix* – APL 4.

✚ **Popper:** Male human Ftr1/Mnk1; hp 17; see *Combat Appendix* – APL 4.

✚ **Stunner:** Male human Mnk2; hp 15; see *Combat Appendix* – APL 4.

APL 6 (EL 9)

✚ **Mauler:** Male half-orc Rgr2/Mnk2; hp 27; see *Combat Appendix* – APL 6.

✚ **Flinger:** Male human Rog1/Mnk5; hp 31; see *Combat Appendix* – APL 6.

✚ **Popper:** Male human Ftr1/Mnk1/Rog2; hp 27; see *Combat Appendix* – APL 6.

✚ **Stunner:** Male human Mnk4; hp 27; see *Combat Appendix* – APL 6.

APL 8 (EL 11)

✚ **Mauler:** Male half-orc Rgr2/Mnk4; hp 39; see *Combat Appendix* – APL 8.

✚ **Flinger:** Male human Rog1/Mnk5/Asn1; hp 36; see *Combat Appendix* – APL 8.

✚ **Popper:** Male human Ftr1/Mnk1/Rog3/Asn1; hp 37; see *Combat Appendix* – APL 8.

✚ **Stunner:** Male human Mnk6; hp 39; see *Combat Appendix* – APL 8.

APL 10 (EL 12)

✚ **Mauler:** Male half-orc Rgr2/Mnk6; hp 51; see *Combat Appendix* – APL 10.

✚ **Flinger:** Male human Rog1/Mnk5/Asn2; hp 41; see *Combat Appendix* – APL 10.

✚ **Popper:** Male human Ftr1/Mnk1/Rog3/Asn3; hp 47; see *Combat Appendix* – APL 10.

✚ **Stunner:** Male human Mnk7/Asn1; hp 50; see *Combat Appendix* – APL 10.

APL 12 (EL 14)

✚ **Mauler:** Male half-orc Rgr2/Mnk7/Asn1; hp 62; see *Combat Appendix* – APL 12.

✚ **Flinger:** Male human Rog1/Mnk5/Asn4; hp 51; see *Combat Appendix* – APL 12.

✚ **Popper:** Male human Ftr1/Mnk1/Rog3/Asn5; hp 57; see *Combat Appendix* – APL 12.

✚ **Stunner:** Male human Mnk9/Asn1; hp 62; see *Combat Appendix* – APL 12.

Tactics: The monks are polite, and will give the characters a few moments to position themselves in the courtyard in a formation, and to cast some readying spells. They will not allow enough delay for their spells to run out, and they will not be abused or insulted. If they are, they will immediately seize the initiative and attack – and if someone verbally denigrates them, they will all focus their attacks on that person as best they might, even to the point of killing them (by coup de grace) when they are down. Disrespect is dishonor.

They do have poisoned weapons, so it is possible at the lower APLs for them to poison themselves and lose Strength. That is why they take antitoxin. At higher APLs, they have Assassin levels and are skilled in the use of poisons. Do not bother to use their Assassin Death Attacks – their natural fighting skills are more impressive and their many multiple attacks are designed to get in enough hits so as to make the Strength-draining poison a danger unless the PCs have a *heroes' feast* in effect. Their poison also has a chance of weakening characters for the final encounter with Kar-Fai if not enough poison healing is available.

Almost needless to say, they tumble into flanking positions and grapple as a matter of habit. With a *potion of fly* (or amazing Jump checks), they can even make fabulous *Crouching Tiger, Hidden Dragon* sailing leaps.

If defeated and questioned, they will point to the entrance to the Tiger Test building and say:

"Kar-Fai Hong is waiting for you... after you pass the Tiger Test. It's our graduation when we're ready – just enter the building and go to the end."

If the PCs do not leave any of the four alive, or do not bother reviving them to question them, then the PCs do not get this instruction.

Optional Bruce Lee Method: If the DM wishes, he can run this scene in the Optional Bruce Lee Method. Multiply the number of characters by four – that is the number of commoners in monk's robes with random monk weapons. They surround the characters' formation, seeming almost to whirl about them. They never attack more than one at a time, they do not provide a flanking

bonus to each other, and the characters can, if they wish, simply describe how they martially humiliate “their” four commoners without rolling dice for initiative or to attack. This way, the characters seem to “penetrate” an unending mass of thugs, using their signature fighting style, until they reach the last four who appear as “lieutenants” - with more impressive-looking equipment, bearing, and skills. Encourage the characters to scowl, pose, and grimace. They can also “cast spells” that don’t come from their spells for the day because this is just description in which the characters get to participate – generating their own boxed text.

Encounter Five: Tiger Test

DM Tactics: The Tiger Test consists of four trials that a single monk trained in Kar-Fai’s Tiger Style should be able to conquer. They are something like traps, but really they are “challenges”. The characters should be free to attempt to beat the challenges the way a monk would, but really this is a chance for the characters to show their ingenuity. There are as many different ways to “solve” each challenge as there are characters, and the judge should just adjudicate each one and congratulate the players for their style (unless the PCs just beat down every wall and door with an adamantite weapon, which has no style).

On the outside, it is a simple stone building with a thick stone door carrying a vertical bar as a handle. Without hinges, it is clear that one pulls the sliding door to the right, revealing a simple five-foot-wide corridor. After a quick turn to the left, another door similar to the entrance blocks the way.

🔪 **Stone Walls (superior masonry):** 1 ft. thick; hardness 8; hp 90; Break DC 35, Climb DC 20.

🔪 **Sliding Stone Doors:** 4 in. thick; hardness 8; hp 60; Break DC 28; requires a DC 35 Disable Device check to keep their closing mechanisms from working as they are controlled by mechanisms inside the walls. All the sliding stone doors naturally close if not held open and have a sharp inner edge to cut ropes strung through them.

Tiger Test #1:

The first door opens onto a ten-by-ten room whose floor lies far below and is littered with up-thrust spikes. A shallow ledge as wide as the doorway extends four inches from the base of the door. Across the room is outlined another stone door, closed, flush with the wall, and with no handle. A hinged placard, blank on the side now visible, hangs above the door on little metal arms stuck into the stone.

Trap: The exit door opens only when the entry door closes, and the entry door does not open again unless the exit door has been closed.

When a character steps onto the four-inch-ledge and allows the sliding stone door to close fully behind him, three things happen:

1. The hinged placard flips over, allowing the character an instant to read:
“The Tiger leaps without hesitation.”
2. The far door slides open.
3. A 200-pound sandbag attached to a chain swings down from the left to hit anyone who stays on the four-inch-ledge without jumping.

It is essentially impossible to stand on the four-inch ledge and not make physical contact with the sandbag or the metal chain to which it is attached – if the sandbag “misses” its attack roll that means the character caught it or deflected it. In either case a Balance check is forced and failure means that the character falls into the pit.

🔪 **Sandbag Trap:** mechanical; location trigger; automatic reset; Atk +APL melee (1d6 plus Balance Check DC 15); Search DC 20; Disable Device DC 20. Spot or Listen check DC 20 for a PC to get a standard action before it hits.

🔪 **Spiked Pit Trap:** mechanical; location trigger; automatic reset; only affects if you fall, ½ (APL*10) feet deep [20 ft at APL 4, up to 60 ft at APL 12], pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC: visual, Disable Device: climb down.

The ‘right way’ to solve this trial is to read the placard and immediately leap for the other side. A standing broad jump of 10 feet is a DC 20 Jump; a DC 15 Jump check allows the character to make a DC 15 Reflex save to grab the edge on the far side; voluntarily failing the check allows a PC the same DC 15 Reflex save to grab the ledge on the near side. Once a PC has grabbed the ledge (on either side), a DC 15 Climb check is needed to pull oneself up.

Spider climb, rope, pitons, a fly spell and so forth are all valid ways to get a party over to the other side.

Tiger Test #2:

The hallway beyond the first room is as austere as the first, merely taking a few simple turns and ending in another sliding stone door. On this door are engraved the words:

“The Tiger is the ultimate ambush predator.”

Assuming that the characters do not make absurd amounts of noise outside this door before opening it, when they open it they will see:

The door opens onto a simple ten by ten room, outfitted as a study – with bookshelves, a desk, and a lit lantern to work by. Sitting at the desk is a large, stocky man with his back to you, his arm and hand moving slightly as he scratches words onto a vellum

scroll. There is a second sliding stone door on the other side.

The 'man' is a clay training golem who has been disguised – a DC 20 Spot check determines (from the makeup on the back of the neck and the fake hair on his head) that it isn't human.

all APLs (EL special)

✎ **Modified Clay Golem:** hp 45; see *Monster Manual* p134.

Tactics: The golem is considered to start out squeezing (AC 18) in a single 5-foot square because it is not yet in combat.

The golem is flawed in several ways:

1. Whenever it is hit with a monk's Stunning Attack it automatically acts as if stunned. (This is part of its built-in commands.)
2. It takes non-lethal damage as real damage.
3. Its clothes and body moisten with red fluid wherever it is struck to simulate blood.
4. Whenever it has been hit three times hard enough to take damage, it falls down lifeless and stops moving for one day.

The "right way" to beat this trial is to silently open the door, step behind the defenseless "scholar", and attack from surprise just like an assassin would. The challenge for the characters here is moral: if they make a lot of noise or hesitate, the golem will awaken and it will be a real fight. (On a DC 0 Listen check (DC 15 if they whisper), it hears whatever the PCs say among themselves.) If they correctly determine what is going on, they should have an easy time of it. If they do not correctly determine what is going on and they still attack from surprise like an assassin, feel free to chide them jokingly about their evil tendencies. If a character revels too much in the assassination or a paladin whoops off and knocks the block off of an "innocent scholar" without detecting what is going on, you should make a notation on that PC's AR.

Tiger Test #3:

The hallway beyond the second room is as austere as the first, taking a few simple turns before the third sliding stone door. On the third door is written:

"The Tiger is always balanced."

When open, this room is quite a bit larger – fifteen feet wide and thirty feet long. Like the first room, this room has no floor, being entirely a spiked pit. Heading from the stone door just opened to a closed stone door on the other side is a thin stone balance beam, four inches wide. It does have pillars of support every five feet going to the floor far below, so the "balance beam" looks quite sturdy.

Either a DC 10 Stonecunning or DC 12 Knowledge (architecture) check determines the safety of the balance beam itself. However, when someone is 20 feet across, they trigger the flying quarterstaff trap – iron-shod sticks shoot out from the walls like spears attempting to hit the balancing person and force them to fall. At higher levels, a *dispel magic* is triggered with the flying quarterstaves in order to enforce the logic of the Tiger Test.

☛ **Balance Beam:** A 4-inch beam has a Balance check DC 15. If struck while on the balance beam, the character must make another check against the same DC.

All APLs:

✎ **Spiked Pit Trap:** mechanical; location trigger; automatic reset; only affects if you fall, ½ (APL*10) feet deep [20 ft at APL 4, up to 60 ft at APL 12], pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC: visual, Disable Device: climb down.

✎ **Flying Quarterstaff Trap:** mechanical; proximity trigger; automatic reset; Atk +10+APL melee (1d6 plus Balance Check DC 15); Search DC 20; Disable Device DC 20.

APL 10 and up:

✎ **Dispel Magic Trap:** magic device, proximity trigger, automatic reset, spell effect (targeted *dispel magic*, CL 10th); Search DC 30, Disable Device DC 30.

The "right way" to pass this test is to balance on the beam and when the flying quarterstaff comes out simply defend with Deflect Arrows. Keep in mind that characters are flat-footed while balancing unless the PC has 5 or more ranks in Balance or another special ability that prohibits them from being flat-footed, like the skills of a Thief-Acrobat.

Crotch-straddling the balance beam is an easy, if graceless, way across. Belaying ropes and magic spells such as *spider climb* provide other means, though at higher APLs it is possible to lose those spells at an inopportune time and fall or float slowly down onto the spikes.

Tiger Test #4:

After a turn, this hallway goes a fair piece, then turns left. You can smell the sickly-sweet incense burning around the corner well before you even get there.

At this point have each person who enters the poisonous area make a DC 15 Craft (alchemy) check (but only if they are trained) to recognize the poisonous fumes.

✦ **Poison Gas Trap:** mechanical; location trigger; automatic reset; gas, never miss, poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets, Search DC 20 (incense sticks), Disable Device (Gust of Wind).

If the PCs do not succeed at the Craft (alchemy) check, anyone who comes within ten feet of the corner blithely begins to inhale the poisonous incense and begins to make saving throws. You might already have the PCs' prerolled saves, as called for under Preparation for Play. Until they take damage, there is no way to know that they are inhaling poison. (This is why miners used to bring canaries with them – because some poisons are hard to detect.) Even if they make their initial saving throw, they still have to make their secondary saving throw ten rounds later. Remember that holding one's breath is not a useful defense against inhaled poisons (see the *Dungeon Master's Guide* entry on "Poisons").

For those who enter the room, put them into combat rounds and track them. Give them the description and then ask them their actions in initiative order.

This room looks like a family shrine of some type. The stone floor has been covered with teak parquet, except for a different-colored square in front of the small altar, which looks like a four-foot-tall open bookcase with a statue of a tiger within. The sickly-sweet incense is burning from tapers in a small canister in front of the tiger, as well as from three-foot-high braziers on either side.

Above it on the wall is an inscription of jumbled characters.

With a DC 12 Knowledge (nature) check, a PC knows that the lighter square in the floor is made of balsa wood and must be very fragile.

Show the players Player Handout #2, but do not actually hand it to them. If they want to copy it and figure out the puzzle, hold it for them and time them as they copy it – you must inhale the poison while you are reading the inscription unless you have a mirror and a pole that is longer than 15 feet (or some other clever plan).

It is a classic Cryptoquip letter-substitution puzzle, and it shows what Kar-Fai Hong thinks of silly letter-substitution puzzles. The real solution to this test is to leap forward, smash through the thin balsa-wood floor (Hardness 2, 1 hp, automatically breaks with more than 30 lbs of weight on it), and slide down to the end of the Tiger Test to meet the final challenge, spending as little time as possible with the poison.

If the characters wander into the room and breathe a little while until someone fails a saving throw and they realize how much poison they have inhaled, or if they laboriously copy out the puzzle, then retreat with it to work it out, they should take some Wisdom damage, or perhaps even have someone rendered helpless by going

to Wisdom 0. This assumes that everyone does not make their saving throw against the poison every time.

The answer to the puzzle is: **"The Tiger would never waste time on a foolish puzzle while his prey awaits."**

Since all the pithy statements begin with 'The Tiger' the players should know that this one begins with it as well, and that should be enough to solve it quickly.

Encounter Six: Kar–Fai Hong

The slide zooms down fifty feet and leads into the final chamber, crafted of cool stone and lit with many candles. With a twenty-foot-tall ceiling, wooden rafters criss-cross the area ten feet overhead, providing a second level where someone balanced could walk. A three-part silken screen hides the far corner from view, while the corner to the right has a set of training equipment, a variety of monk weapons and a training dummy.

The silken screen is the oriental sort that is commonly used to shield an area of a room from view, for changing and the like. Kar-Fai's desk, cot, dresser, chair, spare potions, and calligraphy gear are here. This is where the characters will find the Tiger Scroll, where Kar-Fai has written the mystical secrets. Unfortunately, Coppal was recently here and left with the bottom half, leaving only the more martial secrets of the Tiger Test. The PCs may have a chance to meet Coppal again, and get the second half of the scroll, in a future adventure.

The slide should tumble characters out ten feet from the hole, which has heavy cloth strips shrouding it and keeping in the poison gas. If they *feather-fall* or *spider climb* down, or climb down a rope, they merely exit from the cloth strips as if they were walking through a beaded curtain – of course they are inhaling poison all that time.

APL 4 (EL 6)

✦ **Kar-Fai Hong:** Male human Rog1/Mnk4; hp 36; see *Combat Appendix* – APL 4.

✦ **Limping Tiger (awakened):** hp 28; see *Combat Appendix* – APL 4.

APL 6 (EL 8)

✦ **Kar-Fai Hong:** Male human Rog1/Mnk5/Asn1; hp 49; see *Combat Appendix* – APL 6.

✦ **Tiger (awakened):** hp 45; see *Combat Appendix* – APL 6.

APL 8 (EL 10)

✦ **Kar-Fai Hong:** Male human Rog1/Mnk6/Asn2; hp 62; see *Combat Appendix* – APL 8.

✦ **Advanced Tiger (awakened):** hp 95; see *Combat Appendix* – APL 8.

APL 10 (EL 12)

🐾 **Kar-Fai Hong:** Male human Rog1/Mnk7/Asn3; hp 75; see *Combat Appendix* – APL 10.

🐾 **Dire Tiger (awakened):** hp 120; see *Combat Appendix* – APL 10.

APL 12 (EL 14)

🐾 **Kar-Fai Hong:** Male human Rog1/Mnk9/Asn3; hp 89; see *Combat Appendix* – APL 12.

🐾 **Advanced Dire Tiger (awakened):** hp 165; see *Combat Appendix* – APL 12.

Setup/Tactics: The tiger is Awakened. He tiger is prepared for a five-foot-step and swipe into Improved Grab on PCs exiting the slide. He is completely under Kar-Fai Hong's control, using his special power of Tiger Mastery. If Kar-Fai is defeated before the tiger is, the tiger immediately retreats to the far corner, and begs aloud not to be killed.

If the characters have made appreciable noise in dealing with Tiger Test #4 – speaking aloud, casting spells, verbally helping each other figure out the cryptoquip puzzle, and arranging who is going to jump into the slide first, then Kar-Fai Hong has drunk all of his potions, plus the *dust of disappearance* at APL 6+, which not even *see invisibility* will see through. He stands 10 feet from the Awakened tiger, so he can five-foot-step either to the tiger in case an Improved Grab is successful and he can flurry a sneak attack, or five-foot-step to the exit point of the slide. He usually delays his action to give the awakened tiger a chance for his Improved Grab.

If the characters have been relatively silent at Tiger Test #4, then Kar-Fai Hong has drunk only his antitoxin and potions of *mage armor* and *barkskin* – the control center in the final room shows him when the stone doors open and close, so he knows the characters are in the Tiger Test. He is aware and positioned 20 feet away, ready to flurry poisoned shurikens.

He fights to the death, since defeat means that he has failed as the consummate predator.

Encounter Seven: The Way Opened

After clearing out the Tiger Monastery and avenging the fallen ambassadors, it is good to know that the path back to Ogburg is mostly downhill, snaking alongside the cliff wall.

Ordinarily it would be an easy walk, except for the biting wind that whistles up the mountain pass. There is also a dense, bitter fog that rolling over the mountain and rising up from the ravine, and a spatter of snow falling on your exposed location.

In only a few moments, the visibility is reduced to nothing and you can see your compatriots only if they are in touching distance. Voices are strangely warped amongst the freezing wind.

A bedraggled woman fades in out of the mist, carrying a bundle swaddled in cloth. Her feet are bare, and she is wearing only a dirty shift, her brown hair plastered wetly to her head. Her eyes are sunken and dark.

She says, "Please...he's so heavy...will you hold my baby? Please...just...just keep him above the cold, cold ground..." and she holds the bundle towards you.

A DC 10 Knowledge (religion) check reveals that the woman is a ghost, with all the usual ghostly powers. It does not reveal information about ubume-ghosts from *Oriental Adventures*. A DC 15 Intelligence check recognizes her as the same woman that they 'fought' in the public square in Ogburg. A DC 20 Knowledge (the Planes) check reveals that the characters have been drawn to the edge of Limbo.

This is the opportunity for the characters to bring Ahma's baby from its state of Limbo into the real world, safe and born. All they have to do is hold it up throughout the night.

When someone takes the baby, read or paraphrase the following:

It is obviously a baby, swaddled in white linen, moving slightly. But it is frozen, like ice, and sucking the heat from your body as you hold it. It feels like it is a rock, like it weighs about two hundred pounds, and it is getting heavier. It has nothing to do with physical strength.

The mechanic for this is as follows:

Carrying the Ghost Baby: The PC taking the baby must make a Fortitude save DC 18 three times: once on taking the baby, once at midnight, and once just before dawn. With each check, he suffers the following effects: 1d8 Constitution loss on a successful saving throw OR 3d6 Constitution loss on a failed saving throw. Constitution loss occurs at a rate of 3 points per minute, so the character or characters can get help from other party members, or choose to drop the baby to save their own lives. If multiple people are helping to carry the baby (not passing it to and fro—that feels too dangerous—but helping hold up the primary carrier) they can choose who makes the Fortitude saving throw, and they can split up the Constitution loss.

Here is the judge's trick. Carrying the ghost baby feels hideously dangerous because of the large Constitution loss, success or fail. This is compounded by the element of character choice for who holds the baby – they can at any moment drop the baby and save themselves. Character is defined by choices. This is all

about tension, and seeing if the character or characters will give in to despair and loss.

But, since the characters can help each other, it is nearly guaranteed that they will succeed, even in a group of 4 characters. In fact, you can even use meta-gaming to raise tension in your favor by letting them know, after the first saving throw, how much worse it would be if they failed, or just how little worse it is if they succeed. Here is some suggested text as the night goes on.

The fog does not lift, and the snow does not stop either. Ice forms on of all of you as the snow melts against the heat of your bodies and refreezes. As the minutes turn into hours, the baby gets colder and colder, heavier and heavier. When midnight comes, as best you can guess it, the baby feels like it weighs five hundred pounds at least.

If the results of the Fortitude save and the Constitution loss would drop a character to 0 Constitution and death, here is some suggested text – remember that this Constitution loss takes place over minutes. While minute/level Constitution boosting spells only buy some time, characters can swap *belts/amulets of health*, and so on. You can even give a slow countdown of the character's Constitution, with the feeling of a flush of warmth and life.

It is leeching the life from you. You feel like a block of ice. Your legs are starting to shake and your back is starting to give out. Everyone can see that [name of PC carrying the baby] is starting to grow weak, bending at the waist, bending at the knees. The baby's only three feet from the ground and that just makes it heavier.

Go around the table and see if you can get anyone else to help, and if so, they can take the drain. The baby will not rise, however, and the group will be clutching one another in precarious balance. (Hopefully the character who is about to die will not panic and say, "I drop the baby!" extra fast. If he does, feel free to give him an "Are you sure?"")

Finally:

It is always darkest just before the dawn. The baby feels like it weighs a thousand pounds, and it is so cold it feels like it is ripping off your flesh even through your clothes.

Assuming the characters do not choose to drop the baby, and they help each other and survive (or simply roll low on Constitution loss):

The warming rays of the sun pierce through the fog and chase away the snow – you now carry a perfectly warm and happy baby boy.

In only a few minutes, the narrow walk is revealed just beneath the snow. It is an easy day's walk down into the lowlands and thence into

Ogburg. The baby just smiles happily through all of it.

Conclusion

The PCs return to the lowlands in success or failure. Whatever the case, they learn that most of the equipment that the Tiger Monks used was stolen from a Pholtan monastery, so the Pale reclaims it. (This removes any "over the cap" gold.)

Success:

While some of you might be in a weakened state, you are not harassed at all on the roads of the Pale. Waiting at the gate for you are Father Martel and the woman you saw in the night – the one who handed you the baby.

Jarn Saxa and his wife Ahma have consented to be raised from the dead, now that their child has been brought to life as well. They are very grateful to the PCs for their hard work and dedication to the cause of justice.

Failure:

What is left of your group stagger back to Ogburg. A contingent of guards is waiting for you, to bring you to Father Martel for debriefing. They do not look pleased.

The PCs get whatever experience and money they gained until they failed.

The End

Critical Events Summary

Please email the author at ron.levy@sbcglobal.net to tell him whether Jarn Saxa, Ahma, and the child survived. If you have other comments about the scenario, you can email the Pale Triad at poc@theocracyofthepale.com.

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 One

Defeat dream-battle (normal experience is given, though the PCs are in no danger)

APL4 150 xp
APL6 200 xp
APL8 250 xp
APL10 300 xp
APL12 350 xp

Encounter Four

Defeat monks

APL4 175 xp
APL6 225 xp
APL8 275 xp
APL10 300 xp
APL12 350 xp

Encounter Five

Pass the Tiger Test

APL4 150 xp
APL6 200 xp
APL8 250 xp
APL10 300 xp
APL12 350 xp

Encounter Six

Defeat Kar-Fai Hong

APL4 150 xp
APL6 200 xp
APL8 250 xp
APL10 300 xp
APL12 350 xp

Story Award

Saving the child:

APL4 25 xp
APL6 40 xp
APL8 50 xp
APL10 75 xp
APL12 90 xp

Discretionary roleplaying award

APL4 25 xp
APL6 35 xp
APL8 50 xp
APL10 75 xp
APL12 85 xp

Total possible experience:

APL4 675 xp
APL6 900 xp
APL8 1,125 xp
APL10 1,350 xp
APL12 1,575 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: Mind Games

all APLs: none. (The combat is not real.)

Encounter Four: Mooks!

APL 4: L: 791 gp; C: 0 gp; M: 204 gp – 4 *potions of mage armor* (4 gp each per PC), 5 mixed 2nd-level potions (25 gp each), *potion of fly* (63 gp).

APL 6: L: 490 gp; C: 0 gp; M: 3,397 gp – 4 *potions of mage armor* (4 gp each per PC), 11 mixed 2nd-level potions (25 gp each), *potion of fly* (63 gp), 3 +1 *returning shurikens* (692 gp each), 2 +1 *sianghams* (192 gp each), *cloak of resistance* +1 (83 gp), *amulet of mighty fists* +1 (500 gp).

APL 8: L: 490 gp; C: 0 gp; M: 5,547 gp – 4 *potions of mage armor* (4 gp each per PC), 17 mixed 2nd-level potions (25 gp each), *potion of fly* (63 gp), 2 *rings of protection* +1 (167 gp each), 4 *cloaks of resistance* +1 (83 gp each), 3 +1 *returning shurikens* (692 gp each), 2 +1 *sianghams* (192 gp each), *headband of intellect* +2 (333 gp), *amulet of mighty fists* +1 (500 gp), *monk's belt* (1,083 gp).

APL 10: L: 440 gp; C: 0 gp; M: 9,255 gp – 4 *potions of mage armor* (4 gp each per PC), 20 mixed 2nd-level potions (25 gp each), *potion of fly* (63 gp), 4 *rings of protection* +1 (167 gp each), 3 *cloaks of resistance* +1 (83 gp each), *cloak of resistance* +2 (333 gp), 3 +1 *returning shurikens* (692 gp each), 2 +1 *kamas* (192 gp each), 2 +2 *sianghams* (692 gp each), 2 *headbands of intellect* +2 (333 gp each), *headband of intellect* +4 (1,333 gp), *amulet of mighty fists* +1 (500 gp), *monk's belt* (1,083 gp).

APL 12: L: 440 gp; C: 0 gp; M: 14,422 gp – 4 *potions of mage armor* (4 gp each per PC), 20 mixed 2nd-level potions (25 gp each), *potion of fly* (63 gp), 3 *rings of protection* +1 (167 gp each), *ring of protection* +2 (667 gp), *cloak of resistance* +1 (83 gp), 3 *cloaks of resistance* +2 (333 gp each), 3 +1 *returning shurikens* (692 gp each), 2 +2 *kamas* (692 gp each), 2 +2

sianghams (692 gp each), 2 *headbands of intellect* +2 (333 gp each), *headband of intellect* +6 (3,000 gp), *amulet of mighty fists* +2 (2,000 gp), *monk's belt* (1,083 gp).

Encounter Six: Kar-Fai Hong

APL 4: L: 180 gp; C: 0 gp; M: 54 gp – *potion of mage armor* (4 gp per PC), *potion of bull's strength* (25 gp), *potion of cat's grace* (25 gp).

APL 6: L: 180 gp; C: 0 gp; M: 1,713 gp – *potion of mage armor* (4 gp per PC), 4 mixed 2nd-level potions (25 gp each), *cloak of resistance* +1 (83 gp), *dust of appearance* (150 gp), *dust of disappearance* (292 gp), *monk's belt* (1,083 gp).

APL 8: L: 180 gp; C: 0 gp; M: 2,404 gp – *potion of mage armor* (4 gp per PC), 5 mixed 2nd-level potions (25 gp each), *ring of protection* +1 (167 gp), *amulet of mighty fists* +1 (500 gp), *cloak of resistance* +1 (83 gp), *dust of appearance* (150 gp), *dust of disappearance* (292 gp), *monk's belt* (1,083 gp).

APL 10: L: 180 gp; C: 0 gp; M: 4,988 gp – *potion of mage armor* (4 gp per PC), 5 mixed 2nd-level potions (25 gp each), *ring of protection* +2 (667 gp), *amulet of mighty fists* +2 (2,000 gp), *cloak of resistance* +2 (333 gp), *dust of appearance* (150 gp), *dust of disappearance* (292 gp), *headband of intellect* +2 (333 gp), *monk's belt* (1,083 gp).

APL 12: L: 180 gp; C: 0 gp; M: 7,904 gp – *potion of mage armor* (4 gp per PC), 5 mixed 2nd-level potions (25 gp each), *ring of protection* +2 (667 gp), *amulet of mighty fists* +3 (4,500 gp), *cloak of resistance* +3 (750 gp), *dust of appearance* (150 gp), *dust of disappearance* (292 gp), *headband of intellect* +2 (333 gp), *monk's belt* (1,083 gp).

Total Possible Treasure

As stated in the Conclusion, most of the treasure is stolen property, so the PCs receive an adequate reward from the Pale but nothing “over the cap”.

APL 4: L: 971 gp; C: 0 gp; M: 258 gp - Total: 1,229 gp (cap 650 gp)

APL 6: L: 670 gp; C: 0 gp; M: 5,110 gp - Total: 5,780 gp (cap 900 gp)

APL 8: L: 670 gp; C: 0 gp; M: 7,951 gp - Total: 8,621 gp (cap 1,300 gp)

APL 10: L: 620 gp; C: 0 gp; M: 14,243 gp - Total: 14,863 gp (cap 2,300 gp)

APL 12: L: 620 gp; C: 0 gp; M: 22,326 gp - Total: 22,946 gp (cap 3,300 gp)

Items for the Adventure Record

Drunken Master: Sensing in you a kindred spirit (so to speak), the dwarf monk Verrin Granitehewn has agreed

to teach you the way of the Drunken Master. You have access to that prestige class.

The First Half of the Tiger Scroll: After surpassing the challenges of the Tiger Test, you find that a mere glance at the mystic secrets of this torn scroll fills you with a buoyant power. Three times ever, as an immediate action after the dice have been rolled but before success has been fully adjudicated, gain a +10 circumstance bonus to Jump and Balance checks. This benefit lasts ten minutes once triggered.

Check off the uses here: [] [] [] []

The Tiger's Blessing: For freeing the Awakened Tiger from Kar-Fai Hong's control without killing him, he has granted you his blessing by gently rubbing his cheek on you and leaving a faint scent. You may invoke this blessing as an immediate action, which causes a feline creature (including dire animals, magical beasts, and outsiders with a feline appearance) to spend its next action releasing you from its own grapple, performing this action with aloof disdain. This blessing works three times ever.

Check off the uses here: [] [] [] []

Disciple Storehouse: Any PC that belongs to the Disciples of Discipline meta-org gains Regional access to the items marked with (**).

Item Access

APL 4: none

APL 6 (all of APL 4 plus the following):

- Dust of Appearance (Adventure; DMG; 1,800 gp)
- Dust of Disappearance (Adventure; DMG; 3,500 gp)
- Monk's Belt** (Adventure; DMG; 13,000 gp)
- +1 Returning Shuriken** (Adventure; DMG; 8,301 gp)

APL 8 (all of APLs 4-6 plus the following):

- Amulet of Mighty Fists +1** (Adventure; DMG; 6,000 gp)

APL 10 (all of APLs 4-8 plus the following):

- Amulet of Mighty Fists +2** (Adventure; DMG; 24,000 gp)
- Cloak of Resistance +2 (Adventure; DMG; 4,000 gp)
- Headband of Intellect +4 (Adventure; DMG; 16,000 gp)
- +2 Siangham** (Adventure; DMG; 8,303 gp)

APL 12 (all of APLs 4-10 plus the following):

- Amulet of Mighty Fists +3** (Adventure; DMG; 54,000 gp)

- Cloak of Resistance +3 (Adventure; DMG; 9,000 gp)
- Headband of Intellect +6 (Adventure; DMG; 36,000 gp)
- +2 Kama** (Adventure; DMG; 8,302 gp)

Combat Appendix – APL 4

Encounter One

Jarn Saxa: Male human Wiz2; CR 2; Medium Humanoid (human); HD 2d4+4; hp 11; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 mage armor), touch 12, flat-footed 14; Base Atk/Grp: +1/+0; Atk or Full Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20, masterwork light crossbow); SA spells; SQ —; AL CN; SV Fort +2, Ref +2, Will +3; Str 8, Dex 14, Con 14, Int 18, Wis 10, Cha 10.

Skills and Feats: Bluff +1, Concentration +7 (+11 defensive), Diplomacy +2, Listen +2, Search +6, Sense Motive +1, Spellcraft +9, Spot +2; Combat Casting, Scribe Scroll (B), Spell Focus (Enchantment).

Languages: Common, Draconic, Flan, Old Oeridian, Terran.

Wizard Spells Prepared (4/3): 0—daze (4) (DC 15); 1st—cause fear (DC 15), ~~mage armor~~, sleep (DC 16).

Possessions: Masterwork light crossbow, 20 bolts, 2 daggers, *potion of barkskin* +2, *potion of fox's cunning*, *potion of purple poison*, spell component pouch.

Power-up suite (potions, mage armor): AC 18 (+2 Dex, +2 natural, +4 mage armor), touch 12, flat-footed 16; Int 18 (22). Spell DCs are 2 higher.

Ahma: Female human Sor2; CR 2; Medium Humanoid (human); HD 2d4+2; hp 9; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk/Grp: +1/+0; Atk or Full Atk +0 melee (1d6-1, quarterstaff) or +3 ranged (1d10/19-20, masterwork heavy crossbow); SA spells; SQ —; AL N; SV Fort +1, Ref +1, Will +3; Str 8, Dex 12, Con 12, Int 14, Wis 10, Cha 18.

Skills and Feats: Bluff +8, Concentration +6, Diplomacy +6, Listen +2, Sense Motive +2, Spot +2; Greater Spell Focus (Illusion), Spell Focus (Illusion).

Languages: Common, Old Oeridian, Draconic.

Sorcerer Spells Known (6/5 per day, 6/4 remaining): 0—acid splash (+2 ranged touch), dancing lights, daze (DC 14), detect magic, read magic; 1st—color spray (DC 17), shield.

Possessions: Quarterstaff, masterwork heavy crossbow, 20 bolts, dagger, *potion of mage armor*, *potion of barkskin* +2, *potion of eagle's splendor*, ~~scroll of fireball~~, *potion of purple poison*, spell component pouch.

Power-up Suite (potions, shield): AC 21 (+1 Dex, +2 natural, +4 mage armor, +4 shield), touch 11, flat-footed 20; Cha 18 (22). Spell DCs are 2 higher.

Fedi-fencer: Male human Rog1/Ftr1; CR 2; Medium Humanoid (human); HD 1d6+1 plus 1d10+1; hp 15; Init +4; Spd 30 ft.; AC 19 (+4 Dex, +4 chain shirt, +1

shield), touch 14, flat-footed 15; Base Atk/Grp: +1/+2; Atk or Full Atk +7 melee (1d6+1/18-20, masterwork rapier) or +5 ranged (1d4+1/19-20, thrown dagger); SA sneak attack +1d6; SQ —; AL CN; SV Fort +3, Ref +6, Will +3; Str 12, Dex 18, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Appraise +3, Bluff +4, Diplomacy +4, Forgery +4, Hide +2, Jump +2, Listen +5, Move Silently +2, Open Lock +3, Spot +5, Tumble +5; Iron Will, Weapon Finesse, Weapon Focus (rapier).

Languages: Common.

Possessions: Chain shirt, light wooden shield, masterwork rapier, 4 daggers, *potion of cat's grace*, *potion of barkskin* +2, *potion of purple poison*.

Power-up Suite (potions): Init +6; AC 23 (+6 Dex, +2 natural, +4 chain shirt, +1 shield), touch 16, flat-footed 17; Atk or Full Atk +9 melee (1d6+1/18-20, masterwork rapier) or +7 ranged (1d4+1/19-20, thrown dagger); Reflex +8; Dex 18 (22). Tumble +7.

Maid of Battle: Female human Bbn1/Ftr1; CR 2; Medium Humanoid (human); HD 1d12+2 plus 1d10+2; hp 22; Init +1; Spd 20 ft.; AC 17 (+0 Dex, +7 half-plate), touch 10, flat-footed 17; Base Atk/Grp: +2/+5; Atk or Full Atk +6 melee (1d10+4/x3, masterwork glaive) or +5 melee (1d4+3/19-20, dagger) or +3 ranged (1d6+3, javelin); SA rage 1/day; SQ —; AL CN; SV Fort +6, Ref +1, Will +1; Str 16, Dex 12, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb -3, Diplomacy +2, Gather Information +2, Handle Animal +2, Intimidate +2, Listen +5, Sense Motive +3, Spot +3; Combat Expertise, Combat Reflexes, Improved Trip.

Languages: Common, Old Oeridian, Nyronese.

Possessions: Half-plate, masterwork glaive, 3 javelins, 2 daggers, *potion of bull's strength*, *potion of barkskin* +2, *potion of purple poison*.

Power-up Suite (potions): AC 19 (+0 Dex, +2 natural, +7 half-plate), touch 10, flat-footed 19; Atk or Full Atk +8 melee (1d10+7/x3, masterwork glaive) or +7 melee (1d4+5/19-20, dagger) or +3 ranged (1d6+5, javelin); Str 16 (20).

Encounter Four

Mauler: Male half-orc Rgr2/Mnk1; CR 3; Medium Humanoid (orc); HD 2d8+2 plus 1d8+1; hp 21; Init +5; Spd 30 ft.; AC 13 (+1 Dex, +2 Wis), touch 13, flat-footed 12; Base Atk/Grp: +2/+11; Atk +7 melee (1d6+5, unarmed strike) or +8 melee (1d6+5, masterwork kama); Full Atk +6/+6 melee (1d6+5, masterwork kama, Flurry) or +4/+4 and +4 melee (1d6+5 and 1d6+2, masterwork kama, Flurry, Two-Weapon Fighting) or +4 ranged (1d2+5, masterwork shuriken); SA favored

enemy humans +2, flurry of blows; SQ darkvision 60 ft.; AL LE; SV Fort +6, Ref +6, Will +4; Str 20, Dex 12, Con 12, Int 8, Wis 14, Cha 6.

Skills and Feats: Balance +3, Hide +7, Jump +9, Listen +4, Move Silently +7, Spot +4, Survival +3, Tumble +4; Improved Grapple (B), Improved Initiative, Improved Unarmed Strike (B), Power Attack, Track (B), Two-Weapon Fighting (B).

Languages: Common, Orc.

Possessions: 2 masterwork kamas, Medium Spider Venom (1 dose on kama, Fort DC 14, 1d4 Str/1d4 Str), 5 masterwork shurikens, *potion of mage armor*, *potion of bull's strength*, *potion of fly*, antitoxin.

Power-up Suite (potions): AC 17 (+1 Dex, +2 Wis, +4 mage armor), touch 13, flat-footed 16; Grp +13; Atk +10 melee (1d6+7, masterwork kama); Full Atk +8/+8 melee (1d6+7, masterwork kama, Flurry) or +6/+6/+6 melee (1d6+7 or 1d6+3, masterwork kamas, Flurry, Two-Weapon Fighting); SV Fort +6 (+11 vs. poison); Str 20 (24). He can fly.

Flinger: Male human Rog1/Mnk2; CR 3; Medium Humanoid (human); HD 1d6+1 plus 2d8+2; hp 19; Init +4; Spd 40 ft.; AC 16 (+4 Dex, +2 Wis), touch 16, flat-footed 12; Base Atk/Grp +1/+5; Atk +2 melee (1d6, masterwork kama) or +6 ranged (1d2, masterwork shuriken); Full Atk +4/+4 ranged (1d2, masterwork shurikens, Flurry) or +2/+2/+2 ranged (1d2, masterwork shurikens, Flurry, Rapid Shot); SA flurry of blows, sneak attack +1d6; SQ evasion; AL LE; SV Fort +4, Ref +9, Will +5; Str 10, Dex 18, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +10, Escape Artist +10, Heal +3, Hide +10, Jump +8, Listen +6, Move Silently +10, Sense Motive +4, Spot +6, Tumble +12; Deflect Arrows (B), Improved Grapple (B), Improved Unarmed Strike (B), Point Blank Shot, Precise Shot, Rapid Shot.

Languages: Common.

Possessions: 10 masterwork shurikens, 2 doses of Medium Spider Venom on shurikens (Fort DC 14, 1d4 Str/1d4 Str), masterwork kama, *potion of mage armor*, *potion of cat's grace*, antitoxin.

Power-up suite (potions): Init +6; AC 22 (+6 Dex, +2 Wis, +4 mage armor), touch 18, flat-footed 16; Atk +8 ranged (1d2, masterwork shuriken); Full Atk +6/+6 ranged (1d2, masterwork shurikens, Flurry) or +4/+4/+4 ranged (1d2, masterwork shurikens, Flurry, Rapid Shot); SV Fort +4 (+9 vs. poison), Ref +11; Dex 18 (22). Tumble +14.

Popper: Male human Ftr1/Mnk1; CR 2; Medium Humanoid (human); HD 1d10+1 plus 1d8+1; hp 17; Init +4; Spd 30 ft.; AC 16 (+4 Dex, +2 Wis), touch 16, flat-footed 12; Base Atk/Grp +1/+6; Atk +7 melee (1d6+1, masterwork siangham) or +5 melee (1d6+1, unarmed strike) or +6 ranged (1d2+1, masterwork

shuriken); Full Atk +5/+5 melee (1d6+1, masterwork siangham, Flurry) or +3/+3 and +3 melee (1d6+1 and 1d6, masterwork sianghams, Flurry, Two-Weapon Fighting); SA flurry of blows; SQ —; AL LE; SV Fort +5, Ref +6, Will +4; Str 12, Dex 18, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6; Improved Grapple (B), Improved Unarmed Strike (B), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (siangham).

Languages: Common.

Possessions: 2 masterwork sianghams; 5 masterwork shurikens, *potion of mage armor*, *potion of cat's grace*.

Power-up Suite (potions): Init +6; AC 22 (+6 Dex, +2 Wis, +4 mage armor), touch 18, flat-footed 16; Atk +9 melee (1d6+1, masterwork siangham) or +7 melee (1d6+1, unarmed); Full Atk +7/+7 melee (1d6+1, masterwork siangham, Flurry) or +5/+5/+5 melee (1d6+1 or 1d6 unarmed, masterwork sianghams, Two-Weapon Fighting); SV Ref +8; Dex 18 (22).

Stunner: Male human Mnk2; CR 2; Medium Humanoid (human); HD 2d8+2; hp 15; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +4 Wis), touch 16, flat-footed 14; Base Atk/Grp +1/+6; Atk +2 melee (1d6+1, unarmed strike) or +3 melee (1d6+1, masterwork kama); Full Atk +0/+0 (1d6+1, unarmed strike, Flurry) or +4 ranged (1d2+1, masterwork shuriken); SA flurry of blows, stunning fist 2/day (DC 15); SQ evasion; AL LE; SV Fort +4, Ref +5, Will +7; Str 12, Dex 14, Con 12, Int 10, Wis 18, Cha 8.

Skills and Feats: Balance +9, Hide +7, Jump +8, Move Silently +7, Tumble +9, Deflect Arrows (B), Improved Grapple, Improved Initiative, Improved Unarmed Strike (B), Stunning Fist (B).

Languages: Common.

Possessions: 5 masterwork shurikens, 1 dose of Medium Spider Venom on shuriken (Fort DC 14, 1d4 Str/1d4 Str), masterwork kama, *potion of mage armor*, *potion of bull's strength*, *potion of owl's wisdom*, antitoxin.

Power-up Suite (potions): AC 22 (+2 Dex, +6 Wis, +4 mage armor), touch 18, flat-footed 20; Grp +8; Atk +4 melee (1d6+3, unarmed strike); Full Atk +2/+2 melee (1d6+3, unarmed strike, Flurry); SA stunning fist 2/day (DC 17); SV Fort +4 (+9 vs. poison), Will +9; Str 12 (16), Wis 18 (22). Jump +10.

Encounter Six

Kar-Fai Hong: Male human Rog1/Mnk4; CR 5; Medium Humanoid (human); HD 1d6+2 plus 4d8+8; hp 36; Init +7; Spd 40 ft.; AC 15 (+3 Dex, +2 Wis), touch 15, flat-footed 12; Base Atk/Grp +3/+5; Atk +6 melee (1d8+2, unarmed strike, or 1d6+2, masterwork kama) or +7 ranged (1d2+2, masterwork shuriken); Full Atk

+4/+4 melee (1d8+2, unarmed strike, Flurry) or +2/+2 and +2 melee (1d8+2, unarmed strike, Flurry, Two-Weapon Fighting); SA flurry of blows, ki strike (magic), sneak attack +1d6, stunning fist 4/day (DC 14); SQ tiger mastery, evasion, slow fall 20 ft., still mind; AL LE; SV Fort +6, Ref +9, Will +6; Str 14, Dex 16, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +13, Bluff +4, Disguise +4, Hide +10, Jump +16, Listen +7, Move Silently +10, Spot +7, Tumble +13; Deflect Arrows (B), Improved Initiative, Improved Unarmed Strike (B), Stunning Fist (B), Two-Weapon Fighting, Weapon Focus (unarmed strike).

Languages: Common, Ancient Baklunish.

Tiger Mastery (Ex): Kar-Fai Hong is a Tiger Master. No tiger will attack, delay, or hinder him and any tiger that remains in his presence for over an hour falls under his sway and does his unconscious bidding.

Possessions: 2 masterwork kamas; 5 masterwork shurikens, 2 doses of Medium Spider Venom on shurikens (Fort DC 14, 1d4 Str/1d4 Str), 2 doses of Medium Spider Venom on kamas, *potion of mage armor*, *potion of bull's strength*, *potion of cat's grace*, antitoxin.

Power-up Suite (potions): Init +5; AC 22 (+5 Dex, +2 Wis, +4 mage armor), touch 17, flat-footed 17; Grp +7; Atk +8 melee (1d8+2, unarmed) or +8 melee (1d6+2, masterwork kama) or +9 ranged (1d2+4, masterwork shuriken); Full Atk +6/+6 melee (1d8+2 unarmed, or 1d6+2, kama, Flurry) or +4/+4/+4 melee (1d8+2, unarmed, or 1d6+2 or 1d6+1, masterwork kamas, Flurry, Two-Weapon Fighting) or +7/+7 ranged (1d2+4, masterwork shurikens, Flurry); SV Fort +6 (+11 vs. poison), Ref +11; Str 14 (18), Dex 16 (20). Tumble +15.

Limping Tiger (awakened): CR 3; Large Magical Beast (augmented animal); HD 6d8+18; hp 28 (wounded); Init +2; Spd 40 ft.; AC 14 (-1 size, +2 Dex, +3 natural), touch 12, flat-footed 12; Base Atk/Grp: +4/+14; Atk or Full Atk +9 melee (1d8+6, claw); Space/Reach: 10 ft./5 ft.; SA improved grab; SQ —; AL N; SV Fort +8, Ref +7, Will +3; Str 23, Dex 15, Con 17, Int 12, Wis 12, Cha 18.

Skills and Feats: Balance +6, Hide +3, Listen +3, Move Silently +9, Spot +3, Swim +11; Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw).

Languages: Common, Flan.

Improved Grab (Ex): To use this ability, the limping tiger must hit with a claw 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.

Description: This tiger has a big thorn in its paw. It attacks only once a round and cannot pounce or rake like ordinary tigers.

Combat Appendix – APL 6

Encounter One

Jarn Saxa: Male human Wiz4; CR 4; Medium Humanoid (human); HD 4d4+8; hp 21; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 mage armor), touch 12, flat-footed 14; Base Atk/Grp: +2/+1; Atk or Full Atk +1 melee (1d4+1/19-20, dagger) or +5 ranged (1d8/19-20, masterwork light crossbow); SA spells; SQ —; AL CN; SV Fort +4, Ref +4, Will +5; Str 8, Dex 14, Con 14, Int 19, Wis 10, Cha 10.

Skills and Feats: Bluff +2, Concentration +9 (+13 defensive), Diplomacy +2, Listen +2, Profession (gambling) +5, Search +6, Sense Motive +2, Spellcraft +11, Spot +3; Combat Casting, Empower Spell, Scribe Scroll (B), Spell Focus (Enchantment).

Languages: Common, Draconic, Flan, Old Oeridian, Terran.

Wizard Spells Prepared (4/4/3): 0—daze (4) (DC 15); 1st—cause fear (DC 15), ~~mage armor~~, shield, sleep (DC 16); 2nd—glitterdust (DC 16), scorching ray (+4 ranged touch), Tasha's hideous laughter (DC 17).

Possessions: Masterwork light crossbow, 20 bolts, 2 daggers, cloak of resistance +1, potion of barkskin +2, potion of fox's cunning, potion of purple poison, spell component pouch.

Power-up suite (potions and spells): AC 22 (+2 Dex, +2 natural, +4 mage armor, +4 shield), touch 12, flat-footed 20; Int 19 (23). Spell DCs are 2 higher.

Ahma: Female human Sor4; CR 4; Medium Humanoid (human); HD 4d4+4; hp 17; Init +5; Spd 30 ft.; AC 12 (+1 Dex, +1 deflection), touch 12, flat-footed 11; Base Atk/Grp: +2/+1; Atk or Full Atk +1 melee (1d6+1, quarterstaff) or +4 ranged (1d10/19-20, masterwork heavy crossbow); AL N; SV Fort +3, Ref +3, Will +5; Str 8, Dex 12, Con 12, Int 14, Wis 10, Cha 19.

Skills and Feats: Bluff +10, Concentration +8, Diplomacy +9, Listen +3, Sense Motive +2, Spot +3; Greater Spell Focus (Illusion), Improved Initiative, Spell Focus (Illusion).

Languages: Common, Old Oeridian, Draconic.

Sorcerer Spells Known (6/7/4 per day, 6/6/4 remaining): 0—acid splash (+3 ranged touch), dancing lights, daze (DC 14), detect magic, prestidigitation, read magic; 1st—color spray (DC 17), magic missile, shield; 2nd—scorching ray (+3 ranged touch).

Possessions: Quarterstaff, masterwork heavy crossbow, 20 bolts, dagger, cloak of resistance +1, ring of protection +1, potion of mage armor, potion of barkskin +2,

potion of eagle's splendor, ~~scroll of fireball~~, potion of purple poison, spell component pouch.

Power-up Suite (potions, shield): AC 22 (+1 Dex, +2 natural, +1 deflection, +4 mage armor, +4 shield), touch 12, flat-footed 21; Cha 19 (23). Spell DCs are 2 higher.

Fedi-fencer: Male human Rog3/Ftr1; CR 4; Medium Humanoid (human); HD 3d6+3 plus 1d10+1; hp 25; Init +4; Spd 30 ft.; AC 18 (+4 Dex, +4 chain shirt), touch 14, flat-footed 14; Base Atk/Grp: +3/+4; Atk +9 melee (1d6+2/18-20, +1 rapier) or +7 ranged (1d4+1/19-20, thrown dagger); Full Atk +7 melee (1d6+2/18-20, +1 rapier) and +5 melee (1d4+1/19-20, dagger); SA sneak attack +2d6; SQ evasion; AL CN; SV Fort +5, Ref +8, Will +5; Str 12, Dex 19, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Appraise +3, Climb +2, Bluff +4, Diplomacy +4, Forgery +4, Hide +2, Jump +5, Listen +5, Move Silently +2, Open Lock +3, Spot +7, Tumble +10; Iron Will, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier).

Languages: Common.

Possessions: Chain shirt, +1 rapier, 4 daggers, cloak of resistance +1, potion of cat's grace, potion of barkskin +2, potion of bear's endurance, potion of purple poison.

Power-up Suite (potions): hp 33; Init +6; AC 22 (+6 Dex, +2 natural, +4 chain shirt), touch 16, flat-footed 16; Atk +11 melee (1d6+1/18-20, +1 rapier) or +9 ranged (1d4+1/19-20, thrown dagger); Full Atk +9 melee (1d6+2/18-20, +1 rapier) and +7 melee (1d4+1/19-20, dagger); SV Fort +7, Ref +10; Dex 19 (23), Con 12 (16). Tumble +12.

Maid of Battle: Female human Bbn1/Ftr3; CR 4; Medium Humanoid (human); HD 1d12+2 plus 3d10+6; hp 38; Init +5; Spd 20 ft.; AC 17 (+0 Dex, +7 half-plate), touch 10, flat-footed 17; Base Atk/Grp +4/+7; Atk or Full Atk +9 melee (1d10+5/x3, +1 glaive) or +5 ranged (1d6+3, javelin) or +7 melee (1d4+3/19-20, dagger); SA rage 1/day; SQ —; AL CN; SV Fort +8, Ref +3, Will +3; Str 17, Dex 12, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb -3, Knowledge (arcana) +3, Spellcraft +3, Intimidate +2, Listen +5, Sense Motive +3, Spot +3; Combat Expertise, Combat Reflexes, Improved Trip, Improved Initiative, Weapon Focus (glaive).

Languages: Common, Old Oeridian, Nyronese.

Possessions: Half-plate, +1 glaive, 3 javelins, 2 daggers, cloak of resistance +1, potion of barkskin +2, potion of bull's strength, potion of bear's endurance, potion of purple poison.

Power-up Suite (potions): hp 46; AC 19 (+0 Dex, +2 natural, +7 half-plate), touch 10, flat-footed 19; Grp +9; Atk or Full Atk +11 melee (1d10+8/x3, +1 glaive) or +9 melee (1d4+5/19-20, dagger) or +5 ranged (1d6+5, javelin); SV Fort +10; Str 17 (21).

Encounter Four

Mauler: Male half-orc Rgr2/Mnk2; CR 4; Medium Humanoid (orc); HD 2d8+2 plus 2d8+2; hp 27; Init +5; Spd 30 ft.; AC 13 (+1 Dex, +2 Wis), touch 13, flat-footed 12; Base Atk/Grp +3/+12; Atk +8 melee (1d6+5, unarmed strike) or +9 melee (1d6+5, masterwork kama) or +5 ranged (1d2+5, masterwork shuriken); Full Atk +7/+7 melee (1d6+5, masterwork kama, Flurry) or +5/+5 and +5 melee (1d6+5 and 1d6+2, masterwork kamas, Flurry, Two-Weapon Fighting); SA favored enemy humans +2, flurry of blows; SQ darkvision 60 ft., evasion; AL LE; SV Fort +7, Ref +7, Will +5; Str 21, Dex 12, Con 12, Int 8, Wis 14, Cha 6.

Skills and Feats: Balance +3, Hide +7, Jump +9, Listen +4, Move Silently +8, Spot +4, Survival +3, Tumble +4; Deflect Arrows (B), Improved Grapple (B), Improved Initiative, Improved Unarmed Strike (B), Power Attack, Track (B), Two-Weapon Fighting (B).

Languages: Common, Orc.

Possessions: 2 masterwork kamas, Medium Spider Venom (2 doses on Kama, Fort DC 14, 1d4 Str/1d4 Str), 5 masterwork shurikens, *potion of mage armor*, *potion of barkskin* +2, *potion of bull's strength*, *potion of bear's endurance*, *potion of fly*, antitoxin.

Power-up Suite (potions): hp 35; AC 18 (+1 Dex, +2 Wis, +2 natural, +4 mage armor), touch 14, flat-footed 17; Grp +14; Atk +11 melee (1d6+7, masterwork kama); Full Atk +9/+9 melee (1d6+7, masterwork kama, Flurry) or +7/+7 and +7 melee (1d6+7 and 1d6+3, masterwork kamas, Flurry, Two-Weapon Fighting); SV Fort +9 (+14 vs. poison); Str 20 (24), Con 12 (16). He can fly.

Flinger: Male human Rog1/Mnk5; CR 6; Medium Humanoid (human); HD 1d6+1 plus 5d8+5; hp 31; Init +4; Spd 40 ft.; AC 17 (+4 Dex, +2 Wis, +1 monk bonus), touch 17, flat-footed 13; Base Atk/Grp +3/+7; Atk +4 melee (1d6, masterwork kama) or +8 ranged (1d2+1, +1 *returning shuriken*); Full Atk +6/+6 ranged (1d2+1, +1 *returning shurikens*, Flurry) or +4/+4/+4 ranged (1d2+1, +1 *returning shurikens*, Flurry, Rapid Shot); SA flurry of blows, ki strike (magic), sneak attack +1d6; SQ evasion, purity of body, slow fall 20 ft., still mind; AL LE; SV Fort +5, Ref +10, Will +6; Str 10, Dex 19, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +10, Disguise +4, Escape Artist +10, Heal +3, Hide +10, Jump +12, Listen +6, Move Silently +10, Sense Motive +4, Spot +6, Tumble +14; Deflect Arrows (B), Far Shot, Improved Grapple

(B), Improved Unarmed Strike (B), Point Blank Shot, Precise Shot, Rapid Shot.

Languages: Common.

Possessions: 3 +1 *returning shurikens*, 5 shurikens, 6 doses of Medium Spider Venom on Shurikens (Fort DC 14, 1d4 Str/1d4 Str), masterwork kama, *potion of mage armor*, *potion of barkskin* +2, *potion of cat's grace*, *potion of bear's endurance*, antitoxin.

Power-up Suite (potions): hp 43; Init +6; AC 25 (+6 Dex, +2 Wis, +1 monk bonus, +2 natural, +4 mage armor), touch 19, flat-footed 19; Atk +10 ranged (1d2+1, +1 *returning shuriken*); Full Atk +8/+8 ranged (1d2+1, +1 *returning shurikens*, Flurry) or +6/+6/+6 ranged (1d2+1, +1 *returning shurikens*, Flurry, Rapid Shot); SV Fort +7 (+12 vs. poison), Ref +12; Dex 19 (23), Con 12 (16). Tumble +16.

Popper: Male human Ftr1/Mnk1/Rog2; CR 4; Medium Humanoid (human); HD 1d10+1 plus 1d8+1 plus 2d6+2; hp 27; Init +8; Spd 30 ft.; AC 16 (+4 Dex, +2 Wis), touch 16, flat-footed 12; Base Atk/Grp +2/+7; Atk +8 melee (1d6+2, +1 *siangham*) or +7 ranged (1d2+1, masterwork shuriken); Full Atk +6/+6 melee (1d6+2, +1 *siangham*, Flurry) or +4/+4 and +4 melee (1d6+2 and 1d6+1, +1 *sianghams*, Flurry, Two-Weapon Fighting); SA flurry of blows, sneak attack +1d6; SQ evasion; AL LE; SV Fort +6, Ref +10, Will +5; Str 12, Dex 19, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +6, Climb +5, Disguise +4, Hide +11, Jump +5, Move Silently +11, Tumble +7; Improved Grapple (B), Improved Initiative, Improved Unarmed Strike (B), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (siangham).

Languages: Common.

Possessions: 2 +1 *sianghams*, 2 doses Medium Spider Venom on sianghams (Fort DC 14, 1d4 Str/1d4 Str), 5 masterwork shurikens, *cloak of resistance* +1, *potion of mage armor*, *potion of barkskin* +2, *potion of cat's grace*, *potion of bear's endurance*.

Power-up Suite (potions): hp 35; Init +10; AC 24 (+6 Dex, +2 Wis, +2 natural, +4 mage armor), touch 18, flat-footed 18; Base Atk/Grp +2/+7; Atk +10 melee (1d6+2, +1 *siangham*) or +9 ranged (1d2+1, masterwork shuriken); Full Atk +8/+8 melee (1d6+2, +1 *siangham*, Flurry) or +6/+6 and +6 melee (1d6+2 and 1d6+1, +1 *sianghams*, Flurry, Two-Weapon Fighting); SV Fort +8, Ref +12; Dex 19 (23), Con 12 (16). Tumble +9.

Stunner: Male human Mnk4; CR 4; Medium Humanoid (human); HD 4d8+4; hp 27; Init +6; Spd 40 ft.; AC 16 (+2 Dex, +4 Wis), touch 16, flat-footed 14; Base Atk/Grp +3/+7; Atk +6 melee (1d8+2, unarmed strike) or +5 (1d6+1, masterwork kama); Full Atk +4/+4 (1d8+2, unarmed strike, Flurry) or +6 ranged (1d2+1, masterwork shuriken); SA flurry of blows, ki strike (magic), stunning fist 4/day (DC 16); SQ evasion, still

mind; AL LE; SV Fort +5, Ref +6, Will +8; Str 12, Dex 14, Con 12, Int 10, Wis 19, Cha 8.

Skills and Feats: Balance +11, Hide +9, Jump +14, Move Silently +9, Tumble +11; Deflect Arrows (B), Improved Grapple, Improved Initiative, Improved Unarmed Strike (B), Stunning Fist (B), Weapon Focus (unarmed strike).

Languages: Common.

Possessions: 5 masterwork shurikens, 2 doses of Medium Spider Venom on shurikens, (Fort DC 14, 1d4 Str/1d4 Str), masterwork kama, *amulet of mighty fists* +1, *potion of mage armor*, *potion of bull's strength*, *potion of owl's wisdom*, *antitoxin*.

Power-up Suite (potions): AC 20 (+2 Dex, +4 Wis, +4 mage armor), touch 16, flat-footed 18; Grp +9; Atk +8 melee (1d8+4, unarmed strike) or +7 melee (1d6+3, masterwork kama); Full Atk +6/+6 (1d8+4, unarmed strike, Flurry); SA stunning fist 4/day (DC 18); SV Fort +5 (+10 vs. poison), Will +10; Str 12 (16), Wis 19 (23).

Encounter Six

Kar-Fai Hong: Male human Rog1/Mnk5/Asn1; CR 7; Medium Humanoid (human); HD 1d6+2 plus 5d8+10 plus 1d6+2; hp 49; Init +7; Spd 40 ft.; AC 17 (+3 Dex, +2 Wis, +2 monk bonus), touch 17, flat-footed 14; Base Atk/Grp +3/+5; Atk +6 melee (1d10+2, unarmed strike) or +6 melee (1d6+2, masterwork kama) or +7 ranged (1d2+4, masterwork shuriken); Full Atk +5/+5 melee (1d10+2, unarmed strike, Flurry) or +3/+3 and +3 melee (1d10+2, unarmed strike, Flurry, Two-Weapon Fighting) or +6/+6 ranged (1d2+2, masterwork shurikens, Flurry); SA death attack (DC 12), flurry of blows, ki strike (magic), sneak attack +2d6, stunning fist 5/day (6/day with belt, DC 15); SQ Tiger Mastery, evasion, poison use, slow fall 20 ft., still mind, purity of body; AL LE; SV Fort +7, Ref +12, Will +9; Str 14, Dex 16, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +13, Bluff +4, Disguise +4, Hide +12, Jump +16, Listen +10, Move Silently +12, Spot +9, Tumble +14; Deflect Arrows (B), Improved Initiative, Improved Unarmed Strike (B), Iron Will, Stunning Fist (B), Two-Weapon Fighting, Weapon Focus (unarmed strike).

Languages: Common, Ancient Baklunish.

Tiger Mastery (Ex): Kar-Fai Hong is a Tiger Master. No tiger will attack, delay, or hinder him and any tigers that remain in his presence for over an hour falls under his sway and does his unconscious bidding.

Assassin Spells Known (1 per day, CL 1st): 1st—*feather fall*, *jump*.

Possessions: 2 masterwork kamas, 5 masterwork shurikens, 4 doses of Medium Spider Venom on shurikens (Fort DC 14, 1d4 Str/1d4 Str), 2 doses of Medium Spider Venom on kamas, *cloak of resistance* +1,

dust of appearance, *dust of disappearance*, *monk's belt* (unarmed damage and AC as if Mnk10), *potion of mage armor*, *potion of barkskin* +2, *potion of bull's strength*, *potion of cat's grace*, *potion of owl's wisdom*, spell component pouch.

Power-up Suite (potions): Init +9; AC 27 (+5 Dex, +4 Wis, +2 monk bonus, +2 natural, +4 mage armor), touch 21, flat-footed 22; Grp +7; Atk +8 melee (1d10+4, unarmed strike) or +8 melee (1d6+4, masterwork kama) or +9 ranged (1d2+4, masterwork shuriken); Full Atk +7/+7 melee (1d10+4, unarmed strike, Flurry) or +5/+5 and +5 melee (1d10+4, unarmed strike, Flurry, Two-Weapon Fighting) or +7/+7 ranged (1d2+4, masterwork shurikens, Flurry); SA stunning fist 5/day (6/day with belt, DC 17); SV Ref +14, Will +11; Str 14 (18), Dex 16 (20), Wis 14 (18). Jump +18, Listen +12, Spot +11, Tumble +16. He may have used *dust of disappearance*, which lasts only 2d6 rounds, depending on how the characters have come down the slide.

Tiger (awakened): Large Magical Beast (augmented animal); hp 45; see *Monster Manual* p281. Int 12, Cha 18.

Languages: Common, Flan.

Combat Appendix – APL 8

Encounter One

Jarn Saxa: Male human Wiz6; CR 6; Medium Humanoid (human); HD 6d4+12; hp 31; Init +2; Spd 30 ft.; AC 17 (+2 Dex, +4 mage armor, +1 deflection), touch 13, flat-footed 15; Base Atk/Grp: +3/+2; Atk or Full Atk +2 melee (1d4+1/19-20, dagger) or +6 ranged (1d8/19-20, masterwork light crossbow); SA spells; SQ —; AL CN; SV Fort +5, Ref +5, Will +6; Str 8, Dex 14, Con 14, Int 19, Wis 10, Cha 10.

Skills and Feats: Bluff +2, Concentration +11 (+15 defensive), Diplomacy +4, Listen +2, Profession (gambling) +5, Search +6, Sense Motive +2, Spellcraft +15, Spot +2; Combat Casting, Empower Spell, Maximize Spell (B), Scribe Scroll (B), Spell Focus (Enchantment).

Languages: Common, Draconic, Flan, Old Oeridian, Terran.

Wizard Spells Prepared (4/4/4/3): 0—daze (4) (DC 15); 1st—cause fear (DC 15), ~~mage armor~~, shield, sleep (DC 16); 2nd—glitterdust (DC 16), scorching ray (+5 ranged touch), see invisibility, Tasha's hideous laughter (DC 17); 3rd—displacement, haste, magic missile (empowered).

Possessions: Masterwork light crossbow, 20 bolts, 2 daggers, ring of protection +1, cloak of resistance +1, potion of mage armor, potion of barkskin +2, potion of fox's cunning, potion of resist energy 10 (fire), potion of purple poison, spell component pouch.

Power-up Suite (potions and spells): AC 23 (+2 Dex, +2 natural, +4 mage armor, +4 shield, +1 deflection), touch 13, flat-footed 21; Int 19 (23). Spell DCs are 2 higher. Fire resistance 10.

Ahma: Female human Sor6; CR 6; Medium Humanoid (human); HD 6d4+6; hp 25; Init +5; Spd 30 ft.; AC 12 (+1 Dex, +1 deflection), touch 12, flat-footed 11; Base Atk/Grp: +3/+2; Atk or Full Atk +2 melee (1d6-1, quarterstaff) or +5 ranged (1d10/19-20, masterwork heavy crossbow); AL N; SV Fort +5, Ref +5, Will +7; Str 8, Dex 12, Con 12, Int 14, Wis 10, Cha 19.

Skills and Feats: Bluff +11, Concentration +10, Diplomacy +9, Listen +3, Sense Motive +2, Spot +4; Empower Spell, Greater Spell Focus (Illusion), Improved Initiative, Spell Focus (Illusion).

Languages: Common, Old Oeridian, Draconic.

Sorcerer Spells Known (6/7/6/4 per day, 6/6/4/3 remaining): 0—acid splash (+4 ranged touch), dancing lights, daze (DC 14), detect magic, prestidigitation, ray of frost (+4 ranged touch), read magic; 1st—color spray (DC 17), feather fall, magic missile, shield; 2nd—resist energy, scorching ray (+4 ranged touch); 3rd—fireball (DC 17).

Possessions: Quarterstaff, masterwork heavy crossbow, 20 bolts, dagger, ring of protection +1, cloak of resistance +2, potion of mage armor, potion of barkskin +2, potion of bear's endurance, potion of eagle's splendor, potion of purple poison, spell component pouch.

Power-up Suite (potions, shield, resist energy (2)): hp 37; AC 22 (+1 Dex, +2 natural, +4 mage armor, +4 shield, +1 deflection), touch 12, flat-footed 21; SV Fort +7; Con 12 (16), Cha 19 (23). Concentration +12. Spell DCs are 2 higher. Fire resistance 10, electricity resistance 10.

Fedi-fencer: Male human Rog5/Ftr1; CR 6; Medium Humanoid (human); HD 5d6+5 plus 1d10+1; hp 35; Init +8; Spd 30 ft.; AC 20 (+4 Dex, +5 chain shirt, +1 deflection), touch 15, flat-footed 20 (uncanny dodge); Base Atk/Grp: +4/+5; Atk +10 melee (1d6+2/18-20, +1 rapier) or +8 ranged (1d4+1/19-20, thrown dagger); Full Atk +8 melee (1d6+2/18-20, +1 rapier) and +6 melee (1d4+1/19-20, dagger); SA sneak attack +3d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +5, Ref +9, Will +5; Str 12, Dex 19, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Appraise +3, Climb +2, Bluff +6, Diplomacy +6, Escape Artist +5, Forgery +4, Hide +4, Jump +7, Listen +7, Move Silently +4, Open Lock +3, Sense Motive +3, Spot +9, Tumble +12; Improved Initiative, Iron Will, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier).

Languages: Common.

Possessions: +1 chain shirt, +1 rapier, 4 daggers, ring of protection +1, cloak of resistance +1, potion of barkskin +2, potion of cat's grace, potion of bear's endurance, potion of purple poison, 3 tanglefoot bags.

Power-up Suite (potions): hp 47; Init +10; AC 24 (+6 Dex, +2 natural, +5 chain shirt, +1 deflection), touch 17, flat-footed 24 (uncanny dodge); Atk +12 melee (1d6+1/18-20, +1 rapier) or +10 ranged (1d4+1/19-20, thrown dagger); Full Atk +10 melee (1d6+2/18-20, +1 rapier) and +8 melee (1d4+1/19-20, dagger); SV Fort +7, Ref +11; Dex 19 (23), Con 12 (16). Tumble +14.

Maid of Battle: Female human Bbn1/Ftr5; CR 6; Medium Humanoid (human); HD 1d12+2 plus 5d10+10; hp 54; Init +5; Spd 20 ft.; AC 18 (+0 Dex, +7 half-plate, +1 deflection), touch 11, flat-footed 18; Base Atk/Grp +6/+9; Atk +11 melee (1d10+7/x3, +1 glaive) or +7 ranged (1d6+3, javelin) or +9 melee (1d4+3/19-20, dagger); Full Atk +11/+6 melee (1d10+7/x3, +1 glaive); SA rage 1/day; SQ —; AL CN; SV Fort +9, Ref +3, Will +3; Str 17, Dex 12, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb -3, Intimidate +2, Knowledge (arcana) +4, Listen +5, Sense Motive +3,

Spellcraft +3, Spot +4; Combat Expertise, Combat Reflexes, Improved Trip, Improved Initiative, Weapon Focus (glaive), Weapon Specialization (glaive).

Languages: Common, Old Oeridian, Nyronese.

Possessions: Half-plate, +1 glaive, 3 javelins, 2 daggers, cloak of resistance +1, ring of protection +1, potion of barkskin +2, potion of bull's strength, potion of bear's endurance, potion of purple poison, 3 tanglefoot bags.

Power-up Suite (potions): hp 66; AC 20 (+0 Dex, +2 natural, +7 half-plate, +1 deflection), touch 11, flat-footed 20; Grp +11; Atk +13 melee (1d10+10/x3, +1 glaive) or +7 ranged (1d6+5, javelin) or +11 melee (1d4+5/19-20, dagger); Full Atk +13/+8 melee (1d10+10/x3, +1 glaive); SV Fort +11; Str 17 (21), Con 14 (18).

Encounter Four

Mauler: Male half-orc Rgr2/Mnk4; CR 6; Medium Humanoid (orc); HD 2d8+2 plus 4d8+4; hp 39; Init +5; Spd 40 ft.; AC 14 (+1 Dex, +2 Wis, +1 deflection), touch 14, flat-footed 13; Base Atk/Grp +5/+14; Atk +10 melee (1d8+5, unarmed strike) or +11 melee (1d6+5, masterwork kama) or +7 ranged (1d2+5, masterwork shuriken); Full Atk +9/+9 melee (1d6+5, masterwork kama, Flurry); or +7/+7 and +7 melee (1d6+5 and 1d6+2, masterwork kamas, Flurry, Two-Weapon Fighting); SA favored enemy humans +2, flurry of blows, ki strike (magic); SQ darkvision 60 ft., evasion, slow fall 20 ft., still mind; AL LE; SV Fort +9, Ref +9, Will +7; Str 21, Dex 12, Con 12, Int 8, Wis 14, Cha 6.

Skills and Feats: Balance +3, Disguise +2, Hide +7, Jump +13, Listen +4, Move Silently +8, Spot +4, Survival +3, Tumble +4; Cleave, Deflect Arrows (B), Improved Grapple (B), Improved Initiative, Improved Unarmed Strike (B), Power Attack, Track (B), Two-Weapon Fighting (B).

Languages: Common, Orc.

Possessions: 2 masterwork kamas, Large Scorpion Venom (2 doses on kamas, Fort DC 18, 1d6 Str/1d6 Str), 5 masterwork shurikens, ring of protection +1, cloak of resistance +1, potion of mage armor, potion of barkskin +2, potion of bull's strength, potion of cat's grace, potion of bear's endurance, potion of fly, antitoxin.

Power-up Suite (potions): hp 51; Init +7; AC 22 (+3 Dex, +2 Wis, +2 natural, +4 mage armor, +1 deflection), touch 18, flat-footed 21; Grp +16; Atk +12 melee (1d8+7, unarmed strike) or +13 melee (1d6+7, masterwork kama) or +9 ranged (1d2+7, masterwork shuriken); Full Atk +11/+11 melee (1d6+7, masterwork kama, Flurry) or +9/+9 and +9 melee (1d6+7 and 1d6+3, masterwork kamas, Flurry, Two-Weapon Fighting); SV Fort +11 (+16 vs. poison), Ref +11; Str 21 (25), Dex 12 (16), Con 12 (16). He can fly.

Flinger: Male human Rog1/Mnk5/Asn1; CR 7; Medium Humanoid (human); HD 1d6+1 plus 4d8+4 plus 1d6+1; hp 36; Init +4; Spd 40 ft.; AC 17 (+4 Dex, +2 Wis, +1 monk bonus), touch 17, flat-footed 15; Base Atk/Grp +3/+7; Atk +4 melee (1d6, masterwork kama) or +8 ranged (1d2+1, +1 returning shuriken); Full Atk +7/+7 ranged (1d2+1, +1 returning shurikens, Flurry) or +5/+5/+5 ranged (1d2+1, +1 returning shurikens, Flurry, Rapid Shot); SA death attack (DC 12), flurry of blows, sneak attack +2d6; SQ evasion, poison use, purity of body, slow fall 20 ft., still mind; AL LE; SV Fort +6, Ref +13, Will +7; Str 10, Dex 19, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +10, Disguise +4, Escape Artist +11, Heal +3, Hide +10, Jump +13, Listen +6, Move Silently +12, Sense Motive +4, Spot +6, Tumble +15; Deflect Arrows (B), Far Shot, Improved Grapple (B), Improved Unarmed Strike (B), Point Blank Shot, Precise Shot, Rapid Shot.

Languages: Common.

Assassin Spells Known: none. Int too low.

Possessions: 3 +1 returning shurikens, 5 shuriken, 8 doses of Large Scorpion Venom on shurikens (Fort DC 18, 1d6 Str/1d6 Str), masterwork kama, cloak of resistance +1, potion of mage armor, potion of barkskin +2, potion of bull's strength, potion of cat's grace, potion of bear's endurance, antitoxin, spell component pouch.

Power-up suite (potions): hp 50; Init +6; AC 25 (+6 Dex, +2 Wis, +1 monk bonus, +2 natural, +4 mage armor), touch 19, flat-footed 19; Grp +9; Atk +6 melee (1d6+2, masterwork kama) or +10 ranged (1d2+3, +1 returning shuriken); Full Atk +8/+8 ranged (1d2+3, +1 returning shurikens, Flurry) or +6/+6/+6 ranged (1d2+3, +1 returning shurikens, Flurry, Rapid Shot); SV Fort +8 (+13 vs. poison), Ref +15; Str 10 (14), Dex 19 (23), Con 12 (16). Balance +12, Escape Artist +13, Hide +12, Jump +15, Move Silently +14, Tumble +17.

Popper: Male human Ftr1/Mnk1/Rog3/Asn1; CR 6; Medium Humanoid (human); HD 1d10+1 plus 1d8+1 plus 3d6+3 plus 1d6+1; hp 37; Init +8; Spd 30 ft.; AC 17 (+4 Dex, +2 Wis, +1 deflection), touch 17, flat-footed 13; Base Atk/Grp +3/+8; Atk +9 melee (1d6+2, +1 siangham) or +7 melee (1d6+1, unarmed strike) or +8 ranged (1d2+1, masterwork shuriken); Full Atk +7/+7 melee (1d6+2, +1 siangham, Flurry) or +5/+5 and +5 melee (1d6+2 and 1d6+1, +1 sianghams, Flurry, Two-Weapon Fighting); SA death attack (DC 12), flurry of blows, sneak attack +3d6; SQ evasion, poison use; AL LE; SV Fort +9, Ref +12, Will +6; Str 12, Dex 19, Con 12, Int 10 (12), Wis 14, Cha 8.

Skills and Feats: Balance +6, Climb +5, Disguise +4, Hide +11, Jump +12, Move Silently +11, Tumble +15; Great Fortitude, Improved Grapple (B), Improved Initiative, Improved Unarmed Strike (B), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (siangham).

Languages: Common.

Assassin Spells Known (1 per day, CL 1st): 1st—*feather fall*, *jump*.

Possessions: 2 +1 *sianghams*, 2 doses Large Scorpion Venom on *sianghams* (Fort DC 18, 1d6 Str/1d6 Str), 5 masterwork shurikens, *ring of protection +1*, *cloak of resistance +1*, *headband of intellect +2*, *potion of mage armor*, *potion of barkskin +2*, *potion of bull's strength*, *potion of cat's grace*, *potion of bear's endurance*, *potion of owl's wisdom*.

Power-up Suite (potions): hp 49; Init +10; AC 27 (+6 Dex, +4 Wis, +2 natural, +4 mage armor, +1 deflection), touch 21, flat-footed 21; Grp +10; Atk +11 melee (1d6+4, +1 *siangham*) or +9 melee (1d6+3, unarmed strike) or +10 ranged (1d2+3, masterwork shuriken); Full Atk +9/+9 melee (1d6+4, +1 *siangham*, Flurry) or +7/+7 and +7 melee (1d6+4 and 1d6+2, +1 *sianghams*, Flurry, Two-Weapon Fighting); SV Fort +11, Ref +14, Will +8; Str 12 (16), Dex 19 (23), Con 12 (16), Wis 14 (18). Hide +13, Jump +14, Move Silently +13, Tumble +17.

Stunner: Male human Mnk6; CR 6; Medium Humanoid (human); HD 6d8+6; hp 39; Init +6; Spd 50 ft.; AC 18 (+2 Dex, +4 Wis, +2 monk bonus), touch 18, flat-footed 16; Base Atk/Grp +4/+8; Atk +7 melee (1d10+2, unarmed strike) or +6 melee (1d6+1, masterwork kama) or +7 ranged (1d2+1, masterwork shuriken); Full Atk +6/+6 (1d10+2, unarmed strike, Flurry) or +6/+6 ranged (1d2+1, masterwork shurikens, Flurry); SA flurry of blows, ki strike (magic), pain touch, stunning fist 6/day (7/day with belt, DC 17); SQ evasion, purity of body, slow fall 30 ft., still mind; AL LE; SV Fort +7, Ref +8, Will +10; Str 12, Dex 14, Con 12, Int 10, Wis 19, Cha 8.

Skills and Feats: Balance +11, Disguise +3, Hide +10, Jump +18, Move Silently +10, Tumble +11; Deflect Arrows (B), Improved Disarm (B), Improved Grapple, Improved Initiative, Improved Unarmed Strike (B), Pain Touch (see Appendix Two), Stunning Fist (B), Weapon Focus (unarmed strike).

Languages: Common.

Possessions: 5 masterwork shurikens, 2 doses of Medium Spider Venom on shurikens, (Fort DC 14, 1d4 Str/1d4 Str), masterwork kama, *amulet of mighty fists +1*, *cloak of resistance +1*, *monk's belt* (unarmed damage and AC as if Mnk11), *potion of mage armor*, *potion of barkskin +2*, *potion of bull's strength*, *potion of bear's endurance*, *potion of owl's wisdom*, antitoxin.

Power-up Suite (potions): hp 51; Init +6; AC 26 (+2 Dex, +6 Wis, +2 monk bonus, +2 natural, +4 mage armor), touch 20, flat-footed 24; Grp +10; Atk +9 melee (1d10+4, unarmed strike) or +8 melee (1d6+3, masterwork kama) or +7 ranged (1d2+3, masterwork shuriken); Full Atk +8/+8 (1d10+4, unarmed strike, Flurry) or +6/+6 ranged (1d2+3, masterwork shurikens, Flurry); SA stunning fist 6/day (7/day with belt, DC

19); SV Fort +9 (+14 vs. poison), Will +12; Str 12 (16), Con 12 (16), Wis 19 (23). Jump +20.

Encounter Six

Kar-Fai Hong: Male human Rog1/Mnk6/Asn2; CR 9; Medium Humanoid (human); HD 1d6+2 plus 6d8+12 plus 2d6+4; hp 62; Init +7; Spd 50 ft.; AC 18 (+3 Dex, +2 Wis, +2 monk bonus, +1 deflection), touch 18, flat-footed 18 (uncanny dodge); Base Atk/Grp +5/+7; Atk +9 melee (1d10+3, unarmed strike) or +8 melee (1d6+2, masterwork kama) or +9 ranged (1d2+2, masterwork shuriken); Full Atk +8/+8 melee (1d10+3, unarmed strike, Flurry) +6/+6 and +6 melee (1d10+3, unarmed strike, Flurry, Two-Weapon Fighting) or +8/+8 ranged (1d2+2, masterwork shurikens, Flurry); SA death attack (DC 13), flurry of blows, ki strike (magic), sneak attack +2d6, stunning fist 6/day (DC 16); SQ Tiger Mastery, evasion, poison use, purity of body, slow fall 30 ft., still mind, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +8 (+9 vs. poison), Ref +13, Will +10; Str 14, Dex 16, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Balance +15, Bluff +4, Disguise +4, Hide +12, Jump +22, Listen +10, Move Silently +12, Spot +9, Tumble +15; Deflect Arrows (B), Improved Initiative, Improved Trip (B), Improved Unarmed Strike (B), Iron Will, Stunning Fist (B), Two-Weapon Fighting, Weapon Focus (unarmed strike).

Languages: Common, Ancient Baklunish.

Tiger Mastery (Ex): Kar-Fai Hong is a Tiger Master. No tiger will attack, delay, or hinder him and any tigers that remain in his presence for over an hour falls under his sway and does his unconscious bidding.

Assassin Spells Known (2 per day, CL 2nd): 1st—*feather fall*, *jump*, *true strike*.

Possessions: 2 masterwork kamas, 5 masterwork shurikens, 4 doses of Large Scorpion Venom on shurikens (Fort DC 18, 1d6 Str/1d6 Str), 2 doses of Large Scorpion Venom on kamas, *ring of protection +1*, *amulet of mighty fists +1*, *cloak of resistance +1*, *dust of appearance*, *dust of disappearance*, *monk's belt* (unarmed damage and AC as if Mnk11), *potion of mage armor*, *potion of barkskin +2*, *potion of bull's strength*, *potion of cat's grace*, *potion of bear's endurance*, *potion of owl's wisdom*, spell component pouch.

Power-up Suite (potions): hp 80; Init +7; Spd 50 ft.; AC 28 (+5 Dex, +4 Wis, +2 monk bonus, +2 natural, +4 mage armor, +1 deflection), touch 22, flat-footed 28 (uncanny dodge); Grp +9; Atk +11 melee (1d10+5, unarmed strike) or +11 ranged (1d2+4, masterwork shuriken); Full Atk +10/+10 melee (1d10+5, unarmed strike, Flurry) or +8/+8 and +8 melee (1d10+5, unarmed strike, Flurry, Two-Weapon Fighting) or +10/+10 ranged (1d2+4, masterwork shurikens, Flurry); SA stunning fist 6/day (DC 18); SV Fort +10, Ref +15, Will +12; Str 14 (18), Dex 16 (20), Con 14 (18), Wis 14 (18).

Balance +17, Hide +14, Jump +24, Listen +12, Move Silently +14, Spot +11, Tumble +17. He may have used *dust of disappearance*, which lasts only 2d6 rounds, depending on how the characters have come down the slide.

Tiger (advanced, awakened): CR 6; Large Magical Beast (augmented animal); HD 12d8+36; hp 95; Init +3; Spd 40 ft., AC 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12; Base Atk/Grp: +9/+20; Atk +15 melee (1d8+7, claw); Full Atk +15/+15 melee (1d8+7, 2 claws) and +10 melee (2d6+3, bite); Space/Reach: 10 ft./5 ft.; SA improved grab; pounce, rake; SQ —; AL N; SV Fort +11, Ref +11, Will +5; Str 24, Dex 16, Con 17, Int 12, Wis 12, Cha 18.

Skills and Feats: Balance +8, Hide +5, Listen +4, Move Silently +11, Spot +4, Swim +13; Alertness, Improved Natural Weapon (bite), Improved Natural Weapon (claw), Run, Stealthy.

Languages: Common, Flan.

Improved Grab (Ex): To use this ability, a tiger must hit with a claw or 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, it establishes a hold and can rake.

Pounce (Ex): If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +15 melee, damage 1d8+3.

Combat Appendix – APL 10

Encounter One

Jarn Saxa: Male human Wiz7/Fatespinner1; CR 8; Medium Humanoid (human); HD 8d4+16; hp 41; Init +2; Spd 30 ft.; AC 17 (+2 Dex, +4 mage armor, +1 deflection), touch 13, flat-footed 15; Base Atk/Grp: +3/+2; Atk or Full Atk +2 melee (1d4-1/19-20, dagger) or +6 ranged (1d8/19-20, masterwork light crossbow); SA spells; SQ spin fate; AL CN; SV Fort +6, Ref +6, Will +10; Str 8, Dex 14, Con 14, Int 20, Wis 10, Cha 10.

Skills and Feats: Bluff +2, Concentration +13 (+17 defensively), Diplomacy +4, Knowledge (arcana) +15, Profession (gambling) +5, Listen +2, Search +7, Sense Motive +2, Spellcraft +17, Spot +5; Combat Casting, Empower Spell, Maximize Spell (B), Scribe Scroll (B), Spell Focus (Enchantment).

Languages: Common, Draconic, Flan, Old Oeridian, Terran.

Spin Fate (Ex): As a free action, boost the DC of a spell by 1, once per day.

Wizard Spells Prepared (4/6/4/4/3): 0—*daze* (4) (DC 16); 1st—*cause fear* (DC 16), ~~mage armor~~, *magic missile* (2), *shield*, *sleep* (DC 17); 2nd—*glitterdust* (DC 17), *scorching ray* (+5 ranged touch), ~~see invisibility~~, *Tasha's hideous laughter* (DC 18); 3rd—*displacement*, *haste*, *magic missile* (empowered), *stinking cloud* (DC 18); 4th—*Evard's black tentacles* (Grp +16), *greater invisibility*, *magic missile* (maximized).

Possessions: Masterwork light crossbow, 20 bolts, 2 daggers, *ring of protection* +1, *cloak of resistance* +2, *potion of barkskin* +2, *potion of fox's cunning*, *potion of resist energy* 10 (fire), *potion of purple poison*, *spell component pouch*.

Power-up Suite (potions and spells): AC 23 (+2 Dex, +2 natural, +4 mage armor, +4 shield, +1 deflection), touch 13, flat-footed 21; Int 20 (24). Spell DCs are 2 higher. Fire resistance 10. See invisibility.

Ahma: Female human Sor8; CR 8; Medium Humanoid (human); HD 8d4+8; hp 39; Init +5; Spd 30 ft.; AC 12 (+1 Dex, +1 deflection), touch 12, flat-footed 11; Base Atk/Grp: +4/+3; Atk or Full Atk +3 melee (1d6-1, quarterstaff) or +6 ranged (1d10/19-20, masterwork heavy crossbow); AL N; SV Fort +6, Ref +6, Will +9; Str 8, Dex 12, Con 12, Int 14, Wis 10, Cha 20.

Skills and Feats: Bluff +11, Concentration +12, Diplomacy +9, Knowledge (nobility) +4, Listen +3, Sense Motive +2, Spot +4; Empower Spell, Greater Spell Focus (Illusion), Improved Initiative, Spell Focus (Illusion).

Languages: Common, Old Oeridian, Draconic.

Sorcerer Spells Known (6/7/7/6/4 per day, 6/6/5/5/4 remaining): 0—*acid splash* (+5 ranged touch), *dancing lights*, *daze* (DC 15), *detect magic*, *prestidigitation*, *ray of frost* (+5 ranged touch), *read magic*; 1st—*color spray* (DC 18), *feather fall*, *magic missile*, *shield*, *true strike*; 2nd—*mirror image*, *resist energy*, *scorching ray* (+5 ranged touch); 3rd—*fireball* (DC 18), *suggestion*; 4th—*phantasmal killer* (DC 21).

Possessions: Quarterstaff, masterwork heavy crossbow, 20 bolts, dagger, *ring of protection* +1, *cloak of resistance* +2, *potion of mage armor*, *potion of barkskin* +2, *potion of bear's endurance*, *potion of eagle's splendor*, *potion of purple poison*, *spell component pouch*.

Power-up Suite (potions, shield, resist energy (2)): hp 55; AC 22 (+1 Dex, +2 natural, +4 mage armor, +4 shield, +1 deflection), touch 12, flat-footed 21; SV Fort +8; Con 12 (16), Cha 20 (24). Concentration +14. Spell DCs are 2 higher. Fire resistance 10, electricity resistance 10.

Fedi-fencer: Male human Rog7/Ftr1; CR 8; Medium Humanoid (human); HD 7d6+7 plus 1d10+1; hp 45; Init +9; Spd 30 ft.; AC 21 (+5 Dex, +5 chain shirt, +1 deflection), touch 16, flat-footed 21 (uncanny dodge); Base Atk/Grp: +6/+7; Atk +13 melee (1d6+2/18-20, +1 rapier) or +11 ranged (1d4+1/19-20, thrown dagger); Full Atk +11/+6 melee (1d6+2/18-20, +1 rapier) and +9 melee (1d4+1/19-20, dagger); SA sneak attack +4d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +7, Ref +12, Will +7; Str 12, Dex 20, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Appraise +3, Climb +2, Bluff +6, Diplomacy +6, Escape Artist +5, Forgery +6, Hide +2, Jump +5, Listen +5, Move Silently +2, Open Lock +3, Spot +11, Sense Motive +5, Tumble +15; Improved Initiative, Iron Will, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier).

Languages: Common.

Possessions: +1 chain shirt, +1 rapier, 4 daggers, *ring of protection* +1, *cloak of resistance* +2, *potion of barkskin* +2, *potion of cat's grace*, *potion of bear's endurance*, *potion of purple poison*, 3 tanglefoot bags.

Power-up Suite (potions): hp 61; Init +11; AC 25 (+7 Dex, +2 natural, +5 chain shirt, +1 deflection), touch 18, flat-footed 25 (uncanny dodge); Atk +15 melee (1d6+1/18-20, +1 rapier) or +13 ranged (1d4+1/19-20, thrown dagger); Full Atk +13/+8 melee (1d6+2/18-20, +1 rapier) and +11 melee (1d4+1/19-20, dagger); SV Fort +9, Ref +14; Dex 19 (23), Con 12 (16). Tumble +17.

Maid of Battle: Female human Bbn1/Ftr5/OccultSlayer2; CR 8; Medium Humanoid (human); HD 1d12+2 plus 5d10+10 plus 2d8+4; hp 68; Init +5;

Spd 20 ft.; AC 21 (+0 Dex, +9 half-plate, +2 deflection), touch 12, flat-footed 21; Base Atk/Grp +8/+12; Atk +14 melee (1d10+10/x3, +2 glaive) or +9 ranged (1d6+4, javelin) or +12 melee (1d4+4/19-20, dagger); Full Atk +14/+9 melee (1d10+10/x3, +2 glaive); SA rage 1/day, vicious strike, weapon bond; SQ magical defense +1, mind over magic 1/day; AL CN; SV Fort +9, Ref +3, Will +6; Str 18, Dex 12, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb -3, Intimidate +2, Knowledge (arcana) +5, Listen +6, Sense Motive +4, Spellcraft +4, Spot +5; Combat Expertise, Combat Reflexes, Improved Trip, Improved Initiative, Weapon Focus (glaive), Weapon Specialization (glaive).

Languages: Common, Old Oeridian, Nyronese.

Magical Defense (Ex): +1 bonus on saving throws against spells or spell-like abilities.

Mind Over Magic 1/day: Spell turning (as the spell, CL 7th) as a free action 1/day.

Vicious Strike (Ex): Double damage on a readied strike to disrupt a spellcaster.

Weapon Bond (Su): +1d6 points of damage with her +2 glaive against spellcasters.

Possessions: +2 half-plate, +2 glaive, 3 javelins, 2 daggers, cloak of resistance +1, ring of protection +2, potion of barkskin +2, potion of bull's strength, potion of cat's grace, potion of bear's endurance, potion of purple poison, 3 tanglefoot bags.

Power-up Suite (potions): hp 84; Init +7; AC 23 (+0 Dex, +2 natural, +9 half-plate, +2 deflection), touch 12, flat-footed 23; Grp +14; Atk +16 melee (1d10+13/x3, +2 glaive) or +11 ranged (1d6+6, javelin) or +14 melee (1d4+6/19-20, dagger); Full Atk +16/+11 melee (1d10+13/x3, +2 glaive); SV Fort +11, Ref +5; Str 18 (22), Dex 12 (16), Con 14 (18).

Encounter Four

Mauler: Male half-orc Rgr2/Mnk6; CR 8; Medium Humanoid (orc); HD 2d8+2 plus 6d8+6; hp 51; Init +5; Spd 50 ft.; AC 15 (+1 Dex, +2 Wis, +1 monk bonus, +1 deflection), touch 15, flat-footed 14; Base Atk/Grp +6/+15; Atk +12 melee (1d8+6, unarmed strike) or +13 melee (1d6+7, +1 kama) or +8 ranged (1d2+6, masterwork shuriken); Full Atk +12/+12/+7 melee (1d6+7, +1 kama, Flurry) or +10/+10/+5 and +10 melee (1d6+7 or 1d6+4, +1 kamas, Flurry, Two-Weapon Fighting); SA favored enemy humans +2, flurry of blows, ki strike (magic); SQ darkvision 60 ft.; evasion, purity of body, slow fall 30 ft., still mind; AL LE; SV Fort +10, Ref +10, Will +8; Str 22, Dex 12, Con 12, Int 8, Wis 14, Cha 6.

Skills and Feats: Balance +3, Disguise +2, Hide +7, Jump +25, Listen +4, Move Silently +8, Spot +4, Survival +3, Tumble +4; Cleave, Deflect Arrows (B),

Improved Grapple (B), Improved Initiative, Improved Trip (B), Improved Unarmed Strike (B), Power Attack, Track (B), Two-Weapon Fighting (B).

Languages: Common, Orc.

Possessions: 2 +1 kamas, Large Scorpion Venom (2 doses on kamas, Fort DC 18, 1d6 Str/1d6 Str), 5 masterwork shurikens, ring of protection +1, cloak of resistance +1, potion of mage armor, potion of barkskin +2, potion of bull's strength, potion of cat's grace, potion of bear's endurance, potion of owl's wisdom, potion of fly, antitoxin.

Power-up Suite (potions): hp 67; Init +7; AC 25 (+3 Dex, +4 Wis, +1 monk bonus, +2 natural, +4 mage armor, +1 deflection), touch 19, flat-footed 22; Grp +17; Atk +14 melee (1d8+9, unarmed strike) or +15 melee (1d6+9, +1 kama) or +10 ranged (1d2+7, masterwork shuriken); Full Atk +14/+14/+9 melee (1d6+9, +1 kama, Flurry) or +12/+12/+7 and +12 melee (1d6+9 or 1d6+5, +1 kamas, Flurry, Two-Weapon Fighting); SV Fort +12 (+17 vs. poison), Ref +12, Will +11; Str 22 (26), Dex 12 (16), Con 12 (16), Wis 14 (18). He can fly.

Flinger: Male human Rog1/Mnk5/Asn2; CR 8; Medium Humanoid (human); HD 1d6+1 plus 4d8+4 plus 2d6+2; hp 41; Init +5; Spd 40 ft.; AC 19 (+5 Dex, +2 Wis, +1 monk bonus, +1 deflection), touch 19, flat-footed 19 (uncanny dodge); Base Atk/Grp +4/+8; Atk +5 melee (1d6, masterwork kama) or +10 ranged (1d2+1, +1 returning shuriken); Full Atk +9/+9 ranged (1d2+1, +1 returning shurikens, Flurry) or +7/+7/+7 ranged (1d2+1, +1 returning shurikens, Flurry, Rapid Shot); SA death attack (DC 13), flurry of blows, sneak attack +2d6; SQ evasion, poison use, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +6 (+7 vs. poison), Ref +15, Will +7; Str 10, Dex 20, Con 12, Int 10 (12), Wis 14, Cha 10.

Skills and Feats: Balance +11, Disguise +4, Escape Artist +11, Heal +3, Hide +10, Jump +17, Listen +6, Move Silently +14, Sense Motive +4, Spot +8, Tumble +17; Deflect Arrows (B), Far Shot, Improved Grapple (B), Improved Unarmed Strike (B), Point Blank Shot, Precise Shot, Rapid Shot.

Languages: Common.

Assassin Spells Known (2 per day, CL 2nd): 1st—disguise self, feather fall, jump.

Possessions: 3 +1 returning shurikens, 5 shurikens, 8 doses of Large Scorpion Venom on shurikens (Fort DC 18, 1d6 Str/1d6 Str), masterwork kama, ring of protection +1, cloak of resistance +1, headband of intellect +2, potion of mage armor, potion of barkskin +2, potion of bull's strength, potion of cat's grace, potion of bear's endurance, potion of owl's wisdom, potion of invisibility, , antitoxin, spell component pouch.

Power-up Suite (potions): hp 57; Init +7; AC 29 (+7 Dex, +4 Wis, +2 natural, +4 mage armor, +1 deflection), touch 23, flat-footed 29 (uncanny dodge); Grp +10; Atk +7 melee (1d6+2, masterwork kama) or +12 ranged

(1d2+3, +1 *returning shuriken*); Full Atk +11/+11 ranged (1d2+3, +1 *returning shurikens*, Flurry) or +9/+9/+9 ranged (1d2+3, +1 *returning shurikens*, Flurry, Rapid Shot); SV Fort +8 (+14 vs. poison), Ref +17, Will +9; Str 10 (14), Dex 20 (24), Con 12 (16), Wis 14 (18). Balance +13, Escape Artist +13, Hide +12, Jump +15, Listen +8, Move Silently +16, Sense Motive +6, Spot +10, Tumble +19. He is invisible.

Popper: Male human Ftr1/Mnk1/Rog3/Asn3; CR 8; Medium Humanoid (human); HD 1d10+1 plus 1d8+1 plus 3d6+3; hp 47; Init +9; Spd 30 ft.; AC 18 (+5 Dex, +2 Wis, +1 deflection), touch 18, flat-footed 18 (uncanny dodge); Base Atk/Grp +5/+10, Atk +13 melee (1d6+3, +2 *siangham*) or +10 melee (1d6+1, unarmed strike) or +10 ranged (1d2+1, masterwork shuriken); Full Atk +11/+11 melee (1d6+3, +2 *siangham*, Flurry) or +9/+9 and +9 melee (1d6+3 and 1d6+2, +2 *sianghams*, Flurry, Two-Weapon Fighting); SA death attack (DC 15), flurry of blows, sneak attack +4d6; SQ evasion, poison use, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +11 (+12 vs. poison), Ref +15, Will +8; Str 12, Dex 20, Con 12, Int 10 (14), Wis 14, Cha 8.

Skills and Feats: Balance +7, Climb +5, Disguise +4, Hide +16, Jump +14, Move Silently +16, Tumble +18; Great Fortitude, Improved Grapple (B), Improved Initiative, Improved Unarmed Strike (B), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (*siangham*).

Languages: Common.

Assassin Spells Known (3/1 per day, CL 3rd): 1st—*feather fall*, *jump*, *true strike*; 2nd—*spider climb*, *swift invisibility* (see Appendix Two).

Possessions: 2 +2 *sianghams*, 2 doses Large Scorpion Venom on *sianghams* (Fort DC 18, 1d6 Str/1d6 Str), 5 masterwork shurikens, *ring of protection* +1, *cloak of resistance* +2, *headband of intellect* +4, *potion of mage armor*, *potion of barkskin* +2, *potion of bull's strength*, *potion of cat's grace*, *potion of bear's endurance*, *potion of owl's wisdom*, spell component pouch.

Power-up Suite (potions, *jump*): hp 63; Init +11; AC 28 (+7 Dex, +4 Wis, +2 natural, +4 mage armor, +1 deflection), touch 22, flat-footed 28 (uncanny dodge); Grp +12; Atk +15 melee (1d6+5, +2 *siangham*) or +11 melee (1d6+3, unarmed strike) or +10 ranged (1d2+3, masterwork shuriken); Full Atk +13/+13 melee (1d6+5, +2 *siangham*, Flurry) or +11/+11 and +11 melee (1d6+5 and 1d6+3, +2 *sianghams*, Flurry, Two-Weapon Fighting); SV Fort +13 (+14 vs. poison), Ref +17, Will +10; Str 12 (16), Dex 19 (23), Con 12 (16), Wis 14 (18). Balance +9, Climb +7, Hide +18, Jump +26, Move Silently +18, Tumble +20.

Stunner: Male human Mnk7/Asn1; CR 8; Medium Humanoid (human); HD 7d8+7 plus 1d6+1; hp 50; Init +6; Spd 50 ft.; AC 20 (+2 Dex, +5 Wis, +2 monk bonus, +1 deflection), touch 20, flat-footed 18; Base Atk/Grp +5/+9; Atk +8 melee (2d6+2, unarmed strike) or +7 melee (1d6+1, masterwork kama) or +8 ranged (1d2+1,

masterwork shuriken); Full Atk +7/+7 (2d6+2, unarmed strike, Flurry); SA death attack (DC 12), flurry of blows, ki strike (magic), pain touch, sneak attack +1d6, stunning fist 7/day (8/day with belt, DC 19); SQ evasion, poison use, purity of body, still mind, wholeness of body (14 pts/day); AL LE; SV Fort +7, Ref +10, Will +11; Str 12, Dex 14, Con 12, Int 10 (12), Wis 20, Cha 8.

Skills and Feats: Balance +11, Disguise +3, Hide +10, Jump +22, Listen +8, Move Silently +10, Tumble +13; Deflect Arrows (B), Improved Disarm (B), Improved Grapple, Improved Initiative, Improved Unarmed Strike (B), Pain Touch (see Appendix Two), Stunning Fist (B), Weapon Focus (unarmed strike).

Languages: Common.

Assassin Spells Known (1 per day, CL 1st): 1st—*feather fall*, *jump*.

Possessions: 5 masterwork shurikens, 2 doses of Medium Spider Venom on shurikens, (Fort DC 14, 1d4 Str/1d4 Str), masterwork kama, *ring of protection* +1, *amulet of mighty fists* +1, *cloak of resistance* +1, *headband of intellect* +2, *monk's belt* (unarmed damage and AC as if Mnk12), *potion of mage armor*, *potion of barkskin* +2, *potion of bull's strength*, *potion of bear's endurance*, *potion of owl's wisdom*, antitoxin, spell component pouch.

Power-up Suite (potions): hp 66; AC 28 (+2 Dex, +7 Wis, +2 monk bonus, +2 natural, +4 mage armor, +1 deflection), touch 22, flat-footed 26; Grp +11; Atk +10 melee (2d6+4, unarmed strike) or +9 melee (1d6+3, masterwork kama) or +8 ranged (1d2+3, masterwork shuriken); Full Atk +8/+8 (2d6+4, unarmed strike, Flurry); SA stunning fist 7/day (8/day with belt, DC 21); SV Fort +9 (+14 vs. poison), Will +12; Str 12 (16), Con 12 (16), Wis 20 (24). Jump +20, Listen +10.

Encounter Six

Kar-Fai Hong: Male human Rog1/Mnk7/Asn3; CR 11; Medium Humanoid (human); HD 1d6+2 plus 7d8+14 plus 3d6+6; hp 75; Init +7; Spd 50 ft.; AC 19 (+3 Dex, +2 Wis, +2 monk bonus, +2 deflection), touch 19, flat-footed 19 (uncanny dodge); Base Atk/Grp +7/+9; Atk +12 melee (2d6+4, unarmed strike) or +10 melee (1d6+2, masterwork kama) or +11 ranged (1d2+2, masterwork shuriken); Full Atk +11/+11/+6 melee (2d6+4, unarmed strike, flurry) or +9/+9/+4 and +9 melee (2d6+4, unarmed strike, Flurry, Two-Weapon Fighting); SA death attack (DC 15), flurry of blows, ki strike (magic), sneak attack +3d6, stunning fist 7/day (8/day with belt, DC 17); SQ Tiger Mastery, evasion, poison use, purity of body, slow fall 30 ft., still mind, uncanny dodge (Dex bonus to AC), wholeness of body (14 pts/day); AL LE; SV Fort +10 (+11 vs. poison), Ref +14, Will +12; Str 14, Dex 16, Con 14, Int 12 (14), Wis 14, Cha 10.

Skills and Feats: Balance +17, Bluff +4, Disguise +4, Hide +12, Jump +24, Listen +10, Move Silently +12, Spot +9, Tumble +16; Deflect Arrows (B), Improved Initiative, Improved Trip (B), Improved Unarmed Strike (B), Iron Will, Stunning Fist (B), Two-Weapon Fighting, Weapon Focus (unarmed strike).

Languages: Common, Ancient Baklunish.

Tiger Mastery (Ex): Kar-Fai Hong is a Tiger Master. No tiger will attack, delay, or hinder him and any tigers that remain in his presence for over an hour falls under his sway and does his unconscious bidding.

Assassin Spells Known (3/1 per day, CL 3rd): 1st—*feather fall*, *jump*, *true strike*; 2nd—*invisibility*, *swift invisibility* (see Appendix Two).

Possessions: 2 masterwork kamas, 5 masterwork shurikens, 4 doses of Large Scorpion Venom on shurikens (Fort DC 18, 1d6 Str/1d6 Str), 2 doses of Large Scorpion Venom on kamas, *ring of protection* +2, *amulet of mighty fists* +2, *cloak of resistance* +2, *dust of appearance*, *dust of disappearance*, *headband of intellect* +2, *monk's belt* (unarmed damage and AC as if MnK12), *potion of mage armor*, *potion of barkskin* +2, *potion of bull's strength*, *potion of cat's grace*, *potion of bear's endurance*, *potion of owl's wisdom*, spell component pouch.

Power-up Suite (potions, jump): hp 97; Init +9; AC 29 (+5 Dex, +4 Wis, +2 monk bonus, +2 natural, +4 mage armor, +2 deflection), touch 23, flat-footed 29 (uncanny dodge); Grp +11; Atk +14 melee (2d6+6, unarmed strike) or +12 melee (1d6+4, masterwork kama) or +13 ranged (1d2+4, masterwork shuriken); Full Atk +13/+13/+8 melee (2d6+6, unarmed strike, flurry) or +11/+11/+11/+6 melee (2d6+6, unarmed strike, Flurry, Two-Weapon Fighting) or +12/+12 ranged (1d2+4, masterwork shurikens, Flurry); SA stunning fist 7/day (DC 19); SV Fort +12 (+13 vs. poison), Ref +16, Will +14; Str 14 (18), Dex 16 (20), Con 14 (18), Wis 14 (18). Balance +19, Hide +14, Jump +36, Listen +12, Move Silently +14, Spot +11, Tumble +18. He may have used *dust of disappearance*, which lasts only 2d6 rounds, depending on how the characters have come down the slide.

Dire Tiger (awakened): Large Magical Beast (augmented animal); hp 120; see *Monster Manual* p65. Int 12, Cha 18.

Languages: Common, Flan.

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Encounter One

Jarn Saxa: Male human Wiz7/Fatespinner3; CR 10; Medium Humanoid (human); HD 10d4+20; hp 51; Init +2; Spd 30 ft.; AC 18 (+2 Dex, +4 mage armor, +2 deflection), touch 14, flat-footed 16; Base Atk/Grp: +4/+3; Atk or Full Atk +3 melee (1d4-1/19-20, dagger) or +7 ranged (1d8/19-20, masterwork light crossbow); SA spells; SQ spin fate, fickle finger of fate, spin destiny; AL CN; SV Fort +7, Ref +7, Will +11; Str 8, Dex 14, Con 14, Int 20, Wis 10, Cha 10.

Skills and Feats: Bluff +3, Concentration +15 (+19 defensively), Diplomacy +4, Knowledge (arcana) +15, Listen +2, Profession (gambling) +5, Search +7, Sense Motive +2, Spellcraft +19, Spot +6; Combat Casting, Empower Spell, Maximize Spell (B), Point Blank Shot, Scribe Scroll (B), Spell Focus (Enchantment).

Languages: Common, Draconic, Flan, Old Oeridian, Terran.

Spin Fate or Spin Destiny (Ex): As a free action, boost a skill check, attack roll, saving throw, or DC of a spell by 1, 2, or 3 points, to a total of 3 points per day.

Fickle Finger of Fate (Ex): Once per day as an immediate action, force any other creature in line of sight to reroll a roll and abide by the new result.

Wizard Spells Prepared (4/6/5/4/4/2): 0—*daze* (4) (DC 16); 1st—*cause fear* (DC 16), ~~mage armor~~, *magic missile* (2), *shield*, *sleep* (DC 17); 2nd—*glitterdust* (DC 17), *scorching ray* (2) (+5 ranged touch, +6 if point blank), ~~see invisibility~~, *Tasha's hideous laughter* (DC 18); 3rd—*displacement*, *haste*, *magic missile* (empowered), *stinking cloud* (DC 18); 4th—*Evard's black tentacles* (Grp +18), *greater invisibility*, *magic missile* (maximized), *phantasmal killer* (DC 19); 5th—*feeblemind* (DC 21), *telekinesis* (DC 20 or special).

Possessions: Masterwork light crossbow, 20 bolts, 2 daggers, ring of protection +2, cloak of resistance +2, potion of barkskin +2, potion of fox's cunning, potion of bear's endurance, potion of resist energy 10 (fire), potion of purple poison, spell component pouch.

Power-up Suite (potions, mage armor, see invisibility): hp 71; AC 24 (+2 Dex, +2 natural, +4 mage armor, +4 shield, +2 deflection), touch 14, flat-footed 22; SV Fort +9; Int 20 (24). Concentration +17 (+21 defensively). Spell DCs are 2 higher. Fire resistance 10. See invisibility.

Ahma: Female human Sor10; CR 10; Medium Humanoid (human); HD 10d4+10; hp 46; Init +5; Spd 30 ft.; AC 13 (+1 Dex, +2 deflection), touch 13, flat-footed 12; Base Atk/Grp: +5/+4; Atk or Full Atk +4 melee (1d6-1, quarterstaff) or +7 ranged (1d10/19-20,

masterwork heavy crossbow); AL N; SV Fort +8, Ref +8, Will +12; Str 8, Dex 12, Con 12, Int 14, Wis 10, Cha 20.

Skills and Feats: Bluff +11, Concentration +14, Diplomacy +9, Knowledge (nobility) +4, Listen +3, Sense Motive +2, Spot +4; Greater Spell Focus (Illusion), Empower Spell, Improved Initiative, Maximize Spell, Spell Focus (Illusion).

Languages: Common, Old Oeridian, Draconic.

Sorcerer Spells Known (6/7/7/7/6/3 per day, 6/6/4/7/5/3 remaining): 0—*acid splash* (+6 ranged touch), *dancing lights*, *daze* (DC 15), *detect magic*, *disrupt undead* (+6 ranged touch), *prestidigitation*, *ray of frost* (+6 ranged touch), *read magic*; 1st—*color spray* (DC 18), *feather fall*, *magic missile*, *shield*, *true strike*; 2nd—*mirror image*, *resist energy*, *scorching ray* (+6 ranged touch), *see invisibility*; 3rd—*displacement*, *fireball* (DC 18), *suggestion*; 4th—*phantasmal killer* (DC 21), *stoneskin*; 5th—*cone of cold* (DC 20).

Possessions: Quarterstaff; masterwork heavy crossbow, 20 bolts, dagger, ring of protection +2, cloak of resistance +3, potion of mage armor, potion of barkskin +2, potion of bear's endurance, potion of eagle's splendor, potion of purple poison, spell component pouch, components for *stoneskin* (2).

Power-up Suite (potions, shield, resist energy (2), see invisibility, stoneskin): hp 66; AC 23 (+1 Dex, +2 natural, +4 mage armor, +4 shield, +2 deflection), touch 13, flat-footed 22; SV Fort +10; Con 12 (16), Cha 20 (24). Concentration +16. Spell DCs are 2 higher. Fire resistance 10, electricity resistance 10. See invisibility. DR 10/adamantine.

Fedi-fencer: Male human Rog9/Ftr1; CR 10; Medium Humanoid (human); HD 9d6+9 plus 1d10+1; hp 55; Init +9; Spd 30 ft.; AC 21 (+5 Dex, +5 chain shirt, +1 deflection), touch 16, flat-footed 21 (uncanny dodge); Base Atk/Grp: +7/+8; Atk +15 melee (1d6+3/18-20, +2 rapier) or +13 ranged (1d4+1/19-20, thrown masterwork dagger); Full Atk +13/+8 melee (1d6+3/18-20, +2 rapier) and +11/+6 melee (1d4+1/19-20, masterwork dagger); SA sneak attack +5d6; SQ evasion, improved uncanny dodge (cannot be flanked except by Rog13), uncanny dodge (Dex bonus to AC); AL CN; SV Fort +8, Ref +13, Will +8; Str 12, Dex 20, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Appraise +3, Climb +2, Bluff +6, Diplomacy +4, Forgery +6, Escape Artist +7, Hide +2, Jump +5, Listen +8, Move Silently +2, Open Lock +3, Spot +13, Sense Motive +8, Tumble +17; Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier).

Languages: Common.

Possessions: +1 chain shirt, +2 rapier, 4 masterwork daggers, ring of protection +1, cloak of resistance +2, potion of cat's grace, potion of barkskin +2, potion of bear's endurance, potion of purple poison, 3 tanglefoot bags.

Power-up Suite (potions): hp 75; Init +11; AC 25 (+7 Dex, +2 natural, +5 chain shirt, +1 deflection), touch 18, flat-footed 25 (uncanny dodge); Atk +17 melee (1d6+3/18-20, +2 rapier) or +14 ranged (1d4+1/19-20, thrown masterwork dagger); Full Atk +15/+10 melee (1d6+3/18-20, +2 rapier) and +13/+8 melee (1d4+1/19-20, masterwork dagger); SV Fort +10, Ref +15; Dex 20 (24), Con 12 (16). Tumble +19.

Maid of Battle: Female human Bbn1/Ftr7/ Occult Slayer2; CR 10; Medium Humanoid (human); HD 1d12+2 plus 7d10+14 plus 2d8+4; hp 84; Init +5; Spd 20 ft.; AC 21 (+0 Dex, +9 half-plate, +2 deflection), touch 12, flat-footed 21; Base Atk/Grp +10/+14; Atk +16 melee (1d10+10/x3, +2 glaive) or +11 ranged (1d6+4, javelin) or +14 melee (1d4+4/19-20, dagger); Full Atk +16/+11 melee (1d10+10/x3, +2 glaive); SA rage 1/day, vicious strike, weapon bond; SQ magical defense +1, mind over magic 1/day; AL CN; SV Fort +12, Ref +6, Will +9; Str 18, Dex 12, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb -3, Knowledge (arcana) +6, Spellcraft +5, Intimidate +2, Listen +7, Sense Motive +4, Spot +6; Cleave, Combat Expertise, Combat Reflexes, Improved Trip, Improved Initiative, Power Attack, Weapon Focus (glaive), Weapon Specialization (glaive).

Languages: Common, Old Oeridian, Nyrondese.

Magical Defense (Ex): +1 bonus on saving throws against spells or spell-like abilities.

Mind Over Magic 1/day: Spell turning (as the spell, CL 7th) as a free action 1/day.

Vicious Strike (Ex): Double damage on a readied strike to disrupt a spellcaster.

Weapon Bond (Su): +1d6 points of damage with her +2 glaive against spellcasters.

Possessions: +2 half-plate, +2 glaive, 3 javelins, 2 daggers, cloak of resistance +3, ring of protection +2, potion of bull's strength, potion of bear's endurance, potion of cat's grace, potion of barkskin +2, potion of purple poison, 3 tanglefoot bags.

Power-up Suite (potions): hp 104; Init +7; AC 23 (+0 Dex, +2 natural, +9 half-plate, +2 deflection), touch 12, flat-footed 23; Grp +16; Atk +18 melee (1d10+13/x3, +2 glaive) or +13 ranged (1d6+6, javelin) or +16 melee (1d4+6/19-20, dagger); Full Atk +18/+13 melee (1d10+13/x3, +2 glaive); SV Fort +14, Ref +8; Str 18 (22), Dex 12 (16), Con 14 (18).

Encounter Four

Mauler: Male half-orc Rgr2/Mnk7/Asn1; CR 10; Medium Humanoid (orc); HD 2d8+2 plus 7d8+7 plus 1d6+1; hp 62; Init +5; Spd 50 ft.; AC 16 (+1 Dex, +2 Wis, +1 monk bonus, +2 deflection), touch 16, flat-footed 15; Base Atk/Grp +7/+16; Atk +13 melee (1d8+6, unarmed strike) or +16 melee (1d6+8, +2 kama) or +9 ranged (1d2+6, masterwork shuriken); Full Atk +15/+15/+10 (1d6+8, +2 kama, Flurry) or +13/+13/+8 and +13 melee (1d6+8 and 1d6+5, +2 kamas, Flurry, Two-Weapon Fighting); SA favored enemy humans +2, flurry of blows, ki strike (magic), sneak attack +1d6; SQ darkvision 60 ft. evasion, purity of body (14 pts/day), slow fall 30 ft., still mind, wholeness of body; AL LE; SV Fort +11, Ref +13, Will +9; Str 22, Dex 12, Con 12, Int 8, Wis 14, Cha 6.

Skills and Feats: Balance +3, Disguise +2, Hide +9, Jump +27, Listen +4, Move Silently +11, Spot +4, Survival +3, Tumble +8; Cleave, Deflect Arrows (B), Improved Grapple (B), Improved Initiative, Improved Trip (B), Improved Unarmed Strike (B), Power Attack, Track (B), Two-Weapon Fighting (B), Weapon Focus (kama).

Languages: Common, Orc.

Assassin Spells Known: none. Int too low.

Possessions: 2 +2 kamas, Large Scorpion Venom (2 doses on kamas, Fort DC 18, 1d6 Str/1d6 Str), 5 masterwork shurikens, ring of protection +2, cloak of resistance +2, potion of mage armor, potion of barkskin +2, potion of bull's strength, potion of cat's grace, potion of bear's endurance, potion of owl's wisdom, potion of fly, antitoxin.

Power-up Suite (potions): hp 82; Init +7; AC 26 (+3 Dex, +4 Wis, +1 monk bonus, +2 natural, +4 mage armor, +2 deflection), touch 20, flat-footed 23; Grp +18; Atk +15 melee (1d8+8, unarmed strike) or +18 melee (1d6+10, +2 kama) or +11 ranged (1d2+8, masterwork shuriken); Full Atk +17/+17/+12 melee (1d6+10, +2 kama, Flurry) or +15/+15/+10 and +15 melee (1d6+10 and 1d6+6, +2 kamas, Flurry, Two-Weapon Fighting); SV Fort +13 (+18 vs. poison), Ref +15, Will +11; Str 22 (26), Dex 12 (16), Con 12 (16), Wis 14 (18). He can fly.

Flinger: Male human Rog1/Mnk5/Asn4; CR 10; Medium Humanoid (human); HD 1d6+1 plus 5d8+5 plus 4d6+4; hp 51; Init +9; Spd 40 ft.; AC 19 (+5 Dex, +2 Wis, +1 monk bonus, +1 deflection), touch 19, flat-footed 19 (uncanny dodge); Base Atk/Grp +6/+10; Atk +7 melee (1d6, masterwork kama) or +12 ranged (1d2+1, +1 returning shuriken); Full Atk +11/+11/+6 ranged (1d2+1, +1 returning shurikens, Flurry) or +9/+9/+9 and +3 ranged (1d2+1 and 1d2, +1 returning shurikens and normal shuriken, Flurry of Blows, Rapid Shot); SA death attack (DC 16), flurry of blows, sneak attack +3d6; SQ evasion, poison use, purity of body, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +7

(+9 vs. poison), Ref +16, Will +8; Str 10, Dex 20, Con 12, Int 10 (12), Wis 14, Cha 10.

Skills and Feats: Balance +11, Disguise +4, Escape Artist +11, Heal +3, Hide +10, Jump +19, Listen +6, Move Silently +14, Sense Motive +4, Spot +8, Tumble +20; Deflect Arrows (B), Far Shot, Improved Grapple (B), Improved Initiative, Improved Unarmed Strike (B), Point Blank Shot, Precise Shot, Rapid Shot.

Languages: Common.

Assassin Spells Known (4/1 per day, CL 4th): 1st—*disguise self*, *feather fall*, *jump*, *true strike*; 2nd—*invisibility*, *spider climb*, *swift invisibility* (see Appendix Two).

Possessions: 3 +1 *returning shurikens*, 5 *shuriken*, 8 doses of Large Scorpion Venom on shurikens (Fort DC 18, 1d6 Str/1d6 Str), masterwork kama, *ring of protection* +1, *cloak of resistance* +1, *headband of intellect* +2, *potion of mage armor*, *potion of barkskin* +2, *potion of bull's strength*, *potion of cat's grace*, *potion of bear's endurance*, *potion of owl's wisdom*, *potion of invisibility*, *antitoxin*, spell component pouch.

Power-up Suite (potions, jump): hp 71; Init +11; AC 29 (+7 Dex, +4 Wis, +2 natural, +4 mage armor, +1 deflection), touch 23, flat-footed 29 (uncanny dodge); Grp +12; Atk +9 melee (1d6+2, masterwork kama) or +14 ranged (1d2+3, +1 *returning shuriken*); Full Atk +13/+13/+8 ranged (1d2+3, +1 *returning shurikens*, Flurry) or +11/+11/+11 and +5 ranged (1d2+3 or 1d2+2, +1 *returning shurikens* and normal shuriken, Flurry of Blows, Rapid Shot); SV Fort +9 (+14 vs. poison), Ref +18, Will +10; Str 10 (14), Dex 20 (24), Con 12 (16), Wis 14 (18). Balance +13, Escape Artist +13, Hide +12, Jump +31, Listen +8, Move Silently +16, Sense Motive +6, Spot +10, Tumble +22. He is invisible.

Popper: Male human Ftr1/Mnk1/Rog3/Asn5; CR 10; Medium Humanoid (human); HD 1d10+1 plus 1d8+1 plus 3d6+3 plus 5d6+5; hp 57; Init +9; Spd 30 ft.; AC 18 (+5 Dex, +2 Wis, +1 deflection), touch 18, flat-footed 18 (uncanny dodge); Base Atk/Grp +6/+11, Atk +14 melee (1d6+3, +2 *siangham*) or +11 (1d6+1, unarmed strike) or +11 ranged (1d2+1, masterwork shuriken); Full Atk +13/+13/+8 melee (1d6+3, +2 *siangham*, Flurry) or +11/+11/+6 and +11 melee (1d6+3 and 1d6+2, +2 *sianghams*, Flurry, Two-Weapon Fighting); SA death attack (DC 18), flurry of blows, sneak attack +5d6; SQ evasion, improved uncanny dodge (cannot be flanked except by Rog9), poison use, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +11 (+13 vs. poison), Ref +15, Will +8; Str 12, Dex 20, Con 12, Int 10 (16), Wis 14, Cha 8.

Skills and Feats: Balance +7, Climb +5, Disguise +4, Hide +18, Jump +16, Move Silently +18, Tumble +20; Blind-Fight, Great Fortitude, Improved Grapple (B), Improved Initiative, Improved Unarmed Strike (B), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (siangham).

Languages: Common.

Assassin Spells Known (4/3/1 per day, CL 5th): 1st—*feather fall*, *ghost sound*, *jump*, *true strike*; 2nd—*invisibility*, *spider climb*, *swift invisibility* (see Appendix Two); 3rd—*false life*, *find the gap* (see Appendix Two).

Possessions: 2 +2 *sianghams*, 2 doses Large Scorpion Venom on sianghams (Fort DC 18, 1d6 Str/1d6 Str), 5 masterwork shurikens, *ring of protection* +1, *cloak of resistance* +2, *headband of intellect* +6, *potion of mage armor*, *potion of barkskin* +2, *potion of cat's grace*, *potion of bear's endurance*, *potion of owl's wisdom*, *potion of bull's strength*, spell component pouch.

Power-up Suite (potions, jump): hp 77; Init +11; AC 28 (+7 Dex, +4 Wis, +2 natural, +4 mage armor, +1 deflection), touch 22, flat-footed 28 (uncanny dodge); Grp +13, Atk +16 melee (1d6+5, +2 *siangham*) or +13 (1d6+3, unarmed strike) or +13 ranged (1d2+3, masterwork shuriken); Full Atk +15/+15/+10 melee (1d6+5, +2 *siangham*, Flurry) or +13/+13/+8 and +13 melee (1d6+5 and 1d6+3, +2 *sianghams*, Flurry, Two-Weapon Fighting); SV Fort +13 (+15 vs. poison), Ref +17, Will +10; Str 12 (16), Dex 20 (24), Con 12 (16), Wis 14 (18). Balance +9, Climb +7, Hide +20, Jump +28, Move Silently +20, Tumble +22.

Stunner: Male human Mnk9/Asn1; CR 10; Medium Humanoid (human); HD 9d8+9 plus 1d6+1; hp 62; Init +6; Spd 60 ft.; AC 20 (+2 Dex, +5 Wis, +2 monk bonus, +1 deflection), touch 20, flat-footed 18; Base Atk/Grp +6/+10; Atk +10 melee (2d6+3, unarmed strike) or +8 (1d6+1, masterwork kama) or +8 ranged (1d2+1, masterwork shuriken); Full Atk +10/+10/+5 (2d6+3, unarmed strike, Flurry); SA death attack (DC 12), flurry of blows, ki strike (magic), pain touch, sneak attack +1d6, stunning fist 9/day (10/day with belt, DC 20), weakening touch; SQ improved evasion, poison use, slow fall 40 ft., still mind, purity of body, wholeness of body (18 pts/day); AL LE; SV Fort +9, Ref +12, Will +13; Str 12, Dex 14, Con 12, Int 10 (12), Wis 20, Cha 8.

Skills and Feats: Balance +11, Disguise +3, Hide +10, Jump +28, Move Silently +10, Tumble +17; Deflect Arrows (B), Improved Disarm (B), Improved Grapple, Improved Initiative, Improved Unarmed Strike (B), Pain Touch (see Appendix Two), Stunning Fist (B), Weakening Touch (see Appendix Two), Weapon Focus (unarmed strike).

Languages: Common.

Assassin Spells Known (1 per day, CL 1st): 1st—*feather fall*, *jump*.

Possessions: 5 masterwork shurikens, 2 doses of Medium Spider Venom on shurikens, (Fort DC 14, 1d4 Str/1d4 Str), masterwork kama, *ring of protection* +1, *amulet of mighty fists* +2, *cloak of resistance* +2, *headband of intellect* +2, *monk's belt* (unarmed damage and AC as if Mnk14), *potion of mage armor*, *potion of barkskin* +2, *potion of bull's strength*, *potion of cat's grace*, *potion of bear's*

endurance, *potion of owl's wisdom*, *antitoxin*, *spell component pouch*.

Power-up Suite (potions): hp 82; Init +8; AC 30 (+4 Dex, +7 Wis, +2 monk bonus, +2 natural, +4 mage armor, +1 deflection), touch 24, flat-footed 26; Grp +12; Atk +12 melee (2d6+5, unarmed strike) or +10 (1d6+3, masterwork kama) or +10 ranged (1d2+3, masterwork shuriken); Full Atk +12/+12/+7 (2d6+5, unarmed strike, Flurry); SA stunning fist 9/day (10/day with belt, DC 22); SQ SV Fort +11, Ref +14, Will +15; Str 12 (16), Dex 14 (18), Con 12 (16), Wis 20 (24). Balance +13, Hide +12, Jump +30, Move Silently +12, Tumble +19.

Encounter Six

Kar-Fai Hong: Male human Rog1/Mnk9/Asn3; CR 13; Medium Humanoid (human); HD 1d6+2 plus 9d8+18 plus 3d6+6; hp 89; Init +7; Spd 60 ft.; AC 19 (+3 Dex, +2 Wis, +2 monk bonus, +2 deflection), touch 19, flat-footed 19 (uncanny dodge); Base Atk/Grp +8/+10; Atk +14 melee (2d6+5, unarmed strike) or +11 melee (1d6+2, masterwork kama) or +10 ranged (1d2+2, masterwork shuriken); Full Atk +14/+14/+9 melee (2d6+5, unarmed strike, Flurry) +12/+12/+7 and +12 melee (2d6+5, unarmed strike, flurry, Two-Weapon Fighting); SA death attack (DC 15), flurry of blows, ki strike (magic), sneak attack +3d6, stunning fist 9/day (10/day with belt, DC 18); SQ Tiger Mastery, improved evasion, poison use, purity of body, slow fall 40 ft., still mind, uncanny dodge (Dex bonus to AC), wholeness of body; AL LE; SV Fort +12 (+13 vs. poison), Ref +16, Will +14; Str 14, Dex 16, Con 14, Int 12 (14), Wis 14, Cha 10.

Skills and Feats: Balance +17, Bluff +4, Disguise +4, Hide +12, Jump +32, Listen +11, Move Silently +12, Spot +11, Tumble +18; Deflect Arrows (B), Improved Initiative, Improved Trip (B), Improved Unarmed Strike (B), Iron Will, Power Attack, Stunning Fist (B), Two-Weapon Fighting, Weapon Focus (unarmed strike).

Languages: Common, Ancient Baklunish.

Tiger Mastery (Ex): Kar-Fai Hong is a Tiger Master. No tiger will attack, delay, or hinder him and any tigers that remain in his presence for over an hour falls under his sway and does his unconscious bidding.

Assassin Spells Known (3/1 per day, CL 3rd): 1st—*feather fall*, *jump*, *true strike*; 2nd—*invisibility*, *swift invisibility* (see Appendix Two).

Possessions: 2 masterwork kamas, 5 masterwork shurikens, 4 doses of Large Scorpion Venom on shurikens (Fort DC 18, 1d6 Str/1d6 Str), 2 doses of Large Scorpion Venom on kamas, *ring of protection* +2,

amulet of mighty fists +3, *cloak of resistance* +3, *dust of appearance*, *dust of disappearance*, *headband of intellect* +2, *monk's belt* (unarmed damage and AC as if Mnk12), *potion of mage armor*, *potion of barkskin* +2, *potion of bull's strength*, *potion of cat's grace*, *potion of bear's endurance*, *potion of owl's wisdom*, *spell component pouch*.

Power-up Suite (potions, jump): hp 115; Init +9; AC 29 (+5 Dex, +4 Wis, +2 monk bonus, +2 natural, +4 mage armor, +2 deflection), touch 23, flat-footed 29 (uncanny dodge); Grp +12; Atk +16 melee (2d6+7, unarmed strike) or +13 melee (1d6+4, masterwork kama) or +12 ranged (1d2+4, masterwork shuriken); Full Atk +16/+16/+9 melee (2d6+7, unarmed strike, Flurry) +14/+14/+7 and +14 melee (2d6+7, unarmed strike, flurry, Two-Weapon Fighting); SA stunning fist 9/day (10/day with belt, DC 20); SV Fort +14 (+15 vs. poison), Ref +18, Will +16; Str 14 (18), Dex 16 (20), Con 14 (18), Wis 14 (18). Balance +19, Hide +14, Jump +44, Listen +13, Move Silently +14, Spot +13, Tumble +20. He may have used *dust of disappearance*, which lasts only 2d6 rounds, depending on how the characters have come down the slide.

Dire Tiger (advanced, awakened): CR 10; Large Magical Beast (augmented animal); HD 22d8+66; hp 165; Init +2; Spd 40 ft.; AC 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; Base Atk/Grp +16/+29; Atk +25 melee (2d4+9, claw); Full Atk +25/+25 melee (2d4+9, 2 claws) and +19 melee (2d6+4, bite); Space/Reach: 10 ft./5 ft.; SA improved grab, pounce, rake; SQ low-light vision, scent; AL N; SV Fort +17, Ref +16, Will +16; Str 28, Dex 15, Con 17, Int 12, Wis 12, Cha 18.

Skills and Feats: Hide +8, Jump +16, Listen +7, Move Silently +12, Spot +8, Swim +11; Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Lightning Reflexes, Run, Stealthy, Weapon Focus (claw).

Languages: Common, Flan.

Improved Grab (Ex): To use this ability, a dire tiger must hit with a claw or 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, it establishes a hold and can rake.

Pounce (Ex): If a tiger dire charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +24 melee, damage 2d4+4.

Appendix One – Special Rules for the Pale

Non-Pholtan Holy Symbols

It is illegal for adventurers to display a human holy symbol other than that of Pholtus in the Pale.

The intent of this rule is to properly depict the flavor of the Pale as a single religion theocracy ruled over by the Church of the One True Path and not to create player-vs.-player conflict. It is meant to enhance the role-playing of living under a religious government that does not allow freedom of religion.

PCs displaying the holy symbol of any human deity other than that of Pholtus should be fined and their holy symbol should be confiscated for destruction by the Palish authorities. The amount of the fine varies by APL: APL 2 - 90gp, APL 4 - 130gp, APL 6 - 180gp, APL 8 - 260gp, APL 10 - 460gp, APL 12 - 660gp. The confiscation and fine should take place as soon as any Palish authorities notice the holy symbol. This may leave a non-Pholtan cleric without his holy symbol for the adventure, as non-Pholtan holy symbols may not be purchased in the Pale without taking special actions.

Non-human PCs are exempt from this law when displaying their racial deities' holy symbol(s). Non-humans are heathens who cannot even recognize the glory of Pholtus due to their beliefs in their own racial deities. If they can be brought to the light of Pholtus, this is good and perhaps they can be redeemed, but if they do not, it is of no consequence. Non-humans wearing the holy symbols of a human deity are treated the same as a human wearing a non-Pholtan holy symbol as they have shown that their souls have chosen to acknowledge human beliefs and culture, and they should, therefore, be brought to the truth of Pholtus.

Some deities require special adjudication for this rule due to their positions within non-human cultures as well as within human cultures.

- Bleredd – Considered a human deity due to his origins as an Oeridian deity and continued worship by Oeridians.
- Ehlonna – Considered an elven deity when worn as a holy symbol by elves only. This is due to special dispensation and negotiations with the Phostaldaron to allow for continued use of the Treaty Road through the Phostwood and into Tenh for the liberation and relief efforts in that region. All non-elves will be penalized as if violating the law even if they are not human as Ehlonna is considered to be a human deity.
- Fortubo – Considered a dwarven deity as he has withdrawn his support from the Suel, where his origins lie, in favor of fighting against the derro and their evil deity.
- Jascar – Considered a human deity, his origins are Suel and his primary worshippers still include many Suel.
- Nazarn – Considered a half-orc deity, since even though his origin is Suel, he was a half-orc himself and is venerated primarily by half-orcs
- Ulaa – Considered a human deity due to her position as the wife of the Oeridian god, Bleredd, and her worship by humans

Deities with Special Consideration due to their status:

- St. Cuthbert – Clergy loyal to St. Cuthbert were found to be working with clergy loyal to demonic deities in the past. Persons displaying the holy symbol of St. Cuthbert are considered to be worshipping a force of Chaos. See the next entry for worshippers of Chaotic deities.
- Chaotic Deities – Worshippers of Chaotic deities will be fined 200 gp more in addition to the normal 200 gp fine for being Agents of Chaos.
- Evil Deities – If a PC is found to be carrying the (un)holy symbol of an evil deity, the following actions will be taken. If the PC is not actually a cleric of the evil deity, all normal actions will be taken as well as a *geas* being cast on the PC to keep him from touching the (un)holy symbols of evil deities in the future. If the PC is actually a cleric of an evil deity, he gets burned at the stake since he has already agreed to forfeit his character by the rules of the Living Greyhawk Campaign, which prohibits this.

No PC may enforce this rule through combat or offensive physical actions and player-vs.-player conflict will be adjudicated as a violation of the RPGA General Rules as always. If one PC chooses to report another PC for a violation of this law to the authorities, he will also be questioned and detained as to why he was associating with such a heathen, but will not be penalized.

For fair adjudication of this rule in the Theocracy of the Pale, some in game rules are required for skills like Bluff and the hiding of non-Pholtan holy symbols.

1. To locate a non-Pholtan holy symbol in the Pale requires a DC 25 Gather Information check and the holy symbol will cost twice the standard price of the *Player's Handbook* price listed.

2. To craft a new wooden holy symbol requires a DC 15 Craft (jewelrymaking) or (woodcarving) check.
3. Seeing a holy symbol in its normal location around the neck as a necklace unless engaged in conversation or within a normal conversational distance from someone is a DC 10 (the average Pale legal authority has an average Spot skill of +2). Holy symbols worn as other pieces of jewelry are not readily recognized as holy symbols at this time and require a DC 20 Spot check to notice followed by a DC 15 Knowledge (religion) check to identify the holy symbol since it is a non-standard holy symbol; it is the same Spot check even if engaged in conversation as most people look to the neck to notice holy symbols.
4. It is a Bluff check or Sleight of Hand check (player's choice) opposed by Spot checks may be used to cast a spell using a holy symbol without the other person being able to see the holy symbol being used to cast the spell. The person attempting this has a -5 circumstance penalty due to the requirement of forceful presentation of holy symbols to cast spells where they are required as the divine focus.
5. It is a DC 10 Knowledge (religion) check to identify the holy symbol of most deities. Some more obscure deities require a DC 15 and some extremely obscure deities may require a higher check to identify their holy symbols. Judges should use their best judgement on this, but a simple guide is if the deity is listed in the *Player's Handbook* or is a greater deity according to the LG deities' document, it is probably only a DC 10 check. If you haven't heard of the deity before, the deity is probably obscure.

Arcane Registration by Arcane Spellcasters

Arcane magic is distrusted in the Theocracy of the Pale. Thus, the law requires all arcane spellcasters to register with the government. (Registry with the government is not the same as membership in the Arcanist Guild, which is a meta-game organization.) The Church is very diligent about informing foreigners of this law, so most traveling spellcasters are promptly registered as well.

Any PC who is found not to be registered as an arcane spellcaster within the Pale will be arrested and confined to service within a New Dawn Camp for a period of 4 TU (one month in game terms). The arcanist will immediately be registered as such in the Pale as a part of his arrest.

In Pale Regional scenarios, city guards or other officials may ask any known arcane casters to show proof of registration. As the player of an arcane caster, you may download and print the Arcane Registration Certificate from the Pale regional website (http://www.theocracyofthepale.com/downloads/arcane_registration.pdf). If you are judging a scenario, you might want to print some certificates, in case any players with arcanist PCs have not done so for themselves. Just because a player has failed to print this certificate for his character is not a reason to punish his PC; if the player just did not have the opportunity or means to print a certificate, you may assume he is registered if he says he is though you may wish to document this on his AR. Once an arcanist has been arrested, he is registered in the Pale and this should be documented on his AR. It does not matter if he destroys his certificate or not as the Pale keeps diligent records of the registered arcanists and this information is transcribed to the registration books throughout the Pale once a month.

Arcane spellcaster characters may attempt to utilize forged documents if they so choose. It requires a Bluff check opposed by the Sense Motive check of the authorities attempting to verify the PCs registration paperwork to succeed at this ruse. Failure results in arrest for not being registered and an additional 500 gp fine for forging official Pale documents. (If the PC has the ability to forge documents, this check may be used in lieu of his Bluff check).

Appendix Two – New Rules Items

New Feats

Cooperative Spell [Metamagic] (from Complete Arcane)

You can cast spells to greater effect in conjunction with the same spell cast by another individual.

Prerequisites: Any metamagic feat.

Benefit: While the two of you are adjacent, you and another spellcaster with the Cooperative Spell feat can simultaneously cast the same spell at the same time in the round. Add +2 to the save DC of cooperatively cast spells and +1 to caster level checks to beat the target's spell resistance (if any), using the higher base DC and level check of either caster.

A cooperative spell uses up a spell slot of the same level as the spell's actual level.

Special: For each additional caster with this feat casting the same cooperative spell simultaneously, the spell's save DC and the bonus on the caster level check both increase by 1. When more than two spellcasters cooperatively cast a spell, each must be adjacent to at least two other casters involved in the casting. For example, two wizards and two sorcerers standing in a circle all have Cooperative Spell. The first three in the initiative order ready an action to cast *fireball*, casting the spell when the fourth does. The base DC of the spell's save is equal to the highest save DC among the cooperative casters (as determined by relevant ability scores, other feats, special abilities or items) +4 (+2 for the first cooperative caster and +1 for each of the other two). As well, whoever has the highest caster level determines the base caster level check, which gains a +3 bonus (+1 for each cooperative caster).

Disguise Spell (from Complete Adventurer)

You can cast spells without observers noticing.

Prerequisites: Perform (any) 9 ranks, bardic music.

Benefit: You can cast spells unobtrusively, mingling verbal and somatic components into your performances. To disguise a spell, make a Perform check as part of the action used to cast a spell. Onlookers must match or exceed your check result with a Spot check to detect that you're casting a spell (your performance is obvious to anyone in the vicinity, but the fact that you are casting a spell isn't). Unless the spell visibly emanates from you, or observers have some other means of determining its source, they don't know where the effect came from.

A disguised spell can't be identified with a Spellcraft check, even by someone who realizes you're casting a spell. The act of casting still provokes attacks of opportunity as normal.

Pain Touch [General] (from Complete Warrior)

You cause intense pain in an opponent with a successful stunning attack.

Prerequisites: Wis 15, Stunning Fist, base attack bonus +2.

Benefit: Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round following the round they are stunned. Creatures that are immune to stunning attacks are also immune to the effect of this feat, as are any creatures that are more than one size category larger than the feat user.

Weakening Touch [General] (from Complete Warrior)

You can temporarily weaken an opponent with your unarmed strike.

Prerequisites: Wis 17, Improved Unarmed Strike, Stunning Fist, base attack bonus +2.

Benefit: Declare that you are using this feat before you make an attack roll (thus, a missed attack roll ruins the attempt). You can make an unarmed attack that does no damage but instead applies a -6 penalty to the target's Strength score for 1 minute. Multiple weakening touches delivered on the same target are not cumulative. Each attempt to deliver a weakening touch counts as one of your Stunning Fist attacks for the day. Creatures with immunity to stunning effects cannot be affected by this feat.

New Prestige Classes

Fatespinner (from Complete Arcane)

Some people are lucky; others are not. A few make their own luck. A fatespinner (also called a “mage of many fates”) has pulled back the curtain of chance, circumstance, and chaos to glimpse a deeper truth: probability. When one event occurs, innumerable possible ones do not as the universe blindly seeks balance. Through his newfound understanding, the fatespinner satisfies that blind seeking—with prejudice. He can increase the probability of events in his favor.

Any arcane spellcaster who has cursed his bad luck is a candidate for this prestige class. who has not cast a spell, hoping fervently but impotently for a particular outcome, or sadly noted the astounding luck of an enemy who resists spell after spell? The fatespinner seeks to apply some control over the vagaries of chance—fortune for himself, misfortune for his foes.

NPC fatespinners are often found in positions of power and authority, as would be expected from those able to directly affect their own destiny. Others continue to ply the world, honing their abilities and seeking their ultimate fortune.

Hit Die: d4.

Requirements

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

Skills: Knowledge (arcana) 10 ranks, Profession (gambler) 5 ranks.

Spells: Able to cast 4th-level arcane spells, including at least one divination spell of 1st level or higher.

Class Skills

The fatespinner's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Int), Sleight of Hand (Dex), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the fatespinner prestige class.

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

Spells per Day/Spells Known: At each level except 5th, a fatespinner gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If he had more than one spellcasting class before becoming a fatespinner, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Spin Fate (Ex): A mage of many fates understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin”. Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action, he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis.

However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than original roll.

Seal Fate (Su): A 5th-level fatespinner can meddle in success and failure, and even life and death, sealing the fate of a friend or foe. Once per day as a free action, the fatespinner selects a target creature he can see within 30 feet with Hit Dice equal to or less than his. The creature receives either a -10 penalty or a +10 bonus on its next saving throw, as decided by the fatespinner. If the selected target has more Hit Dice than the fatespinner, the ability doesn't work but the use for the day is not wasted. This effect lasts only for 1 round, so if no spell or other effect is brought to bear on the target creature during the round, the creature's fate is no longer sealed.

Table: The Fatespinner

Level	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Spin Fate	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Fickle Finger of Fate	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Spin Destiny	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Deny Fate, Resist Fate	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Seal Fate	—

Occult Slayer (from Complete Warrior)

The occult slayer is driven to confront any arcane or divine spellcaster who crosses her path. Occult slayers believe that mortals are too irresponsible to wield magic, and that those who dare to do so must be slain. Spellcasters who become occult slayers are considered to have seen the error of their ways—although they may still cast spells, they rely primarily on their battle prowess and their ability to resist magical effects to defeat their enemies.

The occult slayer comes into her own through exhaustive training. Every regimen she performs is an exercise that refines her anger against spellcasters into martial skill. Each occult slayer forms a preternatural bond with her masterwork weapon of choice, which serves as the instrument of her vengeance.

This prestige class is ideal for individuals who have been victimized by spellcasters and seek acceptable ways to oppose them. Most occult slayers begin their careers as fighters, though barbarians and rangers often take this path as well. Monks and rogues have also been known to embrace the calling, but bards and paladins find the occult slayer's preoccupation with spellcasters stifling. Clerics, druids, sorcerers, and wizards—the primary targets of occult slayers—tend not to adopt this prestige class, although such turnarounds are not without precedent.

NPC occult slayers seldom form organizations, because they have discovered that congregating in one place attracts spellcasters intent on making preemptive strikes against them. Instead, occult slayers discreetly meet from time to time to exchange information about spellcasting opponents they have targeted for matches. Otherwise, the occult slayer operates alone, traveling between venues in search of matches that involve spellcasters. Because of the inherent discretion that occult slayers display, a candidate for this prestige class must be chosen and trained by another occult slayer who is willing to share her secrets.

Hit Die: d8.

Requirements

To qualify to become an occult slayer, a character must fulfill all of the following criteria.

Base Attack Bonus: +5.

Skills: Knowledge (arcana) 4 ranks, Spellcraft 3 ranks.

Feats: Improved Initiative, Weapon Focus (any weapon).

Class Skills

The occult slayer's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Gather Information (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the occult slayer prestige class.

Weapon and Armor Proficiency: Occult slayers are proficient with all simple and martial weapons and all armor and shields.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with her chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with the chosen weapon against a spellcaster or a creature with spell-like abilities deals extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else – no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divination equivalent to a *nondetection* spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

Table: The Occult Slayer					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Magical defense +1, weapon bond
2nd	+2	+0	+0	+3	Vicious strike, mind over magic 1/day
3rd	+3	+1	+1	+3	Auravision, magical defense +2
4th	+4	+1	+1	+4	Mind over magic 2/day, nondetection cloak
5th	+5	+1	+1	+4	Blank thoughts, magical defense +3

New Action Types (from Complete Arcane)

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed a free action. Swift actions usually involve spellcasting or the activation of magic items; many characters (especially those who don't cast spells) never have an opportunity to cast a swift action.

Casting a quickened spell is a swift action (instead of a free action, as stated in the *Player's Handbook*). In addition, casting any spell with a casting time of 1 swift action is a swift action.

Casting a spell with a casting time of 1 swift action does not provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate

action can be performed at any time—even if it's not your turn. Casting *feather fall* is an immediate action (instead of a free action, as stated in the spell description in the *Player's Handbook*), since the spell can be cast at any time.

Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

New Spells

Find the Gap

Divination

Level: Assassin 3, paladin 3, ranger 3

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain the ability to perceive weak points in your opponent's armor. Your first melee or ranged attack each round is resolved as a touch attack, disregarding the subject's armor, shield, and natural armor bonuses (including any enhancement bonuses) to Armor Class. Other AC bonuses, such as dodge bonuses, deflection bonuses, and luck bonuses, still apply.

Invisibility, Swift

Illusion (Glamer)

Level: Assassin 2, bard 2

Components: V

Casting Time: 1 swift action

Range: Personal

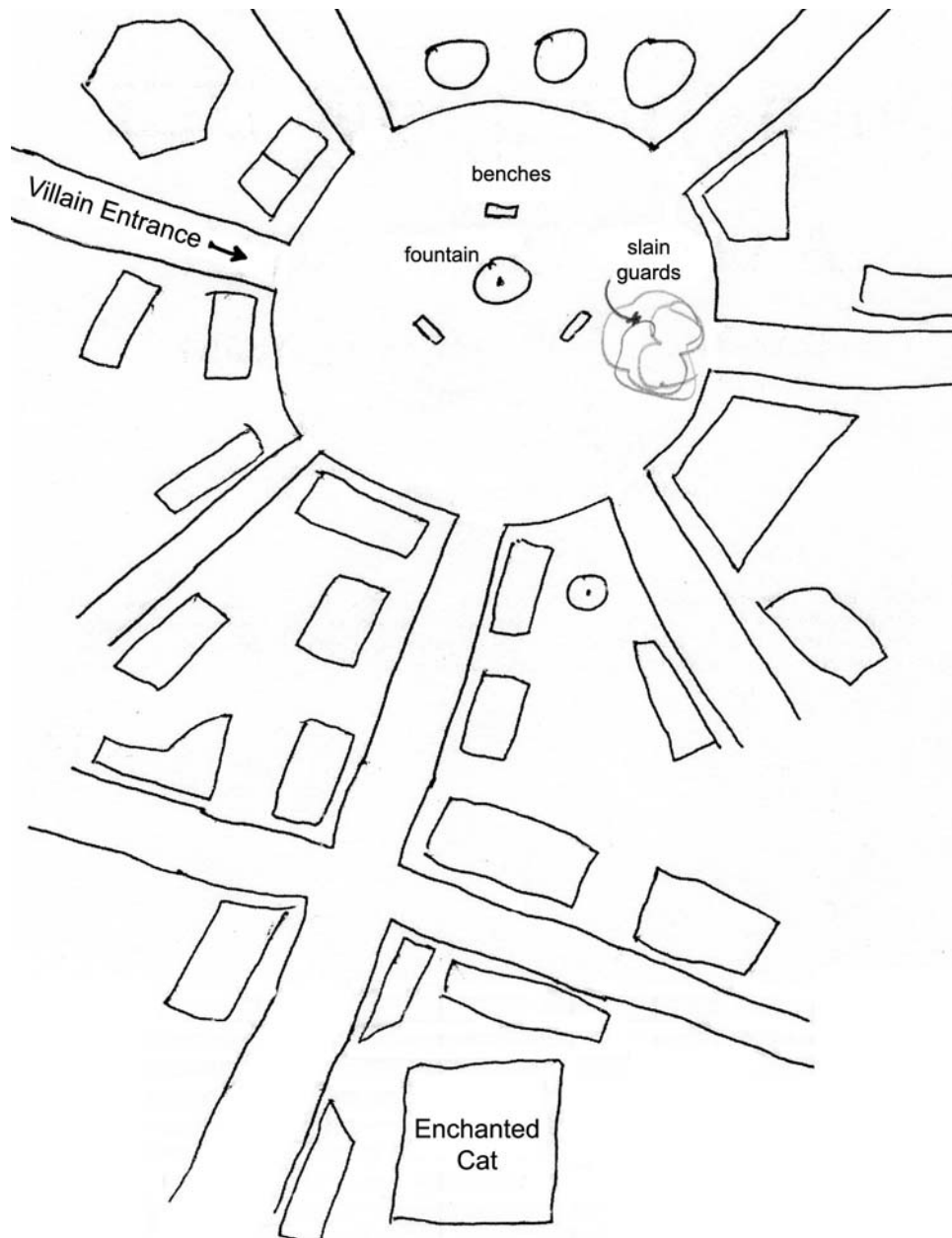
Target: You

Duration: 1 round

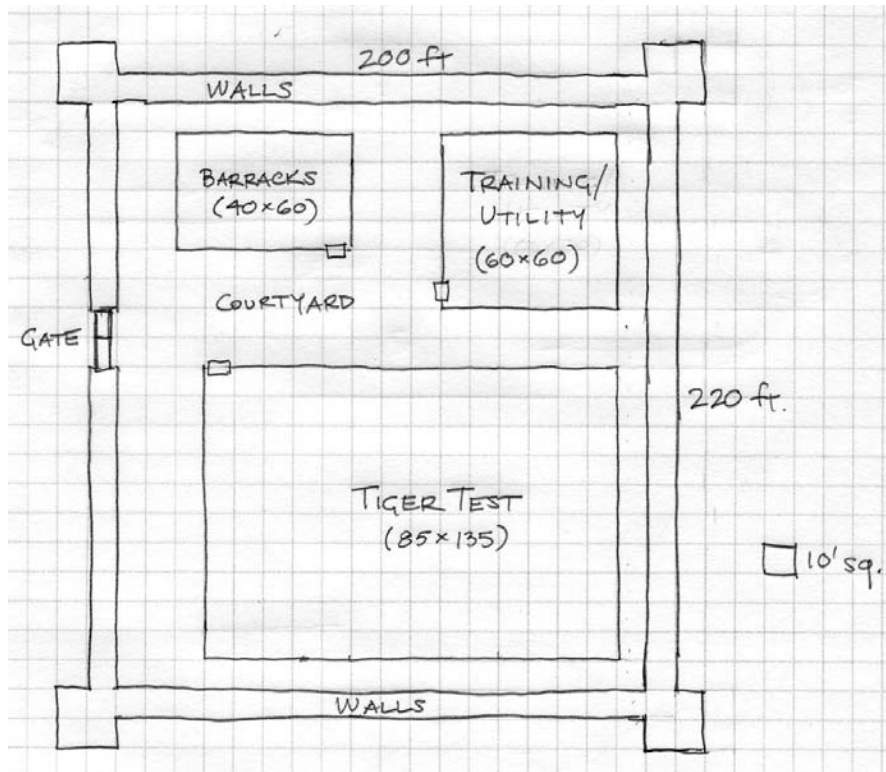
This spell functions like *invisibility* (see page 245 of the *Player's Handbook*), except as noted above.

Map #1: Ogburg Public Square

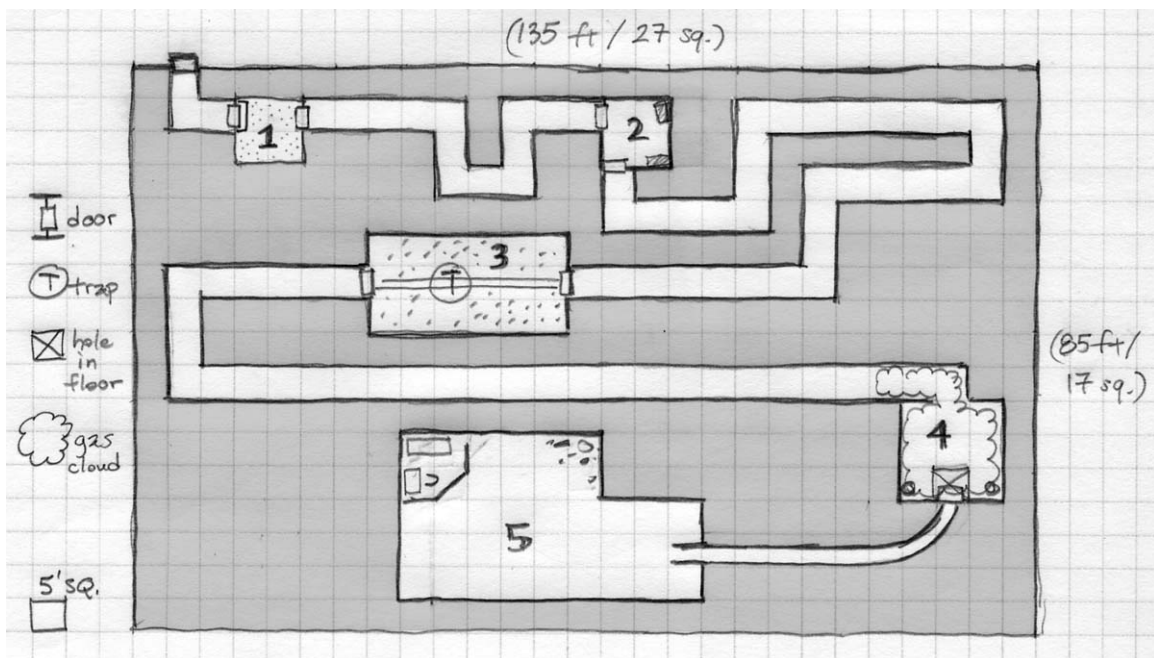
Make up a different layout of buildings if you like. The main plaza should be at least 100 feet across.



Map #2: The Tiger Monastery



Map #3: The Tiger Test



Player Handout #1

The song of the mysterious singers at The Enchanted Cat:

A secretive group, all of one mind, under flag of Nyronde, supposedly kind.
An elderly man with gray hair of respect; his vigorous son, a fencer perfect.
Pregnant mother with child, sorceress born; maidservant of battle with love forlorn.
With gleaming blades all drawn as one, their purple potion ensured that none
Could give out their secrets, reveal their plot, even if beaten, captured, caught.
Roaming the streets with death in their hearts, seeking out bishops and prelates to thwart.
The Pale concealed their leaders that day, they met only heroes whom they could not slay.
They swaggered their blades and cast deadly spells,
 while poison they'd drunk dragged them down to hell.
The heroes defended with grace and with skill, till they lay on the ground; they'd all been killed.
Skin flayed from their bones as if they'd been whipped,
 "Death before dishonor!" the last words on bloated, purple, lips...

Player Handout #2

The Tiger's Puzzle:

BSJ BWHJF VLTDO YJNJF VIUBJ BWEJ LY I PLLDWUS

CTXXDJ VSWDJ SWU CFJR IVIWBU.