

GRM7-IN3

Troubled Waters

A Two-Round D&D[®] LIVING GREYHAWK[™]

Gran March Regional Adventure

Version 1.0

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The Gran March River Guard has decided to show off a bit of its strength in a competitive regatta. Nobles from around the realm will be attending and participating. They require both assistance and bodyguards. The trip sounds like a nice bit of vacation; after all, how eventful can sailing be? A dangerous two-round Gran March Regional Interactive for APLs 2-14, and Part 6 of the Homefront series.

Note: This adventure will be of particular interest to PCs who have previously adventured in Ghostgate, members of the River Guard and Gran March Military Personnel plus those who have played other games in the Homefront Series: GRM 7-1 Gnome Friends, GRM 7-2 Gullet, GRM 7-4 The Threat Within,

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpqahq@wizards.com.

GRM 7-5 Currents, GRM 7-IN2 The Hard Road to Peace.. This scenario may be difficult for mounted and large PCs. Non-Military kobolds may not participate in this scenario.

Resources: *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liquette], *Complete Divine* [David Noonan], *Complete Scoundrel* [Mike McArtor & F. Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dragon Magazine #315*, *Frostburn* [Wolfgang Baur, James Jacobs, George Strayton], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Miniatures Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet], *Monster Manual III* [editors: Greg Collins, John D. Rateliff, Gary Sarli], *Operation Black Knight* [Jenna Moore & Michael D. Moore], *Players Handbook 2* [David Noonan], *Races of Destiny* [David Noonan, Eric Cagle, Aaron Rosenberg], *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons], *Races of the Wild* [Skip Williams], *Sharn: City of Towers* [Keith Baker, James Wyatt], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *Stormwrack* [Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes]

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. 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 receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard two-round Regional adventure, set in the Gran March. Characters native to the

Gran March pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

The Legend of Old Rivergate tells the story of the history of Ghostgate. The Legend is mostly true. Sadly, it is also woefully incomplete; no one realizes that the creation of the gate/vortex that rid the town of spirits also created a weakness in the planar fabric around the town.

This weakness has never really been a problem; however, as the River Guard continues building its shipyards, it is becoming one. In order to have a better and larger harbor, the River Guard is dredging the Sheldomar River in the harbor area of Ghostgate. This dredging has uncovered a weak point between the Elemental Plane of Water and the Sheldomar River. This weak point occasionally opens, causing a planar rift and allowing passage to and from Water.

In GRM7-05 *Currents*, some water elementals had come through the weak point when a rift opened. Some members of the new "Brotherhood" (the alliance between the followers of Kelenan and Wastri) have learned of this rift, and seek to manipulate it to achieve their ends. They plan to

mount a raid on Ghostgate in order to open the rift. They seek to sow chaos and evil. The portal is near, and the time is ripe.

Additionally, they also wish to capture Olowyn Aelanthyr to use to sow discord between the Gran March and its resident elves (and possibly the Duchy of Ulek, if they can manage it.) Lastly, they seek the tomb of the Vecnan cleric.

ADVENTURE SUMMARY

The scenario begins when the PCs accept an offer of employment from a Gran March VIP. They are told to head for Ghostgate to prepare for a race.

The first encounter is the race where the different tables are racing against one another. The second encounter is the LARP portion of the interactive.

The fighting begins with the third encounter. While traveling back to Ghostgate, the boats are attacked by druids and their summoned allies. During this encounter, the flow of the river greatly slows; additionally, some boats are damaged. The entire force is forced to stop, make quick repairs, and get some rest.

The rest is interrupted after a short time by another attack. Wastrian Bullywugs have brought some allies from the Rushmoors to have vengeance for the attacks there. After this attack, the PCs have time to rest uninterrupted until morning.

In the morning, everyone boards their boats and heads downstream. This is difficult as the flow of the river has stopped. The Boats are abandoned just as Kelanese swordsmen launch an attack.

Once this battle ends, the force marches overland. As they enter Ghostgate, they are attacked by mercenaries brought in by the Brotherhood to guard against anyone coming overland to assist the town.

Getting past the guards, they must drive the attackers from Ghostgate. The PCs are sent to various locations to defend the city.

After this final battle, the troops are brought together and addressed by Knight Commodore Avanti.

PREPARATION FOR PLAY

One of the most critical factors in this scenario is time. It cannot be stressed enough that **all** encounters are timed encounters. PCs should be told that encounters are timed. Since the goal of the enemies on the river is to slow the group down on their way to Ghostgate, a sense of urgency should be created with each encounter.

Before play begins, have each PC make 3 Will saves. While you only need one will save, asking for more keeps them unsure as what they should expect. Decide ahead of time if you will use the 1st, 2nd or 3rd save written down. This save will be used when they interact with the illusory hydra(s) in encounter 1.

Find out which PCs have played *Stuck in the Muck*, the BI from ConCarolinas 2007. This will be important in encounter 4.

Do any PCs have Marked for Death from GRM7-05 Currents? If so, the druids in Encounter 3, the wizard in encounter 4, and the swashbucklers in Encounter 5 will coup de'grace if they get the opportunity.

Do any PCs have the Ire of Baron Doulanfon from GRM7-06?

For APLs 2-10, we have provided an NPC paladin that can assist tables that are less than full strength. See Appendix 8 for stat blocks on all NPC paladins. This NPC accompanies only tables that have less than 6 PCs (including cohorts as if they were PCs in this case; cohorts have priority over this NPC). The level of the paladin is APL-1. The NPC paladin does not join the party until AFTER the LARP portion of the BI. PCs have the option to refuse help from the NPC paladin. Judges may, at their discretion, allow a player at the table to control the NPC paladin.

The paladin's name is Argas. He has lost his Paladin's mount. He is not a mounted fighter, and will be reluctant to fight from horseback so as not to insult his fallen mount's memory. Any penalty for loss of mount has been compensated for. The feats for this character are all core feats. Argas did not participate in *Stuck in the Muck*, nor is he marked for death. He is not in the military, though he served his three years in a pikeline a few years ago (where he left as a soldier; demoted from Corporal for not using a battle axe when ordered to several times).

Finally, in encounters where PCs can come from other tables, they should be brought into the battle at the top of the round and on the edge of the map.

INTRODUCTION

All PCs receive a player handout based upon their status.

Members of the River Guard or Army receive Handout 1. Gran March veteran PCs receive Handout 2. PCs who fall into neither category receive Handout 3.

It is assumed that all PCs will accept the assignment. Once they do so, inform them that they are in Ghostgate the evening before the Regatta. They may purchase any item they have access to up to the 750 gp limit.

Additionally, PCs may visit either the Temple of Zilchus or the Harvest Church to have spells cast upon them. Any spell allowed in the current LGCS document of 5th level or below can be cast upon this PC by Coinpriestess Dorothea, Initiate of the 2nd Circle (Female Human (Oeridian) Cleric 9). An influence point with the Military, an Elector or the Church is required for spells of 5th level.

Once they are done with any shopping, errands, etc. that they wish to do, read the introductory text below.

You have arrived in Ghostgate just in time – the race is tomorrow. As you walk through town, you hear people talking about the race, the VIPs who are in town for it, and other similar news items. You also see sailors and soldiers heading for the River Guard HQ. From what you hear, they are checking in.

Assuming the PCs also check in, continue reading.

When you check in, you are given your boat assignment and told to report two hours after first light tomorrow morning. You were also told that there is a gathering this evening at the Shining Song; most people are there trying to find their shipmates. So, for now, you have some time to get a drink or to go meet your shipmates.

This is a good place to have PCs introduce themselves.

ENCOUNTER 1: REGATTA

This encounter is timed. The PCs have 25 minutes real time to complete the encounter. This 25 minutes represents the full 8 hours that it takes for the race.

The race is primarily a series of skills challenges. However, it is a race. There will be one table that wins the race. The challenges are designed so that every PC at the table can help in some way. Because this is the case, if a player is not at the table, you should assume that their PC is not helping with the challenge underway.

Every APL has the same challenges, scaled for that APL. The challenges are in a different order for each APL. Each challenge is explained in detail, with read-aloud text as necessary. DCs for each APL are also given under the challenge description. The details for the challenges come after the section that gives the order of the challenges for each APL.

IMPORTANT: To correctly determine how each boat performed in the race, judges **MUST** fill out the Skill Challenge Tracking Sheet. This should be filled out **DURING** the encounter and turned into the Interactive Coordinator at the end of the encounter.

Conditions: There is no overall set of conditions that governs the entire race. Conditions are dealt with under each skill challenge. However, it is basically true that the lower APL tables have better equipment and NPC assistance than the higher APL tables. This is reflected in the DCs for the challenges.

The Starting Line

The day of the race is finally here! There is a festive atmosphere at the docks in Ghostgate where many boats have gathered for the race. Following the instructions you were given, you make your way through the crowd to your boat.

Before you can board, you see a lieutenant standing aboard a large wooden dais. He appears to be trying to get everyone's attention, and he is growing steadily more frustrated at not being able to do so. He gestures to a large marine sergeant and the man steps forward and in a loud, gruff voice, "HEY! WOULD ALL YOU FOLKS SHUT UP? LIEUTENANT'S GOT WORDS FOR YOU!" He steps back next to the lieutenant, who seems

to be trying to surreptitiously cover his nose as he addresses you and the rest of the crowd.

“Thank you for your attention, this will take but a few moments. I am Lieutenant Merrin. On behalf of Knight Commodore Avanti and the Gran March River Guard, welcome to the First Annual River Guard Race and Regatta. Today is the race upstream. We will be traveling from here heading for Patoska’s Camp. The first boat there, apart from the Knight Commodore’s, will be declared the winner.

There are some rules to abide by. No attacking other boats; this includes intentionally ramming another boat. No wind, water or transportation magicks. No casting of magicks at occupants on other boats. Understood? Excellent.

One last thing before we get underway. You will notice that each boat is carrying a small compliment of passengers. These are Gran March’s VIPs and are to be treated as such. They are in your protection and no harm will come to them. Now that you have your orders, get to your boats.”

Following instructions, you have boarded your boat and await the starting signal. Then you see it: from the Knight Commodore’s flagship way ahead of you a small red bead streaks upward into the air. It bursts into a large orange-red fireball, and all around you, wood creaks as rowers on all the boats bend into their oars. The race is underway.

The Challenges

The challenges below assume that PCs are doing their best to help speed the boat along. Included in this is rowing, steering, bailing water, etc. It is assumed that they do what is necessary to help. The challenges represent problems above and beyond the normal duties they are doing.

Additionally, the PCs are not the only crew aboard. Each boat has a pilot (usually a Lt.) as well as the typical complement of Oarsmen. There are no Marines or Mariners assigned to any boat apart from the PCs and the pilot.

Challenge Order

APL 2: 1, 2, 3, 4, 5, 6

APL 4: 3, 2, 4, 1, 5, 6

APL 6: 6, 2, 4, 3, 5, 1

APL 8: 4, 2, 3, 6, 5, 1

APL 10: 1, 2, 6, 4, 5, 3

APL 12: 4, 2, 1, 3, 5, 6

APL 14: 6, 2, 1, 4, 5, 3

1) **Sandbar:** In this challenge, PCs need to avoid a sandbar. Ask the PCs for a spot check.

APL 2: Spot DC 17

APL 4: Spot DC 18

APL 6: Spot DC 19

APL 8: Spot DC 20

APL 10: Spot DC 24

APL 12: Spot DC 27

APL 14: Spot DC 30

If they make the spot check: *You seem to be making decent time, when out ahead of you, perhaps thirty feet ahead of the bow, you see a sandbar. The Pilot cranks the wheel hard to port.*

To avoid the hazard, make a profession (sailor) check, DC 15.

Success: *You realize that turning alone won’t be sufficient to avoid the sandbar. At your call the port side rowers all reverse stroke for one stroke giving the boat the added turn needed to ease past. With skillful sailing, you have managed to get your boat past the sandbar. There was a slight skidding feeling, so you may have clipped it, but you don’t think it affected your speed much.*

Failure (with spot): *Despite your best efforts, you are unable to make the turn in time. Your boat only catches the edge of the sandbar. Still, as your rowers push on, you can tell that you lost some speed.*

Failure (without spot): *Suddenly, your boat lurches, throwing you hard into the wall of the deckhouse. That’ll leave a mark. Your speed drops nearly to nothing. You think you’ve hit a sandbar. It takes half a moment, but the rowers do manage to get the boat off of it. Still, you are pretty sure you’ve lost some time.*

Penalties for Failure: Tables that fail the spot checks take a 6 round penalty. Tables that make the spot check but fail (or are unable to make) the professional (sailor) check take a 3 round penalty.

2) **Vine snag:** In this challenge, a thick vine underwater snags the boat. The PCs need to actually get under the boat and get the vine off the

boat. The boat cannot progress at all until it is freed.

You are traveling along when you feel the boat slowing. For no apparent reason, it comes to a complete stop. You can hear the rowers rowing.

Have the PCs make a Spot check, DC 14.

Making the Spot check: ***Looking around, you realize that this part of the river has many vines going in and out of the water. One vine - about 6 inches thick and 30 feet away- that is slightly behind you seems especially taut. It is possible that it has snagged you.***

Failing the Spot check: PCs may attempt the spot checks on successive rounds. Just keep track of how long it takes them to see the vine.

Once the PCs see the vine, they have three ways to deal with the obstacle.

First, they can get into the water and get under the boat. They can then try to push the vine off of whatever it has caught on.

Second, they can get in the water and under the boat and try to hack through the vine.

Finally, they can get in the water, swim 30 feet to the vine and hack through it there.

Going under the boat requires two checks, a swim check to stay with the boat, and a search check to find the vine. The older boats (higher APLs) have darker and dirtier bottoms, making it harder to see where the vine is caught.

All APLs: Swim check DC 10. A PC who is tied to the boat receives a +5 bonus to this check.

APL 2: Search DC 18

APL 4: Search DC 19

APL 6: Search DC 20

APL 8: Search DC 21

APL 10: Search DC 23

APL 12: Search DC 25

APL 14: Search DC 27

Using a magical light source gives a +2 circumstance bonus to find where the vine has snagged the boat.

Once they've found the vine, they can try to hack through it or push it off the boat.

Vine: 6 in. thick; AC 3, hit points below, Break DC 23:

APL 2: 20 hp

APL 4: 23 hp

APL 6: 26 hp

APL 8: 29 hp

APL 10: 34 hp

APL 12: 49 hp

APL 14: 64hp

It is important to remember that bludgeoning and slashing weapons are -2 to hit and half damage when used in the water.

If they try to push the vine off the boat, they can make a strength check.

APL 2: Strength check, DC 19

APL 4: Strength check, DC 19

APL 6: Strength check, DC 19

APL 8: Strength check, DC 20

APL 10: Strength check, DC 22

APL 12: Strength check, DC 24

APL 14: Strength check, DC 25

Success (if they push the vine off the boat): ***The vine barely seems to move. Then, you feel it slowly start to slide when it suddenly gives way, and the boat is freed.***

Success (if they destroy the vine): ***The vine gives way with a sudden CRACK and the boat starts moving upstream,***

Penalties for Failure: There is no penalty per se for failure. However, the DM does need to track the number of rounds taken to free the boat. Remember, a PC may make one skill check per round, and that taking 20 is the equivalent of taking 20 rounds.

Regardless of success or failure, have the PCs make a spot DC 18 to see if they notice movement in the trees.

Success: ***As your boat slips on down the river passing groups of trees, you notice that several of them seem to be moving of their own accord. Indeed it looks as though half a dozen or so trees are walking away from your position.***

3) **Illusory Hydra:** In this challenge, the PCs have to deal with an illusion cast by an NPC gnome from another boat. The read-aloud text is APL dependant.

APL 2: ***Without warning, you hear a loud roar and a Five-Headed Hydra splashes up from underneath the water. He is about fifty feet ahead of the boat. He looks at you with a baleful eyes. What do you do?***

APL 4: *Without warning, you hear a loud roar and a Seven-Headed Hydra splashes up from underneath the water. He is about fifty feet ahead of the boat He looks at you with a baleful eyes. What do you do?*

APL 6: *Without warning, you hear a loud roar and a Nine-Headed Hydra splashes up from underneath the water. He is about fifty feet ahead of the boat He looks at you with a baleful eyes. What do you do?*

APL 8: *Without warning, you hear a loud roar and an Eleven-Headed Hydra splashes up from underneath the water. He is about fifty feet ahead of the boat He looks at you with a baleful eyes. What do you do?*

APL 10: *Without warning, you hear a loud roar and a Twelve-Headed Hydra splashes up from underneath the water. He is about fifty feet ahead of the boat. He looks at you with a baleful eyes. What do you do?*

APL 12: *Without warning, you hear a loud roar and a Twelve-Headed PyroHydra splashes up from underneath the water. He is about fifty feet ahead of the boat. They look at you with baleful eyes. What do you do?*

APL 14: *Without warning, you hear a loud roar and two Twelve-Headed PyroHydras splash up from underneath the water. They are about fifty feet ahead of the boat. They look at you with baleful eyes. What do you do?*

PCs that try to interact with the Hydra(s) can make a Will save. Use the Will save that was asked for at the start of the scenario.

APL 2: Will save, DC 19

APL 4: Will save, DC 20

APL 6: Will save, DC 21

APL 8: Will save, DC 22

APL 10: Will save, DC 24

APL 12: Will save, DC 26

APL 14: Will save, DC 28

(At higher levels the spell is cast by a Gnome Illusionist who has the Heighten Spell feat, Greater Spell Focus and 22 intelligence.)

The illusory hydra will "react" if attacked. It will only interact with a boat for 4 rounds (its duration).

Once they figure out the illusion, or the spell ends: ***With nary a "pop", the hydra vanishes. Not even the water shows ripples of its passage.***

Ask the table to make a Listen check DC 12 to hear someone cursing in gnomish.

Penalties for Failure: For each round that the PCs interact (speak to, attack, move to avoid, etc.) with the dragon, they lose 3 rounds of travel time. If they spend time trying to find the dragon after its "left", count those as rounds where they interacted.

4) **Rig Sails:** In this challenge, the boat's pilot asks the PCs to rig some sails to increase speed. This challenge allows PCs to increase their speed temporarily.

While you are moving upstream, a small breeze picks up. The pilot calls out to you, "Go below and get the cloth. Try to rig a sail to catch some wind."

A maximum of 3 PCs may make both profession (sailor) or strength checks or both for added benefit, to gain the wind's benefit. They can assist each other if they would like, but only 3 of them can fit on top of the deckhouse at the same time.

Profession (sailor) check DC 5: -1 round

Profession (sailor) check DC 10: -2 rounds

Profession (sailor) check DC 15: -3 rounds

Profession (sailor) check DC 20: -4 rounds

Strength check DC 10: -1 round

Strength check DC 15: -2 rounds

Strength check DC 20: -3 rounds

Strength check DC 25: -4 rounds

PCs can try for a better result. The results for each check are NOT cumulative; take the highest strength check and the highest Profession (sailor) check. Each subsequent attempt costs an extra rounds travel time whether they are successful or not. (The first check for each skill is free.)

Any success: ***It takes a bit of effort, but you believe you have gotten a small burst of speed. Certainly, you see some boats falling behind you.***

No success: ***Despite your best efforts, the breeze dies down before you get your jury-rigged sail aloft.***

Penalties for Failure: There is only a penalty for repeated attempts that do not succeed. Be sure to keep track of the number of rounds that the PCs tried and failed (except for the first round.)

5) **Motivate the Troops:** In this challenge, the PCs need to urge their rowers to greater speed. These guys are tired.

It is getting late in the race. You think you're getting close to the finish. You do notice that your Oarsmen seem to be slowing down. They appear to be getting a bit tired. Perhaps you should find new ways to motivate them.

Each table can designate one person to make a Diplomacy or Intimidate check.

Diplomacy/Intimidate check DC 10: -1 round
Diplomacy/Intimidate check DC 15: -2 rounds
Diplomacy/Intimidate check DC 20: -3 rounds
Diplomacy/Intimidate check DC 25: -3 rounds
Diplomacy/Intimidate check DC 30: -5 rounds

Apply modifiers based on circumstances:

Bard/Marshall: If the Designated PC has any levels of Bard and/or Marshall: +1. This bonus increases by +1 for every 5 levels (combined) of these classes (so a Mar4/Brd1 would have a +2 bonus.)

Perform: A PC with 5 ranks in perform (drums) or perform (percussion) gain a +2 synergy bonus to the Charisma check. Other perform skills do not apply.

PCs may make more than one check, taking only the best result. Each attempt beyond the first costs them a round.

Intimidate Success: ***As you compel the rowers, they gain strength, and you can feel the ship below you gain speed.***

Diplomacy Success: ***As you exhort the rowers, they gain strength, and you can feel the ship below you gain speed.***

Failure: ***You garner dirty looks from the Oarsmen. Someone mumbles, "Yea, that's gonna help. Why not pull an oar as much as we've been doing?"***

Penalties for failure: There is only a penalty for repeated attempts that do not succeed.

6) Shooting Gallery: In this challenge the PC's show off Gran March's ability to mount an assault from water.

The pilot yells down from his post on the deckhouse "I was told when we see the yellow flag to have you open the deckhouse door and grab the bow and arrows from inside. You are supposed to shoot the targets on the side of the river. I see the flag now so you better get to it. Only one shooter and they must use the

bow and arrows provided. You will see the targets coming up, you must land an arrow in each target. Good luck and shoot true, remember I want to win. Hit them as fast as you can. That way I don't have to slow down too much so you can get in another volley of shots."

Each table designates one PC to be their "shooter" for that round. There can only be one shooter per round. This PC uses the boat's bow. It is a regular short bow. Each boat has 2 quivers of arrows (40 arrows) available.

The PC will attempt to hit a number of targets at the given AC dependant on the APL.

APL 2: Two targets AC 19 each
APL 4: Two targets AC 21 each
APL 6: Two targets AC 24 each
APL 8: Three targets AC 24 each
APL 10: Three targets AC 26 each
APL 12: Four targets AC 26 each
APL 14: Four targets AC 30 each

Once the PC's have completed this task read the following.

As your last arrow hits home the cry comes out from the Pilot calling the rowers back to full speed down the river. One can only hope that the speed with which you completed the task was sufficient to boost your standings.

Mark down the number of rounds that it took the PC's to complete this event in your DM Aid: Skill Challenge Tracking Sheet.

And the Winner is...

The winning table is the one that took the least amount of "game time" to finish the race. This does not mean the table who finished the encounter first was necessarily the winner. The progress of each boat should be tracked with the DM Aid: Skill Challenge Tracking Sheet. This must be completed and turned into the Interactive Coordinator.

All the challenges must be completed for a table to win the race. If there is not a single table that completes all the challenges, then an NPC boat will be announced as the winners.

In the event of a tie score, the table with the highest number of ranks in total in Profession (Sailor) will be the winner. If there is still a tie, there will be a roll off to see which table wins.

Development: This encounter ends and there is a quick debriefing with the judges. The winning table is determined. Judges inform their tables who the winner was and the LARP portion begins.

Interaction: There is no interaction during this encounter.

ENCOUNTER 2: THE FINISH LINE FESTIVAL

This encounter follows immediately upon the end of the Race. The LARP portion of the interactive is 25 minutes long.

Knight Commodore Avanti personally and publicly commends the winners (and gives a small nod to the second place finishers.) Then food and drink is taken out and shared with the group.

During this encounter, players can possibly learn the following rumors:

- 1) The Warden of the Dim March is at the Regatta. Some Electors might mention that he may be “shirking his duty”..
- 2) Several of the electors who came on the trip are disgruntled with the Commandant over his policies regarding Ket & Bissel. Some of them are talking about removing him early.
- 3) Elector Promani intends to challenge the Commandant for his post when the election takes place in eighteen months.
- 4) The Commandant will soon pull the Army of Victory from the Principality of Ulek and send it to Bissel to help deal with Ket.
- 5) There is a gnome NPC at the festival who is accused of cheating during the race. (He's the one who cast the hydra illusions.)
- 6) The Commandant hasn't sent troops to Bissel as there is no agreement as to who gets which part of Ket.
- 7) A Shadow Dragon has been seen in the Rushmoors.

Obviously, some of the rumors are bogus, but it should have people wondering. About 25-30 minutes into the LARP, a messenger arrives and speaks to the person portraying Avanti. He announces that Ghostgate is under attack. He can give very few details, but can say that the attacks were focused on the docks and shipyards. KC

Avanti asks another NPC for a scrying and begins telling people to prepare to reverse course and head for Ghostgate.

Hopefully, this news will spread with the rumors. People may disbelieve it.

During the LARP, Elector Promani is assassinated. His killer is captured and it is from this person that Knight Commodore Avanti learns about the imminent attack. The LARP will end with Avanti giving the news and ordering people to the boats.

Tevik Masstellien

The leader of the Church of Obad-Hai (or his aids) will have aides cast one Magic Vestment spell for each table APL 2-8 before they leave. He will cast it on the highest ranking military PC (no military player characters means player to left of DM gets the spell). It will be +2 and last through encounter 4.

He will also give each table of APL 2-6 a Water Breathing Potion (CL 5)

He will make sure the player characters know the Church of Obad-Hai is doing what they can to assist.

NPC Scripts

There are several NPC handouts at the end of the scenario. Each handout identifies rumors and conversations that the various NPCs present will be speaking about. Each handout also identifies which NPCs have that information.

For judges playing these NPCs, it is important to ration the information. While you do want to give out the information, you do not want to do so all at once, nor do you want to solely focus on a single topic (if you have more than one). Additionally, you should also feel free to carry on “normal” in character conversation.

Important: While some of the rumors on the NPC handouts are false, when giving this information out, please maintain the same position (belief) throughout the entire LARP.

Development: The end of the LARP is the end of this encounter. The LARP has no further effect upon the rest of the scenario. The third encounter begins immediately upon the ending of the LARP.

There is the possibility that a PC or group of PCs will insist on teleporting to Ghostgate despite Knight Commodore's Avanti. If so, they arrive at

the docks and face monsters as they emerge from the rift. They will face encounter 7, each APL with double the number of enemy combatants, consecutively. Each wave of attacks takes place every 10 minutes..

ENCOUNTER 3: PIRATES, AHOY!

This encounter is timed. The group has 45 minutes to deal with the threat. PCs should be told that there is a time limit for the encounter.

These druids have been sent on a mission to both delay the fleet as well as cause serious damage to both the ships and their crews. They have prepared themselves to make this a LONG and costly battle.

As late afternoon hangs in the sky, you rush to make good time back down the river towards Ghostgate. There is a noticeable tension in the air as many are filled with a mix of emotions. Blends of dread, anxiety, helplessness and anticipation seem to emanate from those around you.

Suddenly, the boat you are riding lurches, as though striking an object. The crews surprise turns to confusion and quickly to fear as it is noticed that all the boats in the fleet seem to be suffering the same. From afar you hear a commanding voice yell, "WE'RE UNDER ATTACK!"

Below you hear a cracking of wood, followed closely by a curse from above. From on top of the deck house the Pilot yells "Curse us to the Nine Hells that has got to be a leak. Someone better get down there and take care of it NOW!"

In all cases the Druids were able to see a fleet coming down the river at a great distance. Thus they are able to buff themselves prior to battle as indicated in the stat blocks. The Battle Druid has ordered the first elemental to attack and it has struck the boat from underneath in an attempt to damage it.

DM Note: While profession skills cannot be used untrained, craft skills are under no such limitation.

Conditions: Many of the combatants are going to be either in or under the water. This will give them some cover +2 or +4 AC accordingly.

The keelboat has sprung a leak and is taking on water quickly. The PC's have 6 rounds before the

boat sinks. They must repair the damage. This will take a Profession (sailor), Craft (carpentry), or Craft (shipwright) check. If they wish to provide each other assistance, allow up to 2 other PC's to assist at a time. Remember that Craft skills CAN be used untrained. The DC's are:

Profession (sailor) DC 15

Craft (carpentry) or (shipwright) DC 18

If the PC's provide some other magical or mundane way to stave off the flooding respond accordingly.

If PC's are knocked overboard be sure to have them moved by the river at a rate of 5 feet every round. The river is approximately 10 feet deep and murky.

DM Note: These Water Elementals have come through the Rift from the Plane of Water. They are not summoned. IF the druids summon more elementals those would be affected by protection from evil type spells. You will need to keep the elementals individually identified. Also note that the ELs of this encounter have been increased by one for all the advanced preparation of the NPCs.

APL 2 (EL 5)

Medium Water Elementals (2): hp 30; see *Monster Manual Page 100*

APL 4 (EL 7)

Battle Druid, Male Human Druid 5: hp 63 (14 are Temporary); see *Appendix 2*.

Crocodile Animal Companion, Crocodile: hp 25; see *Appendix 2*.

Medium Water Elemental : hp 30; see *Monster Manual page 100*

APL 6 (EL 9)

Battle Druid, Male Human Druid 6 / Warshaper 1 (1): hp 82(14 are Temporary) each; see *Appendix 3*.

Advanced Crocodile Animal Companion, Advanced Crocodile: hp 37; see *Appendix 3*.

Large Water Elemental: hp 68; see *Monster Manual page 100*.

APL 8 (EL 11)

Battle Druid, Male Human Druid 6 / Warshaper 3: hp 102(14 are Temporary); see *Appendix 4*.

Advanced Crocodile Animal Companion, Advanced Crocodile: hp 37; see *Appendix 4*.

Summoner Druid #1, Male Human Druid 5 (1): hp 59(14 are Temporary) each; see *Appendix 4*.

Crocodile Animal Companions, Crocodiles: hp 25 each; see *Appendix 4*.

Large Water Elemental: hp 68; see *Monster Manual page 100*.

APL 10 (EL 13)

Battle Druid, Male Human Druid 6 / Warshaper 5 (1): hp 121(14 are Temporary) each; see *Appendix 5*.

Advanced Crocodile Animal Companion, Advanced Crocodile: hp 37; see *Appendix 5*.

Summoner Druid #1, Male Human Druid 7 (1): hp 77(14 are Temporary) each; see *Appendix 5*.

Giant Crocs Animal Companions , Giant Crocodile: hp 63 each; see *Appendix 5*.

Huge Water Elemental: hp 152; see *Monster Manual page 100*.

APL 12 (EL 15)

Battle Druid, Male Human Druid 8 / Warshaper 5 (1): hp 135(16 are Temporary) each; see *Appendix 6*.

Giant Croc Animal Companion, Giant Crocodile: hp 63; see *Appendix 6*.

Summoner Druid #1, Male Human Druid 9 (1): hp 99(18 are Temporary) each; see *Appendix 6*.

Advanced Giant Crocs Animal Companions, Advanced Giant Crocodile: hp 81 each; see *Appendix 6*.

Greater Water Elemental: hp 199; see *Monster Manual page 100*.

APL 14 (EL 17)

Battle Druid, Male Human Druid 10 / Warshaper 5 (1): hp 178(20 are Temporary) each; see *Appendix 7*.

Summoner Druid #1, Male Human Druid 11 (1): hp 119(20 are Temporary) each; see *Appendix 7*.

Advanced Giant Crocs Animal Companions (2), Advanced Giant Crocodile: hp 81 each; see *Appendix 7*.

Elder Water Elemental: hp 228; see *Monster Manual page 100*.

Tactics: Tactics for the various APLs are below. Elementals will target PCs who hit them last. If no one is in melee range, they attack the boat. Should any PC's fall into the water, the elementals will try to keep PCs underwater.

Additionally, should any PC have the Marked for Death disfavor from GRM7-05 Currents, the druids will try to coup de'grace if given the opportunity. Due to the number of creatures in the water and the Druids ability to breath underwater they have every intent of putting as many PC's into the river as possible.

APL 2: The elementals will continue attacking the boat until the PC's enter into melee range. The elementals will attack the PC in melee range that hit them last.

APL 4: Combat starts with the Battle Druid underwater and the elemental attacking the boat. He instructs his animal companion (Crocodile) to attack the rear of boat. If there are any animals present he will cast charm animal on them.

He will shape shift into bear form and use his swim speed and spiderclimb abilities to board the ship in they location with the fewest PCs. He will activate his Stoneskin and engage in melee. If he is grappled remember the PC takes acid damage from Babau Slime spell, and the Battle Druid will activate as a swift action his 1 round of freedom of movement from the Heart of Water Spell. He will then full attack the grappler.

APL 6: Combat starts with the Battle Druid underwater and the elemental attacking the boat. He instructs his animal companion (Crocodile) to attack the rear of boat. If there are any animals present he will cast charm animal on them.

He will shape shift into bear form and use his swim speed and spiderclimb abilities to board the ship in they location with the fewest PCs. He will activate his Stoneskin and engage in melee. If he is grappled remember the PC takes acid damage from Babau Slime spell, and the Battle Druid will activate as a swift action his 1 round of freedom of movement from the Heart of Water Spell to escape the grapple and full attack the grappler.

APL 8: Combat starts with the Battle Druid underwater and the elemental attacking the boat. He instructs his animal companion (Crocodile) to attack the rear of boat. If there are any animal companions present the Summoner Druid will cast Dominate animal on them

The Battle Druid will shape shift into bear form and use his swim speed and spiderclimb abilities to board the ship in they location with the fewest PCs. He will activate his Stoneskin and engage in melee. If he is grappled remember the PC takes acid damage from Babau Slime spell, and the Battle Druid will activate as a swift action his 1 round of freedom of movement from the Heart of Water Spell to escape the grapple and full attack the grappler. At this level the Battle Druid has 10 foot reach. The Summoner Druid directs his animal companion (Crocodile) to attack and begins casting at the PC's

As soon as the Battle Druid begins to take damage a Summoner Druid will move and activate his Spontaneous Rejuvenation ability with the highest level spell available to give everyone fast healing. (Remember it is doubled by the spell Healthful Rest). Once a Summoner Druid takes damage they will activate their own Stoneskin ability.

APL 10: Combat starts with the Battle Druid underwater and the elemental attacking the boat. He instructs his animal companion (Crocodile) to attack the rear of boat. If there are any animal companions present the Summoner Druid will cast Dominate animal on them

The Battle Druid will shape shift into bear form and use his swim speed and spiderclimb abilities to board the ship in they location with the fewest PCs. He will activate his Stoneskin and engage in melee. If he is grappled remember the PC takes acid damage from Babau Slime spell, and the Battle Druid will activate as a swift action his 1 round of freedom of movement from the Heart of Water Spell to escape the grapple and full attack the grappler. At this level the Battle Druid has 10 foot reach and fast healing 2 (which becomes fast healing 6 because of 2 magical doublings). The Summoner Druid directs his animal companion (Giant Crocodile) to attack and Begins casting at the PC's

As soon as the Battle Druid begins to take damage a Summoner Druid will move and activate his Spontaneous Rejuvenation ability with the highest level spell available to give everyone Fast healing. (Remember it is doubled by the spell Healthful Rest and for the Battle Druid it is Tripled). Once a Summoner Druid takes damage they will activate their own Stoneskin ability.

APL 12: Combat starts with the Battle Druid underwater and the elemental attacking the boat. He instructs his animal companion (Giant

Crocodile) to attack the rear of boat. If there are any animal companions present the Summoner Druid will cast Dominate animal on them.

The Battle Druid will shape shift into bear form and use his swim speed and spiderclimb abilities to board the ship in they location with the fewest PCs. He will activate his Stoneskin and engage in melee. If he is grappled remember the PC takes acid damage from Babau Slime spell, and the Battle Druid will activate as a swift action his 1 round of freedom of movement from the Heart of Water Spell to escape the grapple and full attack the grappler. At this level the Battle Druid has 10 foot reach and fast healing 2(which becomes fast healing 6 because of 2 magical doublings) the Summoning Druid has already cast Fireward on the river for a stretch of 40Ft Wide and 100 Ft long starting at the back of the boat and stretching 100 feet forward in front of the boat. The Summoner Druid directs his animal companion (Giant Crocodile) to attack and Begins casting at the PC's

As soon as the Battle Druid begins to take damage a Summoner Druid will move and activate his Spontaneous Rejuvenation ability with the highest level spell available to give everyone Fast healing. (Remember it is doubled by the spell Healthful Rest and for the Battle Druid it is Tripled). Once a Summoner Druid takes damage they will activate their own Stoneskin ability.

APL 14: Combat starts with the Battle Druid underwater and the elemental attacking the boat. He instructs his animal companion (Giant Crocodile) to attack the rear of boat. If there are any animals present the Summoner Druid will cast Dominate Animal on them.

The Battle Druid will shape shift into bear form and use his swim speed and spiderclimb abilities to board the ship in they location with the fewest PCs. He will activate his Stoneskin and engage in melee. If he is grappled remember the PC takes acid damage from Babau Slime spell, and the Battle Druid will activate as a swift action his 1 round of freedom of movement from the Heart of Water Spell to escape the grapple and full attack the grappler. At this level the Battle Druid has 10 foot reach and fast healing 2 (which becomes fast healing 6 because of 2 magical doublings). the Summoning Druid has already cast Fireward on the river for a stretch of 40Ft Wide and 100 Ft long starting at the back of the boat and stretching 100 feet forward in front of the boat. The Summoner Druid directs his animal companion (Giant

Crocodile) to attack and Begins casting at the PC's

As soon as the Battle Druid begins to take damage a Summoner Druid will move and activate his Spontaneous Rejuvenation ability with the highest level spell available to give everyone Fast healing. (Remember it is doubled by the spell Healthful Rest and for the Battle Druid it is Tripled). Once a Summoner Druid takes damage they will activate their own Stoneskin ability.

Treasure:

APL 2: L: 0 gp, C: 0 gp, M: - (0gp).

APL 4: L: 19 gp, C: 4 gp, M: *potion of invisibility, potion of Haste* (88 gp).

APL 6: L: 19 gp, C: 80 gp, M: *Potion Aid, Cloak of Resistance +1, potion of invisibility, potion of Haste* (196 gp).

APL 8: L: 25 gp, C: 416 gp, M: *Cloak of Resistance +1, cloak of resistance +2, 2x potion of invisibility, potion of Haste* (554 gp).

APL 10: L: 25 gp, C: 75 gp, M: *Potion of Aid, Cloak of Resistance +1, Periapt of Wisdom +2, Periapt of Wound Closure, potion of invisibility, potion of Haste* (1779 gp).

APL 12: L: 25 gp, C: 142 gp, M: *2x Cloak of Resistance +2, Cloak of resistance +4, 2x Periapt of Wisdom +2, Periapt of Wound Closure, potion of invisibility* (3300 gp).

APL 14: L: 300 gp, C: 783 gp, M: *3x potion of aid, 2x Cloak of Resistance +3, Cloak of resistance +5, Elemental Gem (Water), Ioun stone +1 AC, 2x Periapt of Wisdom +2, Periapt of Wound Closure, potion of haste, potion of invisibility, potion of remove blindness/deafness* (5220 gp).

Development: Once the battle is ended, read the text below.

It was a long battle, but Gran March has won the first skirmish, though not without cost. During the battle, many of the boats suffered some damage, and it is nearly nightfall. Command has decided to find a suitable location to pitch camp. Damage Control Mariners will try to repair the boats as best as possible, and you will move out at first light.

Interaction: Interaction is not possible in this encounter as each battle is confined to a separate boat.

Determining Success: Group success for this encounter is based upon how many enemy combatants remained at the end of the timed period. This is a weighted average with APL 2 and APL 14 counting half as much as other APLs.

If 75% of enemy combatants have been disabled, staggered, captured, killed or forced to flee, then the Group has achieved Success.

ENCOUNTER 4: ARMORED ASSAULT

This encounter is timed. The group has 60 minutes to deal with the threat. PCs should be told that there is a time limit for this encounter.

In this encounter, PCs are attacked by Wastrians. A powerful Wastrian druid has recruited the bullywugs and helped them: they have awakened dinosaurs who have agreed to assist in the attack. Some Wastrian wizards have come along as well to help defeat Gran March.

This attack comes at the end of the day. It is just past dusk, so consider it dark enough where those without low-light or darkvision have difficulty seeing. Combatants have concealment (20% miss chance) when they are attacked by someone without either low-light or darkvision, unless someone provides a light source. Bullywugs do not have low-light vision, but the dinosaurs do.

IMPORTANT: The DM should note which PCs took part in the slaughter of Bullywug young in the 2007 ConCarolinas BI *Stuck in the Muck*. The Bullywugs will target these PCs with their attacks. The Wastrian wizards are members of the Brotherhood so if they have the opportunity to coup de grace those with the Marked for Death AR item from GRM 7-5 Currents they will take the opportunity.

Once the PCs have setup their camp and decided watches, read the text below. If Success was determined in Encounter 3, include the section in brackets. Otherwise, ignore that part. Additionally, this encounter takes place before those PCs not on watch have had the time to remove their armor.

The sun has just set, and following orders, you have pitched camp not too far from the water's edge. Should repairs to the boats be

finished early, it would take little time to get to them. Additionally, from your position, you can easily defend them should another attack come from that quarter. Should it come from elsewhere, you can keep enemies from reaching the boats, or should things go poorly, you are in a position to retreat to the boats.

[Due to reports received by scouts and Pathfinders, you have been informed that a large force is approaching from the Rushmoors. Personnel from Knight Commodore Avanti have circulated among your group telling you to prepare for a small assault. They have left some items for you to use, if necessary.]

At all APLs, PCs are given the following items, IF Success was determined for Encounter 3:

2x Potion of Lesser Vigor
Potion of Vigor
Scroll of Scale Weakening (SC)
Potion Shield of Faith +3

Finally, if Success was determined for Encounter 3, the PCs have 2 rounds to prepare for combat. There will be no surprise round.

If they did not achieve Success in Encounter 3, there is no time to prepare, and a Surprise round is possible. Determine Surprise as normal. The bullywugs cannot be surprised. If all PCs make their Spot or Listen checks, there is no surprise round.

APL 2 (EL 4)

Bullywug Ragers, Barbarian 1 (2): hp 14 each; see *Appendix 1*.

Swindlespitter (2): hp 14 each; see *Appendix 1*.

APL 4 (EL 6)

Bullywug Ragers, Barbarian 2 (2): hp 31 each; see *Appendix 2*.

Wastrian Caster, Male Human Wizard (Conjurer) 3: hp 14; see *Appendix 2*.

Awakened Fleshrazer (1): hp 30; see *Appendix 2*.

APL 6 (EL 9)

Bullywug Ragers, Barbarian 4 (2): hp 54 each; see *Appendix 3*.

Wastrian Caster, Male Human Wizard (Conjurer) 3 / Master Specialist 2: hp 23; see *Appendix 3*

Awakened Fleshrazer Barbarian 2 (2): hp 66 each; see *Appendix 3*.

APL 8 (EL 11)

Bullywug Rager, Barbarian 6 (1): hp 81; see *Appendix 4*.

Bullywug Bomber, Fighter 3 / Monk 3 (1): hp 63 each; see *Appendix 4*.

Wastrian Caster, Male Human Wizard (Conjurer) 3 / Master Specialist 2: hp 23; see *Appendix 4*.

Awakened Fleshrazer Barbarian 5 (2): hp 97 each; see *Appendix 4*.

APL 10 (EL 13)

Bullywug Rager, Barbarian 8 (1): hp 108; see *Appendix 5*.

Bullywug Bomber, Fighter 4 / Monk 4 (1): hp 90; see *Appendix 5*.

Wastrian Caster, Male Human Wizard (Conjurer) 3 / Master Specialist 5: hp 36; see *Appendix 5*.

Awakened Fleshrazer Barbarian 7 (2): hp 118 each; see *Appendix 5*.

APL 12 (EL 15)

Bullywug Rager, Barbarian 10 (1): hp 135 each; see *Appendix 6*.

Bullywug Bomber, Fighter 6 / Monk 4 (1): hp 114; see *Appendix 6*.

Wastrian Caster, Male Human Wizard (Conjurer) 3 / Master Specialist 6: hp 41; see *Appendix 6*.

Awakened T-Rex Barbarian 4 (2): hp 270 each; see *Appendix 6*.

APL 14 (EL 17)

Bullywug Rager, Barbarian 12: hp 162; see *Appendix 7*.

Bullywug Bomber, Fighter 6 / Monk 6 (1): hp 135; see *Appendix 7*.

Wastrian Caster, Male Human Wizard (Conjurer) 5 / Master Specialist 6: hp 50; see *Appendix 7*.

Awakened T-Rex Barbarian 6 (2): hp 297 each; see *Appendix 7*.

Tactics: The Bullywugs are attacking for revenge, plain and simple. Their tactics are brutal

and straightforward. They have nothing left to lose, and this is a suicide mission. All of them fight to the death.

The dinosaurs will stay in the battle while any of the Bullywugs are still up. After that, they will flee when a hit reduces them to 25% of their hit points. They will not flee while the Bullywugs are still up.

The Wastrian caster will remain in the battle even if reduced to low hit points so long as victory seems possible. He will not flee if he has more than 25% of his hit points or while there are still two other NPC combatants. Should neither of these conditions exist, he may flee (this is left to DM discretion), although if he believes a few spells can turn the tide of battle in favor of his side, he will stay. (Don't forget his Cloudy Conjurations can make people sick.)

At all APLs, they target PCs who were played *Stuck in the Muck*. If there are no PCs who played this or if they are already dead, they will target PCs wearing Gran March livery.

At all APLs, given the chance to coup de'grace their target, the Bullywugs will take it, regardless of the consequences. They will ONLY do this to PCs who played *Stuck in the Muck*.

APL 2: The Bullywug barbarians charge right into combat, raging at the first opportunity. They pick their targets and move towards them as fast as possible. If they can charge, they will. If not, they move as fast as possible. They will not double move. Instead, they will move and attack. Each turn should bring them closer to their target. If they can avoid an AOO and get to their target, they will do that; if not, they will take the AOO as they move away from one combatant to get closer to their target.

The dinosaurs will spray their poison as often as possible. Since they are fairly unintelligent, they will not necessarily move to avoid the Bullywugs, but they will not spit if a Bullywug is 5' in front of them.

APL 4: The Bullywug barbarians' tactics are the same as APL 2.

The Caster begins the combat by casting Nerveskitter on himself. He will try to Glitterdust as many people as possible. When he is attacked, he will use his Abrupt Jaunt ability to escape the attack. He does this on each attack (limit 1 per round) until the ability is used up (3x/day.) Since the range is limited, he is unlikely to use this against AOE attacks, but if he can escape an

AOE, he will do so. (Don't forget his Cloudy Conjurations can make people sick.)

The Fleshraker dinosaur will rage and charge the nearest enemy. It will use its attacks as often as possible. DMs should remember that this creature can charge and full attack with a standard action (due to its pounce ability.) This does mean that a Fleshraker can pounce **in a surprise round** and it can follow up with its other abilities as well. (See PHB pg 155 for special rule allowing a charge as part of a standard action.)

APL 6: At this APL, the barbarians acts similar to APL 2, except that they tries to use their Powerful Charge against the chosen target(s).

At this APL, the Caster begins combat by casting Nerveskitter on himself. He will try to *Glitterdust* as many people as possible. He will then *Haste* as many NPCs as possible. After that he uses his spells tactically. (This is left to DM discretion, but remember that this Caster is intelligent. If he sees mobile PCs and skirmishers, he may cast Caltrops to slow them down. On the other hand, if there is a group of PCs close together, he may drop Glitterdust to blind them.) He uses his Abrupt Jaunt as above. (Don't forget his Cloudy Conjurations make people sick.)

The Fleshraker's tactics are the same as APL 4.

APL 8: The tactics of the Barbarian is the same as lower levels. If there is a surprise round, the barbarian will drink his potions of Bull's Strength in that round and then rage.

The Bullywug Bomber will try to move as fast as possible towards the PCs. He will avoid AOOs if he can, but he will not avoid them if it means he cannot get close to a group of PCs. His goal is to detonate the Necklace of Fireballs and catch as many PCs as possible in its radius. In the first round of combat, he will hit the PCs with a fireball and then move towards them. In subsequent rounds, if he is close to a group of PCs, he will catch himself in the radius of the fireballs that he throws. Since he is intelligent, this means he will try to get right next to PCs and will drop the fireball in his own or an adjacent square. He will voluntarily FAIL his save, exposing the Necklace. He will always throw the smallest fireball left on the Necklace. The bomber is also an average grappler in combat. He will not initiate any grapples; he will try to stay out of a grapple. When his Necklace detonates, he will try to make the save to avoid the damage (he has evasion.) If he survives the blast, he will then join the combat as

a grappler and will fight similar to the bullywug rager. Also, he will not avoid any attacks made against him by the Wastrian wizard although he will avoid attacks by PCs. Finally, it is important to remember that the Bullywugs are targeting PCs who played *Stuck in the Muck*. The ultimate goal is to catch these PCs in the blast radius of the Necklace.

At this APL, the Caster will still begin with *Nerveskitter* & *Glitterdust*. After that, he casts *Haste*. His tactics are the same as APL 6 except that once the Bomber is in range to take out a few PCs, he will hit him with his fire spells in an attempt to detonate the Necklace. (Also, don't forget his Cloudy Conjurations can make people sick.)

The Fleshrazer's tactics are the same as APL 4.

APL 10: Tactics for the Bullywugs and dinosaurs are the same as lower APLs.

The Caster will begin combat with *Nerveskitter* & heightened *Glitterdust*. He will then cast *Haste*. He will then cast Evard's, trying to pin as many PCs in place as possible (so that the bomber can get to them.) Should any PC escape the Evard's and seem to be a threat, he will hit that person (and hopefully other PCs) with his Heightened *Glitterdust*. After that, he employs his spells tactically (as above). If he has the opportunity to detonate the Necklace, he'll take it, but he will not necessarily do this. He still makes use of his Abrupt Jaunt (now 4x/day) and Cloudy Conjurations.

APL 12: The tactics at this APL for the Bullywug Rager are the same as lower APLs. He will use his Bracers of Quick Strike and Belt of One Mighty Blow as soon as he can **against the chosen target**. If there is no target, he uses those items against the first melee combatant to deal damage to him.

The Bomber's tactics are unchanged.

The Caster will begin combat with *Nerveskitter* & *Haste*. He will then cast Evard's, trying to pin as many PCs in place as possible (so that the bomber can get to them.) Should any PC escape the Evard's and seem to be a threat, he will hit that person (and hopefully other PCs) with his Heightened *Glitterdust* or *Cloudkill* (based on which effect he feels will be more effective). After that, he employs his spells tactically. If he has the opportunity to detonate the Necklace, he'll take it,

but he will not necessarily do this. He still makes use of his Abrupt Jaunt (now 4x/day) and Cloudy Conjurations. Finally, if he has a spell that absolutely must go off, he will use his Armband of Elusive action to avoid the AOO so he has no chance of failing the concentration check.

The T-Rex will begin by attacking whichever PC is closest to him, charging if necessary to get to his next target (meal). He will rage at the earliest opportunity. Should any PC deal him significant damage, he will go after that PC. He does not focus in on the Bullywug's targets. If hasted, he will try to make a full attack so that he can bite, grab and swallow all in the same round. As long as his gizzard can hold more PCs, he will try to eat. Once full, he just tries to hurt people.

APL 14: Tactics for the Bullywugs & dinosaurs are the same as APL 12.

As above, the Caster begins with *Nerveskitter* & *Haste*, then Evard's. After that, he uses his spells to their best possible effect (Energy Admixed Acid (and Fire) Breath when he can catch a few PCs with this spell, etc. This caster does not have Cloudy Conjurations.

Treasure: If the Bomb goes off at APL 8+, PCs may lose those items the fighter/monk carries (saves should be rolled and treasure adjusted accordingly).

APL 2: L: 78 gp, C: 43 gp, M: 2x *Potion Bull's Strength* (50 gp).

APL 4: L: 50 gp, C: 15 gp, M: 2x *Breastplate +1*, 2x *Potion Bull's Strength*, (442 gp).

APL 6: L: 51 gp, C: 15 gp, M: *Amulet of Natural Armor +1*, *Armband of Elusive Action*, 2x *Breastplate +1*, 3x *Cloak Resistance +1*, 2x *Potion Cure Moderate Wounds*, 2x *Potion Bull's Strength*, *Scroll of Acid Breath*, *Scroll of Lesser Orb of Acid* (814 gp).

APL 8: L: 0 gp, C: 41 gp, M: *Amulet of Natural Armor +1*, *Armband of Elusive Action*, *Breastplate +1*, 3x *Cloak Resistance +1*, *Greatclub+1*, *Necklace of Missiles Type 2*, *Potion Cure Moderate Wounds*, *Potion Bull's Strength*, *Ring Protection +1*, *Scroll of Acid Breath*, *Scroll of Lesser Orb of Acid* (1263 gp).

APL 10: L: 0 gp, C: 24 gp, M: 3x *Amulet Natural Armor +1*, *Armband of Elusive Action*, *Breastplate +1*, 2x *Cloak Resistance +1*, *Cloak of Resistance +2*, *Greatclub+1*, *Necklace of Fireballs Type 3*, *Potion Cure Moderate Wounds*, 3x *Ring Protection +1*,

Potion Bull's Strength, Scroll Acid Breath, Scroll Lesser Orb of Acid (2317 gp).

APL 12: L: 0 gp, C: 58 gp, M: 3x *Amulet Natural Armor +1, Armband of Elusive Action, Belt of One Mighty Blow (MH), Bracers Quick Strike (MH), Breastplate +1, Circlet of Intelligence +2, 2x Cloak Resistance +1, Cloak Resistance +2, Gauntlets of Ogre Power (+2), Greatclub+1, Hand of the Mage, Ioun Stone (Dusty Rose Prism), Necklace of Fireballs Type 4, Potion Cure Moderate Wounds, 2x Ring Protection +1, Scroll Acid Breath, Scroll Lesser Orb of Acid (3596 gp).*

APL 14: L: 0 gp, C: 58 gp, M: 2x *Amulet Natural Armor +1, Armband of Elusive Action, Belt of One Mighty Blow (MH), Bracers Quick Strike (MH), Breastplate +1, Axeblock, Circlet of Intelligence +2, 3x Cloak Resistance +2, Gauntlets of Ogre Power (+2), Gloves of Dexterity +2, Greatclub+1, Hand of the Mage, Necklace of Fireballs Type 7, 2x Ioun Stone (Dusty Rose Prism), Potion Cure Moderate Wounds, Ring Protection +1, Ring Protection +2, Scroll Acid Breath, Scroll Lesser Orb of Acid (6121 gp).*

Development: Gran March clerics (military and non-military) will circulate through the camps after the encounter, providing what healing they can. PCs can purchase spellcasting services that they have access to and can afford (bear in mind that an Influence Point may be required for certain spells.) Additionally, there may not be enough over the cap gold at this point for a Raise Dead. Some PCs may need to pay for this to continue the scenario. (PCs that died earlier in the Interactive may avail themselves of this service at this time as well.) Because there are many casualties (including NPCs) and limited resources, an Influence Point must still be spent to have Raise Dead cast; as always, anyone can spend this.

Interaction: Once a table has defeated all of its combatants, it can move to assist another table. The table receiving assistance must be willing to receive assistance. The only other restriction is that no table can receive help from a PC who is more than 3 levels above the APL.

Determining Success: Group success for this encounter is based upon how many enemy combatants remained at the end of the timed period. This is a weighted average with APL 2 and APL 14 counting half as much as other APLs.

If 75% of enemy combatants have been disabled, staggered, captured, killed or fled, then

the Group has achieved Substantial Success. If 65% of enemy combatants have been disabled, staggered, captured, killed or fled, then the Group has achieved Marginal Success. Rewards for these Successes are below.

Marginal Success: Clerics will cast 5 levels of healing spells per table at no charge (Caster Level 7.) This can be four 1st level spells, one 4th level spell or any combination.

Substantial Success: Each table is given a wand of Lesser Vigor with 10 charges remaining on it to use that night or the following day, at their discretion.

ENCOUNTER 5: SHIP TO SHORE

This encounter is timed. The group has 45 minutes to deal with the threat. PCs should be told that there is a time limit for this encounter.

This encounter takes place early in the afternoon.

Conditions: As this encounter begins, the flow of the river has been altered due to the tampering that's been going on with the rift outside Ghostgate. At this point, boats are being rowed in order to move down river. Shortly before the combat begins, the boats will begin moving away from Ghostgate (upstream) despite the rowing. The boats will land and discharge the PCs. During the landing, the PCs are attacked.

The PCs need to cross the beach to get to their attackers. The sand should be treated as rough terrain.

Early this morning, you were given orders handed down from Knight Commodore Avanti to all personnel. You were instructed to board your boat and head for Ghostgate with all possible speed. Command has noticed that the flow of the River has changed, and anyone able to assist at the oars should do so. The going has been tough. The river is flowing upstream, and it is a struggle equal to the race trying to go down it.

Despite the best efforts of good mariners and oarsmen, the progress begins to slow to a crawl. Looking around, you see that some boats are rowing and not moving at all. Others

are rowing downstream, but are being pushed upstream by the changed current. You see signals coming from the Knight Commodore's boat and your pilot shouts out, "Head for shore. We are to discharge all passengers." He also gives orders to you, "Get your gear and prepare to disembark. It looks like you folk will be marching to town. Good luck, and give 'em all hell for us."

In just a short bit, the boat is heading for the shore. "BRACE FOR IMPACT," the pilot cries out just before he runs the boat onto the sandy shore. As he does, you see several other boats having the same idea. Then, you hear the distinct Twang of bowfire and see arrows & quarrels coming at many boats from underbrush nearby. You are under attack.

Creatures: Should anyone ask, descriptions of the swashbucklers are provided: *The Pirate swordsmen are lithe combatants, dressed in some sort of light armor that looks like steel, but has a gleaming blue-white mother of pearl sheen. They each carry [APL2-6: a rapier] [APL 8: a scimitar] [APL10-14: two scimitars.] A third man accompanies them; he wears [APL2: a chain shirt] [APL 4-10: a breastplate] [APL12-14: a mithral breastplate] and carries a rapier as well.*

APL 2 (EL 5)

Pirate Blades, Male Human Swash1/Sct1 (2): hp 14 each; see *Appendix 1*.

Pirate Caster, Male Human Duskblade 2: hp 14; see *Appendix 1*.

APL 4 (EL 7)

Pirate Blades, Male Human Swash2/Sct2 (2): hp 27 each; see *Appendix 2*.

Pirate Caster, Male Human Duskblade 4: hp 27; see *Appendix 2*.

APL 6 (EL 910)

Pirate Blades, Male Human Swash3/Sct3 (2): hp 41 each; see *Appendix 3*.

Pirate Caster, Male Human Duskblade 6 (2): hp 41 each; see *Appendix 3*.

APL 8 (EL 12)

Pirate Blades, Male Human Swash3/Sct4/Dervish 1 (2): hp 54 each; see *Appendix 4*.

Pirate Caster, Male Human Duskblade 7 / Fighter 1 (2): hp 62 each; see *Appendix 4*.

APL 10 (EL 14)

Pirate Blades, Male Human Swash3/Sct5/Dervish 1/Ftr1 (2): hp 68 each; see *Appendix 5*.

Pirate Caster, Male Human Duskblade 10 (2): hp 75 each; see *Appendix 5*.

APL 12 (EL 16)

Pirate Blades, Male Human Swash3/Sct5/Dervish 1/Ftr3 (2): hp 83 each; see *Appendix 6*.

Pirate Caster, Male Human Duskblade 10/Fighter 2 (2): hp 93 each; see *Appendix 6*.

APL 14 (EL 17)

Pirate Blades, Male Human Swash3/Sct5/Dervish 1/Ftr5 (2): hp 98 each; see *Appendix 7*.

Pirate Caster, Male Human Duskblade 13 / Fighter 1 (2): hp 75 each; see *Appendix 7*.

Tactics: At all APLs, the Pirate Blades are mobile combatants. They try to skirmish at every APL. They will usually pick two targets and rotate their attacks between them. Should any one PC seem to be in a position to put one of them down quickly, they will try to concentrate their attacks on that PC. Should anyone grapple one of the pirates, the other Pirate Blade and the Pirate Caster will focus ALL of their attacks upon the grappling PC until no one is grappling. They will try to tumble and skirmish or use their most powerful spells against that PC in an attempt to do as much damage as possible.

Additionally, should any PC have the Marked for Death disfavor from GRM7-05 Currents, the pirates will try to coup de'grace if given the opportunity.

Specific tactics are below.

APL 2: The pirates will consume their Barkskin +2 just potions before combat begins. The Pirate Caster will cast Ray of Enfeeblement on any heavily armored PCs before engaging in melee. Once in melee, he will try to use his touch spells as much as possible to weaken PCs.

APL 4: The pirates will consume their Barkskin +2 just potions before combat begins. The Pirate Caster will channel his spells through his melee

attacks (remember: this does NOT draw attacks of opportunity). He will use a spell with every attack.

APL 6: The pirates will consume their *Barkskin* +2 just potions before combat begins. The Pirate Caster will also consume his *Potion Protection* from Arrows 10/Magic.

The Pirate Casters will channel spells through melee attacks (remember: this does NOT draw attacks of opportunity). They will use their Quick Cast to cast *True Strike* and will attack what appears to be a powerful PC combatant with *Scorching Ray*. They will use a spell with every attack.

APL 8: The pirate blades will consume their *Potions of Barkskin* +2 before combat begins. If they have the opportunity to also consume their potions of *Bear's Endurance*, they will do so. They will begin their Dervish Dance as soon as they are close to melee combat.

The Pirate Casters will consume their *Potion of Haste* before the combat begins. They will channel spells through their melee attacks (remember: this does NOT draw attacks of opportunity). They will use his Quick Cast to cast *True Strike* and will attack what appears to be an easy to hit target with *Scorching Ray*. They will try to use a spell with every attack.

APL 10: All Pirates will consume their *Potions of Haste* before combat begins. The pirate blades will begin their Dervish Dance as soon as they are close to melee combat.

The Pirate Casters will channel spells through their melee attacks (remember: this does NOT draw attacks of opportunity). They will use his Quick Cast to cast *True Strike* and will attack what appears to be an easy to hit target with *Vampiric Touch*. They will use *Vampiric Touch* as much as possible and will cast a spell every round. They try to use the vicious quality of their rapiers to deal extra damage as well.

APL 12: As combat begins, the NPC combatants drink their potions of *Haste*. The Pirate Blades begin their Dervish dance as soon as they are in melee combat.

The Pirate Casters will channel spells through melee attacks as much as possible(remember: this does NOT draw attacks of opportunity). They will Quick Cast in the first two rounds to cast *True Strike* and will attack what appears to be an easy to hit target with *Vampiric Touch*. They use *Vampiric Touch* as much as possible, and he will cast a spell every round. They also use their

Arcane Strike ability each round, using a second level spell slot (which gives a bonus to hit and damage). They will use the vicious quality of their rapiers to deal extra damage as well.

APL 14: As combat begins, the NPC combatants drink their potions of *Haste*. The Pirate Blades begin their Dervish dance as soon as they are in melee combat. They will use their Skirmisher boots to gain an extra attack if for any reason they lose the benefits of their *Haste*. They will go this in the first two rounds that they are not under the effects of *Haste* (exhausting the use of that ability, but keeping the other function of the item.)

The Pirate Casters will channel spells through melee attacks as much as possible(remember: this does NOT draw attacks of opportunity). They will Quick Cast in the first two rounds to cast *True Strike* and will attack what appears to be an easy to hit target with *Enervate*. They will alternate between *Enervate* and *Vampiric Touch* until those spell slots are gone. They will try to use their arcane channeling to full attack as many PCs as possible with both spells. They will cast a spell every round even if a full attack is not possible. They also use their *Arcane Strike* ability each round, using a third level spell slot (this gives him a bonus to hit and damage). Once they has no fourth level spells, they will use 2nd level spell slots for *Arcane Strike*. They will use the vicious quality of their rapiers to deal extra damage as well.

Treasure:

APL 2: L: 270 gp, C: 10 gp, M: 2x *Elixir of Swimming*, *Chain Shirt* +1 (146 gp).

APL 4: L: 187 gp, C: 43 gp, M: 2x *Elixir of Swimming*, 2x *Pearlsteel chainshirt*+1, 2x *Potion Cure Light Wounds*, 2x *Potion Vigor*, *Breastplate* +1, *Cloak of Resistance* +1 (521 gp).

APL 6: L: 109 gp, C: 38 gp, M: 4x *Rapier* +1, 2x *Elixir of Swimming*, 2x *Pearlsteel chainshirt*+1, 2x *Potion Cat's Grace*, 2x *Potion Cure Light Wounds*, 2x *Potion Vigor*, 2x *Breastplate* +1, 2x *Cloak of Resistance* +1, 2x *Potion Cat's Grace*, (1540 gp).

APL 8: L: 107 gp, C: 11 gp, M: 2x *Scimitar* +1, 2x *Elixir of Swimming*, 2x *Gloves of Dexterity*+2, 2x *Pearlsteel chainshirt*+1, 2x *Potion Bear's Endurance*, 2x *Breastplate* +1, 2x *Cloak of Resistance* +1, 2x *Rapier* +1, 2x *Ring Protection* +1(2689 gp).

APL 10: L: 107 gp, C: 23 gp, M: 4x Scimitar +1, 2x Amulet Nat'l Arm+1, 2x Elixir of Swimming, 2x Gloves of Dexterity+2, 2x Pearlsteel chainshirt+1, 3x Ring Protection +1, 2x potion Cure Light Wounds. 2x Potion Vigor, 2x Breastplate +1, 2x Cloak of Resistance+1, 2x Crystal of Arcane Steel Lesser, 2x Heavy Steel Shield, 2x Potion Remove Blindness, 2x Vicious Rapier +1 (4848 gp).

APL 12: L: 107 gp, C: 56 gp, M: 4x Scimitar +1, 2x Amulet Nat'l Arm+1, 2x Cloak of Resistance+1, 2x Elixir of Swimming, 3x Gloves of Dexterity+2, 2x Pearlsteel chainshirt+3, 3x Ring Protection +1, 2x Crystal: Life drinker (lesser), 2x Crystal: Life drinker (Least), 2x potion Cure Light Wounds, 2x Potion Vigor, 2x Cloak of Resistance +2, 2x Crystal of Arcane Steel Lesser, 2x Heavy Steel Shield+1, 2x Mithral Breastplate+1, 2x Potion Remove Blindness, 2x Vicious Rapier +1 (8595 gp).

APL 14: L: 107 gp, C: 106 gp, M: 4x Scimitar +1, 2x Amulet Nat'l Arm+1, 2x Belt Giant Strength +4, 2x Cloak of Resistance+1, 3x Gloves of Dex+2, 2x Pearlsteel chainshirt+3, 2x Ring Protection +1, 2x Crystal: Life drinker (lesser), 2x Crystal: Life drinker (Least), 2x Skirmisher Boots, 2x Amulet Natural Armor+2, 2x Cloak of Resistance+3, 2x Crystal of Arcane Steel Lesser, 2x Heavy Steel Shield+1, 2x Mithral Breastplate +2, 2x Potion Remove Blindness, 2x Vicious Rapier +1 of Slow Burst, 2x Ring Protection +2 (16237 gp).

Development: When the battle ends, the PCs are told the following:

With the river pirates now dealt with, you should be able to march to Ghostgate. As you begin your trek, you see that the River, which was flowing sluggishly earlier, is actually flowing upstream. In some places, it is breaching its banks and flooding the nearby terrain. You have a four hour march ahead of you to Ghostgate.

Should any of the PCs look at the feet of the pirates after the battle, they will see a nine pointed star of swords tattoo on both feet. If the PCs strip the pirates on all their items, they are likely to notice this when removing any footgear.

Interaction: Interaction is not possible in this encounter for APLs 2-6 as each battle is confined to a separate boat. For APLs 8-14, PCs may move to assist other tables once they have beaten their

own combatants. The table receiving assistance must be willing to receive assistance. The only other restriction is that no table can receive help from a PC who is more than 3 levels above the APL.

Determining Success: Group success for this encounter is based upon how many enemy combatants remained at the end of the timed period. This is a weighted average with APL 2 and APL 14 counting half as much as other APLs.

If 80% of enemy combatants have been disabled, staggered, captured, killed or fled, then the Group has achieved Success.

Success in this encounter means that the Group has not been slowed to the degree that the enemy attackers had hoped. The final encounter will be easier and will drop to EL=APL+3. There will be no half-orc barbarians in the final encounter if the group is successful in this encounter.

ENCOUNTER 6: ENEMIES AT THE GATE

In this encounter, the Gran March force must deal with three small companies of mercenaries. There is a company of soldiers, archers, and warlocks. One person from each company holds a defensive position to deny entry to Ghostgate.

This encounter takes place late in the afternoon.

Unlike previous encounters this encounter is NOT timed. HOWEVER, 100 minutes are allotted for encounters 6 & 7. PCs that move quickly through this encounter have more time to deal with the creatures in the final encounter. PCs that move slowly in this encounter have less time to deal with the creatures in the final encounter. PCs should be told that they have a set time from this point to complete the scenario.

Conditions:

The battle begins as the PCs enter the town. The invaders have blocked nearly all of the major roads and the PCs will have to get past them.

The mercenaries hired to keep Gran March's force outside the town have set traps to catch unwary PCs as they enter. They have also setup barricades to slow their movement. There are fires burning in several buildings, and there is much smoke in the town as well.

You are still an hour away from Ghostgate when a runner delivers orders. You are to

make your way through the town, as quickly as possible to a selected destination to deal with any invaders there. Should you encounter resistance, you are to deal with it as best as you can and with your own safety and the well-being of Gran March in mind.

APL 2 & 4: *You have been ordered to go to the Waterflower Bloom Inn. There is an elf there named Olowyn Aelanthyr. He must not be set free or taken by the raiders. His life must be protected.*

APL 6 & 8: *You have been ordered to go to the old warehouse on Dock Street. Intelligence indicates that the raiders are searching that location for something. You are to see that their efforts are unsuccessful, regardless of their goal.*

APL 10, 12 & 14: *You have been ordered to the River Guard shipyards. Reports indicate that large monsters are attempting to destroy the yards as well as the nearby River Guard HQ and docks.*

The next section of read-aloud text assumes that the party makes their spot checks. Modify as necessary.

As you near Ghostgate, you notice the smell of smoke and you occasionally hear screams coming from the town. Nevertheless, orders are in hand and the march to the town continues. As you enter Ghostgate, there is an eery sense of being watched. Your gut tells you to prepare for combat. Chaos is all around you, smoke and embers in the air. The Battle of Ghostgate has begun.

The Terrain

The PCs begin on the edge of the map. To complete this encounter, they need to defeat the mercenaries. The Mercenaries have setup a barricade that will block the PCs. About 35' feet in front of the barricade, they have made a small pile of rubble (consider it rough terrain). This is to slow down anyone's approach. A Brotherhood druid has helped the mercenaries by casting *Spike Stones* in the most of the area between the rubble and the barricade.

The barricade is made of wood and rubble and is 3.5 feet high (Jump DC 14 to leap over it or Climb DC 10 to climb over). It does provide cover to anyone within 5 feet of it. The edges of the barricade (on the alleys coming from east & west) are a bit flimsy and a PC can force their way

through with a strength check DC 13. If they cannot burst through, they have to squeeze, and each square is double movement.

The Warlock stands 5' behind the Soldier who is behind the barricade. The Archer stands atop the 30 foot high building. There is a knotted rope that is tied to the roof of the building where she stands.

APL 2 (EL 4)

The Warlock, Male Human Warlock 1: hp 6; see *Appendix 1*.

The Soldier, Male Human Fighter 2: hp 18; see *Appendix 1*.

The Archer, Female Human Ranger 1: hp 6; see *Appendix 1*.

APL 4 (EL 6)

The Warlock, Male Human Warlock 2: hp 12; see *Appendix 2*.

The Soldier, Male Human Fighter 4: hp 39; see *Appendix 2*.

The Archer, Female Human Ranger 2: hp 12; see *Appendix 2*.

APL 6 (EL 9)

The Warlock, Male Human Warlock 4: hp 24; see *Appendix 3*.

The Soldier, Male Human Fighter 5/Tac Soldier 1: hp 59; see *Appendix 3*.

The Archers, Female Human Ranger 4 (2): hp 24 each; see *Appendix 3*.

APL 8 (EL 11)

The Warlock, Male Human Warlock 6: hp 36; see *Appendix 4*.

The Soldier, Male Human Fighter 5/Tac Soldier 3: hp 78; see *Appendix 4*.

The Archers, Female Human Ranger 6 (2): hp 36 each; see *Appendix 4*.

APL 10 (EL 13)

The Warlock, Male Human Warlock 8: hp 48; see *Appendix 5*.

The Soldier, Male Human Fighter 6/Tac Soldier 4: hp 105; see *Appendix 5*.

The Archers, Female Human Ranger 8 (2): hp 48 each; see *Appendix 5*.

APL 12 (EL 15)

The Warlock, Male Human Warlock 10: hp 60; see *Appendix 6*.

The Soldier, Male Human Fighter 8/Tac Soldier 4: hp 135; see *Appendix 6*.

The Archers, Female Human Ranger 10 (2): hp 60 each; see *Appendix 6*.

APL 14 (EL 17)

The Warlock, Male Human Warlock 12: hp 72; see *Appendix 7*.

The Soldier, Male Human Fighter 10/Tac Soldier 4: hp 158; see *Appendix 7*.

The Archers, Female Human Ranger 12 (2): hp 81 each; see *Appendix 7*.

Tactics: The guards have been employed to keep the party from getting into the heart of Ghostgate for as long as possible. Should any group of PCs attempt to flee, they will NOT be pursued. If they wish to, they may spend time healing, etc. and then re-engage the enemy. Should they do this, the NPCs will use what time they have to prepare similar resources (healing and/or buffing).

At all APLs, once the mercenaries are reduced to 25% of their HP, their tactics will become defensive. Once reduced to 10% of their HP, they will try to withdraw from combat and flee the field. The exception to this is the Soldier. He will fight to the end.

Additionally, PCs able to do significant damage in ranged combat should be considered primary targets, except as specific tactics below dictate otherwise.

APL 2: The Warlock will try to blast weaker targets first, to reduce the number of enemy combatants. He goes after unarmored targets first, heavily armored targets second, and lightly armored targets last. Should any of the unarmored targets seem to have high touch ACs, he will direct his attacks elsewhere. Should any targets seem able to deal significant damage to him, he will use his Amulet of True Strike and hit that person.

The Archer will shoot at humans first. If she is able to target the same enemy as the Warlock, she will do so. She will not shoot at non-human targets while human targets are still conscious. She does not shoot at prone combatants.

The Soldier always tries to stay by the Warlock. He moves to stand 5' in front of the

Warlock to provide cover. Until the party engages him in melee combat, he will use whatever potions he has to buff himself or shoot at them with his light crossbow (the -2 to hit while shooting a light crossbow with one hand is already factored into the statblock in the appendix.)

APL 4: The tactics for each combatant are the same as APL 2, except that each of the Warlock's blasts will be enhanced with the *Sickening Blast* invocation.

APL 6: At this APL, the Warlock will use *Frightful Blast* first and then *Sickening Blast* on shaken targets.

The Soldier's tactics are unchanged.

The archers shoot using Rapid Shot to hit as many PCs who are adjacent to the soldier, targeting humans first, of course. If no one is adjacent to the fighter, the tactics are unchanged from lower APLs. They have the Plugging Shot feat, so they always tries to shoot at someone on the ground. If anyone climbs the roof, they drink their potions of Fly, and try to get thirty feet above that person and shoot at them.

APL 8: At this APL, the Warlock will open with his Maximized Eldritch Blasts in the first 3 rounds of combat. He will still target the weakest looking PCs. His blasts will be modified by *Frightful Blast* or, if humans are present, *Baneful Blast*. If given a choice, he will go after human targets first. He will not target prone combatants.

The Archers cast *Hunter's Mercy* when they find targets that could possibly be removed with a Critical Hit. They will only shoot a human with this spell, unless all the humans are down. If they are, they use this spell on elves. Other than this, their tactics are the same as above.

The Soldier's tactics are unchanged except that he will use his Interpose ability if the Warlock is hit in melee. He tries to use this ability when the Warlock is flanked or when a two-handed weapon fighter attacks the warlock. He will also try to use this if a critical hit is threatened.

APL 10: At this APL, the Warlock's tactics are the same as APL 8, except that the Eldritch Blast is also modified by the *Eldritch Chain* Invocation. (Don't forget that a Warlock can apply both a Blast Shape invocation and an Eldritch Essence Invocation to each Eldritch Blast.) Additionally, he will activate his Fiendish Resilience for Fast Healing 1 as a free action as soon as combat begins.

The Ranger's tactics are unchanged, except that she will use her spells as necessary.

The Soldier's tactics are the same as APL 8, except that he will fight defensively in order to provide a +2 bonus to AC to the Warlock.

APL 12: At this APL, the Warlock's tactics are unchanged. He will use other invocations as necessary.

The Ranger's tactics are unchanged from APL 10, except that she will use Burrowing Arrows as much as possible.

The Soldier's tactics are the same as APL 10.

APL 14: At this APL, the Warlock will use the *Chilling Tentacles* invocation to try to keep the PCs out of melee combat. The goal is to keep the combat ranged as much as possible. Once there is a large area of Chilling Tentacles, the tactics will be the same as APL 12.

The Ranger's tactics are unchanged from APL 10, except that she will cast *Arrow Storm* as soon as four PCs have passed through the smoke..

The Soldier's tactics are the same as APL 10.

Treasure: Be sure to adjust the treasure below if the mercenaries had any time to use any potions.

APL 2: L: 129 gp, C: 39 gp, M: *Amulet of True Strike*, *Heavy Steel Shield*+1, 3x *potion Cure Light Wounds*, 2x *Potion Shield of Faith* +2 (168 gp).

APL 4: L: 170 gp, C: 56 gp, M: *Amulet of True Strike*, *Chain Shirt* +1, *Heavy Steel Shield*+1, *Potion Barkskin*+2, 3x *potion Cure Light Wounds*, *Potion Lesser Vigor*, *Potion Shield of Faith* +2, *Splint Mail* +1 (410 gp).

APL 6: L: 144 gp, C: 23 gp, M: *Amulet of True Strike*, *Chain Shirt* +1, *Cloak Resistance* +1, *Heavy Steel Shield*+1, *Longsword*+1, *Potion Barkskin*+2, 2x *potion Cure Light Wounds*, *Potion Cure Moderate Wounds*, 2x *Potion Lesser Vigor*, *Potion Protection from Arrows* 10/Magic, *Potion Protection from Good*, 2x *Potion Remove Blindness/Deafness*, *Potion Shield of Faith* +2, *Splint Mail* +1, 2x *potion of fly* (1129 gp).

APL 8: L: 3 gp, C: 14 gp, M: *Amulet Natural Armor* +1, *Amulet of True Strike*, *Chain Shirt* +1, *Cloak Resistance* +1, 2x *Composite Longbow (STR+2)* +1, *Dust of Dispersion (CM)*, *Heavy Steel Shield*+1, *Longsword*+1, 2x *Mithral Chainshirt*+1, *Potion Barkskin*+2, 3x

Potion Cure Light Wounds, 2x *Potion Lesser Vigor*, *Potion Shield of Faith* +2, *Ring Protection*+1, *Splint Mail* +1, *Wand of Entangle*, 2x *Potion Fly* (2171 gp).

APL 10: L: 3 gp, C: 64 gp, M: *Amulet Natural Armor* +1, *Amulet of True Strike*, *Chain Shirt* +1, 3x *Cloak Resistance* +1, 2x *Composite Longbow (STR+2)* +1, *Dust of Dispersion (CM)*, *Half-Plate Mail* +2, *Heavy Steel Shield*+1, *Arrow Catching*, *Longsword*+1, 2x *Mithral Chainshirt*+1, *Potion Barkskin*+2, *Potion Cat's Grace*, 4x *Potion Cure Light Wounds*, 2x *Potion Cure Moderate Wounds*, 2x *Potion Lesser Vigor*, *Potion Prot Good*, 2x *Potion Remove Blindness/Deafness*, *Potion Shield of Faith* +2, 4x *Ring* +1, *Wand of Entangle*, *Wand Ray of Clumsiness (SC)*, 2x *potion Fly* (3638 gp).

APL 12: L: 3 gp, C: 56 gp, M: *Amulet Natural Armor* +1, *Amulet of True Strike*, 2x *Bracers*, *Archery*, *Lesser*, *Chain Shirt* +1, 2x *Cloak Resistance* +1, *Cloak Resistance* +2, 2x *Composite Longbow (STR+2)* +1, *Dust of Dispersion (CM)*, *Gloves of Dexterity* +2, *Half-Plate Mail* +2, *Heavy Steel Shield*+2, *Arrow Catching*, *Ioun Stone*, *Dusty Rose Prism*, *Longsword*+1, 2x *Mithral Chainshirt*+1, *Potion Barkskin*+2, *Potion Bear's Endurance*, 4x *Potion Cure Light Wounds*, 2x *Potion Cure Moderate Wounds*, 2x *Potion Lesser Vigor*, *Potion Prot Good*, 3x *Potion Remove Blindness/Deafness*, *Potion Shield of Faith* +2, 4x *Ring* +1, 2x *Wand Hunter's Mercy (SC)*, *Wand of Entangle*, *Wand Ray of Clumsiness (SC)*, 2x *Potion Fly* (6204 gp).

APL 14: L: 3 gp, C: 49 gp, M: 40x *Burrowing Arrow (CW)*, 2x *Amulet Natural Armor* +1, *Amulet of True Strike*, 2x *Amulet of Health* +2, 2x *Bracers*, *Archery*, *Lesser*, 4x *Cloak Resistance* +1, 2x *Composite Longbow (STR+2)* +1, *Dust of Dispersion (CM)*, 2x *Gloves of Dexterity* +2, *Half-Plate Mail* +3, *Heavy Steel Shield*+3, *Arrow Catching*, *Horizon Goggles (CM)*, *Ioun Stone*, *Dusty Rose Prism* (+1 AC), *Longsword*+1, *Mithral Breastplate*+2, 2x *Mithral Chainshirt*+1, 3x *potion Cure Light Wounds*, *Potion Cure Moderate Wounds*, 2x *Potion Lesser Vigor*, *Potion Prot Good*, 3x *Potion Remove Blindness/Deafness*, 3x *Ring* +1, *Ring* +2, 2x *Wand Hunter's Mercy (SC)*, *Wand Lesser Vigor*, *Wand of Entangle*, *Wand Ray of Clumsiness (SC)*, 2x *Potion Fly* (10486 gp).

Development: PCs proceed from this encounter to the finale as soon as the encounter has ended. It takes a certain number of rounds (based on APL) to travel from the town's edge to the location of the final battle. See **DM Aid: Travel Time** to determine how many minutes it takes to get from the edge of town to a given location.

Interaction: PCs have the opportunity to help other tables in this encounter. **HOWEVER**, their orders were specific, and trying to help other tables would be a direct violation of those orders. PCs wishing to help other tables instead of moving on to the final encounter should be warned that they are violating direct orders.

Determining Success: Success does not need to be determined for this encounter. Since the time for this encounter is added with the time for Encounter 7, the quicker this encounter is handled, the more time PCs have for the final encounter.

ENCOUNTER 7: TO THE RESCUE

This is the final encounter of the Interactive. The time allotted for this encounter has been grouped together with that from encounter #6.

It is important to note that the battles in this encounter take place at several locations. Because of this, there is read aloud text for each location. Please be sure to check the APL when giving out information.

Conditions: It is near dusk by the time this encounter begins. There is enough daylight remaining that concealment will not be an issue for any battle taking place outside. Battles that take place at APLs 2 through 8 can take place partially indoors. There is a chance for some concealment at these locations after the first 10 rounds of combat. **[IMPORTANT:** If encounter 6 took more than 30 minutes, then concealment is in effect at those locations even on the first round of combat.]

Battles taking place outside have to deal with a light thunderstorm (moderate wind & light rain for a cumulative -4 to ranged attacks, -4 spot and -4 search.). There is a high level Druid who has cast *Air Walk* and is watching the battle in encounter 6. As soon as the mercenary line is broken, the powerful Druids (APLs 10+) begin preparing for combat.

Possible EL change: If success was determined for encounter 5, then the amphibious

half-Orc barbarians are not present at ANY APL. Please adjust read-aloud text if necessary.

Surprise: Due to the fact that the enemy is in the midst of sacking Ghostgate (or at least attempting to sack the town), there are no surprise rounds in any battle at any APL.

Read Aloud Text for the various APLs is below.

APL 2: *You have followed orders and have arrived at the Waterflower Bloom Inn. Standing outside the front entrance, you can see that several buildings nearby have caught fire and there is the very real possibility that those flames will spread to this building. You also see several soldiers wearing the livery of the Warden of the Dim March that lie dead before the door. Some of them have a look of sheer horror upon their faces, almost as if they died of fright. You notice that the door to the inn has been knocked from its hinges. You hear the sounds of battle coming from within.*

APL 4: *You have followed orders and have arrived at the Waterflower Bloom Inn. Standing outside the back exit, you can see that several buildings nearby have caught fire and there is the very real possibility that those flames will spread to this building. You also see several soldiers wearing the livery of the Warden of the Dim March that lie dead before the door. The door is guarded, however. Some ogres stand there holding their greatclubs and smiling at you. As they prepare to kill you, you notice that the door to the inn has been knocked from its hinges and the sound of battle comes from within.*

At APLs 2 & 4, PCs that enter the Inn receive the following description: *The inside of the Waterflower Bloom inn no longer looks luxurious. Bloodstains spatter the wall, furniture has been overturned and ruined, and one wall has even been partially knocked down. Corpses are scattered through the common area. As you enter, you see a Gran March soldier fall. The enemy is here in force. You see an ugly, bent old crone, with stringy black hair, and a wrinkled, pustule infested-face. She is accompanied by a human female in chitin armor and an odd looking, yet still intimidating half-orc. Seeing you, the half-orc begins to froth at the mouth as he is gripped by a powerful rage. Of the elf you were told to protect, there is no sign.*

APL 6: *You have followed orders and have arrived at the large warehouse on Dock Street. You can see that its large double doors are thrown wide open and there are enemies inside. It appears that they have been digging as there is a large mound of earth in the center of the warehouse. Of the enemy, you see several humans and odd-looking half-orcs as well as some large slime-covered crustacean-like creature that looks vaguely insect-like. Some of the enemies see you as well, and they make their way towards you.*

APL 8: *You have followed orders and have arrived at the large warehouse on Dock Street. You can see that its large double doors are thrown wide open and there are enemies inside. It appears that they have been digging as there is a large mound of earth in the center of the warehouse. Of the enemy, you see several humans and odd-looking half-orcs as well as some huge white creature that looks vaguely like coral. Some of the enemies see you as well, and they make their way towards you.*

APL 10 & 12: *You have followed orders and have arrived at the shipyards. The shipyards border the harbor and it is from there that you see the primary attack has come. Looking out into the harbor, you notice that the Sheldomar river itself is bubbling in one spot, almost as if there were some sort of underground spring there pushing water into the River. The amount that appears to be coming out would explain why you were unable to take the boats all the way here; it also makes you think that much of the town will probably be flooded.*

But the water is not your primary concern at the moment. It looks like several large creatures are attacking the shipyards, throwing themselves into the boats and the slips and knocking things over. Several boats have already been crushed and are hopelessly beyond repair. These creatures appear to be working with several humans and half-orcs. Finally, and perhaps worst of all, your approach has been noted as a cry goes up, "Kill the defenders!" Several combatants are making their way towards you.

APL 14: *You have followed orders and have arrived at the shipyards. The shipyards border the harbor and it is from there that you see the primary attack has come. Looking out into the harbor, you notice that the Sheldomar river*

itself is bubbling in one spot, almost as if there were some sort of underground spring there pushing water into the River. The amount that appears to be coming out would explain why you were unable to take the boats all the way here; it also makes you think that much of the town will probably be flooded.

But the water is not your primary concern at the moment. It looks like several large creatures are attacking the shipyards, throwing themselves into the boats and the slips and knocking things over. Several boats have already been crushed and are hopelessly beyond repair. These creatures appear to be working with several humans and half-orcs. Some of those creatures move towards other Gran March defenders. As if that were not bad enough, there is a huge creature of some sort in the water. With its tentacles, it is gripping the docks and tearing them apart. You also see someone hovering in the air about thirty feet up and thirty feet to the side. The splintering sound of the wood should remind you that your orders are to protect the docks.

For all encounters taking place outside, there is a light thunderstorm brewing that covers the entire town (summoned by a high level druid at APL 14) There is moderate wind, and light rain for a cumulative -4 to ranged attacks, -4 spot and -4 search.

APL 2 (EL 6)

Sea Hag: hp 19; this sea-hag has already used its Evil Eye ability 3 times; see *Monster Manual*, page 144.

Spell Druid, Female Human Druid 2: hp 18 each; see *Appendix 1*.

Badger Animal Companion, Badger: hp 8; see *Appendix 1*.

Brutish Barbarian, Amphibious male Half-Orc Brb 1 / Ftr 1: hp 20; see *Appendix 1*.

APL 4 (EL 8)

Sea Hag: hp 19; see *Monster Manual*, page 144.

Ogres (2): hp 29 each; see *Monster Manual*, page 199.

Spell Druid, Female Human Druid 3: hp 27 each; see *Appendix 2*.

Advanced Badger Animal Companion, Advanced Badger: hp 23; see *Appendix 2*.

Brutish Barbarian, Amphibious male Half-Orc Brb 1 / Ftr 2: hp 29; see *Appendix 2*.

APL 6 (EL 10)

Uchuulon Fighter 3: hp 110; see *Appendix 3*.

Spell Druid, Female Human Druid 4: hp 36 each; see *Appendix 3*.

Crocodile Animal Companion, Crocodile: hp 25; see *Appendix 3*.

Brutish Barbarian, Amphibious male Half-Orc Brb 1 / Ftr 2 (2): hp 29 each; see *Appendix 3*.

APL 8 (EL 12)

Coral Golem: hp 150; see *Appendix 4*.

Spell Druid, Female Human Druid 5 / Stormcaster 3: hp 63; see *Appendix 4*.

Crocodile Animal Companion, Crocodile: hp 25; see *Appendix 4*.

Brutish Barbarian, Amphibious male Half-Orc Brb 1 / Ftr 4 / Menacing Brute 3 (2): hp 69 each; see *Appendix 4*.

APL 10 (EL 14)

Dragon Eel: hp 161; see *Appendix 5*.

Spell Druid, Female Human Druid 5 / Stormcaster 6: hp 81 each; see *Appendix 5*.

Crocodile Animal Companion, Crocodile: hp 25; see *Appendix 5*.

Brutish Barbarian, Amphibious male Half-Orc Brb 1 / Ftr 4 / Menacing Brute 5: hp 104; see *Appendix 5*.

APL 12 (EL 16)

Dragon Eel: hp 161; see *Appendix 6*.

Spell Druid, Female Human Druid 5 / Stormcaster 9: hp 99 each; see *Appendix 6*.

Crocodile Animal Companion, Crocodile: hp 25; see *Appendix 6*.

Brutish Barbarian, Amphibious male Half-Orc Brb 2 / Ftr 6 / Menacing Brute 5: hp 139; see *Appendix 6*.

APL 14 (EL 18)

Scyllan: hp 180; see *Appendix 7*.

Coral Golem (2): hp 150 each; see *Appendix 7*.

Spell Druid, Female Human Druid 6 / Stormcaster 10: hp 114 each; see *Appendix 7*.

Advanced Crocodile Animal Companion, Advanced Crocodile: hp 37; see *Appendix 7*.

Brutish Barbarian, Amphibious male Half-Orc Brb 3 / Ftr 6 / Menacing Brute 5: hp 151; see *Appendix 7*.

Tactics: Since each APL has different combatants, there are no overall tactics governing each encounter. Please see specific tactics below.

APL 2: The Sea Hag has already used its Evil Eye ability three times today (the dead guards outside the Inn are evidence of this). She will move into melee combat and try to attack anyone who was visibly affected by her Horrific Appearance. She will not coup de'grace targets until all of the PCs are down or the survivors have fled. The druid and the Brute have already saved against the Sea Hag's Horrific Appearance.

The Spell Druid will begin by targeting spellcasters with Tanglefoot bags. She will then wade into battle with her Shillelagh enhanced Club, going for arcane spellcasters if available.

At this APL, the Brute goes for the strongest possible target. He will assume this is the person in the heaviest armor until someone else hits him hard. He will use his Intimidating Strike on anyone he attacks. They begin by using 1 point of BAB for Intimidating Strike and increasing that number until their target is shaken. Additionally, he will enter his Rage at the first opportunity. He will not stop to coup de'grace any opponents while anyone in armor is still standing. Finally, he has already consumed his potion of Shield of Faith. You may assume that 4 of the 6 minutes have already passed when combat begins.

APL 4: The Sea Hag will save its Evil Eye ability to use against targets that do more than 5 points of damage to her. If a target is dazed but not killed, she will not target that PC with another Evil Eye as that person is still effectively out of the combat. he will move into melee combat and try to attack anyone who was visibly affected by her Horrific Appearance. She will not coup de'grace targets until all of the PCs are down or the survivors have fled. The druid and the Brute have already saved against the Sea Hag's Horrific Appearance.

The Sea Hag's Ogre guards do not enter the Inn. They will fight to the death outside the Inn.

The Spell Druid will begin by targeting spellcasters with Tanglefoot bags. She will then wade into battle with her Shillelagh enhanced Club, going for arcane spellcasters if available. When below 50% hp she will consume her Potion of Cure Moderate Wounds.

Tactics for the Brute at this APL are the same as APL 2 with the addition that he has also consumed his potion of Blur. You may assume that 2 of the 4 minutes have already passed when combat begins. Also, he will full Power Attack any shaken opponents. He will decrease his power attack when he misses.

Should the PCs attack the ogres outside, the combatants inside will come out and join in the attack.

APL 6: In melee combat, the Uchuulon it deems to be the greatest threat within its range. It will not move to attack someone if that will draw attacks of opportunity, although it will try to move towards the threat as best it can.

Tactics for the Spell Druid at this APL are the same as APL 4, without the Tanglefoot bags.

Tactics for the Brutes at this APL are the same as APL 4.

APL 8: In melee combat, the Coral Golem will attack whoever attacked it last. If multiple opponents hit it and it can make a Full Attack, it will swing at each opponent. It will not focus on any one opponent unless that person is the only person in melee combat with it. Until it is in melee combat, it will throw coral stars at the closest enemy combatant regardless of cover or other effects.

The Spell Druid has consumed her potion of Fly and cast Call Lightning but has not called down any bolts yet. She flies around the warehouse bringing down lightning on the PC's. If there are any powerful animals present she will cast Dominate Animal on them. When the PCs arrive if they are ever in a formation where she is able to hit 3 or more of them with Flamestrike (Sudden-Maximized) she will do so.

At this APL, the Brutes' tactics are the same as APL 4 except that once they have shaken an opponent, they will cease using Intimidating Strike until that person has moved away from them. (It is important to note that Intimidating Strike requires a standard action attack; it cannot be used with a full attack.) Finally, each Brute will have consumed his Potion of Bear's Endurance before combat begins.

You may assume that 1 minute has passed since the potion was consumed.

APL 10: The dragon eel will try to attack, grab and swallow whichever PC is closest to it. Should it have a choice of PC combatants, it will go after whoever has done the most damage so far. If it seems unable to grab or hold a PC, it will stop trying to grab and swallow that PC. Instead, the dragon eel will try to sunder its weapon or bull rush it, whichever tactic seems more sound at the time.

Once the dragon eel has a fully belly, it will Power Attack what it perceives to be the weakest person in its range. If it can use its Powerful Charge, it will.

The Spell Druid has cast Air Walk and was watching the PC's progress through the town and has alerted everyone to prepare for battle. She has cast Call Lightning Storm, but has not called down any lightning bolts. When the PCs arrive if they are ever in a formation where she is able to hit 3 or more of them with Flamestrike (Sudden-Maximized) she will do so. She will target arcane spell casters with her lightning bolts in an attempt to stun them for 1 round with her Thunderbolt ability. If there are any PCs who spend most of their time moving around she will cast Spike Stone. If there are any powerful animals around she will cast Dominate Animal upon them. If targeted by ranged attacks she will activate her Shield of Winds ability.

Tactics for the Brute at this APL are the same as APL 8, with the following additions: since the Brute can sneak attack, he will try to move into a flanking position. He will do this even if it means he himself is flanked. He does not always Power Attack full as he wants to hit more often. (This is especially true as he has an additional +8 when attempting to confirm critical hits, and he wants to confirm.)

APL 12: The dragon eel will try to attack, grab and swallow whichever PC is closest to it. Should it have a choice of PC combatants, it will go after whoever has done the most damage so far. If it seems unable to grab or hold a PC, it will stop trying to grab and swallow that PC. Instead, the dragon eel will try to sunder its weapon or bull rush it, whichever tactic seems more sound at the time.

Once the dragon eel has a fully belly, it will Power Attack what it perceives to be the weakest person in its range. If it can use its Powerful Charge, it will.

The Spell Druid has cast the scroll of Stormrage, the scroll of True Seeing (on the Dragon Eel) and Call Lightning Storm (Heightened), but has not called down any lightning bolts. When the PC's arrive if they are ever in a formation where she is able to hit 3 or more of them with Flamestrike (Heightened – Sudden Maximized) she will do so. She will target arcane spell casters with her lightning bolts in an attempt to stun them for 1 round with her Thunderbolt ability. If there are any PCs who spend most of their time moving around she will cast Spike Stone. If there are any powerful animals around, she will cast Dominate Animal upon them. Once any Ally drops below 50% hp the Spell Druid casts Rejuvenating Cocoon on them.

Tactics for the Brute at this APL are the same as APL 10. Should anyone manage to cause his rage to end, he will drink his Potion of Good Hope and stay in combat.

APL 14: The Scyllan begins combat by activating its Frightful Noise. After that, it will attack whoever is closest. Once it has taken damage from someone, it will focus on that person. If multiple people are damaging the Scyllan, it will try to remove the largest threat first, and work its way down.

Should any PC get through the Scyllan's DR, ALL of the Scyllan's attacks will be brought to bear against that PC.

In all cases, the Scyllan will try to swallow opponents until it is full. After that, it will constrict. It does not bother with coup de'graces until everyone is down.

Unless combat is taking place in the water, consider the Scyllan squeezed due to its size versus the depth and the narrow width of the harbor where the Scyllan is attacking from.

The Spell Druid has cast the scroll of Stormrage, the scroll of True Seeing (on the Scyllan) and Call Lightning Storm (Heightened), but has not called down any lightning bolts. When the PC's arrive if they are ever in a formation where she is able to hit 3 or more of them with Flamestrike (Heightened – Sudden Maximized) she will do so. She will target arcane spell casters with her lightning bolts in an attempt to stun them for 1 round with her Thunderbolt ability. If there are any PCs who spend most of their time moving around she will cast Spike Stone. If there are any powerful animals around, she will cast Dominate Animal upon them. If any PC manages to hit her,

she casts Great Worm of the Earth on them, unless they are in the air. Once any Ally drops below 50% hp (except the Coral Golems), the Spell Druid casts Rejuvenating Cocoon on them.

The Brute is hidden inside a building with the two Coral Golems. They will all delay until one of two conditions occurs: 2 PCs pass the building or the round is about to end. When they enter combat, one of the Coral Golems uses its turn to burst through the flimsy wall of the building. The other golem and the Brute will attack. The Brute's tactics are the same as APL 12.

In melee combat, each Coral Golem will attack whoever attacked it last. If multiple opponents hit it and it can make a Full Attack, it will swing at each opponent. It will not focus on any one opponent unless that person is the only person in melee combat with it. Until it is in melee combat, it will throw coral stars at the closest enemy combatant regardless of cover or other effects

Treasure:

APL 2: L: 59 gp, C: 33 gp, M: *Chainmail +1, Cloak of Resistance+1, Potion Bracers, 2x Tanglefoot bags* (208 gp).

APL 4: L: 61 gp, C: 50 gp, M: *Chainmail +1, Cloak of Resistance+1, Potion Bracers, Potion Cure Moderate Wounds, 2x Tanglefoot bags* (233 gp).

APL 6: L: 66 gp, C: 105 gp, M: *2x Chainmail +1, Chitin Armor +1, Cloak of Resistance+1, Potion Bracer, Potion Cure Serious Wounds* (473 gp).

APL 8: L: 0 gp, C: 315 gp, M: *2x Brooch of Shielding (50 pts left), 2x Chainmail +1, Chitin Armor +1, Cloak of Resistance+1, Greatsword +1, Heavy Wooden Shield +1, Potion Bracer, Potion Cure Serious Wounds, Potion Fly* (1142 gp).

APL 10: L: 27 gp, C: 118 gp, M: *Brooch of Shielding (50 pts left), Chainmail +2, Chitin Armor +1, Cloak of Resistance+1, Cloak Resistance+2, Crystal of Arrow deflection, Greatsword +1, Keen, Heavy Wooden Shield +1, Periapt of Wisdom +2, Ring of Protection +1* (2437 gp).

APL 12: L: 29 gp, C: 331 gp, M: *Brooch of Shielding (50 pts left), Chainmail +2, Chitin Armor +2, Cloak of Resistance+1, Cloak Resistance+2, Crystal of Arrow deflection, Greatsword +1, Keen, Thundering, Heavy Wooden Shield +2, Helm Glorious Recovery,*

Periapt of Wisdom +4, Potion of Good Hope, Ring of Protection +2, Scroll of Stormrage(CL 18) (6077 gp).

APL 14: L: 29 gp, C: 240 gp, M: *Brooch of Shielding* (50 pts left), *Chainmail +2*, *Chitin Armor +3*, *Cloak of Resistance+4*, *Cloak Resistance+3*, *Crystal of Arrow deflection*, *Gauntlets Ogre Strength +2*, *Greatsword +1*, *Keen*, *Thundering*, *Heavy Wooden Shield +3*, *Helm Glorious Recovery*, *Iron Stone Dusty Rose Prism*, *Periapt of Wisdom +4*, *Ring of Protection +3*, *Ring Protection +1*, *Scroll of Stormrage*(CL 18) (9723 gp).

Interaction: Once a table has defeated all of its combatants, it can move to assist another table at the same location. Consider APLs 10-14 the same location. The table receiving assistance must be willing to receive assistance. The only other restriction is that no table can receive help from a PC who is more than 3 levels above the APL.

Development: With the final encounter complete, success for the entire scenario needs to be calculated.

Determining Success: To determine success, calculate the percentage of enemy hit points remaining of the total available. This is NOT a weighted average. Compare the result to the table below to determine success.

Equal to or less than 20%: Near Total Victory

Equal to or less than 30%: Marginal Victory

Equal to or less than 50%: Stalemate

Equal to or less than 60%: Marginal Failure

Greater than 70%: Near Total Failure

CONCLUSION

Once the level of success has been calculated, it is time to determine which AR rewards have been earned.

Commodore Avanti's Thanks: Every PC that was alive for both encounters on the river receives this favor.

Extra Training: If the result of the scenario was Marginal Failure or better, all PCs receive this favor.

Special Commendation:, all military & veteran PCs receive this favor.

Baron's Gratitude: If the result of the scenario was Stalemate or better, all PCs receive this favor.

Gratitude of Ghostgate Merchants: If the result of the scenario was Stalemate or better, all PCs get this favor.

Favor of the Church of Zilchus: If the result of the scenario was Stalemate or better, all PCs who fought the final encounter receive this favor.

Investment for the Future: All PCs are offered the opportunity to help Larelus rebuild his Inn. They are offered this opportunity BEFORE seeing the AR and the result. They must say yes or no before knowing what the favor gives. Additionally, they should be informed that the extra time does NOT use military TUs (even though when they get to ARs they should be told their Commodore Avanti gave permission for such good works to take military time.

VIP Gratitude: All PCs who took part in the regata get this favor.

ALL CONCLUSIONS

Any character that needs a Raise Dead, they do not need any influence points to get the spell, but must pay for it.

PCs can get a Reincarnate spell from the Church of Obad-Hai for only the cost of the material component. For a cost of 2 TU, they will arrange a trip to the Frog Head in the Rushmoors where only Suel Human or 1/2 orc/1/2 suel of the opposite sex are possible reincarnation results. Characters who take up that offer will notice that Hobgoblins of Obad-hai hold the site with a few Clan Cattail followers of Obad-Hai. Players must decide whether to take the trip before the Reincarnation roll is made. The Church of Obad-Hai says that they can travel to a place where the unfortunate results of the spell are reduced, and that place is in the Rushmoors; the TU cost should be disclosed. At the Site re-roll reincarnation until human or half-orc is rolled.

CONCLUSION: VICTORY OR DEFEAT

Once the scenario is complete, Knight Commodore Avanti will gather the sailors &

soldiers together to address them. What he says is based on how well the group did.

Near Total Failure

“Sailors, Soldiers, Allies, and friends of Gran March: it’s been two hard days. You have given all that you could, and some have even made the ultimate sacrifice. For this, I thank you. Unfortunately, our efforts were not enough. Most of Ghostgate was sacked during the fighting, and the town has taken a great deal of damage. The shipyards and harbor are a near ruin.

Fortunately, we have managed to close the rift to the Elemental Plane of Water, but that was the limit of our success. Nevertheless, I thank each and every one of you for your valiant effort.

Today’s fight is over, but this is the start of something new, and each and every one of us now has something to look forward to: Vengeance! against this new enemy of Gran March. Remember this day, and as you leave here, remember: Vengeance!”

Marginal Failure

“Sailors, Soldiers, Allies, and friends of Gran March: it’s been two hard days. You have given all that you could, and some have even made the ultimate sacrifice. For this, I thank you. Unfortunately, our efforts were not enough. We did prevent the sacking of the town, but many buildings were destroyed. Also, as some of you may be aware, the shipyards and harbor were significantly damaged.

Fortunately, we have managed to close the rift to the Elemental Plane of Water, but we will be wary and will watch for another attack to come from that quarter. I thank each and every one of you for your valiant effort.

Today’s fight is over, but this is the start of something new, and each and every one of us now has something to look forward to: Vengeance! against this new enemy of Gran March. Remember this day, and as you leave here, remember: Vengeance!”

Stalemate

“Sailors, Soldiers, Allies, and friends of Gran March: it’s been two hard days. You have given all that you could, and some have even

made the ultimate sacrifice. For this, I thank you.

After looking over the town and seeing the extent of the damage, I cannot call today a victory. Nevertheless, we drove the invaders from our shore so we have suffered no defeat either. Most of the damage to the town has been in unoccupied structures, and the shipyards can be repaired and at full capacity in just a few short months. Yet, many people have been hurt.

In addition, we have managed to close the rift to the Elemental Plane of Water, but we will be wary and will watch for another attack to come from that quarter. I thank each and every one of you for your valiant effort.

Today’s fight is over, but this is the start of something new, and each and every one of us now has something to look forward to: Justice! I swear here and now to seek justice for these rapacious killers who would sow destruction in Gran March. I am sure many of you agree. When you go forth from here, spread the word of what has happened, and tell people to raise their glasses in a toast: to Justice for enemies of Gran March!”

Marginal Victory

“Sailors, Soldiers, Allies, and friends of Gran March: it’s been two hard days. You have given all that you could, and some have even made the ultimate sacrifice. For this, I thank you. We have fought hard, and we have fought well. The Day is ours!

This does not mean that Ghostgate has not suffered. We have contained the damage to the unoccupied sections of town, and the shipyards can be repaired and at full capacity in just a few weeks.

In addition, we have managed to close the rift to the Elemental Plane of Water, but we will be wary and will watch for another attack to come from that quarter. I thank each and every one of you for your valiant effort, and for that valiant effort I title you today, ‘Defender of Gran March’.

Today’s fight is over, but this is the start of something new: a new enemy has revealed itself. We have denied them what they sought: a victory. Instead, Victory is ours. Spread the word and drink this day: to Victory!”

Near Total Victory

“Sailors, Soldiers, Allies, and friends of Gran March: it’s been two hard days. You have given all that you could, and because of the sacrifices you made, the Day is ours!

We have closed the rift to the Elemental Plane of Water, and have saved both the town and the shipyards from suffering more than light damage.

I thank each and every one of you for your valiant effort, and for that valiant effort I title you today, ‘Defender of Gran March’.

Today’s fight is over, but this is the start of something new: a new enemy has revealed itself. We have denied them what they sought: a victory. Instead, Victory is ours. Spread the word and drink this day: to Victory!”

CAMPAIGN CONSEQUENCES

All judges should complete the Critical Events Summary for this scenario and turn them in to the Interactive’s Organizer or to local Triad.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Complete the Race upriver.

APL 2: 30 xp.

APL 4: 45 xp.

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

Encounter 3

Defeat the Druids and their summoned creatures.

APL 2: 60xp.

APL 4: 90 xp.

APL 6: 120 xp.

APL 8: 150 xp.

APL 10: 180 xp.

APL 12: 210 xp.

APL 14: 240 xp.

Encounter 4

Defeat the Bullywugs and their dinosaurs.

APL 2: 60xp.

APL 4: 90 xp.

APL 6: 120 xp.

APL 8: 150 xp.

APL 10: 180 xp.

APL 12: 210 xp.

APL 14: 240 xp.

Encounter 5

Defeat the Pirates of Kelenan.

APL 2: 90 xp.

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

APL 10: 270 xp.

APL 12: 315 xp.

APL 14: 360 xp.

Encounter 6

Defeat the “guards” at the gates.

APL 2: 60xp.

APL 4: 90 xp.

APL 6: 120 xp.

APL 8: 150 xp.

APL 10: 180 xp.

APL 12: 210 xp.

APL 14: 240 xp.

Encounter 7

Defeat the Reavers and save Ghostgate.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

Story Award

Avoid the Near Total Failure Finale.

APL 2: 10 xp.

APL 4: 15 xp.

APL 6: 20 xp.

APL 8: 25 xp.

APL 10: 35 xp.

APL 12: 45 xp.

APL 14: 50 xp.

Discretionary Roleplaying Award

APL 2: 20 xp.

APL 4: 30 xp.

APL 6: 40 xp.

APL 8: 50 xp.

APL 10: 65 xp.

APL 12: 70 xp.

APL 14: 70 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 xp.

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, 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 3:

APL 2: L: 0 gp, C: 0 gp, M: - (0gp).

APL 4: L: 19 gp, C: 4 gp, M: *potion of invisibility, potion of Haste* (88 gp).

APL 6: L: 19 gp, C: 80 gp, M: *Potion Aid, Cloak of Resistance +1, potion of invisibility, potion of Haste* (196 gp).

APL 8: L: 25 gp, C: 416 gp, M: *Cloak of Resistance +1, cloak of resistance +2, 2x potion of invisibility, potion of Haste* (554 gp).

APL 10: L: 25 gp, C: 75 gp, M: *Potion of Aid, Cloak of Resistance +1, Periapt of Wisdom +2, Periapt of Wound Closure, potion of invisibility, potion of Haste* (1779 gp).

APL 12: L: 25 gp, C: 142 gp, M: *2x Cloak of Resistance +2, Cloak of resistance +4, 2x Periapt of Wisdom +2, Periapt of Wound Closure, potion of invisibility* (3300 gp).

APL 14: L: 300 gp, C: 783 gp, M: *3x potion of aid, 2x Cloak of Resistance +3, Cloak of resistance +5, Elemental Gem (Water), Ioun stone +1 AC, 2x Periapt of Wisdom +2, Periapt of Wound Closure, potion of haste, potion of invisibility, potion of remove blindness/deafness* (5220 gp).

Encounter 4:

APL 2: L: 78 gp, C: 43 gp, M: *2x Potion Bull's Strength* (50 gp).

APL 4: L: 50 gp, C: 15 gp, M: *2x Breastplate +1, 2x Potion Bull's Strength*, (442 gp).

APL 6: L: 51 gp, C: 15 gp, M: *Amulet of Natural Armor +1, Armband of Elusive Action, 2x Breastplate +1, 3x Cloak Resistance +1, 2x Potion Cure Moderate Wounds, 2x Potion Bull's Strength, Scroll of Acid Breath, Scroll of Lesser Orb of Acid* (814 gp).

APL 8: L: 0 gp, C: 41 gp, M: *Amulet of Natural Armor +1, Armband of Elusive Action, Breastplate +1, 3x Cloak Resistance +1, Greatclub+1, Necklace of Missiles Type 2, Potion Cure Moderate Wounds, Potion Bull's Strength, Ring Protection +1, Scroll of Acid Breath, Scroll of Lesser Orb of Acid* (1263 gp).

APL 10: L: 0 gp, C: 24 gp, M: *3x Amulet Natural Armor +1, Armband of Elusive Action, Breastplate +1, 2x Cloak Resistance +1, Cloak of Resistance +2, Greatclub+1, Necklace of Fireballs Type 3, Potion Cure Moderate Wounds, 3x Ring Protection +1, Potion Bull's Strength, Scroll Acid Breath, Scroll Lesser Orb of Acid* (2317 gp).

APL 12: L: 0 gp, C: 58 gp, M: *3x Amulet Natural Armor +1, Armband of Elusive Action, Belt of One Mighty Blow (MH), Bracers Quick Strike (MH), Breastplate +1, Circlet of Intelligence +2, 2x Cloak Resistance +1, Cloak Resistance +2, Gauntlets of Ogre Power (+2), Greatclub+1, Hand of the Mage, Ioun Stone (Dusty Rose Prism), Necklace of Fireballs Type 4, Potion Cure Moderate Wounds, 2x Ring Protection +1, Scroll Acid Breath, Scroll Lesser Orb of Acid* (3596 gp).

APL 14: L: 0 gp, C: 58 gp, M: *2x Amulet Natural Armor +1, Armband of Elusive Action, Belt of One Mighty Blow (MH), Bracers Quick Strike (MH), Breastplate +1 Axeblock, Circlet of Intelligence +2, 3x Cloak Resistance +2, Gauntlets of Ogre Power (+2), Gloves of Dexterity +2, Greatclub+1, Hand of the Mage, Necklace of Fireballs Type 7, 2x Ioun Stone (Dusty Rose Prism), Potion Cure Moderate Wounds, Ring Protection +1, Ring Protection +2, Scroll Acid Breath, Scroll Lesser Orb of Acid* (6121 gp).

Encounter 5:

APL 2: L: 270 gp, C: 10 gp, M: *2x Elixir of Swimming, Chain Shirt +1* (146 gp).

APL 4: L: 187 gp, C: 43 gp, M: *2x Elixir of Swimming, 2x PearlSteel chainshirt+1, 2x Potion Cure Light Wounds, 2x Potion Vigor, Breastplate +1, Cloak of Resistance +1* (521 gp).

APL 6: L: 109 gp, C: 38 gp, M: *4x Rapier +1, 2x Elixir of Swimming, 2x PearlSteel chainshirt+1, 2x Potion Cat's Grace, 2x Potion Cure Light Wounds, 2x Potion Vigor, 2x Breastplate +1, 2x Cloak of Resistance +1, 2x Potion Cat's Grace*, (1540 gp).

APL 8: L: 107 gp, C: 11 gp, M: *2x Scimitar +1, 2x Elixir of Swimming, 2x Gloves of Dexterity+2, 2x PearlSteel chainshirt+1, 2x Potion Bear's Endurance, 2x Breastplate +1, 2x Cloak of Resistance +1, 2x Rapier +1, 2x Ring Protection +1*(2689 gp).

APL 10: L: 107 gp, C: 23 gp, M: *4x Scimitar +1, 2x Amulet Nat'l Arm+1, 2x Elixir of Swimming, 2x Gloves of Dexterity+2, 2x PearlSteel chainshirt+1, 3x Ring Protection +1, 2x potion Cure Light Wounds. 2x Potion Vigor, 2x Breastplate +1, 2x Cloak of Resistance+1, 2x Crystal of Arcane Steel Lesser, 2x Heavy Steel Shield, 2x Potion*

Remove Blindness, 2x Vicious Rapier +1 (4848 gp).

APL 12: L: 107 gp, C: 56 gp, M: 4x Scimitar +1, 2x Amulet Nat'l Arm+1, 2x Cloak of Resistance+1, 2x Elixir of Swimming, 3x Gloves of Dexterity+2, 2x PearlSteel chainshirt+3, 3x Ring Protection +1, 2x Crystal: Life drinker (lesser), 2x Crystal: Life drinker (Least), 2x potion Cure Light Wounds, 2x Potion Vigor, 2x Cloak of Resistance +2, 2x Crystal of Arcane Steel Lesser, 2x Heavy Steel Shield+1, 2x Mithral Breastplate+1, 2x Potion Remove Blindness, 2x Vicious Rapier +1 (8595 gp).

APL 14: L: 107 gp, C: 106 gp, M: 4x Scimitar +1, 2x Amulet Nat'l Arm+1, 2x Belt Giant Strength +4, 2x Cloak of Resistance+1, 3x Gloves of Dex+2, 2x PearlSteel chainshirt+3, 2x Ring Protection +1, 2x Crystal: Life drinker (lesser), 2x Crystal: Life drinker (Least), 2x Skirmisher Boots, 2x Amulet Natural Armor+2, 2x Cloak of Resistance+3, 2x Crystal of Arcane Steel Lesser, 2x Heavy Steel Shield+1, 2x Mithral Breastplate +2, 2x Potion Remove Blindness, 2x Vicious Rapier +1 of Slow Burst, 2x Ring Protection +2 (16237 gp)

Encounter 6:

APL 2: L: 129 gp, C: 39 gp, M: Amulet of True Strike, Heavy Steel Shield+1, 3x potion Cure Light Wounds, 2x Potion Shield of Faith +2 (168 gp).

APL 4: L: 170 gp, C: 56 gp, M: Amulet of True Strike, Chain Shirt +1, Heavy Steel Shield+1, Potion Barkskin+2, 3x potion Cure Light Wounds, Potion Lesser Vigor, Potion Shield of Faith +2, Splint Mail +1 (410 gp).

APL 6: L: 144 gp, C: 23 gp, M: Amulet of True Strike, Chain Shirt +1, Cloak Resistance +1, Heavy Steel Shield+1, Longsword+1, Potion Barkskin+2, 2x potion Cure Light Wounds, Potion Cure Moderate Wounds, 2x Potion Lesser Vigor, Potion Protection from Arrows 10/Magic, Potion Protection from Good, 2x Potion Remove Blindness/Deafness, Potion Shield of Faith +2, Splint Mail +1, 2x potion of fly (1129 gp).

APL 8: L: 3 gp, C: 14 gp, M: Amulet Natural Armor +1, Amulet of True Strike, Chain Shirt +1, Cloak Resistance +1, 2x Composite Longbow (STR+2) +1, Dust of Dispersion (CM), Heavy Steel Shield+1, Longsword+1, 2x Mithral Chainshirt+1, Potion Barkskin+2, 3x

Potion Cure Light Wounds, 2x Potion Lesser Vigor, Potion Shield of Faith +2, Ring Protection+1, Splint Mail +1, Wand of Entangle, 2x Potion Fly (2171 gp).

APL 10: L: 3 gp, C: 64 gp, M: Amulet Natural Armor +1, Amulet of True Strike, Chain Shirt +1, 3x Cloak Resistance +1, 2x Composite Longbow (STR+2) +1, Dust of Dispersion (CM), Half-Plate Mail +2, Heavy Steel Shield+1, Arrow Catching, Longsword+1, 2x Mithral Chainshirt+1, Potion Barkskin+2, Potion Cat's Grace, 4x Potion Cure Light Wounds, 2x Potion Cure Moderate Wounds, 2x Potion Lesser Vigor, Potion Prot Good, 2x Potion Remove Blindness/Deafness, Potion Shield of Faith +2, 4x Ring +1, Wand of Entangle, Wand Ray of Clumsiness (SC), 2x potion Fly (3638 gp).

APL 12: L: 3 gp, C: 56 gp, M: Amulet Natural Armor +1, Amulet of True Strike, 2x Bracers, Archery, Lesser, Chain Shirt +1, 2x Cloak Resistance +1, Cloak Resistance +2, 2x Composite Longbow (STR+2) +1, Dust of Dispersion (CM), Gloves of Dexterity +2, Half-Plate Mail +2, Heavy Steel Shield+2, Arrow Catching, Ioun Stone, Dusty Rose Prism, Longsword+1, 2x Mithral Chainshirt+1, Potion Barkskin+2, Potion Bear's Endurance, 4x Potion Cure Light Wounds, 2x Potion Cure Moderate Wounds, 2x Potion Lesser Vigor, Potion Prot Good, 3x Potion Remove Blindness/Deafness, Potion Shield of Faith +2, 4x Ring +1, 2x Wand Hunter's Mercy (SC), Wand of Entangle, Wand Ray of Clumsiness (SC), 2x Potion Fly (6204 gp).

APL 14: L: 3 gp, C: 49 gp, M: 40x Burrowing Arrow (CW), 2x Amulet Natural Armor +1, Amulet of True Strike, 2x Amulet of Health +2, 2x Bracers, Archery, Lesser, 4x Cloak Resistance +1, 2x Composite Longbow (STR+2) +1, Dust of Dispersion (CM), 2x Gloves of Dexterity +2, Half-Plate Mail +3, Heavy Steel Shield+3, Arrow Catching, Horizon Goggles (CM), Ioun Stone, Dusty Rose Prism (+1 AC), Longsword+1, Mithral Breastplate+2, 2x Mithral Chainshirt+1, 3x potion Cure Light Wounds, Potion Cure Moderate Wounds, 2x Potion Lesser Vigor, Potion Prot Good, 3x Potion Remove Blindness/Deafness, 3x Ring +1, Ring +2, 2x Wand Hunter's Mercy (SC), Wand Lesser Vigor, Wand of Entangle, Wand Ray of Clumsiness (SC), 2x Potion Fly (10486 gp).

Encounter 7:

APL 2: L: 59 gp, C: 33 gp, M: *Chainmail +1, Cloak of Resistance+1, Potion Bracers, 2x Tanglefoot bags* (208 gp).

APL 4: L: 61 gp, C: 50 gp, M: *Chainmail +1, Cloak of Resistance+1, Potion Bracers, Potion Cure Moderate Wounds, 2x Tanglefoot bags* (233 gp).

APL 6: L: 66 gp, C: 105 gp, M: *2x Chainmail +1, Chitin Armor +1, Cloak of Resistance+1, Potion Bracer, Potion Cure Serious Wounds* (473 gp).

APL 8: L: 0 gp, C: 315 gp, M: *2x Brooch of Shielding (50 pts left), 2x Chainmail +1, Chitin Armor +1, Cloak of Resistance+1, Greatsword +1, Heavy Wooden Shield +1, Potion Bracer, Potion Cure Serious Wounds, Potion Fly* (1142 gp).

APL 10: L: 27 gp, C: 118 gp, M: *Brooch of Shielding (50 pts left), Chainmail +2, Chitin Armor +1, Cloak of Resistance+1, Cloak Resistance+2, Crystal of Arrow deflection, Greatsword +1, Keen, Heavy Wooden Shield +1, Periapt of Wisdom +2, Ring of Protection +1* (2437 gp).

APL 12: L: 29 gp, C: 331 gp, M: *Brooch of Shielding (50 pts left), Chainmail +2, Chitin Armor +2, Cloak of Resistance+1, Cloak Resistance+2, Crystal of Arrow deflection, Greatsword +1, Keen, Thundering, Heavy Wooden Shield +2, Helm Glorious Recovery, Periapt of Wisdom +4, Potion of Good Hope, Ring of Protection +2, Scroll of Stormrage(CL 18)* (6077 gp).

APL 14: L: 29 gp, C: 240 gp, M: *Brooch of Shielding (50 pts left), Chainmail +2, Chitin Armor +3, Cloak of Resistance+4, Cloak Resistance+3, Crystal of Arrow deflection, Gauntlets Ogre Strength +2, Greatsword +1, Keen, Thundering, Heavy Wooden Shield +3, Helm Glorious Recovery, Ioun Stone Dusty Rose Prism, Periapt of Wisdom +4, Ring of Protection +3, Ring Protection +1, Scroll of Stormrage(CL 18)* (9723 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 535 gp, C: 125 gp, M: 573 gp – Total: 1,233 gp (450 gp).

APL 4: L: 487 gp, C: 168 gp, M: 1,693 gp – Total: 2,348 gp (650 gp).

APL 6: L: 389 gp, C: 259 gp, M: 4180 gp – Total: 4828 gp (900 gp).

APL 8: L: 134 gp, C: 798 gp, M: 7,820 gp – Total: 8752 gp (1,300 gp).

APL 10: L: 161 gp, C: 305 gp, M: 15018 gp – Total: 15,484 gp (2,300 gp).

APL 12: L: 163 gp, C: 643 gp, M: 27,7773 gp – Total: 28,578 gp (3,300 gp).

APL 14: L: 438 gp, C: 1,236 gp, M: 47,788 gp – Total: 49,462 gp (6,600 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Violated Orders

For violating a direct order, River Guard, Military, & Veteran PCs are given a demerit.

Commodore Avanti's Thanks:

Commodore Avanti will pull some strings and give you regional access to ONE of the following upgrades: Armor: Slick, Buoyant (SW), Weapon: Bane (Elemental). Mark as USED when one upgrade is purchased. This does not provide access for CMI.

Extra Training:

You have access to the following feats from Stormwrack: Aquatic Shot, Expert Swimmer, Old Salt, Sailor's Balance, & Sea Legs.

Baron's Gratitude:

This PC has earned the gratitude of the Baron of Shibolet. This thanks can be used as an Influence Point or to cancel the Ire of Baron Doulanfon. Mark as USED when applied.

Special Commendation:

For River Guard, Military & Veteran PCs only. You have been awarded a special commendation. This counts as two commendations for purposes of joining elite units or for promotion.

Gratitude of Ghostgate merchants:

You receive the gratitude of the merchants of Ghostgate: this gives you a 20% discount on all items purchased on this AR.

Favor of the Church of Zilchus:

For defending the House of Abundance in Ghostgate, you have a special favor of the church. Once, you may get a casting of *raise dead* or *resurrection* and the church will pay for half the cost of the spell and spell components. This favor also eliminates the need for any additional influence to get a casting of these spells. If the death takes place outside of Gran March use of this favor also requires the expenditure of 1 TU. Cross off this favor when used.

Investment for the Future: For spending 2 TU helping Larelus Springflower make repairs to his Inn, he will use his contacts to provide you with regional access to Universal Solvent, Elixir of Sneaking and Elixir of Vision.

And the Winner Is...

For your performance in the race, you are under the benefits of a Healthful Rest spell [CL 10] (SC) for the next (1st place- 7 adventures, 2nd place- 3 adventures). This is a blessing from Fharlanghn that returns at dawn each day.

VIP Gratitude

For keeping _____ safe, you have received an influence point. This influence point is specific to this VIP.

Item Access

APL 2:

- *Elixir of Swimming* (Adventure; DMG)
- *Pearlsteel Chain Shirt* (Adventure; SW)
- *Wand of Entangle* [CL 1] (Adventure; DMG)
- *Potion of Lesser Vigor* [CL 1]: Limit 3 (Adventure, SC)

APL 4:

- *Crystal of Life Drinking, Least: Limit 1 Crystal* (Adventure; MIC)
- *Wand of Ray of Clumsiness* [CL 1]: Limit 1 (Adventure; SC)
- *Wand of Lesser Vigor* [CL 1]: Limit 1 (Adventure, SC)

APL 6:

- *Bracers Quick Strike* (Adventure; MH)
- *Crystal of Life Drinking, Lesser: Limit 1 Crystal* (Adventure; MIC)

- *Burrowing Arrow: Limit 20* (Adventure; CW)

APL 8:

- *Keen Greatsword +1* (Adventure, DMG)
- *Arrow Deflection Crystal: Limit 1 Crystal* (Adventure, MIC)
- *Potion of Vigor* [CL 5] Limit 3 (Adventure; SC)

APL 10:

- *Bracers of Archery, Lesser* (Adventure; DMG)
- *Helm Glorious Recovery* (Adventure; MH)
- *Necklace of Fireballs, Type 3* (Adventure, DMG)

APL 12:

- *Periapt of Wound Closure* (Adventure; DMG)
- *Divine Scroll of Heal* [CL 11] (Adventure; DMG)

APL 14:

- *Scroll of Stormrage; Limit 3* (Adventure, SC)
- *Electric Eel Armor* (Adventure, SW)

APPENDIX 1 – APL 2

ENCOUNTER 4

BULLYWUG RAGERS

CR 1

Male Bullywug Barbarian 1
CE Medium Humanoid (Aquatic)
Init +1; Senses Listen -3, Spot -3

Aura

Languages Common

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 armor)

Miss Chance none

hp 14 (1 HD);

Immune none

Resist none; SR none

Fort +8, Ref +1, Will -3

Weakness -

Speed 25 ft. in hide armor (5 squares), base movement 20 ft., swim 30 ft.;

Melee masterwork Greatclub +5 (1d10+4)

Space 5 ft.; Reach 5 ft.

Base Atk +1; Grp +4

Atk Options Power Attack

Combat Gear masterwork greatclub, masterwork hide armor, potion Bull's Strength

Abilities Str 17, Dex 13, Con 22, Int 4, Wis 4, Cha 4

SQ Rage, Fast Movement, Marsh Movement

Feats Power Attack

Skills Swim +3,

Possessions combat gear plus 130gp

Power-Up Suite (Rage)

AC 12, touch 9, flat-footed 11

hp 16

Fort +10, Will -1

Melee masterwork Greatclub +7 (1d10+7)

Abilities Str 21 Con 26

Rage lasts 11 rounds.

Marsh Movement (Ex) Bullywugs suffer no movement penalties for moving in marshes or mud

Skills Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

Description Bullywugs are frog-headed amphibious humanoids with green, gray, or mottled yellow skin. They have long, flicking tongues that can barely fit around a form of stunted Common. They stand 4 to 7 feet tall, weigh 100 to 300 pounds.

Sources Bullywug (Source)

SWINDLESPITTER DINOSAUR

CR 1

N Small Animal

Init +5; Senses Listen +5, Spot +5

Aura: None

Languages -

AC 18, touch 16, flat-footed 13

(+1 size, +5 Dex, +2 natural)

hp 14 (2 HD);

Fort +4, Ref +8 Will +3

Speed 30 ft. (6 squares);

Melee Beak +7 (1d4-1)

Space 5 ft.; Reach 5 ft.

Base Atk +1; Grp -4

Atk Options

Special Actions: Poison Spray

Abilities Str 9, Dex 21, Con 13, Int 2, Wis 16, Cha 14

SQ Darkvision 60', low-light vision, scent, uncanny dodge

Feats Mobility, Run, Weapon Finesse

Skills Hide +9*, Listen+5, Move Silently +5*, Sleight of Hand +10, Spot +5,

Posion Spray (Ex): When threatened, a swindlespitter sprays a corrosive poison in a 15-foot cone from its mouth. Contact: Fort DC 12: initial damage blindness for 2d4 minutes; secondary damage 1d4 Con. The swindlespitter can spray this poison once every 1d4 rounds. The save DC is Constitution-based.

Uncanny Dodge (Ex): A swindlespitter is adapted to getting out of the way of larger dinosaurs. It has the ability to react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker.

Skills A Swindlespitter has a +2 racial bonus on Spot and Listen checks. It gains a +2 racial bonus on Hide and Move Silently checks when in forested terrain.

Description This bipedal reptilian creature has a lithe body and a whiplike tail. Smaller than a halfling, it has a pair of dexterous grasping hands, a sharp beak, and large pure black eyes.

Source Monster Manual III

ENCOUNTER 5

PIRATE BLADES

CR 2

Male Human Swashbuckler 1 / Scout 1

NE Medium Humanoid (Human)

Init +2; Senses Listen +0, Spot +0

Languages Common, Suel, Oeridy

AC 18, touch 12, flat-footed 16

(+2 Dex, +4 armor, +2 natural*)

Miss Chance none

hp 14 (2 HD)

Immune none

Resist none; SR none

Fort +2, Ref +4, Will +0

Weakness -

Speed 30 ft. in Pearlsteel chain shirt (6 squares), base movement 30 ft.;

Melee masterwork Rapier +4 (1d6+1) or

Ranged masterwork Mighty composite Longbow (Str+1) +4 (1d8+1)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Combat Expertise, Dodge, Skirmish +1d6

Combat Gear masterwork rapier, Pearlsteel chain shirt, masterwork mighty composite longbow (Str+1), 20 arrows,

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

SQ Trapfinding

Feats Combat Expertise, Dodge, Weapon Finesse

Skills Balance +8, Bluff +0, Climb +5, Escape Artist +6, Jump +7, Perform (dance +1), Sense Motive +4, Swim +4, Tumble +8

Possessions combat gear plus Elixir of Swimming, ~~Potion of Barkskin~~+2

Description The Pirate Blades are lithe combatants, dressed in some sort of light armor that looks like steel, but has a gleaming blue-white mother of pearl sheen.

Sources Scout (Complete Adventurer), Swashbuckler (Complete Warrior), Pearlsteel (Stormwrack)

* Indicates a magical enhancement.

PIRATE CASTER CR 2

Male Human Duskblade 2
NE Medium Humanoid (Human)
Init +2; **Senses** Listen +0, Spot +0
Languages Common, Suel

AC 19, touch 12, flat-footed 17
(+2 Dex, +5 armor, +2 natural*)

Miss Chance none

hp 14 (2 HD)

Immune none

Resist none; **SR** none

Fort +4, **Ref** +2, **Will** +3

Weakness -

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee masterwork Rapier +5 (1d6) or

Melee Touch Spell +6 (spell damage) or

Ranged Longbow +4 (1d8)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Combat Casting

Combat Gear masterwork rapier, chain shirt +1, longbow, 20 arrows,

Duskblade Spells Known (CL 2nd):

1st (4/day) DC 13— Chill Touch, Ray of Enfeeblement, Shocking Grasp

0 (4/day) DC 12— Acid Splash, Disrupt Undead, Ray of Frost, Touch of Fatigue

‡ Already cast

Spell-Like Abilities (CL 2nd):

0 (5x/day)—Dancing Lights, Detect Magic, Flare, Ghost Sound, Read Magic

‡ Already cast

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

SQ Arcane Attunement, Armored Mage (light)

Feats Combat Casting, Weapon Finesse, Weapon Focus (Touch Spells)

Skills Concentration +6 (or +10), Knowledge Arcana +7, Sense Motive +5, Spellcraft +7, Swim +4

Possessions combat gear plus ~~Potion of Barkskin~~+2, 54 gp

Description The Pirate Caster wears light armor and has a cocky look on his face as he prepares to engage in combat.

Sources Duskblade (Players Handbook Two),

* Indicates a magical enhancement.

ENCOUNTER 6

THE WARLOCK CR 1

Male human Warlock 1

CN Medium Humaoid (Human)

Init +2; **Senses** Listen +0, Spot +0

Aura

Languages Common

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor) (There is also a +1 shield bonus when within 5' of the Soldier.)

Miss Chance none

hp 6 (1 HD);

Immune none

Resist none; **SR** none

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

Weakness -

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee Longspear -1 (1d8-1) or

Ranged Touch Attack Eldritch Blast +2 (1d6)

Space 5 ft.; **Reach** 10 ft. (with Longspear)

Base Atk +0; **Grp** -1

Atk Options Eldritch Blast, Point Blank Shot, Precise Shot

Combat Gear Longspear, Chain shirt, Amulet of True Strike, Potion Cure Light Wounds

Invocations Known:

Entropic Warding

‡ Already cast

Spell-Like Abilities (CL 1st):

Eldritch Blast: ranged touch attack +2 (1d6 damage)

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

SQ -

Feats Point Blank Shot, Precise Shot

Skills Concentration +6, Spellcraft 4, Use Magic Device +5

Possessions combat gear plus 145 gp

Description He appears to be a thin short man, wearing light armor and holding a longspear.

Sources Amulet of True Strike (Operation Black Knight), Warlock (Complete Arcane)

THE SOLDIER

CR 2

Male Human Fighter 2
NE Medium humanoid (Human)
Init +0; **Senses** Listen +0, Spot +0
Aura -

Languages Common, Suloise

AC 19, touch 10, flat-footed 19
(+6 armor, +3 shield)

Miss Chance -

hp 18 (2 HD);

Immune none

Resist none; **SR** none

Fort +5, **Ref** +0, **Will** +0

Weakness -

Speed 20 ft. in masterwork splint armor (4 squares),
base movement 30 ft.;

Melee masterwork longsword +5 (1d8+2)

Ranged Light Crossbow +0 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Atk Options Combat Expertise, Combat Reflexes,
Power Attack

Special Actions -

Combat Gear masterwork splint armor, heavy steel
shield +1, masterwork longsword, locked gauntlet,
potion shield of faith, potion cure light wounds, light
crossbow, 10 bolts

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

SQ -

Feats Combat Reflexes Shieldmate, Power Attack,
Combat Expertise

Skills Climb +0, Intimidate +4, Jump +0, Ride +1 Sense
Motive +2,

Possessions combat gear plus 57 gp

Description The Soldier is a large man, approximately
6 foot tall and thickly muscled.

Sources Shieldmate (Miniatures Handbook)

THE ARCHER

CR 1

Female Human Ranger 1
NE Medium humanoid (Human)
Init +2; **Senses** Listen +4, Spot +5
Aura -

Languages Common

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 armor,)

Miss Chance -

hp 6 (1 HD);

Immune none

Resist none; **SR** none

Fort +2, **Ref** +4, **Will** +1

Weakness -

Speed 30 ft. in chain shirt (6 squares), base movement
30 ft.;

Melee Longsword +3 (1d8+2) or

Ranged Masterwork Mighty Composite Longbow
(STR+2) +4 (1d8+2)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Point Blank Shot, Precise Shot, Favored
Enemy (Human)

Special Actions -

Combat Gear chain shirt, masterwork mighty composite
longbow (STR+2), 20 arrows, longsword, potion Cure
Light Wounds, potion Shield of Faith+2

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

SQ Track, Wild Empathy

Feats Point Blank Shot, Precise Shot

Skills Hide +4, Listen +5, Move Silently +4, Search +4,
Spot +5, Survival +5, Swim +2

Possessions combat gear plus 34gp

Description The archer is a lithe human who despite
her small stature looks like she can use the large bow
she carries.

ENCOUNTER 7

SPELL DRUID

CR 2

Female Human Druid 2
CN Medium Humanoid

Init +1; **Senses** Listen +3, Spot +7

Aura -

Languages Common

AC 17, touch 11, flat-footed 16
(+1 Dex, +4 armor, +2 shield)

Miss Chance

hp 18 (2 HD)

Immune -

Resist none ; **SR** none

Fort +8, **Ref** +2, **Will** +6

Weakness -

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

Melee Club(Shillelagh) +2 (2d6 +1)

Ranged none

Space 5 ft.; **Reach** 5 ft.

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

Atk Options

Special Actions

Combat Gear MW Chitin Armor, MW Heavy Wooden
Shield, Club, Tanglefoot Bag x2

Class Spells Prepared (CL 2nd):

1st—Shillelagh †, Gust of Wind, Cure Light Wounds

0—Detect Magic x2, Cure Minor Wounds x2

† Already cast

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

SQ Animal Companion (Badger), Nature Sense, Wild
Empathy, Woodland Stride

Feats Scribe Scroll, Spell Focus Transmutation

Skills Handle Animal +4, Knowledge Arcana +2, Knowledge Nature +5, Listen +3, Spellcraft +5, Spot +7

Possessions MW Chitin Armor, MW Heavy Wooden Shield, Club, Tanglefoot Bag x2, Potion Bracers, Cloak of Resistance +1, ~~Potion of Bears Endurance~~

Description A disheveled woman whose wild hair seems intentionally windblown.

Sources Chitin Armor (Stormwrack), Potion Bracers (Sharn: City of Towers)

REGULAR BADGER

BADGER

CR -

Small Animal

Init +3; **Senses** Listen +3, Spot +3

Aura

Languages Common, Aquan

AC 15 touch 14, flat-footed 12

(+1 size, +3 Dex, +1 natural),

Miss Chance -

hp 8 hp (1d8+2) (1HD)

Immune none

Resist none; **SR** None

Fort +4, **Ref** +5, **Will** +1

Weakness -

Speed base movement 30 ft., Burrow 10 ft.

Melee Claw +4 melee (1d2-1)

Full Attack 2 claws +4 melee (1d2-1) and bite -1 melee (1d3-1)

Ranged None

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** -5

Atk Options Rage

Abilities Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6

SQ Low Light Vision, Scent, Link, Share Spells, Known Trick (Attack)

Feats Agile, Track, Weapon Finess

Skills Balance +5, Escape Artist +9, Listen +3, Spot +3

Special Quality (Rage - A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells - At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal

companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).)

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

BRUTISH BARBARIAN

CR 2

Male half-orc Barbarian 1 / Fighter 1

CE Medium Humanoid (Orc) (Amphibious)

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

Aura -

Languages Common

AC 19, touch 13, flat-footed 19

(+6 armor, +3 deflection*)

Miss Chance -

hp 20 (2 HD);

Immune -

Resist none; **SR** none

Fort +6, **Ref** +0, **Will** -1

Weakness -

Speed 30 ft. in chain mail armor (6 squares), base movement 30 ft., Swim 15 ft.;

Melee masterwork Greatsword +6 (2d6+4)

Ranged -

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Intimidating Strike

Special Actions -

Combat Gear Chainmail +1, masterwork greatsword

Abilities Str 17, Dex 11, Con 14, Int 8, Wis 8, Cha 8

SQ Fast movement, Illiteracy, Rage 1x/day

Feats Menacing Demeanor, Intimidating Strike

Skills Intimidate +8, Search +1, Swim +3, Knowledge (Local-Sheldomar) +1

Possessions combat gear plus ~~Potion Shield of Faith~~ +2, 80 gp

Power-Up Suite (Rage)

AC 17, touch 11, flat-footed 17

hp 20

Fort +8, **Will** +1

Melee masterwork Greatsword +8 (2d6+7)

Abilities Str 21 Con 18

Rage lasts 7 rounds.

Skills The amphibious template gives a +8 racial bonus to swim checks.

Description This appears to be a half-orc, although you notice that it has slightly webbed hands and feet and what could be gills on its neck.

Sources Amphibious template (Stormwrack), Menacing Demeanor (Races of Destiny), Intimidating Strike (Players Handbook 2)

* Indicates a magical enhancement.

APPENDIX 2 – APL 4

ENCOUNTER 3

BATTLE DRUID

CR 5

Male Human Druid 5

CN Medium Humanoid

Init +0; **Senses** Listen +4, Spot +4

Aura -

Languages Common, Aquan

AC 19, touch 10, flat-footed 19

(+4 armor +5 natural*)

Additional +2 AC vs. Good Aligned Creatures

Miss Chance -

hp 63 (14 are Temporary) (5 HD);

DR10/magic against ranged weapons for a total of 30 points preventable damage

DR10/adamantine from Heart of Earth for a total of 70 points of preventable damage. Will last for 7 rounds once activated.

Immune none

Resist none; **SR** None

Fort +12*, **Ref** +4, **Will** +9

Weakness -

Speed 20 ft. in Medium Armor (4 squares), base movement 30 ft., Swim* 20 ft. (Heart of Water Spell);

Melee Quarter Staff(Shillelagh) +7 (2D6+5)

Ranged None

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +9

Atk Options Improved Grapple

Special Actions

Combat Gear Chitin Armor, Quarterstaff

Druid Spells Prepared (CL 5th):

3rd- ~~Heart of Water~~ ‡

2nd- ‡, Summon Nature's Ally II x2, ~~Spider Climb~~ ‡

1st- ~~Shillelagh~~ ‡, Produce Flame / ~~Babau Slime~~ ‡, Charm Animal

0-Cure Minor Wounds, Guidance, Light, Virtue, Read Magic

‡ Already cast

Abilities Str 14*, Dex 10, Con 18*, Int 13, Wis 14, Cha 8

SQ Animal Companion (Crocodile), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape x2

Feats Endurance, Diehard, Improved Grapple

Skills Climb +3, Concentration +13*, Handle Animal +7, Knowledge (Nature) +7, Listen +4, Spellcraft +5, Spot +4, Survival +4, Swim +12*

Possessions Chitin Armor, Quarterstaff, Potion of Protection of Invisibility, Potion of Haste

Special Quality (Babau Slime Spell – Any creature making a Touch attack, Unarmed Attacks or attacks with Natural weapons takes 1d8 points of Acid Damage. Also, any creatures in a grapple with the creature take the damage at the beginning of their turn))

Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate Freedom of Movement effect as a swift action lasts for 1 round)

Special Quality (Heart of Earth – Gain +8 Bonus to checks against Bull Rush, Overrun, or Trip attacks. Gains 14 Temp Hit Points Can activate Stoneskin as a swift action)

Special Quality (Spider Climb from Spell)

Special Quality (Healthful Rest – All natural and fast healing effects are doubled)

Skills

Description A scarred man in his early 30's who looks like he has been in one too many fights for his life.

Sources Chitin Armor (Stormwrack), Heart of Water (Complete Mage), Heart of Earth (Complete Mage), Babau Slime Spell (Spell Compendium)

* Indicates magical enhancement.

POWER-UP SUITE

SHAPESHIFTED Black Bear

AC 16, touch 11, flat-footed 15

(+1 Dex +5 natural*)

Additional +2 AC vs. Good Aligned Creatures

hp 65 (14 are Temporary) (5 HD);

DR10/magic against ranged weapons for a total of 30 points preventable damage

DR10/adamantine from Heart of Earth for a total of 70 points of preventable damage (Will last for 7 rounds once activated)

Fort +12*, **Ref** +5, **Will** +9

Speed base movement 40 ft., Swim* 40 ft. (Heart of Water Spell);

Melee Claw +9 Melee (1d4+6) or Bite +6 Melee (1d6+3)

Melee Morphic Weapon Claw +9 (1d6 +6)or Bite +6 Melee (1d8+3)

Full Attack 2 Claws +9 Melee (1d4+6) and Bite +6 Melee (1d6+3)

Ranged None

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +13

Atk Options Improved Grapple

Abilities Str 23*, Dex 13, Con 19*, Int 13, Wis 14, Cha 8

SQ Animal Companion (Crocodile), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape

Feats Endurance, Diehard, Improved Grapple

Skills Climb +3, Concentration +13*, Handle Animal +7, Knowledge (Nature) +7, Listen +4, Spellcraft +5, Spot +4, Survival +4, Swim +16*

Special Quality (Babau Slime Spell – Any creature making a Touch attack, Unarmed Attacks or attacks with Natural weapons takes 1d8 points of Acid Damage. Also, any creatures in a grapple with the creature take the damage at the beginning of their turn)

Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate Freedom of Movement effect as a swift action lasts for 1 round)

Special Quality (Heart of Earth – Gain +8 Bonus to checks against Bull Rush, Overrun, or Trip attacks. Gains 14 Temp Hit Points Can activate Stoneskin as a swift action)

Special Quality (Spider Climb from Spell)

Special Quality (Healthful Rest – All natural and fast healing effects are doubled)

* Indicates magical enhancement.

REGULAR CROCODILE

CROCODILE

CR -

Medium Animal

Init +1; **Senses** Listen +4, Spot +4

Aura

Languages Common, Aquan

AC 15, touch 11, flat footed 14
(+1 Dex, +4 natural)

Miss Chance -

hp 25 (3d8+9) (3 HD);

Immune none

Resist none; **SR** None

Fort +6, **Ref** +4, **Will** +2

Weakness -

Speed base movement 20 ft., Swim 30 ft.

Melee Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)

Ranged None

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Atk Options Improved Grab

Abilities Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2

SQ Hold Breath, Low Light Vision, Link, Share Spells, Known Trick (Attack)

Feats Alertness, Skill Focus (Hide)

Skills Hide +7, Listen +4, Spot +4, Swim +12

Special Quality (Hold Breath - A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells - At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target

of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).)

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

ENCOUNTER 4

BULLYWUG RAGERS

CR 2

Male Bullywug Barbarian 2

CE Medium Humanoid (Aquatic)

Init +1; **Senses** Listen -3, Spot -3

Aura

Languages Common

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 armor)

Miss Chance none

hp 27 (2 HD);

Immune none

Resist none; **SR** none

Fort +9, **Ref** +1, **Will** -3

Weakness -

Speed 25 ft. in hide armor (5 squares), base movement 20 ft., swim 30 ft.;

Melee masterwork Greatclub +6 (1d10+4)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Power Attack

Combat Gear masterwork greatclub, Breastplate +1, potion Bull's Strength

Abilities Str 17, Dex 13, Con 22, Int 4, Wis 4, Cha 4

SQ Rage, Fast Movement, Marsh Movement

Feats Power Attack

Skills Swim +5,

Possessions combat gear plus 45gp

Power-Up Suite (Rage)

AC 15, touch 9, flat-footed 14

hp 35

Fort +11, **Will** -1

Melee masterwork Greatclub +8 (1d10+7)

Abilities Str 21 Con 26

Rage lasts 11 rounds.

Marsh Movement (Ex) Bullywugs suffer no movement penalties for moving in marshes or mud.

Skills Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

Description Bullywugs are frog-headed amphibious humanoids with green, gray, or mottled yellow skin. They have long, flicking tongues that can barely fit

around a form of stunted Common. They stand 4 to 7 feet tall, weigh 100 to 300 pounds.

Sources Bullywug (Source)

WASTRIAN CASTER

CR 3

Male Human Wizard 3

LE Medium Humanoid (Human)

Init +6; **Senses** Listen +0, Spot +0

Aura

Languages Common

AC 17, touch 13, flat-footed 15
(+2 Dex, +4 armor*, +1 deflection)

Miss Chance

hp 14 (3 HD);

Immune -

Resist -; **SR** -

Fort +3, **Ref** +3, **Will** +3

Weakness

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee Quarterstaff +0 (1d6-1) or

Ranged Spell Ranged Touch Attack +3 (spell damage)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +0

Atk Options Cloudy Conjunction

Special Actions -

Combat Gear Quarterstaff

Wizard Spells Prepared (CL 3rd):

2nd, DC 15—Baleful Transposition[†], 2x Glitterdust[‡]

1st, DC 14—Benevolent Transposition[‡], Nerveskitter, 2x Lesser Orb of Acid[‡]

0, DC 13—3x Acid Splash[‡], 2x Caltrops[‡]

[†]Conjunction spells are +1 DC

Spell-Like Abilities (CL 3rd):

3x/day: Abrupt Jaunt

‡ Already cast

Abilities Str 8, Dex 14, Con 14, Int 16, Wis 10, Cha 9

SQ Immediate Magic Alternate Class Feature (Abrupt Jaunt), Scribe Scroll. Banned schools: Illusion, Enchantment

Feats Spell Focus (Conjunction), Cloudy Conjunction, Improved Initiative

Skills Concentration +8, Knowledge Arcana +9, Knowledge Nature +9, Knowledge Religion +9, Sense Motive +3, Spellcraft +9

Possessions combat gear plus Ring +1, ~~Scroll of Mage Armor~~

Spellbook Not present

Description This is a small looking man of mixed Flan-Oeridian descent. He is wearing clothes stained and torn by the Rushmoors which hang from his weak-looking, small frame.

Sources Caltrops (Spell Compendium), Benevolent Transposition (Spell Compendium), Nerveskitter (Spell Compendium), Lesser Orb of Acid (Spell Compendium), Baleful Transposition (Spell Compendium), Immediate Magic (Players

Handbook Two), Cloudy Conjunction (Complete Mage)

* Indicates Magical Enhancement

AWAKENED FLESHRAKER DINOSAUR

CR 2

N Medium Magical Beast (Augmented)

Init +4; **Senses** Listen +1, Spot +1

Aura: None

Languages -

AC 20, touch 14, flat-footed 16

(+4 Dex, +6 natural)

hp 45 (6 HD);

Fort +6, **Ref** +8, **Will** +3

Speed 50 ft. (10 squares), base movement 50 ft.;

Melee Claw +6 (1d6+3 and poison) or

Melee Full Attack 2 Claws +6 (1d6+3 and poison) and bite +1 (1d6+1) and tail +1 (1d6+1 plus poison)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +6

Atk Options: Leaping Pounce, Poison, rake 1d6+2

Special Actions

Abilities Str 17, Dex 19, Con 15, Int 11, Wis 14, Cha 14

SQ Low-light vision, Scent

Feats Improved Natural Attack (Claw), Track

Skills Hide +12*, Jump +24,

Leaping Pounce (Ex): When a fleshraker charges, it leaps high into the air above its prey, attempting to knock it to the ground. This ability functions much like the pounce special attack. However, a fleshraker's incredible jumping ability makes its leaping pounce particularly deadly.

When a Fleshraker charges a foe, it can make a full attack, including one rake attack. If a fleshraker successfully hits and damages a target of its size or smaller that it pounces on during a charge, it can make a free trip attack without provoking attacks of opportunity. If the fleshraker wins the opposed trip check, it can make an immediate grapple check. If it succeeds, the opponent is considered grappled and pinned on the ground beneath the fleshraker. On each subsequent round, the fleshraker can deal automatic claw and rake damage with a successful grapple check against a pinned opponent.

If a fleshraker fails the opposed trip check, it cannot be tripped in return. If it successfully trips its opponent but fails the subsequent grapple check, the opponent is still prone in the fleshraker's square, but it is not grappled or pinned.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 1d6 Dex. The save DC is Constitution-based.

Rake (Ex): Attack bonus +2 melee, damage 1d6+2.

Skills: Fleshrakers have a +8 racial bonus on Hide checks and a +6 racial bonus on Jump checks. The Hide bonus increases to +10 if forested areas.

Description: This, wicked-looking spines bristle from this creature's back, sinuous tail, and muscled forelimbs,

glistening with some clear liquid. Although it stands upright, you can tell the mottled green killer can run on all fours should it desire. A long, reptilian snout opens wide with a short bark to display a set of deadly, sharp teeth, and each of its four limbs sprouts a pair of 6-inch-long hooked claws. It looks at you with preternatural awareness.

Sources Monster Manual III

ENCOUNTER 5

PIRATE BLADES

CR 4

Male Human Swashbuckler 2 / Scout 2

NE Medium Humanoid (Human)

Init +3; **Senses** Listen +0, Spot +0

Languages Common, Suel, Oeridy

AC 19, touch 12, flat-footed 17

(+2 Dex, +5 armor, +2 natural*)

Miss Chance none

hp 27 (4 HD)

Immune none

Resist none; **SR** none

Fort +4, **Ref** +6, **Will** +0

Weakness -

Speed 30 ft. in Pearlsteel chain shirt (6 squares), base movement 30 ft.;

Melee masterwork Rapier +6 (1d6+2) or

Ranged masterwork Mighty composite Longbow (Str+2) +6 (1d8+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options Combat Expertise, Dodge, Mobility, Skirmish +1d6, Uncanny Dodge

Combat Gear masterwork rapier, Pearlsteel chain shirt +1, masterwork mighty composite longbow (Str+1), 20 arrows, Potion Cure Light Wounds, Potion Vigor

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

SQ Trapfinding, Battle Fortitude, Uncanny Dodge, Grace +1

Feats Combat Expertise, Dodge, Weapon Finesse, Mobility

Skills Balance +10, Bluff +1, Climb +8, Escape Artist +8, Jump +10, Perform (dance) +2, Sense Motive +7, Swim +7, Tumble +10

Possessions combat gear plus Elixir of Swimming, ~~Potion of Barkskin~~+2, 129 gp

Description The Pirate Blades are lithe combatants, dressed in some sort of light armor that looks like steel, but has a gleaming blue-white mother of pearl sheen.

Sources Scout (Complete Adventurer), Swashbuckler (Complete Warrior), Pearlsteel (Stormwrack)

* Indicates a magical enhancement.

PIRATE CASTER

CR 4

Male Human Duskblade 4

NE Medium Humanoid (Human)

Init +3; **Senses** Listen +0, Spot +0

Languages Common, Suel

AC 21, touch 13, flat-footed 18

(+3 Dex, +6 armor, +2 natural*)

Miss Chance none

hp 27 (4 HD)

Immune none

Resist none; **SR** none

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

Weakness -

Speed 20 ft. in breastplate (6 squares), base movement 30 ft.;

Melee masterwork Rapier +8 (1d6) or

Melee Touch Spell +8 (spell damage+2) or

Ranged Longbow +7 (1d8)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Combat Casting, Arcane Channelling, Touch Spell Specialization

Combat Gear masterwork rapier, breastplate +1, longbow, 20 arrows,

Duskblade Spells Known (CL 4th):

1st (6/day) DC 13— Chill Touch, Ray of Enfeeblement, Shocking Grasp, True Strike, Kelgor's Ray of Enfeeblement

0 (6/day) DC 12— Acid Splash, Disrupt Undead, Ray of Frost, Touch of Fatigue

‡ Already cast

Spell-Like Abilities (CL 4th):

0 (5x/day)—Dancing Lights, Detect Magic, Flare, Ghost Sound, Read Magic

‡ Already cast

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

SQ Arcane Attunement, Armored Mage (medium), Arcane Channelling

Feats Combat Casting, Weapon Finesse, Weapon Focus (Touch Spells), Touch Spell Specialization

Skills Concentration +8 (or +12), Knowledge Arcana +9, Sense Motive +7, Spellcraft +9, Swim +1

Possessions combat gear plus Cloak of Resistance +1, ~~Potion of Barkskin~~+2, 254 gp

Description The Pirate Caster wears light armor and has a cocky look on his face as he prepares to engage in combat.

Sources Duskblade (Players Handbook Two), Touch Spell Specialization (Complete Arcane)

* Indicates a magical enhancement.

ENCOUNTER 6

THE WARLOCK

CR 2

Male human Warlock 2

CN Medium Humanoid (Human)

Init +2; **Senses** Listen +0, Spot +0

Aura

Languages Common

AC 17, touch 12, flat-footed 15

(+2 Dex, +5 armor) (There is also a +1 shield bonus when within 5' of the Soldier.)

Miss Chance none

hp 12 (2 HD);

Immune none

Resist none; **SR** none

Fort +2, **Ref** +2, **Will** +3

Weakness -

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee Longspear +0 (1d8-1) or

Ranged Touch Attack Eldritch Blast +3 (1d6)

Space 5 ft.; **Reach** 10 ft. (with Longspear)

Base Atk +1; **Grp** +0

Atk Options Eldritch Blast, Point Blank Shot, Precise Shot

Combat Gear Longspear, Chain shirt +1, Amulet of True Strike, Potion Cure Light Wounds

Invocations Known:

Entropic Warding

Sickening Blast (DC 13)

† Already cast

Spell-Like Abilities (CL 2nd):

Eldritch Blast: ranged touch attack +3 (1d6 damage)

Detect Magic

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

SQ -

Feats Point Blank Shot, Precise Shot

Skills Concentration +7, Spellcraft +7, Use Magic Device +6 (+8 when using scrolls)

Possessions combat gear plus 95 gp

Description He appears to be a thin short man, wearing light armor and holding a longspear.

Sources Amulet of True Strike (Operation Black Knight), Warlock (Complete Arcane)

THE SOLDIER

CR 4

Male Human Fighter 4

NE Medium humanoid (Human)

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

Aura -

Languages Common, Suloise

AC 21, touch 10, flat-footed 21

(+7 armor, +4 shield)

Miss Chance -

hp 39 (4 HD);

Immune none

Resist none; **SR** none

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

Weakness -

Speed 20 ft. in masterwork splint armor (4 squares), base movement 30 ft.;

Melee masterwork longsword +7 (1d8+2)

Ranged Light Crossbow +2 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +6

Atk Options Combat Expertise, Combat Reflexes, Power Attack, Cleave

Special Actions -

Combat Gear splint armor +1, heavy steel shield +1, masterwork longsword, locked gauntlet, potion shield of faith, potion cure light wounds, Potion Barkskin+2, Light crossbow, 10 bolts

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

SQ -

Feats Combat Reflexes Shieldmate, Power Attack, Combat Expertise, Shield Specialization (Heavy), Cleave

Skills Climb +2, Intimidate +6, Jump +2, Ride +3 Sense Motive +2,

Possessions combat gear plus 57 gp

Description The Soldier is a large man, approximately 6 foot tall and thickly muscled.

Sources Shieldmate (Miniatures Handbook), Shield Specialization (Players Handbook 2)

THE ARCHER

CR 2

Female Human Ranger 2

NE Medium humanoid (Human)

Init +2; **Senses** Listen +6, Spot +6

Aura -

Languages Common

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor,)

Miss Chance -

hp 12 (2 HD);

Immune none

Resist none; **SR** none

Fort +3, **Ref** +5, **Will** +1

Weakness -

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft.;

Melee Longsword +4 (1d8+2) or

Ranged Masterwork Mighty Composite Longbow (STR+2) +5 (1d8+2) or

Ranged Masterwork Mighty Composite Longbow (STR+2) +3 (1d8+2) and +3 (1d8+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Atk Options Point Blank Shot, Precise Shot, Favored Enemy (Human), Rapid Shot

Special Actions -

Combat Gear mithral chain shirt, masterwork mighty composite longbow (STR+2), 40 arrows, longsword, potion Cure Light Wounds, Potion lesser vigor

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

SQ Track, Wild Empathy, Combat Style (Archery)

Feats Point Blank Shot, Precise Shot, Rapid Shot

Skills Hide +7, Listen +6, Move Silently +7, Search +5, Spot +6, Survival +6, Swim +7

Possessions combat gear plus 183gp

Description The archer is a lithe human who despite her small stature looks like she can use the large bow she carries.

ENCOUNTER 7

SPELL DRUID

CR 3

Female Human Druid 3

CN Medium Humanoid

Init +1; Senses Listen +5, Spot +7

Aura -

Languages Common

AC 22, touch 13, flat-footed 19

(+3 Dex, +4 armor, +2 shield, +3 Natural)

Miss Chance -

hp 27 (3 HD)

Immune -

Resist none; SR none

Fort +8, Ref +5, Will +7

Weakness -

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

Melee Club (Shillelagh) +3 (2d6 +1)

Ranged none

Space 5 ft.; Reach 5 ft.

Base Atk +2; Grp +2

Atk Options -

Special Actions -

Combat Gear MW Chitin Armor, MW Heavy Wooden Shield, Club, Tanglefoot Bag x2, Potion Bracer, Potion Cure Mod

Druid Spells Prepared (CL 3rd):

2nd- Bears Endurance †, Cat's Grace †

1st- Shillelagh †, Gust of Wind, Cure Light Wounds

0-Detect Magic x2, Cure Minor Wounds x2

† Already cast

Abilities Str 10, Dex 17*, Con 18*, Int 10, Wis 15, Cha 8

SQ Animal Companion (Badger), Nature Sense, Wild Empathy, Woodland Stride

Feats Scribe Scroll, Spell Focus Transmutation, Heighten

Skills Handle Animal +5, Knowledge Arcana +3, Knowledge Nature +5, Listen +5, Spellcraft +5, Spot +7

Possessions MW Chitin Armor, MW Heavy Wooden Shield, Club, Tanglefoot Bag x2, Potion Bracers, Cloak of Resistance +1, Potion of Barkskin +3, Potion of Cure Moderate Wounds

Description A disheveled woman whose wild hair seems intentionally windblown.

Sources Chitin Armor (Stormwrack), Potion Bracers(Sharn: City of Towers)

ADVANCED BADGER

BADGER

CR -

Small Animal

Init +4; Senses Listen +3, Spot +3

Aura

Languages Common, Aquan

AC 18 touch 15, flat-footed 14

(+1 size, +4 Dex, +3 natural),

Miss Chance -

hp 23 hp (3d8+6) (3HD)

Immune none

Resist none; SR None

Fort +5, Ref +7, Will +2

Weakness -

Speed base movement 30 ft., Burrow 10 ft.

Melee Claw +7 melee (1d2-1)

Full Attack 2 claws +7 melee (1d2-1) and bite +1 melee (1d3-1)

Ranged None

Space 5 ft.; Reach 5 ft.

Base Atk +2; Grp -3

Atk Options Rage

Abilities Str 9, Dex 18, Con 15, Int 2, Wis 12, Cha 6

SQ Low Light Vision, Scent, Link, Share Spells, Known Trick (Attack), Known Trick (Defend), Evasion

Feats Agile, Track, Weapon Finess

Skills Balance +6, Escape Artist +10, Listen +5, Spot +5

Special Quality (Rage - A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells - At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).)

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

Special Quality (Defend Trick - The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.)

BRUTISH BARBARIAN

CR 3

Male half-orc Barbarian 1 / Fighter 2

CE Medium Humanoid (Orc) (Amphibious)

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

Aura -

Languages Common

AC 19, touch 13, flat-footed 19

(+6 armor, +3 deflection*)

Miss Chance 20%*

hp 29 (3 HD);

Immune -

Resist none; **SR** none

Fort +7, **Ref** +0, **Will** +1

Weakness -

Speed 30 ft. in chain mail armor (6 squares), base movement 30 ft., Swim 15 ft.;

Melee masterwork Greatsword +7 (2d6+4)

Ranged -

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +6

Atk Options Intimidating Strike, Power Attack

Special Actions -

Combat Gear Chainmail +1, masterwork greatsword

Abilities Str 17, Dex 11, Con 14, Int 8, Wis 8, Cha 8

SQ Fast movement, Illiteracy, Rage 1x/day

Feats Menacing Demeanor, Intimidating Strike, Iron Will, Power Attack

Skills Intimidate +9, Search +1, Swim +3, Knowledge (Local-Sheldomar) +1

Possessions combat gear plus ~~Potion Shield of Faith~~ +2, ~~Potion Blur~~, 280 gp

Power-Up Suite (Rage)

AC 17, touch 11, flat-footed 17

hp 35

Fort +9, **Will** +3

Melee masterwork Greatsword +9 (2d6+7)

Abilities Str 21 Con 18

Rage lasts 7 rounds.

Skills The amphibious template gives a +8 racial bonus to swim checks.

Description This appears to be a half-orc, although you notice that it has slightly webbed hands and feet and what could be gills on its neck.

Sources Amphibious template (Stormwrack), Menacing Demeanor (Races of Destiny), Intimidating Strike (Players Handbook 2)

* Indicates a magical enhancement.

APPENDIX 3 – APL 6

ENCOUNTER 3

BATTLE DRUID

CR 7

Male Human Druid 6 / Warshaper 1

CN Medium Humanoid

Init +0; Senses Listen +4, Spot +4

Aura -

Languages Common, Aquan

AC 19, touch 10, flat-footed 19

(+4 armor +5 natural*)

Additional +2 AC vs. Good Aligned Creatures

Miss Chance -

hp 82 (14 are Temporary) (7 HD);

DR10/adamantine from Heart of Earth for a total of 70 points of preventable damage (Will last for 7 rounds once activated)

Immune To stunning and Critical Hits

Resist none; SR None

Fort +15*, Ref +5, Will +10

Weakness -

Speed 20 ft. in Medium Armor (4 squares), base movement 30 ft., Swim* 20 ft. (Heart of Water Spell);

Melee Quarter Staff(Shillelagh) +9 (2D6+6)

Ranged None

Space 5 ft.; Reach 5 ft.

Base Atk +4; Grp +10

Atk Options Improved Grapple

Special Actions

Combat Gear Chitin Armor, Quarterstaff

Druid Spells Prepared (CL 6th):

3rd- ~~Heart of Water~~ †, Summon Nature's Ally III

2nd—Summon Nature's Ally II, Summon Nature's Ally

II, warp wood, ~~Spider Climb~~ †

1st—~~Shillelagh~~ †, Produce Flame / ~~Babau Slime~~ †, Charm Animal

0—Cure Minor Wounds, Guidance, Light, Virtue, Read Magic

† Already cast

Abilities Str 14*, Dex 10, Con 20*, Int 13, Wis 14, Cha 8

SQ Animal Companion (Crocodile), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape x2, Morphic Immunities (Warshaper), Morphic Weapons (Warshaper)

Feats Endurance, Diehard, Improved Grapple, Fast Wild Shape

Skills Climb +11*, Concentration +17*, Handle Animal +10*, Knowledge Nature +9*, Listen +6*, Spellcraft +7*, Spot +6*, Survival +6*, Swim +15*

Possessions Chitin Armor, Quarterstaff, Potion of Potion of Invisibility, Potion of Haste, Potion of Aid, Cloak or Resistance, ~~Scroll of Heart of Earth~~ ~~Potion of Barkskin~~ +5, ~~Potion of Bears Endurance~~, ~~Potion of Bulls Strength~~, ~~Potion of Protection from Good~~, ~~Potion of Good Hope~~, ~~Scroll of Enhance Wildshape~~

Special Quality (Babau Slime Spell – Any creature making a Touch attack, Unarmed Attacks or attacks with Natural weapons takes 1d8 points of Acid

Damage. Also, any creatures in a grapple with the creature take the damage at the beginning of their turn))

Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate Freedom of Movement effect as a swift action lasts for 1 round)

Special Quality (Heart of Earth – Gain +8 Bonus to checks against Bull Rush, Overrun, or Trip attacks. Gains 14 Temp Hit Points Can activate Stoneskin as a swift action)

Special Quality (Spider Climb from Spell)

Special Quality (Fast Wild Shape – Wild shape as a move action)

Special Quality (Enhance Wild Shape – When in wild shape form add a +2 Con bonus)

Special Quality (Healthful Rest – All natural and fast healing effects are doubled)

Skills

Description A scarred man in his early 30's who looks like he has been in one too many fights for his life.

Sources Chitin Armor (Stormwrack), Heart of Water (Complete Mage), Heart of Earth (Complete Mage), Babau Slime Spell (Spell Compendium), Warshaper Abilities (Complete Warrior), Fast Wild Shape (Complete Divine), Enhance Wildshape (Spell Compendium)

* Indicates magical enhancement.

POWER-UP SUITE

SHAPESHIFTED Black Bear

AC 16, touch 11, flat-footed 15

(+1 Dex +5 natural*)

Additional +2 AC vs. Good Aligned Creatures

hp 82 (14 are Temporary) (5 HD);

DR10/adamantine from Heart of Earth for a total of 70 points of preventable damage (Will last for 7 rounds once activated)

Immune Stunning effects and Critical Hits

Fort +17*, Ref +5, Will +10

Speed base movement 40 ft., Swim* 40 ft. (Heart of Water Spell);

Melee Claw +10 Melee (1d4+6) or Bite +7 Melee (1d6+3)

Melee Morphic Weapon Substitution Claw +10 (1d6 +6) or Bite +7 Melee (1d8+3)

Full Attack 2 Claws +10 Melee (1d4+6) and Bite +7 Melee (1d6+3)

Ranged None

Space 5 ft.; Reach 5 ft.

Base Atk +4; Grp +14

Atk Options Improved Grapple

Abilities Str 23*, Dex 13, Con 21*, Int 13, Wis 14, Cha 8

SQ Animal Companion (Crocodile Advanced), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape x2, Morphic Immunities (Warshaper), Morphic Weapons (Warshaper)

Feats Endurance, Diehard, Improved Grapple, Fast Wild Shape

Skills Climb +11*, Concentration +17*, Handle Animal +10*, Knowledge Nature +9*, Listen +6*, Spellcraft +7*, Spot +6*, Survival +6*, Swim +19*

Special Quality (Babau Slime Spell – Any creature making a Touch attack, Unarmed Attacks or attacks with Natural weapons takes 1d8 points of Acid Damage. Also, any creatures in a grapple with the creature take the damage at the beginning of their turn))

Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate Freedom of Movement effect as a swift action lasts for 1 round)

Special Quality (Heart of Earth – Gain +8 Bonus to checks against Bull Rush, Overrun, or Trip attacks. Gains 14 Temp Hit Points Can activate Stoneskin as a swift action)

Special Quality (Spider Climb from Spell)

Special Quality (Fast Wild Shape – Wild shape as a move action)

Special Quality (Enhance Wild Shape – When in wild shape form add a +2 Con bonus)

Special Quality (Healthful Rest – All natural and fast healing effects are doubled)

* Indicates magical enhancement.

ADVANCED CROCODILE

CROCODILE

CR -

Medium Animal

Init +1; **Senses** Listen +4, Spot +4

Aura

Languages Common, Aquan

AC 17, touch 11, flat footed 16
(+1 Dex, +6 natural)

Miss Chance -

hp 37 (5d8+9) (5 HD);

Immune none

Resist none; **SR** None

Fort +7, **Ref** +5, **Will** +2

Weakness -

Speed base movement 20 ft., Swim 30 ft.

Melee Bite +8 melee (1d8+7) or tail slap +8 melee (1d12+7)

Ranged None

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Improved Grab

Abilities Str 20, Dex 13, Con 17, Int 1, Wis 12, Cha 2

SQ Hold Breath, Low Light Vision, Link, Share Spells, Known Trick (Attack), Known Trick (Defend), Evasion

Feats Alertness, Skill Focus (Hide)

Skills Hide +8, Listen +5, Spot +5, Swim +13

Special Quality (Hold Breath - A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the

Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells) - At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

SUMMONER DRUID #1

CR 4

Male Human Druid 4

CN Medium Humanoid

Init +0; **Senses** Listen +7, Spot +7

Aura -

Languages Common, Aquan

AC 18, touch 10, flat-footed 18

(+4 armor +4 natural*)

Additional +2 AC vs. Good Aligned Creatures

Miss Chance

hp 36+(1d8+3 Temporary) (4 HD);

Immune -

Resist - ; **SR** none

Fort +7, **Ref** +2, **Will** +8

Weakness -

Speed 20 ft. in Medium Armor (4 squares), base movement 30 ft., Swim speed 20 ft.;

Melee Quarter Staff(Shillelagh) +4 (2D6+1)

Ranged none

Space 5 ft.; **Reach** 5 ft.

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

Atk Options -

Special Actions -

Combat Gear MW Chitin Armor, Quarterstaff

Druid Spells Prepared (CL 4th):

2nd- Summon Natures Ally II x2, Warp Wood

1st— Summon Nature's Ally I x2, Charm Animal,

Healthful Rest

0— Cure Minor, Flare x3

‡ Already cast

Abilities Str 10, Dex 10, Con 18*, Int 13, Wis 15, Cha 8

SQ Spontaneous Rejuvenation, Animal Companion (Crocodile), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure

Feats Combat Casting, Augment Summoning, Spell Focus (Conj)

Skills Concentration +9, Handle Animal +6, Hide +0, Knowledge Nature +2, Listen +7, Spellcraft +3, Spot +7, Survival +9, Swim +11*

Possessions MW Chitin Armor, Quarterstaff, ~~Scroll of Heart of Water, Potion of Protection from Good, Potion of Aid, Potion of Barkskin +4, Potion of Bears Endurance, Cloak of Resistance +1~~

Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate Freedom of Movement effect as a swift action lasts for 1 round)

Special Quality (Healthful Rest – All natural and fast healing effects are doubled)

Skills

Description A slim young man in his teen years is swimming about 5 feet below the surface of the water looking up at the boat and making motions in what looks like spellcasting.

Sources Chitin Armor (Stormwrack), Heart of Water (Complete Mage), Spontaneous Rejuvenation (PHB2)

* INDICATES MAGICAL ENHANCEMENT.

REGULAR CROCODILE

CROCODILE

CR -

Medium Animal

Init +1; **Senses** Listen +4, Spot +4

Aura

Languages Common, Aquan

AC 15, touch 11, flat footed 14
(+1 Dex, +4 natural)

Miss Chance -

hp 25 (3d8+9) (3 HD);

Immune none

Resist none; **SR** None

Fort +6, **Ref** +4, **Will** +2

Weakness -

Speed base movement 20 ft., Swim 30 ft.

Melee Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)

Ranged None

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Atk Options Improved Grab

Abilities Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2

SQ Hold Breath, Low Light Vision, Link, Share Spells, Known Trick (Attack)

Feats Alertness, Skill Focus (Hide)

Skills Hide +7, Listen +4, Spot +4, Swim +12

Special Quality (Hold Breath - A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells - At the druid's option, she may have any spell (but not any spell-like ability)

she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal.)

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

ENCOUNTER 4

BULLYWUG RAGERS

CR 4

Male Bullywug Barbarian 4

CE Medium Humanoid (Aquatic)

Init +1; **Senses** Listen -3, Spot -3

Aura

Languages Common

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 armor)

Miss Chance none

hp 54 (4 HD);

Immune none

Resist none; **SR** none

Fort +11, **Ref** +3, **Will** -1

Weakness -

Speed 25 ft. in hide armor (5 squares), base movement 20 ft., swim 30 ft.;

Melee masterwork Greatclub +8 (1d10+6) or

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Power Attack, Powerful Charge +1d8 damage

Combat Gear masterwork greatclub, Breastplate +1, potion Bull's Strength, Potion Cure Moderate Wounds, Cloak Resistance +1

Abilities Str 18, Dex 13, Con 22, Int 4, Wis 4, Cha 4

SQ Rage 2x/day, Fast Movement, Marsh Movement, Uncanny Dodge, Trap Sense

Feats Power Attack, Powerful Charge

Skills Swim +5,

Possessions combat gear plus 45gp

Power-Up Suite (Rage)

AC 15, touch 9, flat-footed 14

hp 62

Fort +13, **Will** +1

Melee masterwork Greatclub +10 (1d10+9)

Abilities Str 22 Con 26

Rage lasts 11 rounds.

Marsh Movement (Ex) Bullywugs suffer no movement penalties for moving in marshes or mud.

Skills Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

Description Bullywugs are frog-headed amphibious humanoids with green, gray, or mottled yellow skin. They have long, flicking tongues that can barely fit around a form of stunted Common. They stand 4 to 7 feet tall, weigh 100 to 300 pounds.

Sources Bullywug (Source), Powerful Charge (Miniatures Handbook)

WASTRIAN CASTER

CR 5

Male Human Wizard 3 / Master Specialist 2

LE Medium Humanoid (Human)

Init +6; **Senses** Listen +0, Spot +0

Aura

Languages Common

AC 22, touch 15, flat-footed 20

(+2 Dex, +6 armor*, +3 deflection*, +1 natural)

Miss Chance

hp 22 (5 HD);

Immune -

Resist -; **SR** -

Fort +4, **Ref** +4, **Will** +7

Weakness

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee Quarterstaff +1 (1d6-1) or

Ranged Spell Ranged Touch Attack +4 (spell damage)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Cloudy Conjunction

Special Actions -

Combat Gear Quarterstaff, Scroll Acid Breath, Scroll Lesser Orb of Acid, Armband of Elusive Action

Wizard Spells Prepared (CL 5th):

3rd, DC 16—Acid Breath[†], Haste, Icelance[†]

2nd, DC 15—Baleful Transposition[†], 2x Glitterdust[†], Melf's Acid Arrow[†]

1st, DC 14—Bening Transposition[†], Nerveskitter, 2x Lesser Orb of Acid[†], Grease

0, DC 13—3x Acid Splash[†], 2x Caltrops[†]

[†]Conjunction spells are +1 DC

Spell-Like Abilities (CL 3rd):

3x/day: Abrupt Jaunt

‡ Already cast

Abilities Str 8, Dex 14, Con 14, Int 17, Wis 10, Cha 9

SQ Immediate Magic Alternate Class Feature (Abrupt Jaunt), Scribe Scroll. Banned schools: Illusion, Enchantment, Expanded Spellbook

Feats Spell Focus (Conjunction), Cloudy Conjunction, Improved Initiative

Skills Concentration +10, Knowledge Arcana +11, Knowledge Nature +11, Knowledge Religion +11, Sense Motive +4, Spellcraft +13

Possessions combat gear plus Ring +1, Cloak of Resistance +1, Amulet Natural Armor+1,—~~Scroll Greater Mage Armor, Potion Shield of Faith +3~~

Spellbook Not present

Description This is a small looking man of mixed Flan-Oeridian descent. He is wearing clothes stained and torn by the Rushmoors which hang from his weak-looking, small frame.

Sources Caltrops (Spell Compendium), Bening Transposition (Spell Compendium), Nerveskitter (Spell Compendium), Lesser Orb of Acid (Spell Compendium), Baleful Transposition (Spell Compendium), Immediate Magic (Players Handbook Two), Cloudy Conjunction (Complete Mage), Acid Breath (Spell Compendium), Armband of Elusive Action (Magic Item Compendium)

* Indicates Magical Enhancement

AWAKENED FLESHRAKER BARBARIAN CR 4

N Medium Magical Beast (Augmented) Barbarian 2

Init +4; **Senses** Listen +5, Spot +5

Aura: Common

Languages -

AC 20, touch 14, flat-footed 16

(+4 Dex, +6 natural)

hp 66 (8 HD);

Fort +9, **Ref** +8, **Will** +3

Speed 60 ft. (10 squares), base movement 50 ft.;

Melee Claw +8 (1d6+3 and poison) or

Melee Full Attack 2 Claws +8 (1d6+3 and poison) and bite +6 (1d6+1) and tail +6 (1d6+1 plus poison)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options: Leaping Pounce, Poison, rake 1d6+2, Rage

Special Actions

Abilities Str 17, Dex 19, Con 15, Int 11, Wis 14, Cha 14

SQ Low-light vision, Scent, Fast Movement, Rage 1x/day, Uncanny Dodge

Feats Improved Natural Attack (Claw), Track, Multiattack

Skills Hide +12*, Jump +24, Listen +5, Spot +5

Power-Up Suite (Rage)

AC 18, touch 12, flat-footed 14

hp 82

Grp: +10

Fort +11, **Will** +5

Melee Claw +10 (1d6+5 and poison) or

Melee Full Attack 2 Claws +10 (1d6+5 and poison) and bite +8 (1d6+3) and tail +8 (1d6+3 plus poison)

Abilities Str 21 Con 19

Special: Rake attack 1d6+3, Poison save DC increases by +2

Rage lasts 8 rounds.

Leaping Pounce (Ex): When a fleshraker charges, it leaps high into the air above its prey, attempting to

knock it to the ground. This ability functions much like the pounce special attack. However, a fleshraker's incredible jumping ability makes its leaping pounce particularly deadly.

When a Fleshraker charges a foe, it can make a full attack, including one rake attack. If a fleshraker successfully hits and damages a target of its size or smaller that it pounces on during a charge, it can make a free trip attack without provoking attacks of opportunity. If the fleshraker wins the opposed trip check, it can make an immediate grapple check. If it succeeds, the opponent is considered grappled and pinned on the ground beneath the fleshraker. On each subsequent round, the fleshraker can deal automatic claw and rake damage with a successful grapple check against a pinned opponent.

If a fleshraker fails the opposed trip check, it cannot be tripped in return. If it successfully trips its opponent but fails the subsequent grapple check, the opponent is still prone in the fleshraker's square, but it is not grappled or pinned.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 1d6 Dex. The save DC is Constitution-based.

Rake (Ex): Attack bonus +4 melee, damage 1d6+2.

Skills: Fleshrakers have a +8 racial bonus on Hide checks and a +6 racial bonus on Jump checks. The Hide bonus increases to +10 if forested areas.

Description: This, wicked-looking spines bristle from this creature's back, sinuous tail, and muscled forelimbs, glistening with some clear liquid. Although it stands upright, you can tell the mottled green killer can run on all fours should it desire. A long, reptilian snout opens wide with a short bark to display a set of deadly, sharp teeth, and each of its four limbs sprouts a pair of 6-inch-long hooked claws. It looks at you with preternatural awareness.

Sources Monster Manual III

ENCOUNTER 5

PIRATE BLADES CR 6

Male Human Swashbuckler 3 / Scout 3
NE Medium Humanoid (Human)

Init +3; **Senses** Listen +0, Spot +1

Languages Common, Suel, Oeridy

AC 19, touch 12, flat-footed 17 (+1 to AC after Skirmishing)

(+2 Dex, +5 armor, +2 natural*)

Miss Chance none

hp 41 (6 HD)

Immune none

Resist none; **SR** none

Fort +5, **Ref** +7, **Will** +2

Weakness -

Speed 30 ft. in Pearlsteel chain shirt (6 squares), base movement 30 ft.;

Melee (Scimitar+1) +9 (1d6+5) or

Ranged masterwork Mighty composite Longbow (Str+2) +8 (1d8+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +7

Atk Options Combat Expertise, Dodge, Mobility, Skirmish +1d6

Combat Gear Scimitar +1, Pearlsteel chain shirt +1, masterwork mighty composite longbow (Str+1), 20 arrows, Potion Cat's Grace, Potion Cure Light Wounds, Potion Vigor, Rapier

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

SQ Trapfinding, Battle Fortitude, Uncanny Dodge, Grace +1, Trackless Step, Insightful Strike

Feats Combat Expertise, Dodge, Weapon Finesse, Mobility, Weapon Focus (Scimitar)

Skills Balance +12, Bluff +5, Climb +10, Escape Artist +10, Jump +12, Perform (dance) +2, Sense Motive +8, Swim +9, Tumble +12

Possessions combat gear plus Elixir of Swimming, ~~Potion of Barkskin~~+2, 114 gp

Description The Pirate Blades are lithe combatants, dressed in some sort of light armor that looks like steel, but has a gleaming blue-white mother of pearl sheen.

Sources Scout (Complete Adventurer), Swashbuckler (Complete Warrior), Vigor (Spell Compendium), Pearlsteel (Stormwrack)

* Indicates a magical enhancement.

PIRATE CASTER

CR 6

Male Human Duskblade 6

NE Medium Humanoid (Human)

Init +3; **Senses** Listen +0, Spot +0

Languages Common, Suel

AC 21, touch 13, flat-footed 18

(+3 Dex, +6 armor, +2 natural*)

Miss Chance none

hp 41 (6 HD), vs arrows: **DR** 10/Magic

Immune none

Resist none; **SR** none

Fort +7, **Ref** +6, **Will** +6

Weakness -

Speed 20 ft. in breastplate (6 squares), base movement 30 ft.;

Melee +1 Rapier +11 (1d6+1) or

Melee Full Attack +1 Rapier +11 and +6 (1d6+1) or

Melee Touch Spell +10 (spell damage+2) or

Ranged Longbow +9 (1d8)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Combat Casting, Arcane Channelling, Touch Spell Specialization, Weapon Focus (Rapier), Quick Cast 1x/day

Combat Gear +1 rapier, breastplate +1, longbow, 20 arrows,

Duskblade Spells Known (CL 6th):

2nd (4/day) DC 14— Scorching Ray, Ghoul Touch

1st (7/day) DC 13— Chill Touch, Ray of Enfeeblement, Shocking Grasp, True Strike, Kelgor's Ray of Enfeeblement

0 (6/day) DC 12— Acid Splash, Disrupt Undead, Ray of Frost, Touch of Fatigue
 ‡ Already cast
Spell-Like Abilities (CL 6th):
 0 (5x/day)—Dancing Lights, Detect Magic, Flare, Ghost Sound, Read Magic
 ‡ Already cast

Abilities Str 10, Dex 16, Con 13, Int 14, Wis 10, Cha 8
SQ Arcane Attunement, Armored Mage (medium), Arcane Channelling, Quick Cast 1x/day, Spell Power+2
Feats Combat Casting, Weapon Finesse, Weapon Focus (Touch Spells), Touch Spell Specialization, Weapon Focus (Rapier)
Skills Concentration +10 (or +14), Knowledge Arcana +11, Sense Motive +9, Spellcraft +11, Swim +3
Possessions combat gear plus Cloak of Resistance +1, ~~Potion of Barkskin+2, Potion Protection from Arrows 10/Magic, 254 gp~~

Description The Pirate Caster wears light armor and has a cocky look on his face as he prepares to engage in combat.
Sources Duskblade (Players Handbook Two), Touch Spell Specialization (Complete Arcane), Kelgore's Fire Bolt (Player's Handbook Two)
 * Indicates a magical enhancement.

ENCOUNTER 6

THE WARLOCK **CR 4**
 Male human Warlock 4
 CN Medium Humanoid (Human)
Init +3; **Senses** Listen +0, Spot +0
Aura
Languages Common

AC 18, touch 13, flat-footed 15
 (+3 Dex, +5 armor) (Add a +1 shield bonus when within 5' of the Soldier.)
Miss Chance none
hp 24 (4 HD); DR1/Cold Iron
Immune none
Resist none; **SR** none
Fort +4, **Ref** +5, **Will** +5
Weakness -

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;
Melee Longspear +2 (1d8-1) or
Ranged Touch Attack Eldritch Blast +7 (2d6)
Space 5 ft.; **Reach** 10 ft. (with Longspear)
Base Atk +3; **Grp** +2
Atk Options Point Blank Shot, Precise Shot
Combat Gear Longspear, Chain shirt +1, Amulet of True Strike, Potion Cure Light Wounds, Potion Cure Moderate Wounds, Potion Protection from Good
Invocations Known:
 Entropic Warding
 Sickening Blast (DC 13)

Eldritch Spear
 ‡ Already cast
Spell-Like Abilities (CL 4th):
 Eldritch Blast: ranged touch attack +7 (2d6 damage)
 Detect Magic

Abilities Str 8, Dex 16, Con 14, Int 10, Wis 10, Cha 13
SQ Deceive Item
Feats Point Blank Shot, Precise Shot, Weapon Focus (Ray)
Skills Concentration +9, Spellcraft +9, Use Magic Device +8 (+10 when using scrolls)
Possessions combat gear plus Cloak Resistance +1, 45 gp

Description He appears to be a thin short man, wearing light armor and holding a longspear.
Sources Amulet of True Strike (Operation Black Knight), Warlock (Complete Arcane)

THE SOLDIER **CR 6**

Male Human Fighter 5 / Tactical Soldier 1
 NE Medium humanoid (Human)
Init +0; **Senses** Listen +0, Spot +0
Aura -
Languages Common, Suloise

AC 21, touch 10, flat-footed 21
 (+7 armor, +4 shield)
Miss Chance -
hp 59 (6 HD);
Immune none
Resist none; **SR** none
Fort +9, **Ref** +1, **Will** +1
Weakness -

Speed 20 ft. in splint armor +1 (4 squares), base movement 30 ft.;
Melee (longsword+1) +9 (1d8+3) or
Melee (longsword+1) +9 (1d8+3) and +4 (1d8+3)
Ranged Light Crossbow +4 (1d8)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +8
Atk Options Combat Expertise, Combat Reflexes, Power Attack, Cleave, Improved Combat Expertise
Special Actions -
Combat Gear splint armor +1, heavy steel shield +1, longsword +1, locked gauntlet, potion shield of faith, potion cure light wounds, Potion Barkskin+2, Potion Protection from Arrows 10/magic, light crossbow, 10 bolts

Abilities Str 14, Dex 10, Con 16, Int 13, Wis 10, Cha 8
SQ Flanker
Feats Combat Reflexes Shieldmate, Power Attack, Combat Expertise, Shield Specialization (Heavy), Cleave
Skills Climb +2, Intimidate +7, Jump +3, Ride +3 Sense Motive +8,
Possessions combat gear plus 57 gp

Description The Soldier is a large man, approximately 6 foot tall and thickly muscled.
Sources Shieldmate (Miniatures Handbook), Shield Specialization (Players Handbook 2), Improved

Combat Expertise (Complete Warrior), Tactical Soldier (Miniatures Handbook)

THE ARCHER

CR 4

Female Human Ranger 4

NE Medium humanoid (Human)

Init +3; Senses Listen +8, Spot +8

Aura -

Languages Common

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor,)

Miss Chance -

hp 24 (4 HD);

Immune none

Resist none; SR none

Fort +4, Ref +7, Will +2

Weakness -

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft.;

Melee Longsword +6 (1d8+2) or

Ranged Masterwork Mighty Composite Longbow (STR+2) +8 (1d8+2) or

Ranged Masterwork Mighty Composite Longbow (STR+2) +6 (1d8+2) and +6 (1d8+2)

Space 5 ft.; Reach 5 ft.

Base Atk +4; Grp +6

Atk Options Point Blank Shot, Precise Shot, Favored Enemy (Human), Rapid Shot, Plunging Shot (+1d6 damage when 30 ft or more above opponent), Distracting Attack

Special Actions -

Ranger Spells Prepared (CL 1st):

1st— Guided Shot

Combat Gear mithral chain shirt, masterwork mighty composite longbow (STR+2), 40 arrows, longsword, potion remove Blindness/Deafness, Potion Lesser Vigor, Potion Fly

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

SQ Track, Wild Empathy, Combat Style (Archery), Alternate Class Feature: Distracting Attack,

Feats Point Blank Shot, Precise Shot, Rapid Shot, Plunging Shot

Skills Hide +7, Listen +6, Move Silently +7, Search +5, Spot +6, Survival +6, Swim +7

Possessions combat gear plus 33 gp

Description The archer is a lithe human who despite her small stature looks like she can use the large bow she carries.

Sources Plunging Shot (Races of the Wild), Distracting Attack (Player's Handbook 2), Lesser Vigor (Spell Compendium), Guided Shot (Spell Compendium)

ENCOUNTER 7

SPELL DRUID

CR 4

Female Human Druid 4

CN Medium Humanoid

Init +1; Senses Listen +8, Spot +8

Aura -

Languages Common

AC 22, touch 13, flat-footed 19

(+3 Dex, +5 armor, +2 shield, +2 Natural)

Miss Chance -

hp 36 (4 HD)

Immune -

Resist none; SR none

Fort +9, Ref +5, Will +8

Weakness -

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

Melee Club(Shillelagh) +4 (2d6 +1)

Ranged none

Space 5 ft.; Reach 5 ft.

Base Atk +3; Grp +3

Atk Options -

Special Actions -

Combat Gear Chitin Armor +1, MW Heavy Wooden Shield, Club, Potion Bracer, Potion Cure Serious Wounds

Druid Spells Prepared (CL 4th): Spell DC 13+spell level

2nd- 2x Creeping Cold, Kelpstrand

1st—Gust of Wind, Cure Light Wounds, 2x Winter Chill

0—Detect Magic x2, Cure Minor Wounds x3

† Already cast

NOTE: This druid is already under the effect of Bear's Endurance, Cat's Grace, Barkskin and Shillelagh, cast by another druid at caster level 4.

Abilities Str 10, Dex 17*, Con 18*, Int 10, Wis 16, Cha 8

SQ Animal Companion (Crocodile), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure

Feats Scribe Scroll, Spell Focus Transmutation, Heighten

Skills Handle Animal +6, Knowledge Arcana +3, Knowledge Nature +5, Listen +8, Spellcraft +5, Spot +8, Swim -4

Possessions Chitin Armor +1, MW Heavy Wooden Shield, Club, Potion Bracer, Potion Cure Serious Wounds, Cloak of Resistance +1

Description A disheveled woman whose wild hair seems intentionally windblown.

Sources Chitin Armor (Stormwrack), Potion Bracers (Sharn: City of Towers)

REGULAR CROCODILE

CROCODILE

CR -

Medium Animal

Init +1; Senses Listen +4, Spot +4

Aura

Languages Common, Aquan

AC 15, touch 11, flat footed 14

(+1 Dex, +4 natural)

Miss Chance -

hp 25 (3d8+9) (3 HD);
Immune none
Resist none; **SR** None
Fort +6, **Ref** +4, **Will** +2
Weakness -

Speed base movement 20 ft., Swim 30 ft.
Melee Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Ranged None
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +6
Atk Options Improved Grab
Abilities Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2
SQ Hold Breath, Low Light Vision, Link, Share Spells, Known Trick (Attack)
Feats Alertness, Skill Focus (Hide)
Skills Hide +7, Listen +4, Spot +4, Swim +12

Special Quality (Hold Breath - A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells - At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).)

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

BRUTISH BARBARIAN

CR 3

Male half-orc Barbarian 1 / Fighter 2
CE Medium Humanoid (Orc) (Amphibious)
Init +0; **Senses** Listen -1, Spot -1
Aura -
Languages Common

AC 19, touch 13, flat-footed 19
(+6 armor, +3 deflection*)

Miss Chance 20%*
hp 29 (3 HD);
Immune -
Resist none; **SR** none
Fort +7, **Ref** +0, **Will** +1
Weakness -

Speed 30 ft. in chain mail armor (6 squares), base movement 30 ft., Swim 15 ft.;
Melee masterwork Greatsword +7 (2d6+4)
Ranged -
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +6
Atk Options Intimidating Strike, Power Attack
Special Actions -
Combat Gear Chainmail +1, masterwork greatsword

Abilities Str 17, Dex 11, Con 14, Int 8, Wis 8, Cha 8
SQ Fast movement, Illiteracy, Rage 1x/day
Feats Menacing Demeanor, Intimidating Strike, Iron Will, Power Attack
Skills Intimidate +9, Search +1, Swim +3, Knowledge (Local-Sheldomar) +1
Possessions combat gear plus ~~Potion Shield of Faith +2, -Potion Blur~~ 280 gp

Power-Up Suite (Rage)
AC 17, touch 11, flat-footed 17
hp 35
Fort +9, **Will** +3
Melee masterwork Greatsword +9 (2d6+7)
Abilities Str 21 Con 18
Rage lasts 7 rounds.

Skills The amphibious template gives a +8 racial bonus to swim checks.

Description This appears to be a half-orc, although you notice that it has slightly webbed hands and feet and what could be gills on its neck.

Sources Amphibious template (Stormwrack), Menacing Demeanor (Races of Destiny), Intimidating Strike (Players Handbook 2)

* Indicates a magical enhancement.

ADVANCED UCHUULON (SLIME CHUUL) CR 9

Large Aberration (Aquatic) Fighter 3
Init +5; **Senses** Listen +10, Spot +10
Aura: none
Languages Common, Aquan

AC 20, touch 12, flat-footed 19
(-1 size, +1 Dex, +8 natural, +2 deflection)
Miss Chance 50% chance to negate critical hit
hp 110 (14 HD);
Immune Poison
Resist -; **SR** 16
Fort +8, **Ref** +5, **Will** +9

Speed 20 ft. (6 squares), base movement 20 ft., swim 20 ft.;
Melee Claw +14 (2d6+4) or
Full Attack Melee 2 Claws +14 (2d6+2) or

Space 10 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** +23

Atk Options Constrict 3d6+4, improved grab, paralytic tentacles

Abilities Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 3

SQ Amphibious, darkvision 60', spell resistance 16, protective slime

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Improved Grapple

Skills Hide +11, Listen +10, Spot +10, Swim +12

Constrict (Ex): An uchuulon deals 3d6+4 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an uchuulon must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed character to its tentacles.

Paralytic Tentacles (Ex): An uchuulon can transfer grabbed targets from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, the exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 17 Fortitude save each round on the uchuulon's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a target automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although uchuulons are aquatic, they can survive indefinitely on land.

Protective Slims (Ex): The uchuulon exudes a transparent mucous that provides a +2 deflection bonus to the creature's Armor Class. The slime suspends and protects the uchuulon's vital organs as well and has a 50% chance of negating any critical hit made against the creature.

Description: A vile creature resembling a large insect or monstrous crustacean rises out of the murk, its pincerlike claws snapping madly. A thick coat of slime glistens over its translucent carapace and drips from the dozen or more tentacles dangling from its mouth. As it skitters towards you, it leaves a trail of slime in its wake..

Sources Uchuulon (Stormwrack)

APPENDIX 4 – APL 8

ENCOUNTER 3

BATTLE DRUID **CR 9**
 Male Human Druid 6 / Warshaper 3
 CN Medium Humanoid
Init +0; **Senses** Listen +4, Spot +4
Aura -
Languages Common, Aquan

AC 19, touch 10, flat-footed 19
 (+4 armor +5 natural*)
 Additional +2 AC vs. Good Aligned Creatures

Miss Chance -
hp 102 (14 are Temporary) (9 HD);
DR10/adamantine from Heart of Earth for a total of 70 points of preventable damage (Will last for 7 rounds once activated)

Immune To stunning and Critical Hits
Resist none; **SR** None
Fort +17*, **Ref** +7, **Will** +12

Weakness -

Speed 20 ft. in Medium Armor (4 squares), base movement 30 ft., Swim* 20 ft. (Heart of Water Spell);
Melee Quarter Staff(Shillelagh) +11 (2D6+6)
Ranged None
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +12
Atk Options Improved Grapple
Special Actions
Combat Gear Chitin Armor, Quarterstaff, Cloak of Resistance +2
Druid Spells Prepared (CL 6th):
 3rd- ~~Heart of Water~~ ‡, Summon Nature's Ally III
 2nd- Summon Nature's Ally II, Summon Nature's Ally II, warp wood, ~~Spider Climb~~ ‡
 1st- ~~Shillelagh~~ ‡, Produce Flame / ~~Babau Slime~~ ‡, Charm Animal
 0- Cure Minor Wounds, Guidance, Light, Virtue, Read Magic
 ‡ Already cast

Abilities Str 14*, Dex 10, Con 21*, Int 13, Wis 14, Cha 8
SQ Animal Companion (Crocodile Advanced), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape x2, Morphic Immunities (Warshaper), Morphic Weapons (Warshaper), Morphic Body (Warshaper), Morphic Reach(Warshaper)
Feats Endurance, Diehard, Improved Grapple, Fast Wild Shape, Primeval Wild Shape
Skills Climb +13*, Concentration +19*, Handle Animal +10*, Knowledge Nature +9*, Listen +6*, Spellcraft +7*, Spot +6*, Survival +6*, Swim +18*
Possessions Chitin Armor, Quarterstaff, Cloak of Resistance +2, ~~Potion of Invisibility, Potion of Haste, Potion of Aid, Scroll of Heart of Earth, Potion of Barkskin +5, Potion of Bears Endurance, Potion of~~

~~Bulls Strength, Potion of Protection from Good, Potion of Good Hope, Scroll of Enhance Wildshape~~

Special Quality (Babau Slime Spell – Any creature making a Touch attack, Unarmed Attacks or attacks with Natural weapons takes 1d8 points of Acid Damage. Also, any creatures in a grapple with the creature take the damage at the beginning of their turn))
Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate Freedom of Movement effect as a swift action lasts for 1 round)
Special Quality (Heart of Earth – Gain +8 Bonus to checks against Bull Rush, Overrun, or Trip attacks. Gains 14 Temp Hit Points Can activate Stoneskin as a swift action)
Special Quality (Spider Climb from Spell)
Special Quality (Fast Wild Shape – Wild shape as a move action)
Special Quality (Enhance Wild Shape – When in wild shape form add a +2 Con bonus)
Special Quality (Healthful Rest – All natural and fast healing effects are doubled)
Special Quality (Primal Wild Shape - +2 Str +2 Natural Armor and Resist Cold 10 Wild shape lasts rounds per level instead of hours)

Skills

Description A scarred man in his early 30's who looks like he has been in one too many fights for his life.
Sources Chitin Armor (Stormwrack), Heart of Water (Complete Mage), Heart of Earth (Complete Mage), Babau Slime Spell (Spell Compendium), Warshaper Abilities (Complete Warrior), Fast Wild Shape (Complete Divine), Enhance Wildshape (Spell Compendium), Primal Wild Shape(Frostburn)
 * Indicates magical enhancement.

POWER-UP SUITE

SHAPESHIFTED Black Bear
AC 18, touch 11, flat-footed 17
 (+1 Dex +7 natural*)
 Additional +2 AC vs. Good Aligned Creatures
hp 102 (14 are Temporary) (9 HD);
DR10/adamantine from Heart of Earth for a total of 70 points of preventable damage (Will last for 7 rounds once activated)
Immune To stunning and Critical Hits
Fort +19*, **Ref** +8, **Will** +12

Speed base movement 40 ft., Swim* 40 ft. (Heart of Water Spell);
Melee Claw +15 Melee (1d4+9) or Bite +10 Melee (1d6+4)
Melee Morphic Weapon Substitution Claw +15 (1d6 +9)or Bite +10 Melee (1d8+4)
Full Attack 2 Claws +15 Melee (1d4+9) and Bite +10 Melee (1d6+4)

Ranged None

Space 5 ft.;

Reach 10 ft.

Base Atk +6; **Grp** +19

Atk Options Improved Grapple

Abilities Str 29*, Dex 13, Con 25*, Int 13, Wis 14, Cha 8

SQ Animal Companion (Crocodile Advanced), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape x2, Morphic Immunities (Warshaper), Morphic Weapons (Warshaper), Morphic Body (Warshaper), Morphic Reach(Warshaper)

Feats Endurance, Diehard, Improved Grapple, Fast Wild Shape, Primal Wild Shape

Skills Climb +13*, Concentration +19*, Handle Animal +10*, Knowledge Nature +9*, Listen +6*, Spellcraft +7*, Spot +6*, Survival +6*, Swim +22*

Special Quality (Babau Slime Spell – Any creature making a Touch attack, Unarmed Attacks or attacks with Natural weapons takes 1d8 points of Acid Damage. Also, any creatures in a grapple with the creature take the damage at the beginning of their turn))

Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate Freedom of Movement effect as a swift action lasts for 1 round)

Special Quality (Heart of Earth – Gain +8 Bonus to checks against Bull Rush, Overrun, or Trip attacks. Gains 14 Temp Hit Points Can activate Stoneskin as a swift action)

Special Quality (Spider Climb from Spell)

Special Quality (Fast Wild Shape – Wild shape as a move action)

Special Quality (Enhance Wild Shape – When in wild shape form add a +2 Con bonus)

Special Quality (Healthful Rest – All natural and fast healing effects are doubled)

Special Quality (Primal Wild Shape - +2 Str +2 Natural Armor and Resist Cold 10 Wild shape lasts rounds per level instead of hours)

Skills

Description A scarred man in his early 30's who looks like he has been in one too many fights for his life.

Sources Chitin Armor (Stormwrack), Heart of Water (Complete Mage), Heart of Earth (Complete Mage), Babau Slime Spell (Spell Compendium), Warshaper Abilities (Complete Warrior), Fast Wild Shape (Complete Divine), Enhance Wildshape (Spell Compendium), Primal Wild Shape(Frostburn)

* Indicates magical enhancement.

ADVANCED CROCODILE

CROCODILE

CR -

Medium Animal

Init +1; **Senses** Listen +4, Spot +4

Aura

Languages Common, Aquan

AC 17, touch 11, flat footed 16
(+1 Dex, +6 natural)

Miss Chance -

hp 37 (5d8+9) (5 HD);

Immune none

Resist none; **SR** None

Fort +7, **Ref** +5, **Will** +2

Weakness -

Speed base movement 20 ft., Swim 30 ft.

Melee Bite +8 melee (1d8+7) or tail slap +8 melee (1d12+7)

Ranged None

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Improved Grab

Abilities Str 20, Dex 13, Con 17, Int 1, Wis 12, Cha 2

SQ Hold Breath, Low Light Vision, Link, Share Spells, Known Trick (Attack), Known Trick (Defend), Evasion

Feats Alertness, Skill Focus (Hide)

Skills Hide +8, Listen +5, Spot +5, Swim +13

Special Quality (Hold Breath - A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells - At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

Special Quality (Defend Trick - The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.)

SUMMONER DRUID #1

CR 5

Male Human Druid 5
CN Medium Humanoid
Init +0; **Senses** Listen +7, Spot +7

Aura -

Languages Common, Aquan

AC 19, touch 10, flat-footed 19
(+4 armor +5 natural*)
Additional +2 AC vs. Good Aligned Creatures

Miss Chance

hp 59+(14 are temporary) (5 HD);

DR10/adamantine from Heart of Earth for a total of 70
points of preventable damage (Will last for 7 rounds
once activated)

Immune -

Resist -; **SR** none

Fort +11, **Ref** +4, **Will** +10

Weakness -

Speed 20 ft. in Medium Armor (4 squares), base
movement 30 ft., Swim speed 20 ft.;

Melee Quarter Staff(Shillelagh) +4 (2D6+1)

Ranged none

Space 5 ft.; **Reach** 5 ft.

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

Atk Options -

Special Actions -

Combat Gear MW Chitin Armor, Quarterstaff, Cloak of
Resistance +1

Druid Spells Prepared (CL 5th):

3rd- Dominate Animal, ~~Heart of Water~~ ‡

2nd- Creeping Cold x2, Kelp Strand

1st— Winter Chill x2, Charm Animal, ~~Healthful~~
~~Rest~~ ‡

0— Cure Minor x2, Flare x3

‡ Already cast

Abilities Str 10, Dex 10, Con 18*, Int 13, Wis 16, Cha 8

SQ Spontaneous Rejuvenation, Animal Companion
(Crocodile), Nature Sense, Wild Empathy, Woodland
Stride, Trackless Step, Resist Nature's Lure, Wild
Shape

Feats Combat Casting, Heighten Spell, Sudden
Maximize

Skills Concentration +12, Handle Animal +7, Hide +0,
Knowledge Nature +2, Listen +7, Spellcraft +5, Spot
+7, Survival +10, Swim +12*

Possessions MW Chitin Armor, Quarterstaff, ~~Scroll of~~
~~Heart of Earth~~, ~~Potion of Protection from Good~~,
~~Potion of Aid~~, ~~Potion of Barkskin~~ +5, ~~Potion of Bears~~
~~Endurance~~, Cloak of Resistance +1, Potion of
Invisibility

Special Quality (Heart of Water Spell – Gain Swim
Speed, can breath underwater and can activate
Freedom of Movement effect as a swift action lasts
for 1 round)

Special Quality (Healthful Rest – All natural and fast
healing effects are doubled)

Special Quality (Heart of Earth – Gain +8 Bonus to
checks against Bull Rush, Overrun, or Trip attacks.
Gains 14 Temp Hit Points Can activate Stoneskin as
a swift action)

Skills

Description A slim young man in his teen years is
swimming about 5 feet below the surface of the water
looking up at the boat and making motions in what looks
like spellcasting.

Sources Chitin Armor (Stormwrack), Heart of Water
(Complete Mage), Spontaneous Rejuvenation (PHB2),
Heart of Earth (Complete Mage)

* Indicates magical enhancement.

REGULAR CROCODILE

CROCODILE

CR -

Medium Animal

Init +1; **Senses** Listen +4, Spot +4

Aura

Languages Common, Aquan

AC 15, touch 11, flat footed 14
(+1 Dex, +4 natural)

Miss Chance -

hp 25 (3d8+9) (3 HD);

Immune none

Resist none; **SR** None

Fort +6, **Ref** +4, **Will** +2

Weakness -

Speed base movement 20 ft., Swim 30 ft.

Melee Bite +6 melee (1d8+6) or tail slap +6 melee
(1d12+6)

Ranged None

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Atk Options Improved Grab

Abilities Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2

SQ Hold Breath, Low Light Vision, Link, Share Spells,
Known Trick (Attack)

Feats Alertness, Skill Focus (Hide)

Skills Hide +7, Listen +4, Spot +4, Swim +12

Special Quality (Hold Breath - A crocodile can hold its
breath for a number of rounds equal to 4 × its
Constitution score before it risks drowning)

Special Quality (Link - A druid can handle her animal
companion as a free action, or push it as a move
action, even if she doesn't have any ranks in the
Handle Animal skill. The druid gains a +4
circumstance bonus on all wild empathy checks and
Handle Animal checks made regarding an animal
companion.)

Special Quality (Share Spells - At the druid's option,
she may have any spell (but not any spell-like ability)
she casts upon herself also affect her animal
companion. The animal companion must be within 5
feet of her at the time of casting to receive the
benefit. If the spell or effect has a duration other than
instantaneous, it stops affecting the animal
companion if the companion moves farther than 5
feet away and will not affect the animal again, even if
it returns to the druid before the duration expires.
Additionally, the druid may cast a spell with a target
of "You" on her animal companion (as a touch range
spell) instead of on herself. A druid and her animal
companion can share spells even if the spells

normally do not affect creatures of the companion's type (animal).)

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

ENCOUNTER 4

BULLYWUG RAGERS CR 6

Male Bullywug Barbarian 6
CE Medium Humanoid (Aquatic)
Init +1; **Senses** Listen -3, Spot -3
Aura

Languages Common

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 armor)

Miss Chance none

hp 81 (6 HD);

Immune none

Resist none; **SR** none

Fort +12, **Ref** +4, **Will** +0

Weakness -

Speed 25 ft. in hide armor (5 squares), base movement 20 ft., swim 30 ft.;

Melee (Greatclub+1) +10 (1d10+7) or

Melee (Greatclub+1) +10 (1d10+7) and +5 (1d10+7)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +10

Atk Options Power Attack, Powerful Charge +1d8 damage

Combat Gear greatclub +1, Breastplate +1, potion Bull's Strength, Potion Cure Moderate Wounds, Cloak Resistance +1

Abilities Str 18, Dex 13, Con 22, Int 4, Wis 4, Cha 4

SQ Rage 2x/day, Fast Movement, Marsh Movement, Uncanny Dodge, Trap Sense+2, Improved Uncanny Dodge

Feats Power Attack, Powerful Charge, Reckless Rage

Skills Swim +9,

Possessions combat gear plus 345gp

Power-Up Suite (Rage)

AC 13, touch 7, flat-footed 12

hp 117

Fort +15, **Will** +2

Melee Greatclub +13 (1d10+11) or

Melee Greatclub +13 (1d10+11) and +8 (1d10+11)

Abilities Str 24 Con 28

Rage lasts 12 rounds.

Marsh Movement (Ex) Bullywugs suffer no movement penalties for moving in marshes or mud.

Skills Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

Description Bullywugs are frog-headed amphibious humanoids with green, gray, or mottled yellow skin.

They have long, flicking tongues that can barely fit around a form of stunted Common. They stand 4 to 7 feet tall, weigh 100 to 300 pounds.

Sources Bullywug (Source), Reckless Rage (Races of Stone), Powerful Charge (Miniatures Handbook)

BULLYWUG BOMBER

CR 6

Male Bullywug Gender Fighter 3 / Monk 3

LE medium Humanoid (Aquatic)

Init +4; **Senses** Listen +0, Spot +0

Aura

Languages Common

AC 17, touch 11, flat-footed 17

(+6 armor*, +1 deflection; Greater Mage Armor was cast from a scroll by the Wastrian Caster)

Miss Chance

hp 63 (6 HD); regeneration/fast healing; DR

Immune -

Resist -; **SR** -

Fort +12, **Ref** +7, **Will** +7; +2 saves against enchantment effects

Weakness

Speed 30 ft. in no armor (6 squares), base movement 20 ft., swim 40 ft.;

Melee Unarmed Strike +9 (1d6+4) or

Melee Flurry Unarmed Strike +7 and +7 (1d6+4) or

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +13

Atk Options Necklace of Fireballs, Combat Expertise, Improved Grapple, Deflect Arrows, Flurry of Blows, Unarmed Strike

Combat Gear Necklace of Fireballs, Type 2

Abilities Str 18, Dex 10, Con 21, Int 4, Wis 10, Cha 2

SQ Evasion, Flurry of Blows, Unarmed Strike, Still Mind, Fast Movement

Feats Iron Will, Improved Initiative, Combat Expertise, Improved Grapple, Deflect Arrows, Lightning Reflexes

Skills Swim +10, Tumble +3

Possessions combat gear plus Ring Protection +1, Cloak of Resistance +1

Marsh Movement (Ex) Bullywugs suffer no movement penalties for moving in marshes or mud.

Skills Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

Description You are looking at one of the ugliest creatures you have ever seen. This particular bullywug is naked except for a dirty, tattered loincloth, a ring, cloak and beaded necklace. Flies buzz around him.

Sources Bullywug (Source)

*- Indicates Magical Enhancement

WASTRIAN CASTER

CR 5

Male Human Wizard 3 / Master Specialist 2

LE Medium Humanoid (Human)

Init +6; **Senses** Listen +0, Spot +0

Aura

Languages Common

AC 22, touch 15, flat-footed 20

(+2 Dex, +6 armor*, +3 deflection*, +1 natural)

Miss Chance

hp 22 (5 HD);

Immune -

Resist -; **SR** -

Fort +4, **Ref** +4, **Will** +7

Weakness

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee Quarterstaff +1 (1d6-1) or

Ranged Spell Ranged Touch Attack +4 (spell damage)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Cloudy Conjunction

Special Actions -

Combat Gear Quarterstaff, Scroll Acid Breath, Scroll Lesser Orb of Acid, Armband of Elusive Action

Wizard Spells Prepared (CL 5th):

3rd, DC 16—Acid Breath[†], Haste, Fireball

2nd, DC 15—Baleful Transposition[†], 2x Glitterdust[†], Flaming Sphere

1st, DC 14—Benevolent Transposition[†], Nerveskitter, 2x Lesser Orb of Acid[†], Grease

0, DC 13—3x Acid Splash[†], 2x Caltrops[†]

[†]Conjunction spells are +1 DC

Spell-Like Abilities (CL 3rd):

3x/day: Abrupt Jaunt

‡ Already cast

Abilities Str 8, Dex 14, Con 14, Int 17, Wis 10, Cha 9

SQ Immediate Magic Alternate Class Feature (Abrupt Jaunt), Scribe Scroll. Banned schools: Illusion, Enchantment, Expanded Spellbook

Feats Spell Focus (Conjunction), Cloudy Conjunction, Improved Initiative

Skills Concentration +10, Knowledge Arcana +11, Knowledge Nature +11, Knowledge Religion +11, Sense Motive +4, Spellcraft +13

Possessions combat gear plus Ring +1, Cloak of Resistance +1, Amulet Natural Armor+1,—Scroll Greater Mage Armor, Potion Shield of Faith +3

Spellbook Not present

Description This is a small looking man of mixed Flan-Oeridian descent. He is wearing clothes stained and torn by the Rushmoors which hang from his weak-looking, small frame.

Sources Caltrops (Spell Compendium), Benevolent Transposition (Spell Compendium), Nerveskitter (Spell Compendium), Lesser Orb of Acid (Spell Compendium), Baleful Transposition (Spell Compendium), Immediate Magic (Players Handbook Two), Cloudy Conjunction (Complete Mage), Acid Breath (Spell Compendium), Armband of Elusive Action (Magic Item Compendium)

* Indicates Magical Enhancement

AWAKENED FLESHRAKER BARBARIAN CR 7

N Medium Magical Beast (Augmented) Barbarian 5

Init +4; **Senses** Listen +9, Spot +9

Aura: Common

Languages -

AC 20, touch 14, flat-footed 16

(+4 Dex, +6 natural)

hp 97 (11 HD);

Fort +10, **Ref** +9, **Will** +4

Speed 60 ft. (10 squares), base movement 50 ft.;

Melee Claw +12 (1d6+4 and poison) or

Melee Full Attack 2 Claws +12 (1d6+4 and poison) and bite +10 (1d6+2) and tail +10 (1d6+2 plus poison) and claw +7 (1d6+4 and poison)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +12

Atk Options: Leaping Pounce, Poison, rake 1d6+2, Rage,

Special Actions

Abilities Str 18, Dex 19, Con 15, Int 11, Wis 14, Cha 14

SQ Low-light vision, Scent, Fast Movement, Rage 2x/day, Uncanny Dodge, Trap Sense +1, Improved Uncanny Dodge

Feats Improved Natural Attack (Claw), Track, Multiattack

Skills Hide +12*, Jump +24, Listen +9, Survival +5, Spot +9

Power-Up Suite (Rage)

AC 18, touch 12, flat-footed 14

hp 119

Grp: +14

Fort +12, **Will** +6

Melee Claw +14 (1d6+6 and poison) or

Melee Full Attack 2 Claws +14 (1d6+6 and poison) and bite +12 (1d6+3) and tail +12 (1d6+3 plus poison) and claw +9 (1d6+6 and poison)

Abilities Str 22 Con 19

Special: Rake attack 1d6+3, Poison save DC increases by +2

Rage lasts 8 rounds.

Leaping Pounce (Ex): When a fleshraker charges, it leaps high into the air above its prey, attempting to knock it to the ground. This ability functions much like the pounce special attack. However, a fleshraker's incredible jumping ability makes its leaping pounce particularly deadly.

When a Fleshraker charges a foe, it can make a full attack, including one rake attack. If a fleshraker successfully hits and damages a target of its size or smaller that it pounces on during a charge, it can make a free trip attack without provoking attacks of opportunity. If the fleshraker wins the opposed trip check, it can make an immediate grapple check. If it succeeds, the opponent is considered grappled and pinned on the ground beneath the fleshraker. On each subsequent round, the fleshraker can deal automatic claw and rake damage with a successful grapple check against a pinned opponent.

If a fleshraker fails the opposed trip check, it cannot be tripped in return. If it successfully trips its opponent but fails the subsequent grapple check, the opponent is still prone in the fleshraker's square, but it is not grappled or pinned.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 1d6 Dex. The save DC is Constitution-based.

Rake (Ex): Attack bonus +7 melee, damage 1d6+2.

Skills: Fleshrakers have a +8 racial bonus on Hide checks and a +6 racial bonus on Jump checks. The Hide bonus increases to +10 if forested areas.

Description: This, wicked-looking spines bristle from this creature's back, sinuous tail, and muscled forelimbs, glistening with some clear liquid. Although it stands upright, you can tell the mottled green killer can run on all fours should it desire. A long, reptilian snout opens wide with a short bark to display a set of deadly, sharp teeth, and each of its four limbs sprouts a pair of 6-inch-long hooked claws. It looks at you with preternatural awareness.

Sources Monster Manual III

ENCOUNTER 5

PIRATE BLADES CR 8

Male Human Swashbuckler 3 / Scout 4 / Dervish 1
NE Medium Humanoid (Human)

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

Languages Common, Suel, Oeridy

AC 20, touch 13, flat-footed 17 (+1 to AC after Skirmishing)

(+3 Dex, +5 armor, +2 natural*)

Miss Chance none

hp 54 (8 HD)

Immune none

Resist none; **SR** none

Fort +5, **Ref** +11, **Will** +4

Weakness -

Speed 40 ft. in Pearlsteel chain shirt (6 squares), base movement 30 ft.;

Melee (Scimitar+1) +12 (1d6+5) or

Melee (Scimitar+1) +12 (1d6+5) and +7 (1d6+5)

Ranged masterwork Mighty composite Longbow (Str+1) +11 (1d8+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +9

Atk Options Combat Expertise, Dodge, Mobility, Skirmish +1d6

Combat Gear Scimitar +1, Pearlsteel chain shirt +1, masterwork mighty composite longbow (Str+2), 20 arrows, Potion Bear's Endurance

Abilities Str 14, Dex 17*, Con 10, Int 15, Wis 10, Cha 8

SQ Trapfinding, Battle Fortitude, Uncanny Dodge, Grace +1, Trackless Step, Insightful Strike, Dervish Dance 1x/day (5 rounds), Movement Mastery, Slashing Blades

Feats Combat Expertise, Dodge, Weapon Finesse, Mobility, Weapon Focus (Scimitar), Quick Reconnoiter

Skills Balance +13, Bluff +5, Climb +10, Escape Artist +11, Jump +12, Listen +5, Perform (dance) +9, Sense Motive +8, Spot +5, Swim +9, Tumble +15

Possessions combat gear plus Elixir of Swimming, ~~Potion of Barkskin~~+2, Gloves of Dexterity +2, 34 gp

Description The Pirate Blades are lithe combatants, dressed in some sort of light armor that looks like steel, but has a gleaming blue-white mother of pearl sheen.

Sources Scout (Complete Adventurer), Swashbuckler (Complete Warrior), Vigor (Spell Compendium), Dervish (Complete Warrior), Quick Reconnoiter (Complete Adventurer), Pearlsteel (Stormwrack)

* Indicates a magical enhancement.

PIRATE CASTER

CR 8

Male Human Duskblade 7 / Fighter 1

NE Medium Humanoid (Human)

Init +3; **Senses** Listen +0, Spot +0

Languages Common, Suel

AC 21, touch 14, flat-footed 18

(+3 Dex, +6 armor, +1 natural, +1 deflection)

Miss Chance none

hp 62 (8 HD),

Immune none

Resist none; **SR** none

Fort +10, **Ref** +6, **Will** +6

Weakness -

Speed 20 ft. in breastplate (6 squares), base movement 30 ft.;

Melee +1 Rapier +13 (1d6+1, 15-20/x2) or

Melee Full Attack +1 Rapier +13 and +8 (1d6+1, 15-20/x2) or

Melee Touch Spell +12 (spell damage+2) or

Ranged Longbow +11 (1d8) or

Ranged Full Attack Longbow +11 and +6 (1d8)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Combat Casting, Arcane Channelling, Touch Spell Specialization, Weapon Focus (Rapier), Quick Cast 1x/day, Improved Critical (Rapier)

Combat Gear +1 rapier, breastplate +1, longbow, 20 arrows, Potion of Haste

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

SQ Arcane Attunement, Armored Mage (medium), Arcane Channelling, Quick Cast 1x/day, Spell Power+2, Armored Mage (Heavy Shield)

Feats Combat Casting, Weapon Finesse, Weapon Focus (Touch Spells), Touch Spell Specialization, Weapon Focus (Rapier), Improved Critical Rapier

Skills Concentration +12 (or +16), Jump +1, Knowledge Arcana +12, Sense Motive +10, Spellcraft +12, Swim +5

Possessions combat gear plus Cloak of Resistance +1, Ring Protection +1, Amulet Natural Armor+1,

Duskblade Spells Known (CL 8th):

2nd (6/day) DC 14— Scorching Ray, Ghoul Touch, Melf's Acid Arrow

1st (7/day) DC 13— Chill Touch, Ray of Enfeeblement, Shocking Grasp, True Strike, Ray of Enfeeblement
 0 (6/day) DC 12— Acid Splash, Disrupt Undead, Ray of Frost, Touch of Fatigue

† Already cast

Spell-Like Abilities (CL 8th):

0 (5x/day)—Dancing Lights, Detect Magic, Flare, Ghost Sound, Read Magic

† Already cast

Description The Pirate Caster wears light armor and has a cocky look on his face as he prepares to engage in combat.

Sources Duskblade (Players Handbook Two), Touch Spell Specialization (Complete Arcane), Kelgore's Fire Bolt (Player's Handbook Two)

* Indicates a magical enhancement.

ENCOUNTER 6

THE WARLOCK

CR 6

Male human Warlock 6

CN Medium Humanoid (Human)

Init +3; **Senses** Listen +0, Spot +0

Aura

Languages Common

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 armor) (Add a +1 shield bonus when within 5' of the Soldier.)

Miss Chance none

hp 36 (6 HD); DR1/Cold Iron

Immune none

Resist none; **SR** none

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

Weakness -

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee Longspear +3 (1d8-1) or

Ranged Touch Attack Eldritch Blast +8 (3d6)

Space 5 ft.; **Reach** 10 ft. (with Longspear)

Base Atk +4; **Grp** +3

Atk Options Point Blank Shot, Precise Shot, Maximize Spell-Like Ability (Eldritch Blast) 3x/day, Baneful Blast (+2d6 damage vs humans)

Combat Gear Longspear, Chain shirt +1, Amulet of True Strike, Dust of Dispersion, Wand of Entangle

Invocations Known:

Entropic Warding

Sickenings Blast (DC 13)

Eldritch Spear

Baneful Blast

† Already cast

Spell-Like Abilities (CL 6th):

Eldritch Blast: ranged touch attack +8 (3d6 damage)

Detect Magic

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

SQ Deceive Item

Feats Point Blank Shot, Precise Shot, Weapon Focus (Ray), Maximize Spell-Like Ability (Eldritch Blast)

Skills Concentration +11, Spellcraft +11, Use Magic Device +10 (+12 when using scrolls)

Possessions combat gear plus Cloak Resistance +1, 45 gp

Description He appears to be a thin short man, wearing light armor and holding a longspear.

Sources Amulet of True Strike (Operation Black Knight), Warlock (Complete Arcane) Baneful Blast (Complete Mage)

THE SOLDIER

CR 8

Male Human Fighter 5 / Tactical Soldier 3

NE Medium humanoid (Human)

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

Aura -

Languages Common, Suloise

AC 23, touch 11, flat-footed 23

(+7 armor, +4 shield, +1 natural, +1 deflection)

Miss Chance -

hp 78 (8 HD);

Immune none

Resist none; **SR** none

Fort +10, **Ref** +2, **Will** +2

Weakness -

Speed 20 ft. in splint armor +1 (4 squares), base movement 30 ft.;

Melee (longsword+1) +11 (1d8+3) or

Melee (longsword+1) +11 (1d8+3) and +6 (1d8+3)

Ranged Light Crossbow +6 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +10

Atk Options Combat Expertise, Combat Reflexes, Power Attack, Cleave, Improved Combat Expertise

Special Actions -

Combat Gear splint armor +1, heavy steel shield +1, longsword +1, potion shield of faith, potion cure light wounds, Potion Barkskin+2, locked gauntlet, light crossbow, 10 bolts

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

SQ Flanker, Sidestep, Interpose

Feats Combat Reflexes Shieldmate, Power Attack, Combat Expertise, Shield Specialization (Heavy), Cleave, Improved Combat Expertise

Skills Climb +2, Intimidate +9, Jump +5, Ride +5, Sense Motive +10

Possessions combat gear plus Ring Protection +1, Amulet natural Armor +1 52 gp

Description The Soldier is a large man, approximately 6 foot tall and thickly muscled.

Sources Shieldmate (Miniatures Handbook), Shield Specialization (Players Handbook 2), Improved Combat Expertise (Complete Warrior), Tactical Soldier (Miniatures Handbook)

THE ARCHER

CR 6

Female Human Ranger 6
NE Medium humanoid (Human)
Init +3; **Senses** Listen +10, Spot +10

Aura -

Languages Common

AC 18, touch 13, flat-footed 15
(+3 Dex, +5 armor,)

Miss Chance -

hp 36 (6 HD);

Immune none

Resist none; **SR** none

Fort +5, **Ref** +8, **Will** +3

Weakness -

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft.;

Melee Longsword +9 (1d8+2) or

Melee Longsword +9 (1d8+2) and +4 (1d8+2) or

Ranged +1 Mighty Composite Longbow (STR+2) +10 (1d8+3) or

Ranged (Manyshot) +1 Mighty Composite Longbow (STR+2) +6 (2d8+6) or

Ranged (Rapid Shot) +1 Mighty Composite Longbow (STR+2) +10 (1d8+3) and +10 (1d8+3) and +5 (1d8+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +8

Atk Options Point Blank Shot, Precise Shot, Favored Enemy (Human), Rapid Shot, Plunging Shot (+1d6 damage when 30 ft or more above opponent), Distracting Attack, Improved Rapid Shot, Manyshot, 2nd favored enemy (Elf)

Special Actions -

Ranger Spells Prepared (CL 3rd):

1st— Guided Shot, Hunter's Mercy

Combat Gear mithral chain shirt +1, mighty composite longbow (STR+2) +1, 40 arrows, longsword, potion Cure Light Wounds, Potion Lesser Vigor, Potion Fly

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

SQ Track, Wild Empathy, Combat Style (Archery), Alternate Class Feature: Distracting Attack,

Feats Point Blank Shot, Precise Shot, Rapid Shot, Plunging Shot, Manyshot

Skills Hide +12, Listen +10, Move Silently +12, Search +9, Spot +10, Survival +10, Swim +11

Possessions combat gear plus 33 gp

Description The archer is a lithe human who despite her small stature looks like she can use the large bow she carries.

Sources Plunging Shot (Races of the Wild), Distracting Attack (Player's Handbook 2), Lesser Vigor (Spell Compendium), Guided Shot (Spell Compendium), Hunter's Mercy (Spell Compendium), Improved Rapid Shot (Complete Warrior)

ENCOUNTER 7

SPELL DRUID

CR 8

Female Human Druid 5 / Stormcaster 3
CN Medium Humanoid

Init +1; **Senses** Listen +11, Spot +11

Aura -

Languages Common

AC 23, touch 13, flat-footed 20

(+3 Dex, +5 armor, +3 shield, +3 Natural)

Miss Chance -

hp 63 (8 HD)

Immune -

Resist elect 10; **SR** none

Fort +12, **Ref** +8, **Will** +10

Weakness -

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

Melee Club (Shillelagh) +6 (2d6 +1)

Ranged none

Space 5 ft.; **Reach** 5 ft.

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

Atk Options -

Special Actions -

Combat Gear Chitin Armor +1, Heavy Wooden Shield +1, Club, Potion Bracer, Potion Cure Serious Wounds

Druid Spells Prepared (CL 5nd): Spell DC 14+spell level; Transmutation spells are +1 DC.

4th- Flame Strike, Spike Stone

3rd- ~~Call Lightning~~ †, Call Lightning, Dominate Animal

2nd- ~~Bears Endurance~~ †, ~~Cat's Grace~~ †, ~~Barkskin~~ †,

~~Barkskin~~ †

1st- ~~Shillelagh~~ †, Gust of Wind, Cure Light Wounds x3 0—Detect Magic x2, Cure Minor Wounds x4

† Already cast

Abilities Str 10, Dex 17*, Con 18*, Int 10, Wis 19*, Cha 8

SQ Animal Companion (Crocodile Advanced), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wildshape, Storm Spell Power, Thunderclap, Resistance to Electricity 10, Shield of Winds 1/day

Feats Scribe Scroll, Spell Focus Transmutation, Heighten, Storm Bolt.

Skills Handle Animal +10, Knowledge Arcana +5, Knowledge Nature +5, Listen +11, Spellcraft +6, Spot +11, Swim -3

Possessions Chitin Armor +1, Heavy Wooden Shield +1, Club, Potion Bracer, Potion Cure Serious Wounds, Cloak of Resistance +1, ~~Potion of Fly~~, Periapt of Wisdom +2

Special Quality (Storm spell Power – spells with the air, electricity, sonic, or water descriptor are at +2 caster level)

Special Quality (Thunderclap – convert spell to generate sonic burst

Description A disheveled woman whose wild hair seems intentionally windblown.

Sources Chitin Armor (Stormwrack), Potion Bracers(Sharn: City of Towers), Stormcaster abilities (Stormwrack)

* Indicates magical enhancement.

REGULAR CROCODILE

CROCODILE

CR -

Medium Animal

Init +1; **Senses** Listen +4, Spot +4

Aura

Languages Common, Aquan

AC 15, touch 11, flat footed 14
(+1 Dex, +4 natural)

Miss Chance -

hp 25 (3d8+9) (3 HD);

Immune none

Resist none; **SR** None

Fort +6, **Ref** +4, **Will** +2

Weakness -

Speed base movement 20 ft., Swim 30 ft.

Melee Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)

Ranged None

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Atk Options Improved Grab

Abilities Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2

SQ Hold Breath, Low Light Vision, Link, Share Spells, Known Trick (Attack)

Feats Alertness, Skill Focus (Hide)

Skills Hide +7, Listen +4, Spot +4, Swim +12

Special Quality (Hold Breath - A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells - At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).)

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

BRUTISH BARBARIAN

CR 8

Male half-orc Barbarian 1 / Fighter 4 / Menacing Brute 3
CE Medium Humanoid (Orc) (Amphibious)

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

Aura -

Languages Common

AC 21, touch 14, flat-footed 20

(+1 Dex, +7 armor, +3 deflection*)

Miss Chance 20%*

hp 69 (8 HD);

Immune -

Resist none; **SR** none

Fort +12, **Ref** +4, **Will** +4

Weakness -

Speed 30 ft. in chain mail armor (6 squares), base movement 30 ft., Swim 15 ft.;

Melee +1 Greatsword +14 (2d6+9) or

Melee +1 Greatsword +14 (2d6+9) and +9 (2d6+9)

Ranged -

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +12

Atk Options Intimidating Strike, Power Attack

Special Actions -

Combat Gear Chainmail +2, greatsword +1, Brooch of Shielding (50 points left), Potion Bear's Endurance

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

SQ Fast movement, Illiteracy, Rage 1x/day, Demoralizing Stare

Feats Menacing Demeanor, Intimidating Strike, Iron Will, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)

Skills Bluff +3, Intimidate +17, Search +1, Swim +6, Knowledge (Local-Sheldomar) +1

Possessions combat gear plus ~~Potion Shield of Faith +3, Potion Blur~~, Cloak of Resistance +1, 137 gp

Power-Up Suite (Rage)

AC 19, touch 12, flat-footed 18

hp 85

Fort +14, **Will** +6

Melee +1 Greatsword +16 (2d6+12) or

Melee +1 Greatsword +16 (2d6+12) and +9 (2d6+12)

Abilities Str 22 Con 18

Rage lasts 7 rounds.

Skills The amphibious template gives a +8 racial bonus to swim checks.

Description This appears to be a half-orc, although you notice that it has slightly webbed hands and feet and

what could be gills on its neck. He has hatred in his eyes.

Sources Amphibious template (Stormwrack), Menacing Demeanor (Races of Destiny), Intimidating Strike (Players Handbook 2)

* Indicates a magical enhancement.

GOLEM, CORAL **CR 9**

N Huge Construct (Aquatic)

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

Aura: none

Languages -

AC 20, touch 8, flat-footed 20
(-2 size, +0 Dex, +12 natural)

Miss Chance

hp 150 (16 HD); fast healing 10; DR 10 / bludgeoning and magic

Immune

Fort +5, **Ref** +5, **Will** +5

Speed 30 ft. (6 squares), base movement 30 ft., swim 30 ft.;

Melee Slam +16 (2d8+6 plus stun) or

Full Attack Melee 4 Slams +16 (2d8+6 plus stun) or

Ranged Coral Star +10 (1d6+6 plus stun) or

Full Attack Ranged 4 Coral Stars +10 (1d6+6 plus stun)

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

Base Atk +12; **Grp** +26

Abilities Str 22, Dex 11, Con -, Int -, Wis 11, Cha 1

SQ Construct traits, darkvision 60', Low-light vision

Feats -

Skills -

Stun (Ex): Any creature struck by a coral golem's slam or coral star attack must succeed on a DC 18 Fortitude save or be stunned for 1 round (until the beginning of the coral golem's next turn). The save DC is Constitution-based.

Special Quality: A coral golem's attacks are considered bludgeoning, piercing, and slashing weapons for purpose of overcoming damage reduction.

Special Attack: Coral Stars have a range increment of 30' underwater and 120' on land.

Description: A creature composed of beautiful, sharp coral lurches forward with four thick coral legs. Stemming from its core are four semi-hollow coral arms bristling with sharp, colorful flanges.

Sources Golem, Coral (Stormwrack)

APPENDIX 5 – APL 10

ENCOUNTER 3

BATTLE DRUID

CR 11

Male Human Druid 6 / Warshaper 5

CN Medium Humanoid

Init +0; Senses Listen +4, Spot +4

Aura -

Languages Common, Aquan

AC 19, touch 10, flat-footed 19

(+4 armor +5 natural*)

Additional +2 AC vs. Good Aligned Creatures

Miss Chance -

hp 121 (14 are Temporary) (11 HD);

DR10/adamantine from Heart of Earth for a total of 70 points of preventable damage (Will last for 7 rounds once activated)

Immune To stunning and Critical Hits

Resist -; SR None

Fort +16*, Ref +5, Will +10

Weakness -

Speed 20 ft. in Medium Armor (4 squares), base movement 30 ft., Swim* 20 ft. (Heart of Water Spell);

Melee Quarter Staff(Shillelagh) +10 (2D6+3)

Ranged None

Space 5 ft.; Reach 5 ft.

Base Atk +7; Grp +11

Atk Options Improved Grapple

Special Actions

Combat Gear Chitin Armor, Quarterstaff, Periapt of Wound Closure

Druid Spells Prepared (CL 6th):

3rd- Heart of Water †, Summon Nature's Ally III

2nd—Summon Nature's Ally II, Summon Nature's Ally II, warp wood, Spider Climb †

1st—Shillelagh †, Produce Flame / Babau Slime †, Charm Animal

0—Cure Minor Wounds, Guidance, Light, Virtue, Read Magic

† Already cast

Abilities Str 10, Dex 10, Con 21*, Int 13, Wis 14, Cha 8

SQ Animal Companion (Crocodile Advanced), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape x2, Morphic Immunities (Warshaper), Morphic Weapons (Warshaper), Morphic Body (Warshaper), Morphic Reach (Warshaper), Morphic Healing (Warshaper), Multimorph (Warshaper)

Feats Endurance, Diehard, Improved Grapple, Fast Wild Shape, Primeval Wild Shape

Skills Climb +13*, Concentration +21*, Handle Animal +10*, Knowledge Nature +9*, Listen +6*, Spellcraft +7*, Spot +6*, Survival +6*, Swim +18*

Possessions Periapt of Wound Closure, Chitin Armor, Quarterstaff, Potion of Invisibility, Potion of Haste, Potion of Aid, Scroll of Heart of Earth, Potion of

~~Barkskin +5, Potion of Bears Endurance, Potion of Bulls Strength, Potion of Protection from Good, Potion of Good Hope, Scroll of Enhance Wildshape~~

Special Quality (Babau Slime Spell – Any creature making a Touch attack, Unarmed Attacks or attacks with Natural weapons takes 1d8 points of Acid Damage. Also, any creatures in a grapple with the creature take the damage at the beginning of their turn))

Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate Freedom of Movement effect as a swift action lasts for 1 round)

Special Quality (Heart of Earth – Gain +8 Bonus to checks against Bull Rush, Overrun, or Trip attacks. Gains 14 Temp Hit Points Can activate Stoneskin as a swift action)

Special Quality (Spider Climb from Spell)

Special Quality (Fast Wild Shape – Wild shape as a move action)

Special Quality (Enhance Wild Shape – When in wild shape form add a +2 Con bonus)

Special Quality (Healthful Rest – All natural and fast healing effects are doubled)

Special Quality (Primal Wild Shape - +2 Str +2 Natural Armor and Resist Cold 10 Wild shape lasts rounds per level instead of hours)

Skills

Description A scarred man in his early 30's who looks like he has been in one too many fights for his life.

Sources Chitin Armor (Stormwrack), Heart of Water (Complete Mage), Heart of Earth (Complete Mage), Babau Slime Spell (Spell Compendium), Warshaper Abilities (Complete Warrior), Fast Wild Shape (Complete Divine), Enhance Wildshape (Spell Compendium), Primal Wild Shape(Frostburn)

* Indicates magical enhancement.

POWER-UP SUITE

SHAPESHIFTED Black Bear

AC 18, touch 11, flat-footed 17

(+1 Dex +7 natural*)

Additional +2 AC vs. Good Aligned Creatures

hp 121 (14 are Temporary) (11 HD); Fast Healing 6* (Doubled due to Periapt of Wound Closure tripled due to spell Healthful Rest)

DR10/adamantine from Heart of Earth for a total of 70 points of preventable damage

Immune To stunning and Critical Hits

Resist fire 20*

Fort +18*, Ref +6, Will +10

Speed base movement 40 ft., Swim* 40 ft. (Heart of Water Spell);

Melee Claw +16 Melee (1d4+9 +D) or Bite +11 Melee (1d6+4)

Melee Morphic Weapon Substitution Claw +16 (1d6 +9) or Bite +11 Melee (1d8+4)

Full Attack 2 Claws +16 Melee (1d4+9) and Bite +11 Melee (1d6+4)

Ranged None

Space 5 ft.;

Reach 10 ft.

Base Atk +7; **Grp** +20

Atk Options Improved Grapple

Abilities Str 29*, Dex 13, Con 25*, Int 13, Wis 14, Cha 8
SQ Animal Companion (Crocodile Advanced), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape x2, Morphic Immunities (Warshaper), Morphic Weapons (Warshaper), Morphic Body (Warshaper), Morphic Reach(Warshaper), Morphic Healing (Warshaper), Multimorph (Warshaper)

Feats Endurance, Diehard, Improved Grapple, Fast Wild Shape, Primeval Wild Shape

Skills Climb +13*, Concentration +21*, Handle Animal +10*, Knowledge Nature +9*, Listen +6*, Spellcraft +7*, Spot +6*, Survival +6*, Swim +22*

Special Quality (Babau Slime Spell – Any creature making a Touch attack, Unarmed Attacks or attacks with Natural weapons takes 1d8 points of Acid Damage. Also, any creatures in a grapple with the creature take the damage at the beginning of their turn))

Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate Freedom of Movement effect as a swift action lasts for 1 round)

Special Quality (Heart of Earth – Gain +8 Bonus to checks against Bull Rush, Overrun, or Trip attacks. Gains 14 Temp Hit Points Can activate Stoneskin as a swift action)

Special Quality (Spider Climb from Spell)

Special Quality (Fast Wild Shape – Wild shape as a move action)

Special Quality (Enhance Wild Shape – When in wild shape form add a +2 Con bonus)

Special Quality (Healthful Rest – All natural and fast healing effects are doubled)

Special Quality (Primal Wild Shape - +2 Str +2 Natural Armor and Resist Cold 10 Wild shape lasts rounds per level instead of hours)

Skills

Description A scarred man in his early 30's who looks like he has been in one too many fights for his life.

Sources Chitin Armor (Stormwrack), Heart of Water (Complete Mage), Heart of Earth (Complete Mage), Babau Slime Spell (Spell Compendium), Warshaper Abilities (Complete Warrior), Fast Wild Shape (Complete Divine), Enhance Wildshape (Spell Compendium), Primal Wild Shape(Frostburn)

* Indicates magical enhancement.

ADVANCED CROCODILE

CROCODILE

CR -

Medium Animal

Init +1; **Senses** Listen +4, Spot +4

Aura

Languages Common, Aquan

AC 17, touch 11, flat footed 16

(+1 Dex, +6 natural)

Miss Chance -

hp 37 (5d8+9) (5 HD);

Immune none

Resist none; **SR** None

Fort +7, **Ref** +5, **Will** +2

Weakness -

Speed base movement 20 ft., Swim 30 ft.

Melee Bite +8 melee (1d8+7) or tail slap +8 melee (1d12+7)

Ranged None

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Improved Grab

Abilities Str 20, Dex 13, Con 17, Int 1, Wis 12, Cha 2

SQ Hold Breath, Low Light Vision, Link, Share Spells, Known Trick (Attack), Known Trick (Defend), Evasion

Feats Alertness, Skill Focus (Hide)

Skills Hide +8, Listen +5, Spot +5, Swim +13

Special Quality (Hold Breath - A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells - At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

Special Quality (Defend Trick - The animal defends you (or is ready to defend you if no threat is present),

even without any command being given. Alternatively, you can command the animal to defend a specific other character.)

SUMMONER DRUID #1

CR 7

Male Human Druid 7

CN Medium Humanoid

Init +0; Senses Listen +9, Spot +8

Aura -

Languages Common, Aquan

AC 19, touch 10, flat-footed 19

(+4 armor +5 natural*)

Additional +2 AC vs. Good Aligned Creatures

Miss Chance

hp 77 (14 are temporary) (5 HD);

DR10/adamantine from Heart of Earth for a total of 70 points of preventable damage (Will last for 7 rounds once activated)

Immune -

Resist - ; SR none

Fort +12, Ref +5, Will +12

Weakness -

Speed 20 ft. in Medium Armor (4 squares), base movement 30 ft., Swim speed 20 ft.;

Melee Quarter Staff(Shillelagh) +6 (2D6+1)

Ranged none

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +5

Atk Options -

Special Actions -

Combat Gear MW Chitin Armor, Quarterstaff, Cloak of Resistance +1

Druid Spells Prepared (CL 7th):

4th- ~~Heart of Earth~~ ‡, Rushing Waters

3rd- Ice Lance, Dominate Animal, ~~Heart of Water~~ ‡

2nd- Creeping Cold x2, Kelp Strands x2

1st- Winter Chill x3, Charm Animal, ~~Healthful Rest~~ ‡

0- Cure Minor x3, Flare x3

‡ Already cast

Abilities Str 10, Dex 10, Con 18*, Int 13, Wis 18*, Cha 8

SQ Spontaneous Rejuvenation, Animal Companion (Crocodile), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape x3

Feats Combat Casting, Heighten Spell, Sudden Maximize, Natural Spell

Skills Concentration +14, Handle Animal +9, Hide +0, Knowledge Nature +2, Listen +9, Spellcraft +7, Spot +8, Survival +14, Swim +14*

Possessions MW Chitin Armor, Quarterstaff, Periapt of Wisdom +2, ~~Potion of Protection from Good~~, ~~Potion of Aid~~, ~~Potion of Barkskin~~ +5, ~~Potion of Bears Endurance~~, Cloak of Resistance +1

Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate Freedom of Movement effect as a swift action lasts for 1 round)

Special Quality (Healthful Rest – All natural and fast healing effects are doubled)

Special Quality (Heart of Earth – Gain +8 Bonus to checks against Bull Rush, Overrun, or Trip attacks. Gains 14 Temp Hit Points Can activate Stoneskin as a swift action)

Skills

Description A slim young man in his teen years is swimming about 5 feet below the surface of the water looking up at the boat and making motions in what looks like spellcasting.

Sources Chitin Armor (Stormwrack), Heart of Water (Complete Mage), Spontaneous Rejuvenation (PHB2), Heart of Earth (Complete Mage), Rushing Waters (Spell Compendium)

* Indicates magical enhancement.

GIANT CROCODILE

CROCODILE, GIANT

CR -

Huge Animal

Init +1; Senses Listen +5, Spot +5

Aura

Languages Common, Aquan

AC 16, touch 9, flat-footed 15

(-2 size, +1 Dex, +7 natural)

Miss Chance -

hp 63 (7d8+28) (7 HD);

Immune none

Resist none; SR None

Fort +9, Ref +6, Will +3

Weakness -

Speed base movement 20 ft., Swim 30 ft.

Melee Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)

Ranged None

Space 15 ft.; Reach 10 ft.

Base Atk +5; Grp +21

Atk Options Improved Grab

Abilities Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2

SQ Hold Breath, Low Light Vision, Link, Share Spells, Known Trick (Attack)

Feats Alertness, Endurance, Skill Focus (Hide)

Skills Hide +1, Listen +5, Spot +5, Swim +16

Special Quality (Hold Breath - A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells - At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal

companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal.)

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

ENCOUNTER 4

BULLYWUG RAGER

CR 8

Male Bullywug Barbarian 8

CE Medium Humanoid (Aquatic)

Init +2; Senses Listen -3, Spot -3

Aura

Languages Common

AC 20, touch 13, flat-footed 18

(+2 Dex, +6 armor, +1 natural, +1 deflection)

Miss Chance none

hp 108 (8 HD);

Immune none

Resist none; **SR** none

Fort +13, **Ref** +5, **Will** +0

Weakness -

Speed 25 ft. in hide armor (5 squares), base movement 20 ft., swim 30 ft.;

Melee (Greatclub+1) +12 (1d10+7) or

Melee (Greatclub+1) +12 (1d10+7) and +7 (1d10+7)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +12

Atk Options Power Attack, Powerful Charge +1d8 damage

Combat Gear greatclub +1, Breastplate +1, potion Bull's Strength, Potion Cure Moderate Wounds

Abilities Str 18, Dex 14, Con 22, Int 4, Wis 4, Cha 4

SQ Rage 2x/day, Fast Movement, Marsh Movement, Uncanny Dodge, Trap Sense+2, Improved Uncanny Dodge

Feats Power Attack, Powerful Charge, Reckless Rage

Skills Swim +11,

Possessions combat gear plus Cloak of Resistance +1, Amulet Natural Armor+1, Ring Protection +1, 145 gp

Power-Up Suite (Rage)

AC 16, touch 9, flat-footed 14

hp 132

Fort +16, **Will** +2

Melee Greatclub +15 (1d10+11) or

Melee Greatclub +15 (1d10+11) and +10 (1d10+11)

Abilities Str 24 Con 28

Rage lasts 12 rounds.

Marsh Movement (Ex) Bullywugs suffer no movement penalties for moving in marshes or mud.

Skills Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

Description Bullywugs are frog-headed amphibious humanoids with green, gray, or mottled yellow skin. They have long, flicking tongues that can barely fit around a form of stunted Common. They stand 4 to 7 feet tall, weigh 100 to 300 pounds.

Sources Bullywug (Source), Reckless Rage (Races of Stone), Powerful Charge (Miniatures Handbook)

BULLYWUG BOMBER

CR 8

Male Bullywug Gender Fighter 4 / Monk 4

LE medium Humanoid (Aquatic)

Init +4; Senses Listen +0, Spot +0

Aura

Languages Common

AC 18, touch 11, flat-footed 18

(+6 armor*, +1 deflection, +1 natural; Greater Mage Armor was cast from a scroll by the Wastrian Caster)

Miss Chance

hp 90 (8 HD);

Immune -

Resist -; **SR** -

Fort +15, **Ref** +8, **Will** +8; +2 saves against enchantment effects

Weakness

Speed 30 ft. in no armor (6 squares), base movement 20 ft., swim 40 ft.;

Melee Unarmed Strike +12 (1d8+4) or

Melee Unarmed Strike +12 and +7 (1d8+4) or

Melee Flurry of Blows +10 and +10 and +5 (1d8+4) or

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +15

Atk Options Necklace of Fireballs, Combat Expertise, Improved Grapple, Deflect Arrows, Flurry of Blows, Unarmed Strike

Combat Gear Necklace of Fireballs, Type 3

Abilities Str 18, Dex 10, Con 22, Int 4, Wis 10, Cha 2

SQ Evasion, Flurry of Blows, Unarmed Strike, Still Mind, Ki strike (magic), slow fall 20'

Feats Iron Will, Improved Initiative, Combat Expertise, Improved Grapple, Deflect Arrows, Lightning Reflexes, Weapon Focus (Unarmed Strike)

Skills Swim +11, Tumble +4

Possessions combat gear plus Ring Protection +1, Cloak of Resistance +1, Amulet Natural Armor +1

Marsh Movement (Ex) Bullywugs suffer no movement penalties for moving in marshes or mud.

Skills Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

Description You are looking at one of the ugliest creatures you have ever seen. This particular bullywug is naked except for a dirty, tattered loincloth, a ring, cloak and beaded necklace. Flies buzz around him.

Sources Bullywug (Source)

*- Indicates Magical Enhancement

WASTRIAN CASTER

CR 8

Male Human Wizard 3 / Master Specialist 5

LE Medium Humanoid (Human)

Init +6; **Senses** Listen +0, Spot +0

Aura

Languages Common

AC 22, touch 15, flat-footed 20

(+2 Dex, +6 armor*, +3 deflection*, +1 natural)

Miss Chance

hp 36 (8 HD);

Immune -

Resist -; **SR** -

Fort +6, **Ref** +6, **Will** +9

Weakness

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee Quarterstaff +2 (1d6-1) or

Ranged Spell Ranged Touch Attack +5 (spell damage)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +2

Atk Options Cloudy Conjunction

Special Actions -

Combat Gear Quarterstaff, Scroll Acid Breath, Scroll Lesser Orb of Acid, Armband of Elusive Action

Wizard Spells Prepared (CL 8th):

4th, DC 18—Evard's Black Tentacles[†], 2x Orb of Fire[†], Heightened Glitterdust[†]

3rd, DC 17—Acid Breath[†], Haste, Fireball, Icelance[†], Rainbow Blast

2nd, DC 16—Baleful Transposition[†], 2x Glitterdust[†], Flaming Sphere

1st, DC 15—Bening Transposition[†], Nerveskitter, 2x Lesser Orb of Acid[†], Grease

0, DC 14—3x Acid Splash[†], 2x Caltrops[†]

[†]Conjunction spells are +2 DC

Spell-Like Abilities (CL 3rd):

4x/day: Abrupt Jaunt

f Already cast

Abilities Str 8, Dex 14, Con 14, Int 18, Wis 10, Cha 9

SQ Immediate Magic Alternate Class Feature (Abrupt Jaunt), Scribe Scroll. Banned schools: Illusion, Enchantment, Expanded Spellbook x2, Minor School Esoterica

Feats Spell Focus (Conjunction), Cloudy Conjunction, Improved Initiative, Greater Spell Focus, Heighten Spell

Skills Concentration +13, Knowledge Arcana +15, Knowledge Nature +15, Knowledge Religion +15, Sense Motive +5, Spellcraft +17

Possessions combat gear plus Ring +1, Cloak of Resistance +2, Amulet Natural Armor+1,—~~Scroll Greater Mage Armor, Potion Shield of Faith~~ +3, 100 gp

Spellbook Not present

Description This is a small looking man of mixed Flan-Oeridian descent. He is wearing clothes stained and torn by the Rushmoors which hang from his weak-looking, small frame.

Sources Caltrops (Spell Compendium), Bening Transposition (Spell Compendium), Nerveskitter (Spell Compendium), Lesser Orb of Acid (Spell Compendium), Baleful Transposition (Spell Compendium), Immediate Magic (Players Handbook Two), Cloudy Conjunction (Complete Mage), Acid Breath (Spell Compendium), Armband of Elusive Action (Magic Item Compendium)

* Indicates Magical Enhancement

AWAKENED FLESHRAKER BARBARIAN CR 9

N Medium Magical Beast (Augmented) Barbarian 7

Init +4; **Senses** Listen +11, Spot +11

Aura: Common

Languages -

AC 20, touch 14, flat-footed 16

(+4 Dex, +6 natural)

hp 118 (13 HD); **DR** 1/-

Fort +11, **Ref** +10, **Will** +5

Speed 60 ft. (10 squares), base movement 50 ft.;

Melee Claw +14 (1d6+4 and poison) or

Melee Full Attack 2 Claws +14 (1d6+4 and poison) and bite +14 (1d6+2) and tail +14 (1d6+2 plus poison) and claw +9 (1d6+4 and poison)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +14

Atk Options: Leaping Pounce, Poison, rake 1d6+2, Rage,

Special Actions

Abilities Str 18, Dex 19, Con 15, Int 11, Wis 14, Cha 14

SQ Low-light vision, Scent, Fast Movement, Rage 2x/day, Uncanny Dodge, Trap Sense +2, Improved Uncanny Dodge, DR1/-

Feats Improved Natural Attack (Claw), Track, Multiattack, Improved Multi-attack

Skills Hide +12*, Jump +24, Listen +11, Survival +9, Spot +11

Power-Up Suite (Rage)

AC 18, touch 12, flat-footed 14

hp 144; **DR** 1/-

Grp: +16

Fort +13, **Will** +7

Melee Claw +16 (1d6+6 and poison) or

Melee Full Attack 2 Claws +16 (1d6+6 and poison) and bite +16 (1d6+3) and tail +16 (1d6+3 plus poison) and claw +11 (1d6+6 and poison)

Abilities Str 22 Con 19

Special: Rake attack 1d6+3, Poison save DC increases by +2

Rage lasts 8 rounds.

Leaping Pounce (Ex): When a fleshraker charges, it leaps high into the air above its prey, attempting to knock it to the ground. This ability functions much like the pounce special attack. However, a fleshraker's incredible jumping ability makes its leaping pounce particularly deadly.

When a Fleshraker charges a foe, it can make a full attack, including one rake attack. If a fleshraker successfully hits and damages a target of its size or smaller that it pounces on during a charge, it can make a free trip attack without provoking attacks of opportunity. If the fleshraker wins the opposed trip check, it can make an immediate grapple check. If it succeeds, the opponent is considered grappled and pinned on the ground beneath the fleshraker. On each subsequent round, the fleshraker can deal automatic claw and rake damage with a successful grapple check against a pinned opponent.

If a fleshraker fails the opposed trip check, it cannot be tripped in return. If it successfully trips its opponent but fails the subsequent grapple check, the opponent is still prone in the fleshraker's square, but it is not grappled or pinned.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Dex, secondary damage 1d6 Dex. The save DC is Constitution-based.

Rake (Ex): Attack bonus +7 melee, damage 1d6+2.

Skills: Fleshrakers have a +8 racial bonus on Hide checks and a +6 racial bonus on Jump checks. The Hide bonus increases to +10 if forested areas.

Description: This, wicked-looking spines bristle from this creature's back, sinuous tail, and muscled forelimbs, glistening with some clear liquid. Although it stands upright, you can tell the mottled green killer can run on all fours should it desire. A long, reptilian snout opens wide with a short bark to display a set of deadly, sharp teeth, and each of its four limbs sprouts a pair of 6-inch-long hooked claws. It looks at you with preternatural awareness.

Sources Monster Manual III

ENCOUNTER 5

PIRATE BLADES CR 10

Male Human Swash 3 / Sct 5 / Dervish 1 / Ftr 1

NE Medium Humanoid (Human)

Init +6; **Senses** Listen +5, Spot +7

Languages Common, Suel, Oeridy

AC 20, touch 14, flat-footed 17 (+1 or +2 to AC after Skirmishing)

(+3 Dex, +5 armor, +1 natural)

Miss Chance none

hp 68 (10 HD)

Immune none

Resist none; **SR** none

Fort +7, **Ref** +11, **Will** +4

Weakness -

Speed 40 ft. in Pearlsteel chain shirt (6 squares), base movement 30 ft.;

Melee +1 Scimitar +13 (1d6+5) or

Melee +1 Scimitar +11 (1d6+5) and +11 (1d6+5) and +6 (1d6+5) or

Ranged masterwork Mighty composite Longbow (Str+1) +12 (1d8+2) or

Ranged masterwork Mighty composite Longbow (Str+1) +12 (1d8+2) and +7 (1d8+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +10

Atk Options Combat Expertise, Dodge, Mobility, Skirmish +2d6, Evasion, Improved Skirmish (+4d6)

Combat Gear Pearlsteel chain shirt +1, 2x Scimitar +1, masterwork mighty composite longbow (Str+2), 20 arrows, Potion Cure Light Wounds, Potion Lesser Vigor

Abilities Str 14, Dex 17*, Con 10, Int 15, Wis 10, Cha 8

SQ Trapfinding, Battle Fortitude, Uncanny Dodge, Grace +1, Trackless Step, Insightful Strike, Dervish Dance 1x/day (6 rounds), Movement Mastery, Slashing Blades, Evasion

Feats Combat Expertise, Dodge, Weapon Finesse, Mobility, Weapon Focus (Scimitar), Quick Reconnoiter, Improved Skirmish, Two Weapon Fighting

Skills Balance +13, Bluff +5, Climb +10, Escape Artist +15, Jump +12, Listen +5, Perform (dance) +12, Sense Motive +8, Spot +7, Swim +12, Tumble +17

Possessions combat gear plus Elixir of Swimming, ~~Potion of Haste~~, Gloves of Dexterity +2, Ring Protection +1, Amulet Natural Armor+1, 69 gp

Power-Up Suite (Haste for 5 rounds)

AC 21, touch 15, flat-footed 18 (+1 to AC after Skirmishing)

Speed 70 ft.

Ref +12

Melee +1 Scimitar +12 (1d6+5) and +12 (1d6+5) and +7 (1d6+5) and +12 (1d6+5)

Description The Pirate Blades are lithe combatants, dressed in some sort of light armor that looks like steel, but has a gleaming blue-white mother of pearl sheen.

Sources Scout (Complete Adventurer), Swashbuckler (Complete Warrior), Lesser Vigor (Spell Compendium), Dervish (Complete Warrior), Quick Reconnoiter (Complete Adventurer), Pearlsteel (Stormwrack), Improved Skirmish (Complete Scoundrel)

* Indicates a magical enhancement.

PIRATE CASTER

CR 10

Male Human Duskblade 10

NE Medium Humanoid (Human)

Init +3; **Senses** Listen +0, Spot +0

Languages Common, Suel

AC 23, touch 14, flat-footed 20

(+3 Dex, +6 armor, +1 deflection, +3 shield)

Miss Chance none

hp 75 (10 HD),

Immune none

Resist none; **SR** none

Fort +10, **Ref** +7, **Will** +8

Weakness -

Speed 20 ft. in breastplate (6 squares), base movement 30 ft.;

Melee Vicious +1 Rapier +15 (1d6+1+2d6 & additional +1 when delivering a spell, 15-20/x2) and wielder takes 1d6 damage per hit or

Melee Full Attack Vicious +1 Rapier +15 and +10 (1d6+1+2d6 & additional +1 when delivering a spell, 15-20/x2) and wielder takes 1d6 damage per hit or

Melee Touch Spell +14 (spell damage+2) or

Ranged Longbow +13 (1d8) or

Ranged Full Attack Longbow +13 and +8 (1d8)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Combat Casting, Arcane Channelling, Touch Spell Specialization, Weapon Focus (Rapier), Quick Cast 2x/day, Improved Critical (Rapier)

Combat Gear Vicious +1 rapier, breastplate +1, longbow, 20 arrows, Potion of Haste, Weapon Crystal of Arcane Steel, Heavy Steel Shield +1, Potion Remove Blindness

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

SQ Arcane Attunement, Armored Mage (medium), Arcane Channelling, Quick Cast 2x/day, Spell Power+2, Armored Mage (Heavy Shield)

Feats Combat Casting, Weapon Finesse, Weapon Focus (Touch Spells), Touch Spell Specialization, Weapon Focus (Rapier), Improved Critical (Rapier)

Skills Concentration +15 (or +19), Knowledge Arcana +15, Sense Motive +13, Spellcraft +15, Swim +7

Possessions combat gear plus Cloak of Resistance +1, Ring Protection +1, 84 gp

Duskblade Spells Known (CL 10th):

3rd (3/day) DC 15— Vampiric Touch, Energy Surge

2nd (8/day) DC 14— Scorching Ray, Ghoul Touch, Melf's Acid Arrow, See Invisibility

1st (9/day) DC 13— Chill Touch, Ray of Enfeeblement, Shocking Grasp, True Strike, Kelgore's Fire Bolt, Ray of Enfeeblement

0 (6/day) DC 12— Acid Splash, Disrupt Undead, Ray of Frost, Touch of Fatigue

‡ Already cast

Spell-Like Abilities (CL 10th):

0 (5x/day)—Dancing Lights, Detect Magic, Flare, Ghost Sound, Read Magic

‡ Already cast

Description The Pirate Caster wears light armor and has a cocky look on his face as he prepares to engage in combat.

Sources Duskblade (Players Handbook Two), Touch Spell Specialization (Complete Arcane), Kelgore's Fire Bolt (Player's Handbook Two), Energy Surge (Players Handbook Two)

* Indicates a magical enhancement.

ENCOUNTER 6

THE WARLOCK

CR 8

Male human Warlock 8

CN Medium Humaoid (Human)

Init +3; **Senses** Listen +0, Spot +0

Aura

Languages Common

AC 19, touch 14, flat-footed 16

(+3 Dex, +5 armor, +1 deflection) (Add a +1 shield bonus when within 5' of the Soldier; add +2 when the Soldier fights defensively within 5'.)

Miss Chance none

hp 48 (8 HD); DR2/Cold Iron; Fast Healing 1 (when using Fiendish Resilience)

Immune none

Resist none; **SR** none

Fort +5, **Ref** +6, **Will** +7

Weakness -

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee Longspear +5 (1d8-1) or

Melee Longspear +5 (1d8-1) and +0 (1d8-1) or

Ranged Touch Attack Eldritch Blast +10 (4d6) or

Ranged Touch Attack Eldritch Blast +10 (4d6) and +5 (4d6)

Space 5 ft.; **Reach** 10 ft. (with Longspear)

Base Atk +6; **Grp** +5

Atk Options Point Blank Shot, Precise Shot, Maximize Spell-Like Ability (Eldritch Blast) 3x/day, Baneful Blast (+2d6 damage vs humans), Eldritch Chain

Combat Gear Longspear, Chain shirt +1, Amulet of True Strike, Dust of Dispersion, Wand of Entangle, Wand Ray of Clumsiness, Potion Cure Light Wounds, Potion Cure Moderate Wounds, Potion Protection from Good, Potion Cat's Grace

Invocations Known:

Entropic Warding

Sickening Blast (DC 13)

Eldritch Spear

Baneful Blast

Eldritch Chain

‡ Already cast

Spell-Like Abilities (CL 6th):

Eldritch Blast: ranged touch attack +10 (4d6 damage)

Detect Magic

Abilities Str 8, Dex 17, Con 14, Int 10, Wis 10, Cha 13

SQ Deceive Item, Fiendish Resilience +1

Feats Point Blank Shot, Precise Shot, Weapon Focus (Ray), Maximize Spell-Like Ability (Eldritch Blast)

Skills Concentration +13, Spellcraft +13, Use Magic Device +12 (+14 when using scrolls)

Possessions combat gear plus Cloak Resistance +1, Ring protection +1, 45 gp

Description He appears to be a thin short man, wearing light armor and holding a longspear.

Sources Amulet of True Strike (Operation Black Knight), Warlock (Complete Arcane), Baneful Blast (Complete Mage)

THE SOLDIER **CR 10**

Male Human Fighter 6 / Tactical Soldier 4

NE Medium humanoid (Human)

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

Aura -

Languages Common, Suloise

AC 25, touch 15, flat-footed 25

(+9 armor, +4 shield, +1 natural, +1 deflection)

(Add +1 AC vs ranged attacks.)

Miss Chance -

hp 105 (10 HD);

Immune none

Resist none; **SR** none

Fort +12, **Ref** +3, **Will** +3

Weakness -

Speed 20 ft. in half-plate armor +1 (4 squares), base movement 30 ft.;

Melee +1 longsword +13 (1d8+3) or

Melee +1 longsword +13 (1d8+3) and +8 (1d8+3)

Ranged Light Crossbow +8 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +16

Atk Options Combat Expertise, Combat Reflexes, Power Attack, Cleave, Improved Combat Expertise

Special Actions -

Combat Gear Half-Plate Mail +2, heavy steel shield +1 Arrow Catching, longsword +1, potion shield of faith, potion cure light wounds, Potion Barkskin+2, Potion Cure Moderate Wounds, locked gauntlet, light crossbow, 10 bolts

Abilities Str 14, Dex 10, Con 17, Int 13, Wis 10, Cha 8

SQ Flanker, Sidestep, Interpose, Defensive Shield

Feats Combat Reflexes Shieldmate, Power Attack, Combat Expertise, Shield Specialization (Heavy), Cleave, Improved Combat Expertise, Improved Toughness, Shield Ward

Skills Climb +2, Intimidate +10, Jump +6, Ride +10, Sense Motive +11

Possessions combat gear plus Ring Protection +1, Amulet natural Armor +1 57 gp

Description The Soldier is a large man, approximately 6 foot tall and thickly muscled.

Sources Shieldmate (Miniatures Handbook), Shield Specialization (Players Handbook 2), Improved Combat Expertise (Complete Warrior), Tactical Soldier (Miniatures Handbook), Improved Toughness (Complete Warrior), Shield Ward (Players Handbook 2)

THE ARCHER **CR 8**

Female Human Ranger 8

NE Medium humanoid (Human)

Init +3; **Senses** Listen +13, Spot +13

Aura -

Languages Common

AC 19, touch 14, flat-footed 16

(+3 Dex, +5 armor, +1 deflection)

Miss Chance -

hp 48 (8 HD);

Immune none

Resist none; **SR** none

Fort +7, **Ref** +10, **Will** +5

Weakness -

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft.;

Melee Longsword +11 (1d8+2) or

Melee Longsword +11 (1d8+2) and +6 (1d8+2) or

Ranged +1 Mighty Composite Longbow (STR+2) +12 (1d8+3) or

Ranged (Manyslot) +1 Mighty Composite Longbow (STR+2) +8 (2d8+6) or

Ranged (Rapid Shot) +1 Mighty Composite Longbow (STR+2) +12 (1d8+3) and +12 (1d8+3) and +7 (1d8+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +10

Atk Options Point Blank Shot, Precise Shot, Favored Enemy (Human), Rapid Shot, Plunging Shot (+1d6 damage when 30 ft or more above opponent), Distracting Attack, Improved Rapid Shot, Manyslot, 2nd favored enemy (Elf)

Special Actions -

Ranger Spells Prepared (CL 5th):

2nd— Haste, Swift

1st— Guided Shot, Hunter's Mercy

Combat Gear mithral chain shirt +1, mighty composite longbow (STR+2) +1, 40 arrows, longsword, potion remove blindness/deafness, potion Cure Light Wounds, Potion Lesser Vigor, Potion Fly

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

SQ Track, Wild Empathy, Combat Style (Archery), Alternate Class Feature: Distracting Attack, Woodland Stride, Swift Tracker

Feats Point Blank Shot, Precise Shot, Rapid Shot, Plunging Shot, Manyslot

Skills Hide +14, Listen +13, Move Silently +14, Search +11, Spot +13, Survival +13, Swim +13

Possessions combat gear plus Ring protection +1, Cloak Resistance +1, 83 gp

Description The archer is a lithe human who despite her small stature looks like she can use the large bow she carries.

Sources Plunging Shot (Races of the Wild), Distracting Attack (Player's Handbook 2), Lesser Vigor (Spell Compendium), Guided Shot (Spell Compendium), Hunter's Mercy (Spell Compendium), Improved Rapid Shot (Complete Warrior), Swift Haste (Spell Compendium)

ENCOUNTER 7

SPELL DRUID

CR 6

Female Human Druid 5 / Stormcaster 6

CN Medium Humanoid

Init +1; Senses Listen +12, Spot +10

Aura -

Languages Common

AC 26, touch 14, flat-footed 23

(+3 Dex, +5 armor, +3 shield, +4 Natural, +1 Deflection)

Additional +5 AC bonus to ranged projectile attacks

Miss Chance -

hp 81 (4 HD)

DR 10/Adamantine: total of 90 points of preventable damage (from Stoneskin)

Immune -

Resist Electricity 10; SR none

Fort +15, Ref +11, Will +12

Weakness -

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

Melee Club(Shillelagh) +4 (2d6 +1)

Ranged none

Space 5 ft.; Reach 5 ft.

Base Atk +7; Grp +7

Atk Options -

Special Actions -

Combat Gear Chitin Armor +1, Heavy Wooden Shield +1, Club, Crystal of Arrow Deflection, Periapt of Wisdom +2, Ring of Protection, Cloak of Resistance +2

Druid Spells Prepared (CL 5nd): Spell DC 14+spell level; Transmutation spells are +1 DC.

5th- ~~Call Lightning Storm~~ †, Call Lightning Storm

4th- Spike Stones, Flame Strike x2, ~~Air Walk~~ †

3rd- Call Lightning, Dominate Animal

2nd- ~~Bears Endurance~~ x2 †, ~~Cat's Grace~~ †, ~~Barkskin~~ x2 †

1st- ~~Shillelagh~~ †, Gust of Wind, Cure Light Wounds x3

0—Detect Magic x2, Cure Minor Wounds x4

† Already cast

Abilities Str 10, Dex 17*, Con 18*, Int 10, Wis 19*, Cha 8

SQ Animal Companion (Crocodile Advanced), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wildshape, Storm Spell Power, Thunderclap, Resistance to Electricity 10, Shield of Winds 2/day, Eye of the Storm, Thunderbolt

Feats Scribe Scroll, Spell Focus Transmutation, Heighten, Storm Bolt, Sudden Maximize

Skills Handle Animal +13, Knowledge Arcana +5, Knowledge Nature +8, Listen +12, Spellcraft +8, Spot +10, Swim -2

Possessions Chitin Armor +1, Heavy Wooden Shield +1, Club, Crystal of Arrow Deflection, Periapt of Wisdom +2, Ring of Protection +1, Cloak of Resistance +2, ~~Scroll of Stoneskin~~ x2

Special Quality(Storm spell Power – spells with the air, electricity, sonic, or water descriptor are at +2 caster level)

Special Quality(Thunderclap – convert spell to generate sonic burst

Description A disheveled woman whose wild hair seems intentionally windblown.

Sources Chitin Armor (Stormwrack), Potion Bracers(Sharn: City of Towers), Stormcaster abilities (Stormwrack)

REGULAR CROCODILE

CROCODILE

CR -

Medium Animal

Init +1; Senses Listen +4, Spot +4

Aura

Languages Common, Aquan

AC 15, touch 11, flat footed 14
(+1 Dex, +4 natural)

Miss Chance -

hp 25 (3d8+9) (3 HD);

Immune none

Resist none; SR None

Fort +6, Ref +4, Will +2

Weakness -

Speed base movement 20 ft., Swim 30 ft.

Melee Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)

Ranged None

Space 5 ft.; Reach 5 ft.

Base Atk +2; Grp +6

Atk Options Improved Grab

Abilities Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2

SQ Hold Breath, Low Light Vision, Link, Share Spells, Known Trick (Attack)

Feats Alertness, Skill Focus (Hide)

Skills Hide +7, Listen +4, Spot +4, Swim +12

Special Quality (Hold Breath - A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells - At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target

of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal.)

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

BRUTISH BARBARIAN

CR 10

Male half-orc Barbarian 1 / Fighter 4 / Menacing Brute 5
CE Medium Humanoid (Orc) (Amphibious)

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

Aura -

Languages Common

AC 25, touch 14, flat-footed 24

(+1 Dex, +7 armor, +3 deflection*, +4 natural*)

Miss Chance 20%*

hp 104* (10 HD); **DR** 10/Adamantine (to prevent a maximum of 90 damage)*

Immune -

Resist none; **SR** none

Fort +13, **Ref** +4, **Will** +4

Weakness -

Speed 30 ft. in chain mail armor (6 squares), base movement 30 ft., Swim 15 ft.;

Melee +1 Greatsword +16 (2d6+9 17-20/x2) or

Melee +1 Greatsword +16 (2d6+9 17-20/x2) and +11 (2d6+9 17-20/x2)

Ranged -

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +14

Atk Options Intimidating Strike, Power Attack, Ruthless Cut (+4 to confirm crits), Power Critical (+4 to confirm Crits), Sneak Attack +1d6

Special Actions -

Combat Gear Chainmail +2, Keen greatsword +1, masterwork greatsword, Brooch of Shielding (50 points left)

Abilities Str 18, Dex 12, Con 18*, Int 8, Wis 8, Cha 8

SQ Fast movement, Illiteracy, Rage 1x/day, Demoralizing Stare, Resourceful search, Sneak Attack +1d6, Ruthless Cut, Making an Example

Feats Menacing Demeanor, Intimidating Strike, Iron Will, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword), Power Critical (Greatsword)

Skills Intimidate +21, Search +1, Swim +6, Knowledge (Local-Sheldomar) +1

Possessions combat gear plus ~~Potion Shield of Faith +2, Potion Blur~~, cloak resistance +1, 710 gp

Power-Up Suite (Rage)

AC 23, touch 12, flat-footed 22

hp 124*; **DR** 10/Adamantine (to prevent a maximum of 90 damage)*

Fort +15, **Will** +6

Melee +1 Greatsword +18 (2d6+12 17-20/x2) or

Melee +1 Greatsword +18 (2d6+12 17-20/x2) and +13 (2d6+12 17-20/x2)

Abilities Str 22 Con 22*

Rage lasts 9 rounds.

Skills The amphibious template gives a +8 racial bonus to swim checks.

Description This appears to be a half-orc, although you notice that it has slightly webbed hands and feet and what could be gills on its neck. He has hatred in his eyes.

Sources Amphibious template (Stormwrack), Menacing Demeanor (Races of Destiny), Intimidating Strike (Players Handbook 2), Power Critical (Complete Warrior)

* Indicates a magical enhancement.

DRAGON EEL

CR 11

NE Large Dragon (Aquatic)

Init +4; **Senses** Listen +18, Spot +18

Languages Aquan, Draconic

AC 27, touch 9, flat-footed 27

(-1 size, +0 Dex, +18 natural)

Miss Chance

hp 161 (14 HD); **DR** 5/Adamantine

Immune to Magic sleep effects and paralysis, **SR** 22 (as per the spell *Spell Resistance*, caster level 10)

Fort +14, **Ref** +9, **Will** +10

Weakness -

Speed 20, swim 60 ft.;

Melee Bite +21 (4d8+12 or Powerful Charge 4d8+12+2d6) or

Melee Full Attack Bite +21 (4d8+12)

Space 10 ft.; **Reach** 5 ft.

Base Atk +14; **Grp** +26

Atk Options Cleave, Improved Bull Rush, Improved Sunder, Power Attack

Special Actions Improved Grab, Swallow Whole

Abilities Str 26, Dex 11, Con 21, Int 8, Wis 12, Cha 13

SQ Blindsight 30 ft., damage reduction 5/adamantine, darkvision 60 ft., immunity to magic sleep effects & paralysis, low-light vision, keen scent

Feats Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Powerful Charge

Skills Bluff +18, Hide +13, Listen +18, Sense Motive +18, Spot +18, Swim +16,

Improved Grab (Ex) To use this ability, a dragon eel must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round (see below.)

Swallow Whole (Ex) A dragon eel can try to swallow a grabbed opponent of Medium or smaller size by

making a successful grapple check. Once inside, the opponent takes 1d8+8 points of crushing damage plus 8 points of acid damage per round from the dragon eel's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large dragon eel's interior can hold 2 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine opponents.

Blindsight (Ex) A dragon eel can locate creatures underwater within 30 feet by nonvisual means. Opponents the dragon eel can't actually see still have total concealment against the dragon eel. This ability works only when the dragon eel is underwater.

Keen Scent (Ex) A dragon eel can notice creatures by scent within 180 feet, and detect blood in the water up to a mile away.

Skills A dragon eel has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Description Silvery scales glisten on the muscular flanks of this long, narrow creature. A powerful, jagged beak snaps beneath frighteningly intelligent eyes. Pairs of small fins whipped with hooks march down its belly, while a frilled fin runs the full length of its back.

Source Dragon Eel (Monster Manual III)

APPENDIX 6 – APL 12

ENCOUNTER 3

BATTLE DRUID

CR 13

Male Human Druid 8 / Warshaper 5

CN Medium Humanoid

Init +0; Senses Listen +4, Spot +4

Aura -

Languages Common, Aquan

AC 19, touch 10, flat-footed 19

(+4 armor +5 natural*)

Additional +2 AC vs. Good Aligned Creatures

Miss Chance -

hp 153 (16 are Temporary) (13 HD);

DR10/adamantine from Heart of Earth for a total of 70 points of preventable damage (Will last for 7 rounds once activated)

Immune To stunning and Critical Hits

Resist -; SR None

Fort +22*, Ref +11, Will +15

Weakness -

Speed 20 ft. in Medium Armor (4 squares), base movement 30 ft., Swim* 20 ft. (Heart of Water Spell);

Melee Quarter Staff(Shillelagh) +12 (2D6+3)

Ranged None

Space 5 ft.; Reach 5 ft.

Base Atk +9; Grp +13

Atk Options Improved Grapple

Special Actions

Combat Gear Chitin Armor, Quarterstaff, Periapt of Wound Closure, Cloak of Resistance +4

Druid Spells Prepared (CL 8th):

4th- Summon Nature's Ally IV, ~~Heart of Earth~~ ‡

3rd- ~~Heart of Water~~ ‡, Summon Nature's Ally III, Dominate Animal

2nd—Summon Nature's Ally II, Summon Nature's Ally II, warp wood, ~~Spider Climb~~ ‡

1st—~~Shillelagh~~ ‡, Produce Flame / ~~Babau Slime~~ ‡, Charm Animal x2

0—Cure Minor Wounds x2, Guidance, Light, Virtue, Read Magic

‡ Already cast

Abilities Str 10, Dex 10, Con 22*, Int 13, Wis 14, Cha 8

SQ Animal Companion (Giant Crocodile), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape x3 (Large), Morphic Immunities (Warshaper), Morphic Weapons (Warshaper), Morphic Body (Warshaper), Morphic Reach (Warshaper), Morphic Healing (Warshaper), Multimorph (Warshaper)

Feats Endurance, Diehard, Improved Grapple, Fast Wild Shape, Primeval Wild Shape, Lightning Reflexes

Skills Climb +13*, Concentration +21*, Handle Animal +10*, Knowledge Nature +9*, Listen +6*, Spellcraft +7*, Spot +6*, Survival +6*, Swim +18*

Possessions Periapt of Wound Closure, Chitin Armor, Quarterstaff, Cloak of Resistance +4, Potion of Invisibility, Potion of Haste, Potion of Aid, ~~Potion of Barkskin +4, Potion of Bears Endurance, Potion of Bulls Strength, Potion of Protection from Good, Potion of Good Hope, Scroll of Enhance Wildshape~~

Special Quality (Babau Slime Spell – Any creature making a Touch attack, Unarmed Attacks or attacks with Natural weapons takes 1d8 points of Acid Damage. Also, any creatures in a grapple with the creature take the damage at the beginning of their turn))

Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate Freedom of Movement effect as a swift action lasts for 1 round)

Special Quality (Heart of Earth – Gain +8 Bonus to checks against Bull Rush, Overrun, or Trip attacks. Gains 14 Temp Hit Points Can activate Stoneskin as a swift action)

Special Quality (Spider Climb from Spell)

Special Quality (Fast Wild Shape – Wild shape as a move action)

Special Quality (Enhance Wild Shape – When in wild shape form add a +2 Con bonus)

Special Quality (Healthful Rest – All natural and fast healing effects are doubled)

Special Quality (Primeval Wild Shape - +2 Str +2 Natural Armor and Resist Cold 10 Wild shape lasts rounds per level instead of hours)

Skills

Description A scarred man in his early 30's who looks like he has been in one too many fights for his life.

Sources Chitin Armor (Stormwrack), Heart of Water (Complete Mage), Heart of Earth (Complete Mage), Babau Slime Spell (Spell Compendium), Warshaper Abilities (Complete Warrior), Fast Wild Shape (Complete Divine), Enhance Wildshape (Spell Compendium), Primal Wild Shape(Frostburn)

* Indicates magical enhancement.

POWER-UP SUITE

SHAPESHIFTED Black Bear

AC 18, touch 11, flat-footed 17

(+1 Dex +7 natural*)

Additional +2 AC vs. Good Aligned Creatures

hp 151 (14 are Temporary) (11 HD); Fast Healing 6* (Doubled due to Periapt of Wound Closure tripled due to spell Healthful Rest)

DR10/adamantine from Heart of Earth for a total of 70 points of preventable damage (Will last for 7 rounds once activated)

Immune To stunning and Critical Hits

Resist Cold 10

Fort +24*, Ref +12, Will +15

Speed base movement 40 ft., Swim* 40 ft. (Heart of Water Spell);

Melee Claw +18 Melee (1d4+9) or Bite +13 Melee (1d6+4)

Melee Morphic Weapon Substitution Claw +18 (1d6+9) or Bite +13 Melee (1d8+4)

Full Attack 2 Claws +18 Melee (1d4+9) and Bite +13 Melee (1d6+4)

Ranged None

Space 5 ft.;

Reach 10 ft.

Base Atk +9; **Grp** +22

Atk Options Improved Grapple

Abilities Str 29*, Dex 13, Con 26*, Int 13, Wis 14, Cha 8

SQ Animal Companion (Giant Crocodile), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape x3 (Large), Morphic Immunities (Warshaper), Morphic Weapons (Warshaper), Morphic Body (Warshaper), Morphic Reach (Warshaper), Morphic Healing (Warshaper), Multimorph (Warshaper)

Feats Endurance, Diehard, Improved Grapple, Fast Wild Shape, Primeval Wild Shape, Lightning Reflexes

Skills Climb +13*, Concentration +21*, Handle Animal +10*, Knowledge Nature +9*, Listen +6*, Spellcraft +7*, Spot +6*, Survival +6*, Swim +22*

Special Quality (Babau Slime Spell – Any creature making a Touch attack, Unarmed Attacks or attacks with Natural weapons takes 1d8 points of Acid Damage. Also, any creatures in a grapple with the creature take the damage at the beginning of their turn))

Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate Freedom of Movement effect as a swift action lasts for 1 round)

Special Quality (Heart of Earth – Gain +8 Bonus to checks against Bull Rush, Overrun, or Trip attacks. Gains 14 Temp Hit Points Can activate Stoneskin as a swift action)

Special Quality (Spider Climb from Spell)

Special Quality (Fast Wild Shape – Wild shape as a move action)

Special Quality (Enhance Wild Shape – When in wild shape form add a +2 Con bonus)

Special Quality (Healthful Rest – All natural and fast healing effects are doubled)

Special Quality (Primal Wild Shape - +2 Str +2 Natural Armor and Resist Cold 10 Wild shape lasts rounds per level instead of hours)

Skills

Description A scarred man in his early 30's who looks like he has been in one too many fights for his life.

Sources Chitin Armor (Stormwrack), Heart of Water (Complete Mage), Heart of Earth (Complete Mage), Babau Slime Spell (Spell Compendium), Warshaper Abilities (Complete Warrior), Fast Wild Shape (Complete Divine), Enhance Wildshape (Spell Compendium), Primal Wild Shape (Frostburn)

* Indicates magical enhancement.

GIANT CROCODILE

CROCODILE, GIANT

CR -

Huge Animal

Init +1; **Senses** Listen +5, Spot +5

Aura

Languages Common, Aquan

AC 16, touch 9, flat-footed 15

(-2 size, +1 Dex, +7 natural)

Miss Chance -

hp 63 (7d8+28) (7 HD);

Immune none

Resist none; **SR** None

Fort +9, **Ref** +6, **Will** +3

Weakness -

Speed base movement 20 ft., Swim 30 ft.

Melee Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)

Ranged None

Space 15 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +21

Atk Options Improved Grab

Abilities Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2

SQ Hold Breath, Low Light Vision, Link, Share Spells, Known Trick (Attack)

Feats Alertness, Endurance, Skill Focus (Hide)

Skills Hide +1, Listen +5, Spot +5, Swim +16

Special Quality (Hold Breath - A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells - At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).)

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all

creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

SUMMONER DRUID #1

CR 9

Male Human Druid 9

CN Medium Humanoid

Init +0; Senses Listen +12, Spot +12

Aura -

Languages Common, Aquan

AC 19, touch 10, flat-footed 19

(+4 armor +5 natural*)

Additional +2 AC vs. Good Aligned Creatures

Miss Chance

hp 99 (18 are temporary) (9 HD);

DR10/adamantine from Heart of Earth for a total of 90 points of preventable damage (Will last for 9 rounds once activated)

Immune -

Resist Fire 30 ; SR none

Fort +12, Ref +5, Will +12

Weakness -

Speed 20 ft. in Medium Armor (4 squares), base movement 30 ft., Swim speed 20 ft.;

Melee Quarter Staff(Shillelagh) +7 (2D6+1)

Ranged none

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +6

Atk Options -

Special Actions -

Combat Gear MW Chitin Armor, Quarterstaff, Cloak of Resistance +2, Periapt of Wisdom +2

Druid Spells Prepared (CL 9th):

5th- Fireward ‡

4th- Heart of Earth ‡, Rushing Waters x2

3rd- Ice Lance x2, ~~Heart of Water~~ ‡, Dominate Animal

2nd- Creeping Cold x2, Kelp Strands x3

1st- Winter Chill x3, Charm Animal, ~~Healthful Rest~~ ‡

0- Cure Minor x3, Flare x3

‡ Already cast

Abilities Str 10, Dex 10, Con 18*, Int 13, Wis 18*, Cha 8

SQ Spontaneous Rejuvenation, Animal Companion (Crocodile), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape x3(Large), Venom Immunity

Feats Combat Casting, Heighten Spell, Spell Focus (Conj), Natural Spell, Sudden Maximize

Skills Concentration +16, Handle Animal +11, Hide +0, Knowledge Nature +3, Listen +12, Spellcraft +10, Spot +12, Survival +116, Swim +12*

Possessions MW Chitin Armor, Quarterstaff, Periapt of Wisdom +2, ~~Potion of Protection from Good~~, ~~Potion of Aid~~, ~~Potion of Barkskin~~ +5, ~~Potion of Bears Endurance~~, Cloak of Resistance +4, ~~Potion of Resist energy fire 30~~

Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate

Freedom of Movement effect as a swift action lasts for 1 round)

Special Quality (Healthful Rest – All natural and fast healing effects are doubled)

Special Quality (Heart of Earth – Gain +8 Bonus to checks against Bull Rush, Overrun, or Trip attacks. Gains 14 Temp Hit Points Can activate Stoneskin as a swift action)

Skills

Description A slim young man in his teen years is swimming about 5 feet below the surface of the water looking up at the boat and making motions in what looks like spellcasting.

Sources Chitin Armor (Stormwrack), Heart of Water (Complete Mage), Spontaneous Rejuvenation (PHB2), Heart of Earth (Complete Mage), Rushing Waters (Spell Compendium), Imbued Summoning (PH2), Fireward (Spell Compendium)

* Indicates magical enhancement.

ADVANCED GIANT CROCODILE

CROCODILE, GIANT

CR -

Huge Animal

Init +1; Senses Listen +5, Spot +5

Aura

Languages Common, Aquan

AC 18, touch 9, flat-footed 17

(-2 size, +1 Dex, +9 natural)

Miss Chance -

hp 81 (9d8+36) (7 HD);

Immune none

Resist none; SR None

Fort +10, Ref +7, Will +4

Weakness -

Speed base movement 20 ft., Swim 30 ft.

Melee Bite +13 melee (2d8+13) or tail slap +13 melee (1d12+13)

Ranged None

Space 15 ft.; Reach 10 ft.

Base Atk +6; Grp +22

Atk Options Improved Grab

Abilities Str 28, Dex 13, Con 19, Int 1, Wis 12, Cha 2

SQ Hold Breath, Low Light Vision, Link, Share Spells, Known Trick (Attack), Known Trick (Defend), Evasion

Feats Alertness, Endurance, Skill Focus (Hide)

Skills Hide +3, Listen +6, Spot +6, Swim +16

Special Quality (Hold Breath - A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells - At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal

companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal.)

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

Special Quality (Defend Trick - The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.)

ENCOUNTER 4

BULLYWUG RAGER CR 10

Male Bullywug Barbarian 10
CE Medium Humanoid (Aquatic)
Init +2; Senses Listen -3, Spot -3

Aura

Languages Common

AC 20, touch 13, flat-footed 18
(+2 Dex, +6 armor, +1 natural, +1 deflection)

Miss Chance none

hp 135 (10 HD);

Immune none

Resist none; SR none

Fort +14, Ref +6, Will +1

Weakness -

Speed 25 ft. in hide armor (5 squares), base movement 20 ft., swim 30 ft.;

Melee +1 Greatclub +15 (1d10+7) or

Melee +1 Greatclub +15 (1d10+7) and +10 (1d10+7)

Space 5 ft.; Reach 5 ft.

Base Atk +10; Grp +15

Atk Options Power Attack, Powerful Charge +1d8 damage, Reckless Charge

Combat Gear greatclub +1, Breastplate +1, Belt of One Mighty Blow, Bracers of Quick Strike, Potion Cure Moderate Wounds

Abilities Str 20*, Dex 14, Con 22, Int 4, Wis 4, Cha 4

SQ Rage 2x/day, Fast Movement, Marsh Movement, Uncanny Dodge, Trap Sense+2, Improved Uncanny Dodge

Feats Power Attack, Powerful Charge, Reckless Rage, Reckless Charge

Skills Swim +14,

Possessions combat gear plus Cloak of Resistance +1, Amulet Natural Armor+1, Ring Protection +1, Gauntlets of Ogre Power, 345 gp

Power-Up Suite (Rage)

AC 16, touch 9, flat-footed 14

hp 165

Fort +17, Will +3

Melee Greatclub +18 (1d10+13) or

Melee Greatclub +18 (1d10+13) and +13 (1d10+13)

Abilities Str 26 Con 28

Rage lasts 12 rounds.

Marsh Movement (Ex) Bullywugs suffer no movement penalties for moving in marshes or mud.

Skills Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

Description Bullywugs are frog-headed amphibious humanoids with green, gray, or mottled yellow skin. They have long, flicking tongues that can barely fit around a form of stunted Common. They stand 4 to 7 feet tall, weigh 100 to 300 pounds.

Sources Bullywug (Source), Reckless Rage (Races of Stone), Reckless Charge (Miniatures Handbook), Powerful Charge (Miniatures Handbook)

*Indicates Magical enhancement.

BULLYWUG BOMBER

CR 10

Male Bullywug Gender Fighter 6 / Monk 4

LE medium Humanoid (Aquatic)

Init +4; Senses Listen +0, Spot +0

Aura

Languages Common

AC 19, touch 12, flat-footed 19

(+6 armor*, +1 deflection, +1 natural, +1 insight; Greater Mage Armor was cast from a scroll by the Wastrian Caster)

Miss Chance

hp 114 (10 HD);

Immune -

Resist -; SR -

Fort +16, Ref +9, Will +9; +2 saves against enchantment effects

Weakness

Speed 30 ft. in no armor (6 squares), base movement 20 ft., swim 40 ft.;

Melee Unarmed Strike +14 (1d8+6) or

Melee Unarmed Strike +14 and +9 (1d8+6) or

Melee Flurry of Blows +12 and +12 and +7 (1d8+6) or

Space 5 ft.; Reach 5 ft.

Base Atk +9; Grp +17

Atk Options Necklace of Fireballs, Combat Expertise, Improved Grapple, Deflect Arrows, Flurry of Blows, Unarmed Strike, Victor's Luck

Combat Gear Necklace of Fireballs, Type 4

Abilities Str 18, Dex 10, Con 22, Int 4, Wis 10, Cha 2

SQ Evasion, Flurry of Blows, Unarmed Strike, Still Mind, Ki strike (magic), slow fall 20'

Feats Iron Will, Improved Initiative, Combat Expertise, Improved Grapple, Deflect Arrows, Lightning

Reflexes, Weapon Focus (Unarmed Strike), Victor's Luck, Weapon Specialization (Unarmed Strike)

Skills Swim +13, Tumble +4

Possessions combat gear plus Ring Protection +1, Cloak of Resistance +1, Amulet Natural Armor +1, loun stone dusty rose prism

Marsh Movement (Ex) Bullywugs suffer no movement penalties for moving in marshes or mud.

Skills Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

Description You are looking at one of the ugliest creatures you have ever seen. This particular bullywug is naked except for a dirty, tattered loincloth, a ring, cloak and beaded necklace. Flies buzz around him.

Sources Bullywug (Source), Victor's Luck (Complete Scoundrel),

*- Indicates Magical Enhancement

WASTRIAN CASTER

CR 9

Male Human Wizard 3 / Master Specialist 6

LE Medium Humanoid (Human)

Init +6; **Senses** Listen +0, Spot +0

Aura

Languages Common

AC 24, touch 17, flat-footed 22

(+2 Dex, +6 armor*, +5 deflection*, +1 natural)

Miss Chance

hp 41 (9 HD);

Immune -

Resist -; **SR** -

Fort +7, **Ref** +9, **Will** +10

Weakness

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee Quarterstaff +3 (1d6-1) or

Ranged Spell Ranged Touch Attack +6 (spell damage)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +3

Atk Options Cloudy Conjunction

Special Actions -

Combat Gear Quarterstaff, Scroll Acid Breath, Scroll Lesser Orb of Acid, Armband of Elusive Action

Wizard Spells Prepared (CL 9th):

5th, DC 20— Cloudkill[†], Heightened Blistering Radiance

4th, DC 19— Evard's Black Tentacles[†], 2x Orb of Fire[†], Heightened Glitterdust[†]

3rd, DC 18— Acid Breath[†], Haste, Fireball, Icelance[†], Rainbow Blast

2nd, DC 17— 2x Baleful Transposition[†], 2x Glitterdust[†], Flaming Sphere, Melf's Acid Arrow

1st, DC 16— Benign Transposition[†], Nerveskitter, 2x Lesser Orb of Acid[†], 2x Grease

0, DC 15— 3x Acid Splash[†], 2x Caltrops[†]

[†]Conjunction spells are +2 DC

All conjunction spells are +1 Caster Level.

Spell-Like Abilities (CL 9th):

5x/day: Abrupt Jaunt

‡ Already cast

Abilities Str 8, Dex 14, Con 14, Int 20*, Wis 10, Cha 9

SQ Immediate Magic Alternate Class Feature (Abrupt Jaunt), Scribe Scroll. Banned schools: Illusion, Enchantment, Expanded Spellbook x2, Minor School Esoterica, Caster Level (Conjunction) +1

Feats Spell Focus (Conjunction), Cloudy Conjunction, Improved Initiative, Greater Spell Focus, Heighten Spell, Lightning Reflexes

Skills Concentration +14, Knowledge Arcana +17, Knowledge Nature +17, Knowledge Religion +17, Sense Motive +6, Spellcraft +19

Possessions combat gear plus Cloak of Resistance +2, Amulet Natural Armor+1, ~~Scroll Greater Mage Armor~~, ~~Potion Shield of Faith~~ +5, Circlet Intelligence +2, Hand of the Mage, 200 gp

Spellbook Not present

Description This is a small looking man of mixed Flan-Oeridian descent. He is wearing clothes stained and torn by the Rushmoors which hang from his weak-looking, small frame.

Sources Caltrops (Spell Compendium), Benign Transposition (Spell Compendium), Nerveskitter (Spell Compendium), Lesser Orb of Acid (Spell Compendium), Baleful Transposition (Spell Compendium), Immediate Magic (Players Handbook Two), Cloudy Conjunction (Complete Mage), Acid Breath (Spell Compendium), Armband of Elusive Action (Magic Item Compendium), Blistering Radiance (Spell Compendium)

* Indicates Magical Enhancement

AWAKENED T-REX BARBARIAN

CR 12

N Huge Magical Beast (Augmented) Barbarian 4

Init +1; **Senses** Listen +21, Spot +21

Aura: None

Languages Common

AC 14, touch 9, flat-footed 13

(-2 size, +1 Dex, +5 natural)

hp 270 (24 HD);

Fort +21, **Ref** +13, **Will** +9

Speed 50 ft. (8 squares), base movement 40;

Melee Bite +24 (3d6+13) or

Melee Full Attack Bite +24 (3d6+13)

Space 15 ft.; **Reach** 10 ft.

Base Atk +17; **Grp** +34

Atk Options: Improved Grab, Swallow Whole, Power Attack, Rage

Special Actions

Abilities Str 28, Dex 12, Con 22, Int 11, Wis 15, Cha 12

SQ Low-light vision, scent, Fast Movement, Rage 2x/day, Uncanny Dodge, Trap Sense +1

Feats Alertness, Improved Natural Attack (bite), Power Attack, Run, Toughness (3), Track

Skills: Hide +2, Listen +21, Move Silently +4, Spot +21, Survival +4

Power-Up Suite (Rage)

AC 12, touch 7, flat-footed 11

hp 318

Grp: +36

Fort +23, **Will** +11

Melee Bite +26 (3d6+15)

Abilities Str 32 Con 26

Rage lasts 16 rounds.

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

Description This creature looks like a typical T-Rex, except that its eyes glare at you with a disconcerting sense of awareness.

Sources Monster Manual

ENCOUNTER 5

PIRATE BLADES **CR 12**

Male Human Swash 3 / Sct 5 / Dervish 1 / Ftr 3

NE Medium Humanoid (Human)

Init +10; **Senses** Listen +5, Spot +7

Languages Common, Suel, Oeridy

AC 22, touch 14, flat-footed 19 (+1 or +2 to AC after Skirmishing)

(+3 Dex, +7 armor, +1 natural, +1 deflection)

Miss Chance none

hp 83 (12 HD), healing from Weapon crystals

Immune none

Resist none; **SR** none

Fort +9, **Ref** +13, **Will** +6

Weakness -

Speed 40 ft. in Pearlsteel chain shirt (6 squares), base movement 30 ft.;

Melee +1 Scimitar +15 (1d6+6) or

Melee +1 Scimitar +13 (1d6+6) and +13 (1d6+6) and +8 (1d6+6) or

Ranged masterwork Mighty composite Longbow (Str+1) +14 (1d8+2) or

Ranged masterwork Mighty composite Longbow (Str+1) +14 (1d8+2) and +9 (1d8+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +12

Atk Options Combat Expertise, Dodge, Mobility, Skirmish +2d6, Evasion, Improved Skirmish (+4d6), Two weapon fighting, Acrobatic Strike

Combat Gear Pearlsteel chain shirt +3, 2x Scimitar +1, masterwork mighty composite longbow (Str+2), 20 arrows, Weapon Crystal Life Drinker (lesser), Weapon Crystal Life Drinker (least), Potion Cure Light Wounds, Potion Lesser Vigor

Abilities Str 14, Dex 17*, Con 10, Int 16, Wis 10, Cha 8

SQ Trapfinding, Battle Fortitude, Uncanny Dodge, Grace +1, Trackless Step, Insightful Strike, Dervish Dance 1x/day (7 rounds), Movement Mastery, Slashing Blades, Evasion

Feats Combat Expertise, Dodge, Weapon Finesse, Mobility, Weapon Focus (Scimitar), Quick Reconnoiter, Improved Skirmish, Two Weapon Fighting, Acrobatic Strike, Improved Initiative

Skills Balance +13, Bluff +5, Climb +10, Escape Artist +17, Jump +12, Listen +5, Perform (dance) +13, Sense Motive +8, Spot +7, Swim +15, Tumble +19

Possessions combat gear plus Elixir of Swimming, ~~Potion of Haste~~, Gloves of Dexterity +2, Ring Protection +1, Amulet Natural Armor+1, Cloak Resistance +1, 169 gp

Power-Up Suite (Haste for 5 rounds)

AC 23, touch 15, flat-footed 20 (+2 to AC after Skirmishing)

Speed 70 ft.

Ref +14

Melee +1 Scimitar +14 (1d6+6) and +14 (1d6+6) and +9 (1d6+6) and +14 (1d6+6)

Description The Pirate Blades are lithe combatants, dressed in some sort of light armor that looks like steel, but has a gleaming blue-white mother of pearl sheen.

Sources Scout (Complete Adventurer), Swashbuckler (Complete Warrior), Lesser Vigor (Spell Compendium), Dervish (Complete Warrior), Quick Reconnoiter (Complete Adventurer), Pearlsteel (Stormwrack), Improved Skirmish (Complete Scoundrel), Acrobatic Strike (Players Handbook 2), Weapon Crystal Life Drinker (Magic Item Compendium)

* Indicates a magical enhancement.

PIRATE CASTER

CR 12

Male Human Duskblade 10 / Fighter 2

NE Medium Humanoid (Human)

Init +8; **Senses** Listen +0, Spot +0

Languages Common, Suel

AC 24, touch 15, flat-footed 20

(+4 Dex, +6 armor, +1 deflection, +3 shield)

Miss Chance none

hp 93 (12 HD),

Immune none
Resist none; **SR** none
Fort +14, **Ref** +9, **Will** +9
Weakness -

Speed 30 ft. in mithral breastplate (6 squares), base movement 30 ft.;

Melee Vicious +1 Rapier +18 (1d6+1+2d6 & additional +1 when delivering a spell, 15-20/x2) and wielder takes 1d6 damage per hit or

Melee Full Attack Vicious +1 Rapier +18 and +13 and +8 (1d6+1+2d6 & additional +1 when delivering a spell, 15-20/x2) and wielder takes 1d6 damage per hit or

Melee Touch Spell +17 (spell damage+2) or

Ranged Longbow +16 (1d8) or

Ranged Full Attack Longbow +16 and +11 and +6 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +12

Atk Options Combat Casting, Arcane Channelling, Touch Spell Specialization, Weapon Focus (Rapier), Quick Cast 2x/day, Improved Critical (Rapier), Arcane Strike, Power Critical (Rapier)

Combat Gear Vicious +1 rapier, mithral breastplate +1, longbow, 20 arrows, Potion of Haste, Weapon Crystal of Arcane Steel, Heavy Steel Shield +1, Potion Remove Blindness

Abilities Str 10, Dex 19*, Con 14, Int 14, Wis 10, Cha 8

SQ Arcane Attunement, Armored Mage (medium), Arcane Channelling, Quick Cast 2x/day, Spell Power+2, Armored Mage (Heavy Shield)

Feats Combat Casting, Weapon Finesse, Weapon Focus (Touch Spells), Touch Spell Specialization, Weapon Focus (Rapier), Improved Critical (Rapier), Power Critical (Rapier), Arcane Strike, Improved Initiative

Skills Concentration +15 (or +19), Jump +7, Knowledge Arcana +15, Sense Motive +13, Spellcraft +15, Swim +13

Possessions combat gear plus Cloak of Resistance +2, Ring Protection +1, Gloves of Dexterity +2, 84 gp

Duskblade Spells Known (CL 10th):

3rd (3/day) DC 15— Vampiric Touch, Energy Surge

2nd (8/day) DC 14— Scorching Ray, Ghoul Touch, Melf's Acid Arrow, See Invisibility

1st (9/day) DC 13— Chill Touch, Ray of Enfeeblement, Shocking Grasp, True Strike, Kelgor's Fire Bolt

0 (6/day) DC 12— Acid Splash, Disrupt Undead, Ray of Frost, Touch of Fatigue

‡ Already cast

Spell-Like Abilities (CL 10th):

0 (5x/day)—Dancing Lights, Detect Magic, Flare, Ghost Sound, Read Magic

‡ Already cast

Description The Pirate Caster wears light armor and has a cocky look on his face as he prepares to engage in combat.

Sources Duskblade (Players Handbook Two), Touch Spell Specialization (Complete Arcane), Kelgore's Fire Bolt (Player's Handbook Two), Energy Surge

(Players Handbook Two), Arcane Strike (Complete Arcane)

* Indicates a magical enhancement.

ENCOUNTER 6

THE WARLOCK

CR 10

Male human Warlock 10

CN Medium Humaoid (Human)

Init +4; **Senses** Listen +0, Spot +0

Aura

Languages Common

AC 20, touch 15, flat-footed 16

(+4 Dex, +5 armor, +1 deflection) (Add a +1 shield bonus when within 5' of the Soldier; add +2 when the Soldier fights defensively within 5'.)

Miss Chance none

hp 60 (10 HD); **DR**2/Cold Iron; **Fast Healing** 1 (when using Fiendish Resilience)

Immune none

Resist Fire5, Acid 5; **SR** none

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

Weakness -

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee Longspear +6 (1d8-1) or

Melee Longspear +6 (1d8-1) and +1 (1d8-1) or

Ranged Touch Attack Eldritch Blast +12 (5d6) or

Ranged Touch Attack Eldritch Blast +12 (5d6) and +7 (5d6)

Space 5 ft.; **Reach** 10 ft. (with Longspear)

Base Atk +7; **Grp** +6

Atk Options Point Blank Shot, Precise Shot, Maximize Spell-Like Ability (Eldritch Blast) 3x/day, Baneful Blast (+2d6 damage vs humans), Eldritch Chain

Combat Gear Longspear, Chain shirt +1, Amulet of True Strike, Dust of Dispersion, Wand of Entangle, Wand Ray of Clumsiness, Potion Cure Light Wounds, Potion Cure Moderate Wounds, Potion Protection from Good

Invocations Known:

Entropic Warding

Sickening Blast (DC 15)

Eldritch Spear

Baneful Blast

Eldritch Chain

Curse of Despair (DC 17)

‡ Already cast

Spell-Like Abilities (CL 10th):

Eldritch Blast: ranged touch attack +12 (5d6 damage)

Detect Magic

Abilities Str 8, Dex 19*, Con 14, Int 10, Wis 10, Cha 13

SQ Deceive Item, Fiendish Resilience +1, Energy resistance 5 (Fire & Acid)

Feats Point Blank Shot, Precise Shot, Weapon Focus (Ray), Maximize Spell-Like Ability (Eldritch Blast), Ability Focus (Eldritch Blast)

Skills Concentration +15, Spellcraft +15, Use Magic Device +14 (+16 when using scrolls)

Possessions combat gear plus Cloak Resistance +2, Ring protection +1, Gloves Dexterity +2, 145 gp

Description He appears to be a thin short man, wearing light armor and holding a long spear.

Sources Amulet of True Strike (Operation Black Knight), Warlock (Complete Arcane), Baneful Blast (Complete Mage)

* Indicates magical enhancement.

THE SOLDIER

CR 12

Male Human Fighter 8 / Tactical Soldier 4

NE Medium humanoid (Human)

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

Aura -

Languages Common, Suloise

AC 27, touch 17, flat-footed 27

(+9 armor, +5 shield, +1 natural, +1 deflection, +1 insight)

(Add +1 AC vs ranged attacks.)

Miss Chance -

hp 135 (12 HD); **DR** 2/-

Immune none

Resist none; **SR** none

Fort +14, **Ref** +3, **Will** +5

Weakness -

Speed 20 ft. in half-plate armor +1 (4 squares), base movement 30 ft.;

Melee +1 longsword +15 (1d8+3) or

Melee +1 longsword +15 (1d8+3) and +10 (1d8+3) and +5 (1d8+3)

Ranged Light Crossbow +10 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +14

Atk Options Combat Expertise, Combat Reflexes, Power Attack, Cleave, Improved Combat Expertise

Special Actions -

Combat Gear Half-Plate Mail +2, heavy steel shield +2 Arrow Catching, longsword +1, potion shield of faith, potion cure light wounds, Potion Barkskin+2, Potion remove Blindness/deafness, Potion Cure Moderate Wounds, potion bear's endurance, locked gauntlet, light crossbow, 10 bolts

Abilities Str 14, Dex 10, Con 18, Int 13, Wis 10, Cha 8

SQ Flanker, Sidestep, Interpose, Defensive Shield

Feats Combat Reflexes Shieldmate, Power Attack, Combat Expertise, Shield Specialization (Heavy), Cleave, Improved Combat Expertise, Improved Toughness, Shield Ward, Iron Will, Armor Specialization (Half-Plate)

Skills Climb +7, Intimidate +11, Jump +7, Ride +11, Sense Motive +11

Possessions combat gear plus Ring Protection +1, Amulet natural Armor +1, Ioun Stone (dusty Rose Prism), 7 gp

Description The Soldier is a large man, approximately 6 foot tall and thickly muscled.

Sources Shieldmate (Miniatures Handbook), Shield Specialization (Players Handbook 2), Improved Combat Expertise (Complete Warrior), Tactical Soldier (Miniatures Handbook), Improved Toughness (Complete Warrior), Shield Ward (Players Handbook 2), Armor Specialization (Players Handbook 2)

THE ARCHER

CR 10

Female Human Ranger 10

NE Medium humanoid (Human)

Init +3; **Senses** Listen +15, Spot +15

Aura -

Languages Common

AC 19, touch 14, flat-footed 16

(+3 Dex, +5 armor, +1 deflection)

Miss Chance -

hp 60 (10 HD);

Immune none

Resist none; **SR** none

Fort +8, **Ref** +11, **Will** +6

Weakness -

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft.;

Melee Longsword +13 (1d8+2) or

Melee Longsword +13 (1d8+2) and +8 (1d8+2) or

Ranged +1 Mighty Composite Longbow (STR+2) +15 (1d8+3) or

Ranged (Manyslot) +1 Mighty Composite Longbow (STR+2) +11 (2d8+6) or

Ranged (Rapid Shot) +1 Mighty Composite Longbow (STR+2) +15 (1d8+3) and +15 (1d8+3) and +10 (1d8+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +12

Atk Options Point Blank Shot, Precise Shot, Favored Enemy (Human), Rapid Shot, Plunging Shot (+1d6 damage when 30 ft or more above opponent), Distracting Attack, Improved Rapid Shot, Manyslot, 2nd favored enemy (Elf), Improved favored enemy (Humans- +9 damage total), 3rd favored enemy (Halflings)

Special Actions -

Ranger Spells Prepared (CL 6th):

2nd— 2x Haste, Swift

1st— Guided Shot, Hunter's Mercy

Combat Gear mithral chain shirt +1, mighty composite longbow (STR+2) +1, 40 arrows, longsword, potion remove blindness/deafness, Bracers of Archery (lesser), Wand Hunter's Mercy, potion Cure Light Wounds, Potion Lesser Vigor, Potion Fly

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

SQ Track, Wild Empathy, Combat Style (Archery), Alternate Class Feature: Distracting Attack, Woodland Stride, Swift Tracker, Evasion

Feats Point Blank Shot, Precise Shot, Rapid Shot, Plunging Shot, Manyslot, Improved Favored Enemy (humans)

Skills Hide +16, Listen +15, Move Silently +16, Search +13, Spot +15, Survival +15, Swim +15

Possessions combat gear plus Ring protection +1, Cloak Resistance +1, 183 gp

Description The archer is a lithe human who despite her small stature looks like she can use the large bow she carries.

Sources Plunging Shot (Races of the Wild), Distracting Attack (Player's Handbook 2), Lesser Vigor (Spell Compendium), Guided Shot (Spell Compendium), Hunter's Mercy (Spell Compendium), Improved Rapid Shot (Complete Warrior), Swift Haste (Spell Compendium), Improved Favored Enemy (Complete Warrior)

ENCOUNTER 7

SPELL DRUID CR 14

Female Human Druid 5 / Stormcaster 9

CN Medium Humanoid

Init +1; **Senses** Listen +15, Spot +12

Aura -

Languages Common

AC 31, touch 15, flat-footed 28

(+3 Dex, +7 armor, +4 shield, +5 Natural, +2 Deflection)

Additional +5 AC bonus to ranged projectile attacks

Miss Chance -

hp 99 (4 HD)

DR 10/Adamantine for a total 140 points preventable damage

Immune -

Resist Electricity 10 and Sonic 10 ; **SR** none

Fort +15, **Ref** +11, **Will** +14

Weakness -

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

Melee Club(Shillelagh) +10 (2d6 +1)

Ranged none

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +9

Atk Options -

Special Actions -

Combat Gear Chitin Armor +2, Heavy Wooden Shield +2, Club, Crystal of Arrow Deflection, Periapt of Wisdom +4, Ring of Protection+2, Cloak of Resistance +1

Druid Spells Prepared (CL 5nd):

7th- ~~Call Lightning Storm(Heightened)~~ †

6th- Flame Strike x2 Heightened), Call Lightning Storm(Heightened)

5th- Call Lightning Storm x2, ~~Stone Skin~~ x2 †

4th- Spike Stones x2, Flame Strike x2, ~~Air Walk~~ †

3rd- Call Lightning x2, Dominate Animal x2

2nd- ~~Bears Endurance~~ x2 †, ~~Cat's Grace~~ x2 †, ~~Barkskin~~ x2 †

1st- ~~Shillelagh~~ †, Gust of Wind, Cure Light Wounds x4

0—Detect Magic x2, Cure Minor Wounds x4

† Already cast

Abilities Str 10, Dex 17*, Con 18*, Int 10, Wis 22, Cha 8

SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wildshape, Storm Spell Power, Thunderclap, Resistance to Electricity 10, Shield of Winds 2/day, Eye of the Storm, Thunderbolt, Resistance to Sonic 10, Call Storm

Feats Scribe Scroll, Spell Focus Transmutation, Heighten, Storm Bolt Reserve Feat, Sudden Maximize, Spell Focus Evocation

Skills Handle Animal +16, Knowledge Arcana +6, Knowledge Nature +9, Listen +15, Spellcraft +9, Spot +12, Swim -1

Possessions Chitin Armor +2, Heavy Wooden Shield +2, Club, Crystal of Arrow Deflection, Periapt of Wisdom +4, Ring of Protection+2, Cloak of Resistance +1, ~~Scroll of Stormrage~~, Scroll fo Stormrage, ~~Scroll of True Seeing~~

Special Quality(Storm spell Power – spells with the air, electricity, sonic, or water descriptor are at +2 caster level)

Special Quality(Thunderclap – convert spell to generate sonic burst

Description A disheveled woman whose wild hair seems intentionally windblown.

Sources Chitin Armor (Stormwrack), Potion Bracers(Sharn: City of Towers), Stormcaster abilities (Stormwrack)

REGULAR CROCODILE

CROCODILE CR -

Medium Animal

Init +1; **Senses** Listen +4, Spot +4

Aura

Languages Common, Aquan

AC 15, touch 11, flat footed 14

(+1 Dex, +4 natural)

Miss Chance -

hp 25 (3d8+9) (3 HD);

Immune none

Resist none; **SR** None

Fort +6, **Ref** +4, **Will** +2

Weakness -

Speed base movement 20 ft., Swim 30 ft.

Melee Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)

Ranged None

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Atk Options Improved Grab

Abilities Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2

SQ Hold Breath, Low Light Vision, Link, Share Spells, Known Trick (Attack)

Feats Alertness, Skill Focus (Hide)

Skills Hide +7, Listen +4, Spot +4, Swim +12

Special Quality (Hold Breath - A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells - At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).)

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

BRUTISH BARBARIAN

CR 13

Male half-orc Barbarian 2 / Fighter 6 / Menacing Brute 5
CE Medium Humanoid (Orc) (Amphibious)

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

Aura -

Languages Common

AC 28, touch 16, flat-footed 25

(+3* Dex, +7 armor, +3 deflection*, +5 natural*)

Miss Chance 20%*

hp 139* (13 HD); **DR** 10/Adamantine (to prevent a maximum of 140 damage)*

Immune -

Resist none; **SR** none

Fort +18*, **Ref** +8*, **Will** +6 (+10 vs. Fear effects)

Weakness -

Speed 30 ft. in chain mail armor (6 squares), base movement 30 ft., Swim 15 ft.;

Melee +1 Greatsword +21 (2d6+11 17-20/x2) or

Melee +1 Greatsword +21 (2d6+11 17-20/x2) and +16 (2d6+11 17-20/x2) and +11 (2d6+11 17-20/x2)

Ranged -

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +17

Atk Options Intimidating Strike, Power Attack, Ruthless Cut (+4 to confirm crits), Power Critical (+4 to confirm Crits), Sneak Attack +1d6, +1d8 sonic damage on crits

Special Actions -

Combat Gear Chainmail +2, Keen thundering greatsword +1, masterwork greatsword, Brooch of Shielding (50 points left), Helm of Glorious Recovery, Potion Good Hope

Abilities Str 19, Dex 16*, Con 18*, Int 8, Wis 8, Cha 8

SQ Fast movement, Illiteracy, Rage 1x/day, Demoralizing Stare, Resourceful search, Sneak Attack +1d6, Ruthless Cut, Making an Example, Uncanny Dodge

Feats Menacing Demeanor, Intimidating Strike, Iron Will, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword), Power Critical (Greatsword), Raider's Spirit, Melee Weapon Mastery

Skills Intimidate +28, Search +1, Swim +6, Knowledge (Local-Sheldomar) +1

Possessions combat gear plus ~~Potion Shield of Faith +2, Potion Blur~~, cloak resistance +2, 7 gp

Power-Up Suite (Rage)

AC 26, touch 14, flat-footed 23

hp 165*

Fort +20*, **Will** +8 (+12 vs fear effects)

Melee +1 Greatsword +23 (2d6+14 17-20/x2) or

Melee +1 Greatsword +23 (2d6+12 17-20/x2) and +18 (2d6+14 17-20/x2) and +13 (2d6+14 17-20/x2)

Abilities Str 23 Con 22*

Age lasts 9 rounds.

Skills The amphibious template gives a +8 racial bonus to swim checks.

Description This appears to be a half-orc, although you notice that it has slightly webbed hands and feet and what could be gills on its neck. He has hatred in his eyes.

Sources Amphibious template (Stormwrack), Menacing Demeanor (Races of Destiny), Intimidating Strike (Players Handbook 2), Power Critical (Complete Warrior), Raider's Spirit (Dragon Magazine #315), Melee Weapon Mastery (Players Handbook 2), Helm of Glorious Recovery (Miniatures Handbook)

* Indicates a magical enhancement.

DRAGON EEL

CR 11

NE Large Dragon (Aquatic)

Init +4; **Senses** Listen +18, Spot +18

Languages Aquan, Draconic

AC 27, touch 9, flat-footed 27

(-1 size, +0 Dex, +18 natural)

Miss Chance

hp 161 (14 HD); **DR** 5/Adamantine

Immune to Magic sleep effects and paralysis, **SR** 24 (as per the spell *Spell Resistance*, caster level 12)

Fort +14, **Ref** +9, **Will** +10

Weakness -

Speed 20, swim 60 ft.;

Melee Bite +21 (4d8+12 or Powerful Charge 4d8+12+2d6) or

Melee Full Attack Bite +21 (4d8+12)

Space 10 ft.; **Reach** 5 ft.

Base Atk +14; **Grp** +26

Atk Options Cleave, Improved Bull Rush, Improved Sunder, Power Attack

Special Actions Improved Grab, Swallow Whole

Abilities Str 26, Dex 11, Con 21, Int 8, Wis 12, Cha 13

SQ Blindsight 30 ft., damage reduction 5/adamantine, darkvision 60 ft., immunity to magic sleep effects & paralysis, low-light vision, keen scent

Feats Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Powerful Charge

Skills Bluff +18, Hide +13, Listen +18, Sense Motive +18, Spot +18, Swim +16,

Improved Grab (Ex) To use this ability, a dragon eel must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round (see below.)

Swallow Whole (Ex) A dragon eel can try to swallow a grabbed opponent of Medium or smaller size by making a successful grapple check. Once inside, the opponent takes 1d8+8 points of crushing damage plus 8 points of acid damage per round from the dragon eel's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large dragon eel's interior can hold 2 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine opponents.

Blindsight (Ex) A dragon eel can locate creatures underwater within 30 feet by nonvisual means. Opponents the dragon eel can't actually see still have total concealment against the dragon eel. This ability works only when the dragon eel is underwater.

Keen Scent (Ex) A dragon eel can notice creatures by scent within 180 feet, and detect blood in the water up to a mile away.

Skills A dragon eel has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Description Silvery scales glisten on the muscular flanks of this long, narrow creature. A powerful, jagged beak snaps beneath frighteningly intelligent eyes. Pairs of small fins whipped with hooks march down its belly, while a frilled fin runs the full length of its back.

Source Dragon Eel (Monster Manual III)

APPENDIX 7 – APL 14

ENCOUNTER 3

BATTLE DRUID

CR 15

Male Human Druid 10 / Warshaper 5

CN Medium Humanoid

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

Aura -

Languages Common, Aquan

AC 20, touch 10, flat-footed 20

(+4 armor +5 natural* +1 insight)

Additional +2 AC vs. Good Aligned Creatures

Miss Chance -

hp 178 (20 are Temporary) (15 HD);

DR10/adamantine from Heart of Earth for a total of 100 points of preventable damage (Will last for 10 rounds once activated)

Immune To stunning and Critical Hits

Resist acid 30 ; SR None

Fort +24*, Ref +13, Will +17

Weakness -

Speed 20 ft. in Medium Armor (4 squares), base movement 30 ft., Swim* 20 ft. (Heart of Water Spell);

Melee Quarter Staff(Shillelagh) +13 (2D6+3)

Ranged None

Space 5 ft.; Reach 5 ft.

Base Atk +10; Grp +14

Atk Options Improved Grapple

Special Actions

Combat Gear Chitin Armor, Quarterstaff, Periapt of Wound Closure, Cloak of Resistance +5, Ioun Stone AC+1

Druid Spells Prepared (CL 10th):

4th- Summon Nature's Ally IV, ~~Heart of Earth~~ †, Rushing Waters

3rd- ~~Heart of Water~~ †, Summon Nature's Ally III, Dominate Animal

2nd- Summon Nature's Ally II, Summon Nature's Ally II, warp wood x2, ~~Spider Climb~~ †

1st- ~~Shillelagh~~ †, Produce Flame / ~~Babau Slime~~ †, Charm Animal x2

0-Cure Minor Wounds x2, Guidance, Light, Virtue, Read Magic

† Already cast

Abilities Str 14, Dex 10, Con 22*, Int 13, Wis 14, Cha 8

SQ Animal Companion (Giant Crocodile), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape x4 (Large), Venom Immunity, Morphic Immunities (Warshaper), Morphic Weapons (Warshaper), Morphic Body (Warshaper), Morphic Reach (Warshaper), Morphic Healing (Warshaper), Multimorph (Warshaper)

Feats Endurance, Diehard, Improved Grapple, Fast Wild Shape, Primeval Wild Shape, Lightning Reflexes, Improved Initiative

Skills Climb +13*, Concentration +26*, Handle Animal +19*, Knowledge Nature +9*, Listen +8*, Spellcraft +12*, Spot +8*, Survival +8*, Swim +18*

Possessions Periapt of Wound Closure, Chitin Armor, Quarterstaff, Cloak of Resistance +5, Potion of Invisibility, Potion of Haste, Potion of Aid, ~~Potion of Barkskin~~ +5, ~~Potion of Bears Endurance~~, ~~Potion of Bulls Strength~~, ~~Potion of Protection from Good~~, ~~Potion of Good Hope~~, Scroll of Enhance Wildshape, ~~Potion resist Acid 30~~, Potion Remove Blindness/deafness, Elemental Gem (Water), Ioun Stone +1 AC,

Special Quality (Babau Slime Spell – Any creature making a Touch attack, Unarmed Attacks or attacks with Natural weapons takes 1d8 points of Acid Damage. Also, any creatures in a grapple with the creature take the damage at the beginning of their turn))

Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate Freedom of Movement effect as a swift action lasts for 1 round)

Special Quality (Heart of Earth – Gain +8 Bonus to checks against Bull Rush, Overrun, or Trip attacks. Gains 14 Temp Hit Points Can activate Stoneskin as a swift action)

Special Quality (Spider Climb from Spell)

Special Quality (Fast Wild Shape – Wild shape as a move action)

Special Quality (Enhance Wild Shape – When in wild shape form add a +2 Con bonus)

Special Quality (Healthful Rest – All natural and fast healing effects are doubled)

Special Quality (Primeval Wild Shape - +2 Str +2 Natural Armor and Resist Cold 10 Wild shape lasts rounds per level instead of hours)

Skills

Description A scarred man in his early 30's who looks like he has been in one too many fights for his life.

Sources Chitin Armor (Stormwrack), Heart of Water (Complete Mage), Heart of Earth (Complete Mage), Babau Slime Spell (Spell Compendium), Warshaper Abilities (Complete Warrior), Fast Wild Shape (Complete Divine), Enhance Wildshape (Spell Compendium), Primal Wild Shape(Frostburn)

* Indicates magical enhancement.

POWER-UP SUITE

SHAPESHIFTED Black Bear

AC 19, touch 11, flat-footed 18

(+1 Dex +7 natural* +1 Insight)

Additional +2 AC vs. Good Aligned Creatures

hp 178 (20 are Temporary) (11 HD); Fast Healing 6* (Doubled due to Periapt of Wound Closure tripled due to spell Healthful Rest)

DR10/adamantine from Heart of Earth for a total of 100 points of preventable damage (Will last for 10 rounds once activated)

Immune To stunning and Critical Hits

Resist acid30, cold 10

Fort +26*, **Ref** +14, **Will** +17

Speed base movement 40 ft., Swim* 40 ft. (Heart of Water Spell);

Melee Claw +19 Melee (1d4+9) or Bite +14 Melee (1d6+4)

Melee Morphic Weapon Substitution Claw +19 (1d6+9) or Bite +14 Melee (1d8+4)

Full Attack 2 Claws +19 Melee (1d4+9) and Bite +14 Melee (1d6+4)

Ranged None

Space 5 ft.;

Reach 10 ft.

Base Atk +10; **Grp** +23

Atk Options Improved Grapple

Abilities Str 29*, Dex 13, Con 26*, Int 13, Wis 14, Cha 8

SQ Animal Companion (Giant Crocodile Advanced), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape x4 (Large), Venom Immunity, Morphic Immunities (Warshaper), Morphic Weapons (Warshaper), Morphic Body (Warshaper), Morphic Reach(Warshaper), Morphic Healing (Warshaper), Multimorph (Warshaper)

Feats Endurance, Diehard, Improved Grapple, Fast Wild Shape, Primeval Wild Shape, Lightning Reflexes, Improved Init

Skills Climb +13*, Concentration +26*, Handle Animal +19*, Knowledge Nature +9*, Listen +8*, Spellcraft +12*, Spot +8*, Survival +8*, Swim +22*

Special Quality (Babau Slime Spell – Any creature making a Touch attack, Unarmed Attacks or attacks with Natural weapons takes 1d8 points of Acid Damage. Also, any creatures in a grapple with the creature take the damage at the beginning of their turn))

Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate Freedom of Movement effect as a swift action lasts for 1 round)

Special Quality (Heart of Earth – Gain +8 Bonus to checks against Bull Rush, Overrun, or Trip attacks. Gains 14 Temp Hit Points Can activate Stoneskin as a swift action)

Special Quality (Spider Climb from Spell)

Special Quality (Fast Wild Shape – Wild shape as a move action)

Special Quality (Enhance Wild Shape – When in wild shape form add a +2 Con bonus)

Special Quality (Healthful Rest – All natural and fast healing effects are doubled)

Special Quality (Primal Wild Shape - +2 Str +2 Natural Armor and Resist Cold 10 Wild shape lasts rounds per level instead of hours)

Skills

Description A scarred man in his early 30's who looks like he has been in one too many fights for his life.

Sources Chitin Armor (Stormwrack), Heart of Water (Complete Mage), Heart of Earth (Complete Mage), Babau Slime Spell (Spell Compendium), Warshaper Abilities (Complete Warrior), Fast Wild Shape (Complete Divine), Enhance Wildshape (Spell Compendium), Primal Wild Shape(Frostburn)

* Indicates magical enhancement.

SUMMONER DRUID #1

CR 11

Male Human Druid 11

CN Medium Humanoid

Init +0; **Senses** Listen +14, Spot +14

Aura -

Languages Common, Aquan

AC 19, touch 10, flat-footed 19

(+4 armor +5 natural*)

Additional +2 AC vs. Good Aligned Creatures

Miss Chance

hp 119 (20 as Temporary) (11 HD);

DR10/adamantine from Heart of Earth for a total of 100 points of preventable damage (Will last for 10 rounds once activated)

Immune -

Resist Electricity 30 ; **SR** none

Fort +14, **Ref** +6, **Will** +14

Weakness -

Speed 20 ft. in Medium Armor (4 squares), base movement 30 ft., Swim speed 20 ft.;

Melee Quarter Staff(Shillelagh) +9 (2D6+1)

Ranged none

Space 5 ft.; **Reach** 5 ft.

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

Atk Options -

Special Actions -

Combat Gear MW Chitin Armor, Quarterstaff, Cloak of Resistance +3, Periapt of Wisdom +2

Druid Spells Prepared (CL 4th):

6th- Drown

5th- ~~Fireward~~ †, balefull Polymorph

4th- ~~Heart of Earth~~ †, Rushing Waters x3

3rd- Ice Lance x2, ~~Heart of Water~~ †, Dominate Animal

2nd- Creeping Cold x2, Kelp Strands x3

1st— Winters Chill x4, Charm Animal, ~~Healthful Rest~~ †

0— Cure Minor x3, Flare x3

† Already cast

Abilities Str 10, Dex 10, Con 18*, Int 13, Wis 18*, Cha 8

SQ Spontaneous Rejuvenation, Animal Companion (Giant Crocodile Advanced), Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape x4(Tiny/Large), Venom Immunity

Feats Combat Casting, Heighten Spell, Spell Focus (Conj), Natural Spell, Sudden Maximize

Skills Concentration +18, Handle Animal +13, Hide +0, Knowledge Nature +3, Listen +14, Spellcraft +12, Spot +14, Survival +18, Swim +18*

Possessions MW Chitin Armor, Quarterstaff, Periapt of Wisdom +2, ~~Potion of Protection from Good~~, ~~Potion of Aid~~, ~~Potion of Barkskin +5~~, ~~Potion of Bears Endurance~~, Cloak of Resistance +3, ~~Potion of Resist energy electricity 30~~

Special Quality (Heart of Water Spell – Gain Swim Speed, can breath underwater and can activate Freedom of Movement effect as a swift action lasts for 1 round)

Special Quality (Healthful Rest – All natural and fast healing effects are doubled)

Special Quality (Heart of Earth – Gain +8 Bonus to checks against Bull Rush, Overrun, or Trip attacks. Gains 14 Temp Hit Points Can activate Stoneskin as a swift action)

Skills

Description A slim young man in his teen years is swimming about 5 feet below the surface of the water looking up at the boat and making motions in what looks like spellcasting.

Sources Chitin Armor (Stormwrack), Heart of Water (Complete Mage), Spontaneous Rejuvenation (PHB2), Heart of Earth (Complete Mage), Rushing Waters (Spell Compendium), Imbued Summoning (PH2), Fireward (Spell Compendium)

* Indicates magical enhancement.

ADVANCED GIANT CROCODILE

CROCODILE, GIANT

CR -

Huge Animal

Init +1; **Senses** Listen +5, Spot +5

Aura

Languages Common, Aquan

AC 18, touch 9, flat-footed 17
(-2 size, +1 Dex, +9 natural)

Miss Chance -

hp 81 (9d8+36) (7 HD);

Immune none

Resist none; **SR** None

Fort +10, **Ref** +7, **Will** +4

Weakness -

Speed base movement 20 ft., Swim 30 ft.

Melee Bite +13 melee (2d8+13) or tail slap +13 melee (1d12+13)

Ranged None

Space 15 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +22

Atk Options Improved Grab

Abilities Str 28, Dex 13, Con 19, Int 1, Wis 12, Cha 2

SQ Hold Breath, Low Light Vision, Link, Share Spells, Known Trick (Attack), Known Trick (Defend), Evasion

Feats Alertness, Endurance, Skill Focus (Hide)

Skills Hide +3, Listen +6, Spot +6, Swim +16

Special Quality (Hold Breath - A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells - At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).)

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

Special Quality (Defend Trick - The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.)

ENCOUNTER 4

BULLYWUG RAGER

CR 12

Male Bullywug Barbarian 12

CE Medium Humanoid (Aquatic)

Init +2; **Senses** Listen -3, Spot -3

Aura

Languages Common

AC 20, touch 13, flat-footed 18
(+2 Dex, +6 armor, +1 natural, +1 deflection)

Miss Chance none

hp 162 (12 HD); **DR** 5/bludgeoning or piercing

Immune none

Resist none; **SR** none

Fort +16, **Ref** +8, **Will** +3

Weakness -

Speed 25 ft. in hide armor (5 squares), base movement 20 ft., swim 30 ft.;

Melee +1 Greatclub +18 (1d10+7) or

Melee +1 Greatclub +18 (1d10+7) and +13 (1d10+7) and +8 (1d10+7)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +17

Atk Options Power Attack, Powerful Charge +1d8 damage, Reckless Charge

Combat Gear greatclub +1, Breastplate +1 Axeblock, Belt of One Mighty Blow, Bracers of Quick Strike, Potion Cure Moderate Wounds

Abilities Str 20*, Dex 14, Con 22, Int 4, Wis 4, Cha 4

SQ Rage 2x/day, Fast Movement, Marsh Movement, Uncanny Dodge, Trap Sense+2, Improved Uncanny Dodge

Feats Power Attack, Powerful Charge, Reckless Rage, Reckless Charge, Weapon Focus (Greatclub)

Skills Swim +16,

Possessions combat gear plus Cloak of Resistance +2, Amulet Natural Armor+1, Ring Protection +1, Gauntlets of Ogre Power, 345 gp

Power-Up Suite (Rage)

AC 16, touch 9, flat-footed 14

hp 198

Fort +19, **Will** +5

Melee Greatclub +21 (1d10+13) or

Melee Greatclub +21 (1d10+13) and +16 (1d10+13) and +11 (1d10+13)

Abilities Str 26 Con 28

Rage lasts 12 rounds.

Marsh Movement (Ex) Bullywugs suffer no movement penalties for moving in marshes or mud.

Skills Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

Description Bullywugs are frog-headed amphibious humanoids with green, gray, or mottled yellow skin. They have long, flicking tongues that can barely fit around a form of stunted Common. They stand 4 to 7 feet tall, weigh 100 to 300 pounds.

Sources Bullywug (Source), Reckless Rage (Races of Stone), Reckless Charge (Miniatures Handbook), Powerful Charge (Miniatures Handbook)

*Indicates Magical enhancement.

BULLYWUG BOMBER

CR 12

Male Bullywug Gender Fighter 6 / Monk 6

LE medium Humanoid (Aquatic)

Init +4; **Senses** Listen +0, Spot +0

Aura

Languages Common

AC 21, touch 14, flat-footed 21

(+6 armor*, +2 deflection, +1 natural, +1 insight, +1 class; Greater Mage Armor was cast from a scroll by the Wastrian Caster)

Miss Chance

hp 135 (12 HD);

Immune -

Resist -; **SR** -

Fort +18, **Ref** +11, **Will** +13; +2 saves against enchantment effects

Weakness

Speed 40 ft. in no armor (8 squares), base movement 20 ft., swim 50 ft.;

Melee Unarmed Strike +15 (1d8+6) or

Melee Unarmed Strike +15 and +10 (1d8+6) or

Melee Flurry of Blows +13 and +13 and +8 (1d8+6) or

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +18

Atk Options Necklace of Fireballs, Combat Expertise, Improved Grapple, Deflect Arrows, Flurry of Blows, Unarmed Strike, Victor's Luck, Unbelievable Luck (3 luck re-rolls/day), Improved Trip

Combat Gear Necklace of Fireballs, Type 7

Abilities Str 18, Dex 10, Con 22, Int 4, Wis 10, Cha 2

SQ Evasion, Flurry of Blows, Unarmed Strike, Still Mind, Ki strike (magic), slow fall 30', Purity of Body

Feats Iron Will, Improved Initiative, Combat Expertise, Improved Grapple, Deflect Arrows, Lightning Reflexes, Weapon Focus (Unarmed Strike), Victor's Luck, Weapon Specialization (Unarmed Strike), Unbelievable Luck, Improved Trip

Skills Swim +13, Tumble +6

Possessions combat gear plus Ring Protection +2, Cloak of Resistance +2, Amulet Natural Armor +1, loun stone dusty rose prism

Marsh Movement (Ex) Bullywugs suffer no movement penalties for moving in marshes or mud.

Skills Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

Description You are looking at one of the ugliest creatures you have ever seen. This particular bullywug is naked except for a dirty, tattered loincloth, a ring, cloak and beaded necklace. Flies buzz around him.

Sources Bullywug (Source), Victor's Luck (Complete Scoundrel), Unbelievable Luck (Complete Scoundrel)

*- Indicates Magical Enhancement

WASTRIAN CASTER

CR 11

Male Human Wizard 5 / Master Specialist 6

LE Medium Humanoid (Human)

Init +7; **Senses** Listen +0, Spot +0

Aura

Languages Common

AC 30, touch 19, flat-footed 27

(+3 Dex, +6 armor*, +5 deflection*, +5 natural*, +1 insight)

Miss Chance

hp 50 (11 HD);

Immune -

Resist -; **SR** -

Fort +7, **Ref** +8, **Will** +11

Weakness

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee Quarterstaff +4 (1d6-1) or

Ranged Spell Ranged Touch Attack +8 (spell damage)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +4

Atk Options Cloudy Conjunction

Special Actions -

Combat Gear Quarterstaff, Scroll Acid Breath, Scroll Lesser Orb of Acid, Armband of Elusive Action

Wizard Spells Prepared (CL 11th):

6th, DC 21— Heightened Blistering Radiance, 2x Energy Admixed (fire) Acid Breath[†] (20d6 dam)

5th, DC 20— 2x Cloudkill[†], Heightened Blistering Radiance

4th, DC 19— Evard's Black Tentacles[†], 3x Orb of Fire[†], Heightened Glitterdust[†]

3rd, DC 18— Acid Breath[†], Haste, Fireball, Icelance[†], Rainbow Blast

2nd, DC 17— 2x Baleful Transposition[†], 2x Glitterdust[†], Flaming Sphere, Melf's Acid Arrow

1st, DC 16— Benign Transposition[†], Nerveskitter, 2x Lesser Orb of Acid[†], 2x Grease

0, DC 15— 3x Acid Splash[†], 2x Caltrops[†]

[†]Conjunction spells are +2 DC

All conjunction spells are +1 Caster Level.

Spell-Like Abilities (CL 11th):

5x/day: Abrupt Jaunt

‡ Already cast

Abilities Str 8, Dex 16*, Con 14, Int 20*, Wis 10, Cha 9

SQ Immediate Magic Alternate Class Feature (Abrupt Jaunt), Scribe Scroll. Banned schools: Illusion, Enchantment, Expanded Spellbook x2, Minor School Esoterica, Caster Level (Conjunction) +1

Feats Spell Focus (Conjunction), Improved Initiative, Greater Spell Focus, Heighten Spell, Energy Substitution (Fire), Energy Admixture (Fire), Metamagic School Focus (Conjunction)

Skills Concentration +16, Knowledge Arcana +19, Knowledge Nature +19, Knowledge Religion +19, Sense Motive +7, Spellcraft +21

Possessions combat gear plus Cloak of Resistance +2, Scroll Greater Mage Armor, Potion Shield of Faith +5, Potion Barkskin +5, Circlet Intelligence +2, Hand of the Mage, Gloves of Dexterity +2, Ioun Stone, Dusty Rose Prism

Spellbook Not present

Description This is a small looking man of mixed Flan-Oeridian descent. He is wearing clothes stained and torn by the Rushmoors which hang from his weak-looking, small frame.

Sources Caltrops (Spell Compendium), Benign Transposition (Spell Compendium), Nerveskitter (Spell Compendium), Lesser Orb of Acid (Spell Compendium), Baleful Transposition (Spell Compendium), Immediate Magic (Players Handbook Two), Acid Breath (Spell Compendium), Armband of Elusive Action (Magic Item Compendium), Blistering Radiance (Spell Compendium), Energy Substitution

(Complete Arcane), Energy Admixture (Complete Arcane), Metamagic School Focus (Complete Mage)

* Indicates Magical Enhancement

AWAKENED T-REX BARBARIAN CR 14

N Huge Magical Beast (Augmented) Barbarian 6

Init +1; **Senses** Listen +23, Spot +23

Aura: None

Languages Common

AC 14, touch 9, flat-footed 13

(-2 size, +1 Dex, +5 natural)

hp 297 (24 HD);

Fort +22, **Ref** +14, **Will** +10

Speed 50 ft. (8 squares), base movement 40;

Melee Bite +24 (3d6+13) or

Melee Full Attack Bite +24 (3d6+13)

Space 15 ft.; **Reach** 10 ft.

Base Atk +19; **Grp** +40

Atk Options: Improved Grab, Swallow Whole, Rage, Improved Grapple

Special Actions

Abilities Str 28, Dex 12, Con 22, Int 11, Wis 15, Cha 12

SQ Low-light vision, scent, Fast Movement, Rage 2x/day, Uncanny Dodge, Trap Sense +2, Improved Uncanny Dodge

Feats Alertness, Improved Grapple, Improved Natural Attack (bite), Improved Unarmed Strike, Run, Toughness (3), Track

Skills: Hide +2, Listen +23, Move Silently +4, Spot +23, Survival +8

Power-Up Suite (Rage)

AC 12, touch 7, flat-footed 11

hp 349

Grp: +42

Fort +24, **Will** +12

Melee Bite +26 (3d6+15)

Abilities Str 32 Con 26

Rage lasts 16 rounds.

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

Description This creature looks like a typical T-Rex, except that its eyes glare at you with a disconcerting sense of awareness.

Sources Monster Manual

ENCOUNTER 5

PIRATE BLADES **CR 14**
Male Human Swash 3 / Sct 5 / Dervish 1 / Ftr 5
NE Medium Humanoid (Human)
Init +10; **Senses** Listen +5, Spot +8
Languages Common, Suel, Oeridy

AC 22, touch 14, flat-footed 19 (+1 or +2 to AC after Skirmishing)
(+3 Dex, +7 armor, +1 natural, +1 deflection)
Miss Chance none
hp 98 (14 HD), healing from Weapon crystals
Immune none
Resist none; **SR** none
Fort +9, **Ref** +12, **Will** +5
Weakness -

Speed 40 ft. in Pearlsteel chain shirt (6 squares), base movement 30 ft.;

Melee +1 Scimitar +18 (1d6+10) or
Melee +1 Scimitar +16 (1d6+10) and +16 (1d6+10) and +11 (1d6+10) and +11 (1d6+10) and +6 (1d6+10)
Ranged masterwork Mighty composite Longbow (Str+1) +16 (1d8+2) or
Ranged masterwork Mighty composite Longbow (Str+1) +16 (1d8+2) and +11 (1d8+2) and +6 (1d8+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +16
Atk Options Combat Expertise, Dodge, Mobility, Skirmish +2d6, Evasion, Improved Skirmish (+4d6), Two weapon fighting, Acrobatic Strike, +2 to hit when Skirmishing, 2x/day extra attack (from Skirmisher Boots)
Combat Gear Pearlsteel chain shirt +3, 2x Scimitar +1, masterwork mighty composite longbow (Str+2), 20 arrows, Skirmisher Boots, Weapon Crystal Life Drinker (lesser), Weapon Crystal Life Drinker (least)

Abilities Str 18*, Dex 17*, Con 10, Int 16, Wis 10, Cha 8
SQ Trapfinding, Battle Fortitude, Uncanny Dodge, Grace +1, Trackless Step, Insightful Strike, Dervish Dance 1x/day (7 rounds), Movement Mastery, Slashing Blades, Evasion
Feats Combat Expertise, Dodge, Weapon Finesse, Mobility, Weapon Focus (Scimitar), Quick Reconnoiter, Improved Skirmish, Two Weapon Fighting, Acrobatic Strike, Improved Initiative, Weapon Specialization (scimitar)

Skills Balance +13, Bluff +5, Climb +13, Escape Artist +19, Jump +14, Listen +5, Perform (dance) +14, Sense Motive +8, Spot +8, Swim +19, Tumble +21

Possessions combat gear plus ~~Potion of Haste~~, Gloves of Dexterity +2, Ring Protection +1, Amulet Natural Armor+1, Cloak Resistance +1, Belt Giant Strength +4, 319 gp

Power-Up Suite (Haste for 5 rounds)

AC 23, touch 15, flat-footed 20 (+2 to AC after Skirmishing)

Speed 70 ft.

Ref +13

Melee +1 Scimitar +17 (1d6+10) and +17 (1d6+10) and +12 (1d6+10) and +12 (1d6+10) and +7 (1d6+10) and +17 (1d6+10)

Description The Pirate Blades are lithe combatants, dressed in some sort of light armor that looks like steel, but has a gleaming blue-white mother of pearl sheen.

Sources Scout (Complete Adventurer), Swashbuckler (Complete Warrior), Lesser Vigor (Spell Compendium), Dervish (Complete Warrior), Quick Reconnoiter (Complete Adventurer), Pearlsteel (Stormwrack), Improved Skirmish (Complete Scoundrel), Acrobatic Strike (Players Handbook 2), Skirmisher Boots (Magic Item Compendium), Weapon Crystal Life Drinker (Magic Item Compendium)

* Indicates a magical enhancement.

PIRATE CASTER **CR 14**

Male Human Duskblade 13 / Fighter 1
NE Medium Humanoid (Human)
Init +4; **Senses** Listen +0, Spot +0
Languages Common, Suel

AC 28, touch 16, flat-footed 24
(+4 Dex, +7 armor, +2 deflection, +3 shield, +2 natural)
Miss Chance none
hp 107 (14 HD),
Immune none
Resist none; **SR** none
Fort +15, **Ref** +11, **Will** +11
Weakness -

Speed 30 ft. in mithral breastplate (6 squares), base movement 30 ft.;

Melee Vicious +1 Rapier of Slow Burst +20 (1d6+1+2d6+1 when delivering a spell, 15-20/x2) and wielder takes 1d6 damage per hit or

Melee Full Attack Vicious +1 Rapier of Slow Burst +20 and +15 and +10 (1d6+1+2d6 & additional +1 when delivering a spell, 15-20/x2) and wielder takes 1d6 damage per hit or

Melee Touch Spell +19 (spell damage+2) or

Ranged Longbow +18 (1d8) or

Ranged Full Attack Longbow +18 and +13 and +8 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +14; **Grp** +14

Atk Options Combat Casting, Arcane Channelling (Full Attack), Touch Spell Specialization, Weapon Focus (Rapier), Quick Cast 2x/day, Improved Critical (Rapier), Arcane Strike, Power Critical (Rapier)

Combat Gear Vicious +1 rapier of Slow Burst, mithral breastplate +2, longbow, 20 arrows, Potion of Haste, Weapon Crystal of Arcane Steel, Heavy Steel Shield +1, Potion Remove Blindness

Abilities Str 10, Dex 19*, Con 14, Int 14, Wis 10, Cha 8

SQ Arcane Attunement, Armored Mage (medium), Arcane Channelling (Full Attack), Quick Cast 2x/day, Spell Power+2, Armored Mage (Heavy Shield)

Feats Combat Casting, Weapon Finesse, Weapon Focus (Touch Spells), Touch Spell Specialization, Weapon Focus (Rapier), Improved Critical (Rapier), Arcane Strike, Power Critical (Rapier)

Skills Concentration +18 (or +22), Jump +3, Knowledge Arcana +18, Sense Motive +16, Spellcraft +18, Swim +15

Possessions combat gear plus Cloak of Resistance +3, Ring Protection +2, Gloves of Dexterity +2, Amulet Nat'l Armor +2, 1084 gp

Duskblade Spells Known (CL 13th):

4th (2/day) DC 16—Energize

3rd (6/day) DC 15—Vampiric Touch, Energy Surge, Halt, Protection from Energy

2nd (9/day) DC 14—Scorching Ray, Ghoul Touch, Melf's Acid Arrow, See Invisibility

1st (10/day) DC 13—Chill Touch, Ray of Enfeeblement, Shocking Grasp, True Strike, Kelgor's Fire Bolt

0 (6/day) DC 12—Acid Splash, Disrupt Undead, Ray of Frost, Touch of Fatigue

‡ Already cast

Spell-Like Abilities (CL 13th):

0 (5x/day)—Dancing Lights, Detect Magic, Flare, Ghost Sound, Read Magic

‡ Already cast

Description The Pirate Caster wears light armor and has a cocky look on his face as he prepares to engage in combat.

Sources Duskblade (Players Handbook Two), Touch Spell Specialization (Complete Arcane), Kelgore's Fire Bolt (Player's Handbook Two), Energy Surge (Players Handbook Two), Arcane Strike (Complete Arcane)

* Indicates a magical enhancement.

ENCOUNTER 6

THE WARLOCK

CR 12

Male human Warlock 12

CN Medium Humano (Human)

Init +3; **Senses** Listen +0, Spot +0

Aura

Languages Common

AC 23, touch 15, flat-footed 19

(+4 Dex, +7 armor, +1 deflection, +1 natural) (Add a +1 shield bonus when within 5' of the Soldier; add +2 when the Soldier fights defensively within 5'.)

Miss Chance none

hp 72 (12 HD); DR3/Cold Iron; Fast Healing 1 (when using Fiendish Resilience)

Immune none

Resist Fire 5, Acid 5; **SR** none

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

Weakness -

Speed 30 ft. in mithral breastplate (6 squares), base movement 30 ft.;

Melee Longspear +8 (1d8-1) or

Melee Longspear +8 (1d8-1) and +3 (1d8-1) or

Ranged Touch Attack Eldritch Blast +14 (6d6) or

Ranged Touch Attack Eldritch Blast +14 (6d6) and +9 (6d6)

Space 5 ft.; **Reach** 10 ft. (with Longspear)

Base Atk +9; **Grp** +8

Atk Options Point Blank Shot, Precise Shot, Maximize Spell-Like Ability (Eldritch Blast) 3x/day, Baneful Blast (+2d6 damage vs humans), Eldritch Chain, Eldritch Blast range = 90 ft.

Combat Gear Longspear, Mithral Breastplate +2, Amulet of True Strike, Dust of Dispersion, Wand of Entangle, Wand Ray of Clumsiness, Horizon Goggles, Potion Cure Light Wounds, Potion Cure Moderate Wounds, Potion Protection from Good, Wand Lesser Vigor

Invocations Known:

Entropic Warding

Sickening Blast (DC 15)

Eldritch Spear

Baneful Blast

Eldritch Chain

Curse of Despair (DC 17)

Chilling Tentacles (DC 18)

‡ Already cast

Spell-Like Abilities (CL 12th):

Eldritch Blast: ranged touch attack +14 (6d6 damage)

Detect Magic

Abilities Str 8, Dex 18, Con 14, Int 10, Wis 10, Cha 13

SQ Deceive Item, Fiendish Resilience +1, Energy resistance 5 (Fire & Acid), Imbue Item

Feats Point Blank Shot, Precise Shot, Weapon Focus (Ray), Maximize Spell-Like Ability (Eldritch Blast), Ability Focus (Eldritch Blast), Battle Caster

Skills Concentration +17, Spellcraft +17, Use Magic Device +15 (+17 when using scrolls)

Possessions combat gear plus Cloak Resistance +1, Ring protection +1, Amulet natural armor +1, 288 gp

Description He appears to be a thin short man, wearing light armor and holding a longspear.

Sources Amulet of True Strike (Operation Black Knight), Warlock (Complete Arcane), Baneful Blast (Complete Mage)

* Indicates magical enhancement.

THE SOLDIER

CR 14

Male Human Fighter 10 / Tactical Soldier 4

NE Medium humanoid (Human)
Init +4; **Senses** Listen +0, Spot +0
Aura -
Languages Common, Suloise

AC 30, touch 19, flat-footed 30
 (+10 armor, +6 shield, +1 natural, +2 deflection, +1 insight)
 (Add +1 AC vs ranged attacks.)

Miss Chance -
hp 158 (14 HD); **DR** 2/-
Immune none
Resist none; **SR** none
Fort +16, **Ref** +5, **Will** +7
Weakness -

Speed 20 ft. in half-plate +1 (4 squares), base movement 30 ft.;
Melee +1 longsword +17 (1d8+3) or
Melee +1 longsword +17 (1d8+3) and +12 (1d8+3) and +7 (1d8+3)
Ranged Light Crossbow +12 (1d8)
Space 5 ft.; **Reach** 5 ft.
Base Atk +14; **Grp** +16
Atk Options Combat Expertise, Combat Reflexes, Power Attack, Cleave, Improved Combat Expertise
Special Actions -
Combat Gear Half-Plate Mail +3, heavy steel shield +3 Arrow Catching, longsword +1, Potion Cure Moderate Wounds, locked gauntlet, light crossbow, 10 bolts

Abilities Str 14, Dex 10, Con 18, Int 13, Wis 10, Cha 8
SQ Flanker, Sidestep, Interpose, Defensive Shield
Feats Combat Reflexes Shieldmate, Power Attack, Combat Expertise, Shield Specialization (Heavy), Cleave, Improved Combat Expertise, Improved Toughness, Shield Ward, Iron Will, Armor Specialization (Half-Plate), Improved Initiative
Skills Climb +7, Intimidate +12, Jump +9, Ride +13, Sense Motive +13
Possessions combat gear plus Ring Protection +2, Amulet natural Armor +1, Ioun Stone (dusty Rose Prism), Cloak Resistance +1, 7 gp

Description The Soldier is a large man, approximately 6 foot tall and thickly muscled.
Sources Shieldmate (Miniatures Handbook), Shield Specialization (Players Handbook 2), Improved Combat Expertise (Complete Warrior), Tactical Soldier (Miniatures Handbook), Improved Toughness (Complete Warrior), Shield Ward (Players Handbook 2), Armor Specialization (Players Handbook 2)

THE ARCHER

CR 12

Female Human Ranger 12
 NE Medium humanoid (Human)
Init +4; **Senses** Listen +17, Spot +17
Aura -
Languages Common

AC 20, touch 15, flat-footed 16
 (+4 Dex, +5 armor, +1 deflection)

Miss Chance -
hp 81 (12 HD);
Immune none
Resist none; **SR** none
Fort +10, **Ref** +13, **Will** +7
Weakness -

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft.;
Melee Longsword +15 (1d8+2) or
Melee Longsword +15 (1d8+2) and +10 (1d8+2) or
Ranged +1 Mighty Composite Longbow (STR+2) +19 (1d8+3) or
Ranged (Manyslot) +1 Mighty Composite Longbow (STR+2) +15 (2d8+6) or
Ranged (Rapid Shot) +1 Mighty Composite Longbow (STR+2) +19 (1d8+3) and +19 (1d8+3) and +14 (1d8+3) and +9 (1d8+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +14
Atk Options Point Blank Shot, Precise Shot, Favored Enemy (Human), Rapid Shot, Plunging Shot (+1d6 damage when 30 ft or more above opponent), Distracting Attack, Improved Rapid Shot, Manyslot, 2nd favored enemy (Elf), Improved favored enemy (Humans- +9 damage total), 3rd favored enemy (Halflings), Improved Precise Shot
Special Actions -
Ranger Spells Prepared (CL 8th):
 3rd— Arrow Storm
 2nd— 2x Haste, Swift
 1st— 2x Guided Shot
Combat Gear mithral chain shirt +1, mighty composite longbow (STR+2) +1, 40 arrows, longsword, potion remove blindness/deafness, Bracers of Archery (lesser), Wand Hunter's Mercy, 20 Burrowing Arrows, potion Cure Light Wounds, Potion Lesser Vigor, Potion Fly

Abilities Str 14, Dex 19*, Con 12*, Int 10, Wis 14, Cha 8
SQ Track, Wild Empathy, Combat Style (Archery), Alternate Class Feature: Distracting Attack, Woodland Stride, Swift Tracker, Evasion
Feats Point Blank Shot, Precise Shot, Rapid Shot, Plunging Shot, Manyslot, Improved Favored Enemy (humans), Improved Precise Shot, Weapon Focus (Composite Longbow)
Skills Hide +19, Listen +17, Move Silently +19, Search +15, Spot +17, Survival +17, Swim +17
Possessions combat gear plus Ring protection +1, Gloves Dexterity +2, Amulet Health +2, Cloak Resistance +1

Description The archer is a lithe human who despite her small stature looks like she can use the large bow she carries.
Sources Plunging Shot (Races of the Wild), Distracting Attack (Player's Handbook 2), Lesser Vigor (Spell Compendium), Guided Shot (Spell Compendium), Hunter's Mercy (Spell Compendium), Improved Rapid Shot (Complete Warrior), Swift Haste (Spell Compendium), Improved Favored Enemy (Complete Warrior), Arrow Storm (Spell Compendium), Burrowing Arrow (Complete Warrior)

* Denotes magical enhancement.

ENCOUNTER 7

SPELL DRUID

CR 16

Female Human Druid 6 / Stormcaster 10
CN Medium Humanoid

Init +1; **Senses** Listen +15, Spot +12

Aura -

Languages Common

AC 35, touch 18, flat-footed 31

(+4 Dex, +7 armor, +5 shield, +5 Natural, +3 Deflection +1 Insight)

Additional +5 AC bonus to ranged projectile attacks

Miss Chance -

hp 114 (16 HD)

DR 10/adamantine for a total of 150 points preventable damage

Immune -

Resist Electricity 10 and Sonic 10 ; **SR** none

Fort +20, **Ref** +17, **Will** +18

Weakness -

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

Melee Club(Shillelagh) +12 (2d6 +1)

Ranged none

Space 5 ft.; **Reach** 5 ft.

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

Atk Options -

Special Actions -

Combat Gear Chitin Armor +3, Heavy Wooden Shield +3, Club, Crystal of Arrow Deflection, Periapt of Wisdom +4, Ring of Protection+3, Cloak of Resistance +4

Druid Spells Prepared (CL 5nd): Spell DC 16+spell level; Transmutation spells are +1 DC.

8th- Cocoon

7th- ~~Call Lightning Storm(Heightened)~~ †, Heal, Great Worm of the Earth

6th- Flame Strike x2 Heightened), Call Lightning Storm(Heightened)

5th- Call Lightning Storm x2, ~~Stone Skin~~ x2 †

4th- Spike Stones x2, Flame Strike x2, ~~Air Walk~~ †

3rd- Call Lightning x2, Dominate Animal x2

2nd- ~~Bears Endurance~~ x2 †, ~~Cat's Grace~~ x2 †, ~~Barkskin~~ x2 †

1st- ~~Shillelagh~~ †, Gust of Wind, Cure Light Wounds x4

0—Detect Magic x2, Cure Minor Wounds x4

† Already cast

Abilities Str 10, Dex 18*, Con 18*, Int 10, Wis 22*, Cha 8

SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wildshape x2, Storm Spell Power, Thunderclap, Resistance to Electricity 10, Shield of Winds 2/day,

Eye of the Storm, Thunderbolt, Resistance to Sonic 10, Call Storm, Lord of the Storm

Feats Scribe Scroll, Spell Focus Transmutation, Heighten, Storm Bolt Reserve Feat, Sudden Maximize, Spell Focus Evocation, Extra Slot

Skills Handle Animal +18, Knowledge Arcana +6, Knowledge Nature +9, Listen +15, Spellcraft +9, Spot +12, Survival +6, Swim +2

Possessions Chitin Armor +3, Heavy Wooden Shield +3, Club, Crystal of Arrow Deflection, Periapt of Wisdom +4, Ring of Protection+3, Cloak of Resistance +4, ~~Scroll of Stormrage~~, Scroll of Stormrage, ~~Scroll of True Seeing~~, Ioun Stone +1 AC

Description A disheveled woman whose wild hair seems intentionally windblown.

Sources Chitin Armor (Stormwrack), Potion Bracers (Sharn: City of Towers), Stormcaster abilities (Stormwrack), Cocoon(Spell Compendium), Great Worm of the Earth(Spell Compendium)

ADVANCED CROCODILE

CROCODILE

CR -

Medium Animal

Init +1; **Senses** Listen +4, Spot +4

Aura

Languages Common, Aquan

AC 17, touch 11, flat footed 16

(+1 Dex, +6 natural)

Miss Chance -

hp 37 (5d8+9) (5 HD);

Immune none

Resist none; **SR** None

Fort +7, **Ref** +5, **Will** +2

Weakness -

Speed base movement 20 ft., Swim 30 ft.

Melee Bite +8 melee (1d8+7) or tail slap +8 melee (1d12+7)

Ranged None

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Improved Grab

Abilities Str 20, Dex 13, Con 17, Int 1, Wis 12, Cha 2

SQ Hold Breath, Low Light Vision, Link, Share Spells, Known Trick (Attack), Known Trick (Defend), Evasion

Feats Alertness, Skill Focus (Hide)

Skills Hide +8, Listen +5, Spot +5, Swim +13

Special Quality (Hold Breath - A crocodile can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning)

Special Quality (Link - A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.)

Special Quality (Share Spells - At the druid's option, she may have any spell (but not any spell-like ability)

she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Special Quality (Attack Trick - The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.)

Special Quality (Defend Trick - The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.)

BRUTISH BARBARIAN

CR 14

Male half-orc Barbarian 3 / Fighter 6 / Menacing Brute 5
CE Medium Humanoid (Orc) (Amphibious)

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

Aura -

Languages Common

AC 28, touch 16, flat-footed 25

(+3* Dex, +7 armor, +3 deflection*, +5 natural*)

Miss Chance 20%*

hp 151* (14 HD); **DR** 10/Adamantine* (to prevent a maximum of 150 damage)

Immune -

Resist none; **SR** none

Fort +19*, **Ref** +10*, **Will** +8 (+10 vs. Fear effects)

Weakness -

Speed 30 ft. in chain mail armor (6 squares), base movement 30 ft., Swim 15 ft.;

Melee +1 Greatsword +23 (2d6+12 17-20/x2) or

Melee +1 Greatsword +23 (2d6+12 17-20/x2) and +17 (2d6+12 17-20/x2) and +12 (2d6+12 17-20/x2)

Ranged -

Space 5 ft.; **Reach** 5 ft.

Base Atk +14; **Grp** +19

Atk Options Intimidating Strike, Power Attack, Ruthless Cut (+4 to confirm crits), Power Critical (+4 to confirm Crits), Sneak Attack +1d6, +1d8 sonic damage on crits

Special Actions -

Combat Gear Chainmail +2, Keen thundering greatsword +1, masterwork greatsword, Brooch of Shielding (50 points left), Helm of Glorious Recovery

Abilities Str 21*, Dex 16*, Con 18*, Int 8, Wis 8, Cha 8

SQ Fast movement, Illiteracy, Rage 1x/day, Demoralizing Stare, Resourceful search, Sneak Attack +1d6, Ruthless Cut, Making an Example, Uncanny Dodge, Trap Sense +1

Feats Menacing Demeanor, Intimidating Strike, Iron Will, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword), Power Critical (Greatsword), Raider's Spirit, Melee Weapon Mastery

Skills Intimidate +29, Search +1, Swim +9, Knowledge (Local-Sheldomar) +1

Possessions combat gear plus ~~Potion Shield of Faith +2, Potion Blur~~, cloak resistance +3, amulet Natural armor +1, gauntlets Ogre strength +2, 57 gp

Power-Up Suite (Rage)

AC 26, touch 14, flat-footed 23

hp 179*

Fort +21*, **Will** +10 (+14 vs fear effects)

Melee +1 Greatsword +25 (2d6+15 17-20/x2) or

Melee +1 Greatsword +25 (2d6+15 17-20/x2) and +20 (2d6+15 17-20/x2) and +15 (2d6+15 17-20/x2)

Abilities Str 25* Con 22*

Rage lasts 9 rounds.

Skills The amphibious template gives a +8 racial bonus to swim checks.

Description This appears to be a half-orc, although you notice that it has slightly webbed hands and feet and what could be gills on its neck. He has hatred in his eyes.

Sources Amphibious template (Stormwrack), Menacing Demeanor (Races of Destiny), Intimidating Strike (Players Handbook 2), Power Critical (Complete Warrior), Raider's Spirit (Dragon Magazine #315), Melee Weapon Mastery (Players Handbook 2), Helm of Glorious Recovery (Miniatures Handbook)

* Indicates a magical enhancement.

GOLEM, CORAL

CR 9

N Huge Construct (Aquatic)

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

Aura: none

Languages -

AC 20, touch 8, flat-footed 20

(-2 size, +0 Dex, +12 natural)

Miss Chance

hp 150 (16 HD); fast healing 10; DR 10 / bludgeoning and magic

Immune

Fort +5, **Ref** +5, **Will** +5

Speed 30 ft. (6 squares), base movement 30 ft., swim 30 ft.;

Melee Slam +16 (2d8+6 plus stun) or

Full Attack Melee 4 Slams +16 (2d8+6 plus stun) or

Ranged Coral Star +10 (1d6+6 plus stun) or

Full Attack Ranged 4 Coral Stars +10 (1d6+6 plus stun)

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

Base Atk +12; **Grp** +26

Abilities Str 22, Dex 11, Con -, Int -, Wis 11, Cha 1

SQ Construct traits, darkvision 60', Low-light vision

Feats -

Skills -

Stun (Ex): Any creature struck by a coral golem's slam or coral star attack must succeed on a DC 18 Fortitude save or be stunned for 1 round (until the beginning of the coral golem's next turn). The save DC is Constitution-based.

Special Quality: A coral golem's attacks are considered bludgeoning, piercing, and slashing weapons for purpose of overcoming damage reduction.

Special Attack: Coral Stars have a range increment of 30' underwater and 120' on land.

Description: A creature composed of beautiful, sharp coral lurches forward with four thick coral legs. Stemming from its core are four semi-hollow coral arms bristling with sharp, colorful flanges.

Sources Golem, Coral (Stormwrack)

SCYLLAN

CR 13

LE Huge Outsider (Aquatic, Native)

Init +7; **Senses** Listen +24, Spot +24

Aura: Evil

Languages Common, Aquan, Infernal

AC 29, touch 11, flat-footed 26

(-2 size, +3 Dex, +18 natural)

hp 180 (16 HD); **DR** 10/ Magic and Silver

SR 27

Fort +17, **Ref** +13, **Will** +15

Speed: Swim 50 ft;

Melee Tentacle +25 (1d8+11) or

Melee Full Attack 4 tentacles +25 (1d8+11) and 2 claws +23 (2d6+5)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacle)

Base Atk +16; **Grp** +35

Atk Options

Special Actions

Spell-Like Abilities (CL 16th):

Control Water: as per the spell, for 1 hour

Abilities Str 33, Dex 17, Con 25, Int 8, Wis 20, Cha 6

SQ Damage Reduction 10/ Magic and Silver, Darkvision 60 ft., Spell Resistance 27

Feats Ability Focus (Frightful Noise), Improved Initiative, Improved Natural Attack (claw), Multiattack, Swim-by-Attack, Weapon Focus (Tentacle)

Skills Hide +14, Intimidate +17, Jump +38, Knowledge (Nature) +20, Listen +24, Spot +24, Survival +26, Swim +19,

Constrict (Ex) A Scyllan deals 1d8+11 points of damage with a successful grapple check made with a claw.

Frightful Noise (Su) A scyllan produces a wailing sound by blowing air through the comblike growths on

its head. This horrible racket is unsettling to nearby creatures. The scyllan activates its frightful noise as a move action and can end it anytime as a free action. Creatures within 100 feet of the scyllan are subject to the effect if they have fewer HD than the scyllan

A potentially affected creature who succeeds on a DC 18 Will save is immune to that scyllan's frightful noise for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 2d6 rounds, and those with 5 or more HD become shaken for 2d6 rounds. Scyllans are unaffected by the frightful noise of other scyllans.

Frightful noise is a sonic, mind-affecting compulsion. The save DC is Charisma-based and includes a +2 bonus from the Ability Focus Feat.

Improved Grab (Ex) To use this ability, a scyllan must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can transfer the grabbed creature to a claw as a free action or attempt to swallow it whole. A scyllan that transfer a creature to its claw can constrict.

Swallow Whole (Ex) A scyllan can try to swallow a grabbed opponent by making a successful grapple check. Once inside, the opponent takes 2d8+16 points of crushing damage plus 2d6 points of acid damage per round. A swallowed creature can cut its way out using a light slashing or piercing weapon to deal 25 points of damage to the maw (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge scyllan's maw holds 2 Large, 8 Medium, 32 Small, 128 Tiny,, or 512 Diminutive or smaller opponents.

Skills A scyllan has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Description A monstrous creature rises from the water, its upper body a mass of lashing tentacles surrounding two fearsome claws. A toothy maw gapes in its fishlike head.

Source Scyllan (Stormwrack)

APPENDIX 8: NPC PALADIN

APL 2

ARGAS, NPC HEIRONEAN PALADIN CR 1

Male Human Paladin 1

LG Medium Humanoid (human)

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

Aura Good

Languages Common

AC 17, touch 11, flat-footed 17

(+5 armor, +2 shield)

Miss Chance -

hp 11 (1 HD);

Immune

Resist -; **SR** none

Fort +3, **Ref** +0, **Will** +1

Weakness

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

Melee Longsword +4 (1d8+2) or

Ranged Longbow +2 (1d8)

Space 5 ft.; **Reach** 5 ft.

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

Atk Options Smite Evil 1x/day

Combat Gear Longsword, Chainmail, Heavy Steel Shield, masterwork Longbow, 40 arrows, 2x Potion CLW, Potion Shield of Faith +2, Potion Protection from Evil

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

SQ Aura of Good, Detect Evil, Smite evil (1x/day)

Feats Weapon Focus (Longsword), Toughness

Skills Handle Animal +3, Heal +7, Ride +3, Spellcraft +3, Knowledge (Religion) +5

Possessions combat gear plus Healer's Kit, Wand Cure Light wounds (25 charges), 14 gp

Description This paladin stands an even six feet tall and has strong Oeridian features. He wears the holy symbol of Heironeous prominently.

APL 4

ARGAS, NPC HEIRONEAN PALADIN CR 3

Male Human Paladin 3

LG Medium Humanoid (human)

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

Aura Good

Languages Common

AC 18, touch 11, flat-footed 18

(+6 armor, +2 shield)

Miss Chance

hp 25 (3 HD);

Immune Disease

Resist -; **SR** none

Fort +7, **Ref** +4, **Will** +6

Weakness

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

Melee Longsword +7 (1d8+2) or

Ranged Longbow +4 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options Smite Evil 1x/day, Combat Expertise

Special Actions -

Combat Gear Chainmail+1, masterwork longsword, Heavy Steel Shield, masterwork Longbow, 60 arrows, Potion Cure Moderate Wounds, Potion Shield of Faith +2, Potion Protection from Evil, Oil of Magic Weapon x2

Abilities Str 14, Dex 13, Con 12, Int 13, Wis 12 Cha 14

SQ Aura of Good, Detect Evil, Smite evil (1x/day), Divine Grace, Lay on Hands (6 points), Aura of Courage, Divine Health

Feats Weapon Focus (Longsword), Combat Expertise, Iron Will

Skills Handle Animal +3, Heal +9, Ride +3, Spellcraft +4, Knowledge (Religion) +7, Concentration +4

Possessions combat gear plus Wand Cure Light Wounds (25 charges), Vest of Resistance +1, 14 gp

Description This paladin stands an even six feet tall and has strong Oeridian features. He wears the holy symbol of Heironeous prominently.

APL 6

ARGAS, NPC HEIRONEAN PALADIN CR 5

Male Human Paladin 5

LG Medium Humanoid (human)

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

Aura Good

Languages Common

AC 22, touch 11, flat-footed 21
(+1 Dex, +7 armor, +4 shield)

Miss Chance -

hp 41 (5 HD);

Immune Disease

Resist -; **SR** none

Fort +8, **Ref** +4, **Will** +6

Weakness -

Speed 20 ft. in banded mail armor (4 squares), base movement 30 ft.;

Melee Longsword +9 (1d8+2) or

Ranged Longbow +6 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +7

Atk Options Smite Evil 2x/day, Combat Expertise

Special Actions -

Combat Gear Banded mail+1, masterwork longsword, Heavy Steel Shield +1, masterwork Longbow, 40 arrows, Potion Cure Moderate Wounds, Potion Lesser Restoration, Oil of Magic Weapon x2, Potion of Remove Blindness

Paladin Spells Prepared (CL 2nd):

1st— Bless Weapon

‡ Already cast

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

SQ Aura of Good, Detect Evil, Smite evil (2x/day), Divine Grace, Lay on Hands (10 points), Aura of Courage, Divine Health, Turn Undead, Special Mount

Feats Weapon Focus (Longsword), Combat Expertise, Iron Will

Skills Handle Animal +4, Heal +11, Ride +4, Spellcraft +4, Knowledge (Religion) +9, Concentration +9, Profession (Sailor) +2, Diplomacy +4

Possessions combat gear plus Wand Cure Light Wounds (25 charges), Vest of Resistance +1, 14 gp

Description This paladin stands an even six feet tall and has strong Oeridian features. He wears the holy symbol of Heironeous prominently.

APL 8

ARGAS, NPC HEIRONEAN PALADIN CR 7

Male Human Paladin 7

LG Medium Humanoid (human)

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

Aura Good

Languages Common

AC 22, touch 10, flat-footed 22
(+9 armor, +3 shield)

Miss Chance -

hp 58 (7 HD);

Immune Disease

Resist -; **SR** none

Fort +10, **Ref** +6, **Will** +8

Weakness -

Speed 20 ft. in Full Plate armor (4 squares), base movement 30 ft.;

Melee +1 Longsword +11 (1d8+3) or

Melee Full attack +1 Longsword +11 and +6 (1d8+3) or

Ranged Longbow +8 (1d8)

Ranged Full attack Longbow +8 and +3 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +9

Atk Options Smite Evil 2x/day, Power Attack

Special Actions -

Combat Gear Full Plate mail+1, longsword +1, Heavy Steel Shield +2, masterwork Longbow, 40 arrows, Potion Cure Moderate Wounds, Potion of Lesser Restoration, Potion of Remove Blindness/Deafness

Paladin Spells Prepared (CL 3rd):

1st— Bless Weapon, Protection from Evil

‡ Already cast

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

SQ Aura of Good, Detect Evil, Smite evil (2x/day), Divine Grace, Lay on Hands (14 points), Aura of Courage, Divine Health, Turn Undead, Remove Disease (1x/week)

Feats Weapon Focus (Longsword), Combat Expertise, Iron Will, Blind Fight

Skills Handle Animal +4, Heal +13, Ride +4, Spellcraft +5, Knowledge (Religion) +11, Concentration +11, Profession (Sailor) +2, Diplomacy +4

Possessions combat gear plus Wand Cure Light Wounds (25 charges), vest of resistance +2, 4 gp

Description This paladin stands an even six feet tall and has strong Oeridian features. He wears the holy symbol of Heironeous prominently.

APL 10

ARGAS, NPC HEIRONEAN PALADIN CR 9

Male Human Paladin 9

LG Medium Humanoid (human)

Init +0; **Senses** Listen +2, Spot +2

Aura Good

Languages Common

AC 25, touch 11, flat-footed 25

(+9 armor, +4 shield, +1 deflection, +1 natural)

Miss Chance -

hp 74 (9 HD);

Immune Disease

Resist -; **SR** none

Fort +12, **Ref** +6, **Will** +9

Weakness -

Speed 20 ft. in Full Plate armor (4 squares), base movement 30 ft.;

Melee +1 Longsword +13 (1d8+3) or

Melee Full attack +1 Longsword +13 and +8 (1d8+3) or

Ranged Longbow +10 (1d8)

Ranged Full attack Longbow +10 and +5 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +11

Atk Options Smite Evil 2x/day, Power Attack, Mounted Combat, Ridy By Attack

Special Actions -

Combat Gear Full Plate mail+1, longsword +1, Heavy Steel Shield +2, masterwork Longbow, 40 arrows, Potion Lesser Restoration, Oil of Magic Weapon x2, Potion of Remove Blindness

Paladin Spells Prepared (CL 4th):

2nd— Bull's Strength

1st— Bless Weapon, Protection from Evil

† Already cast

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

SQ Aura of Good, Detect Evil, Smite evil (2x/day), Divine Grace, Lay on Hands (18 points), Aura of Courage, Divine Health, Turn Undead, Remove Disease (2x/week)

Feats Weapon Focus (Longsword), Combat Expertise, Iron Will, Blind Fight, Improved Disarm

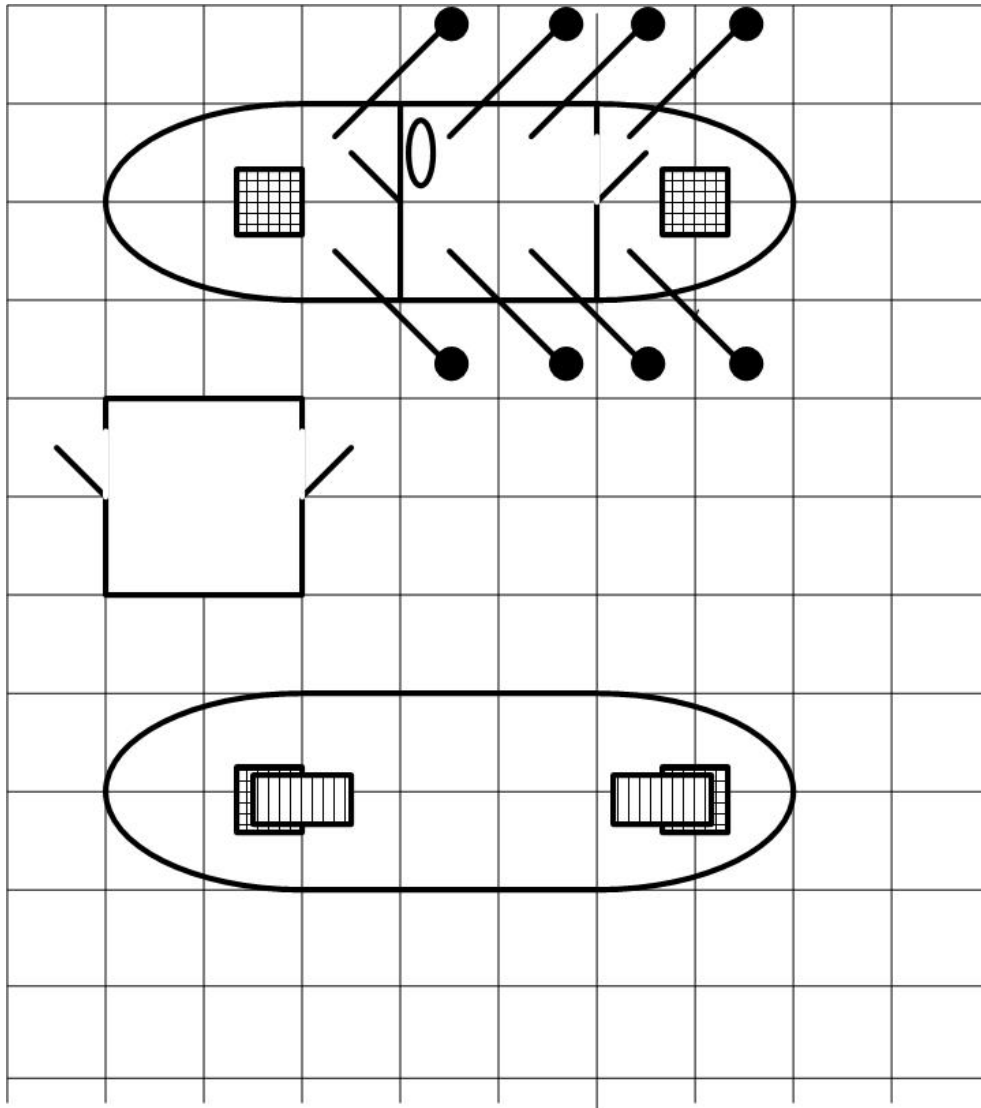
Skills Handle Animal +4, Heal +15, Ride +4, Spellcraft +6, Knowledge (Religion) +13, Concentration +13, Profession (Sailor) +2, Diplomacy +4

Possessions combat gear plus Wand Cure Moderate Wounds (16 charges), Ring Protection +1, Amulet Natural Armor +1, vest of restraint +2, 39 gp

Description This paladin stands an even six feet tall and has strong Oeridian features. He wears the holy symbol of Heironeous prominently.

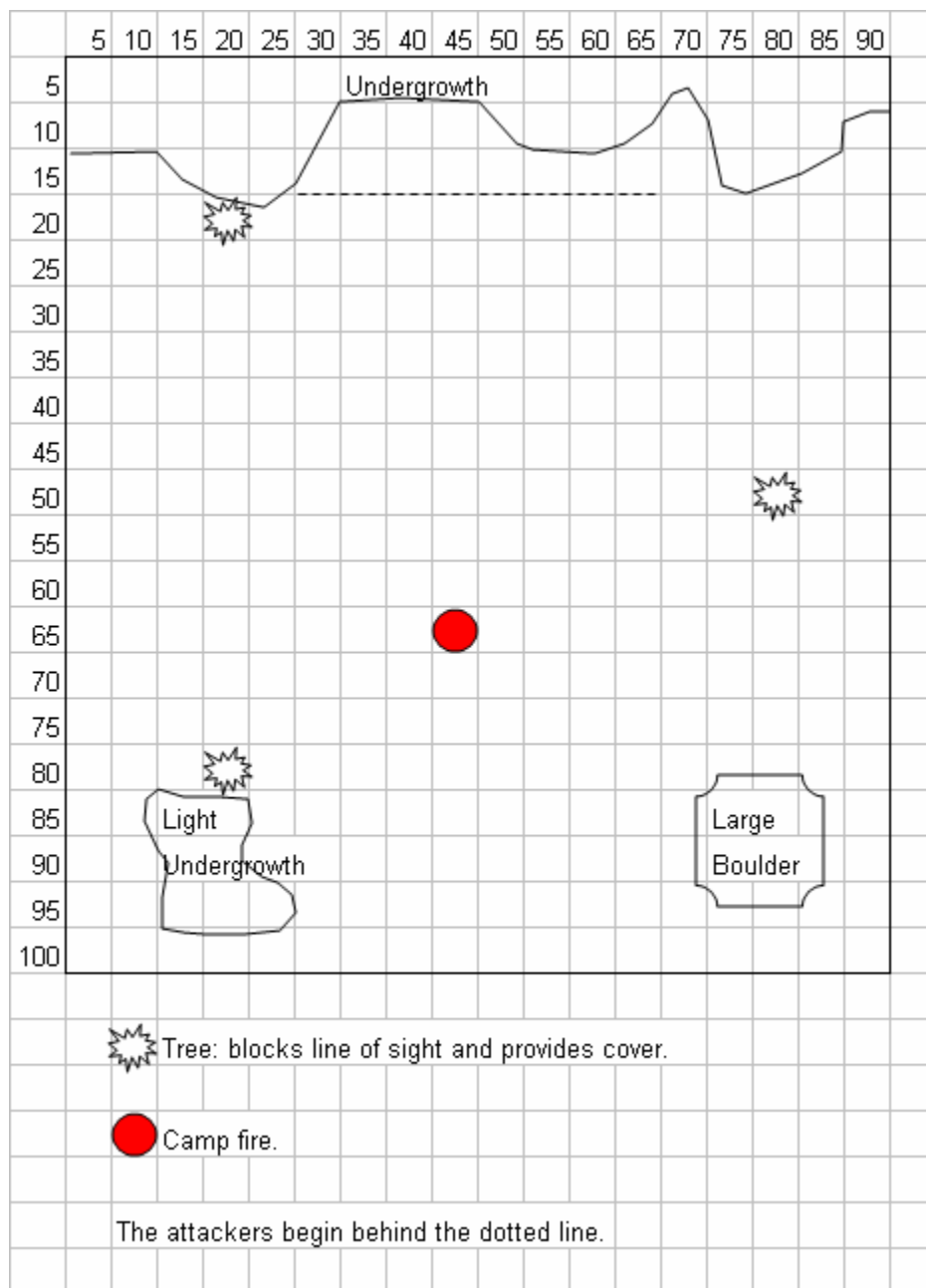
Sources Shield Specialization (Player's Handbook Two)

DM AID: MAP #1 – PIRATE ATTACK (ENCOUNTER 3)

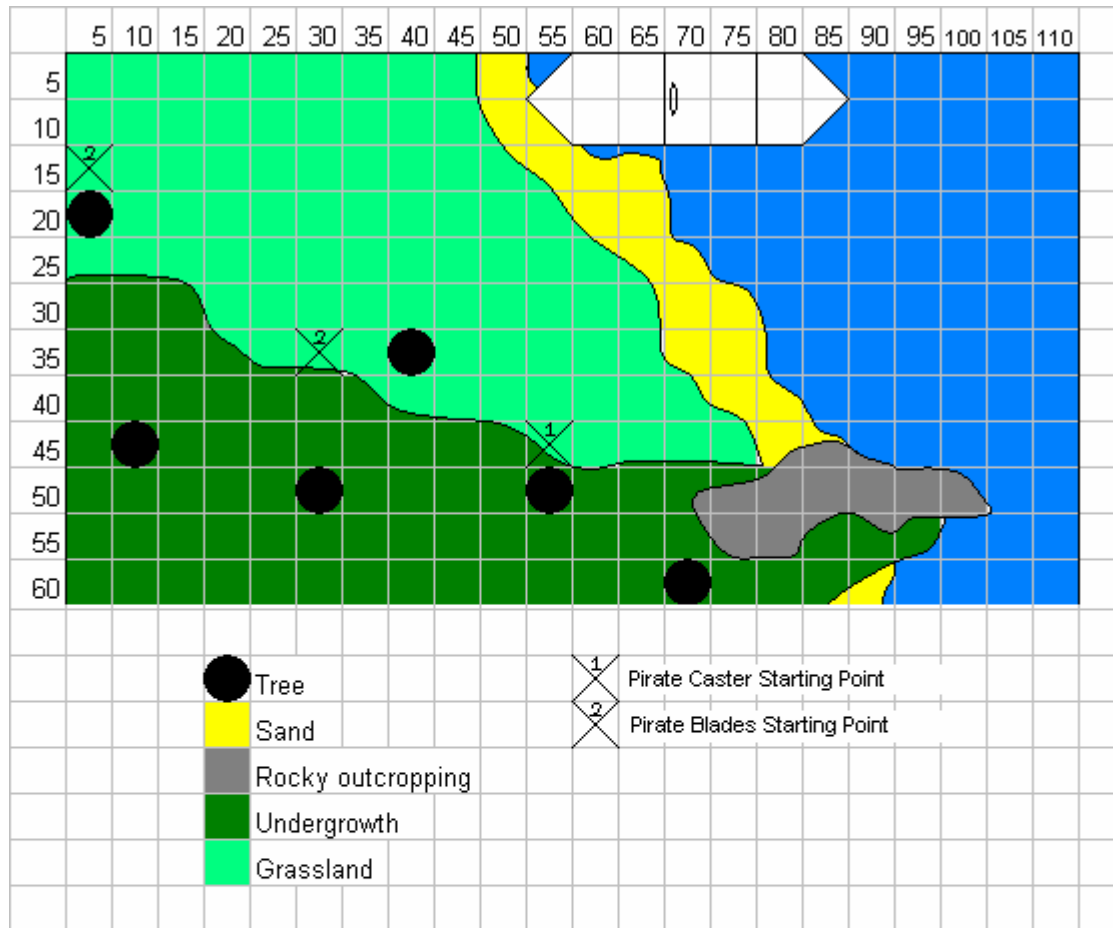


This is a map of the PCs' keelboat. The attackers are in the water about thirty feet from the bow (front).

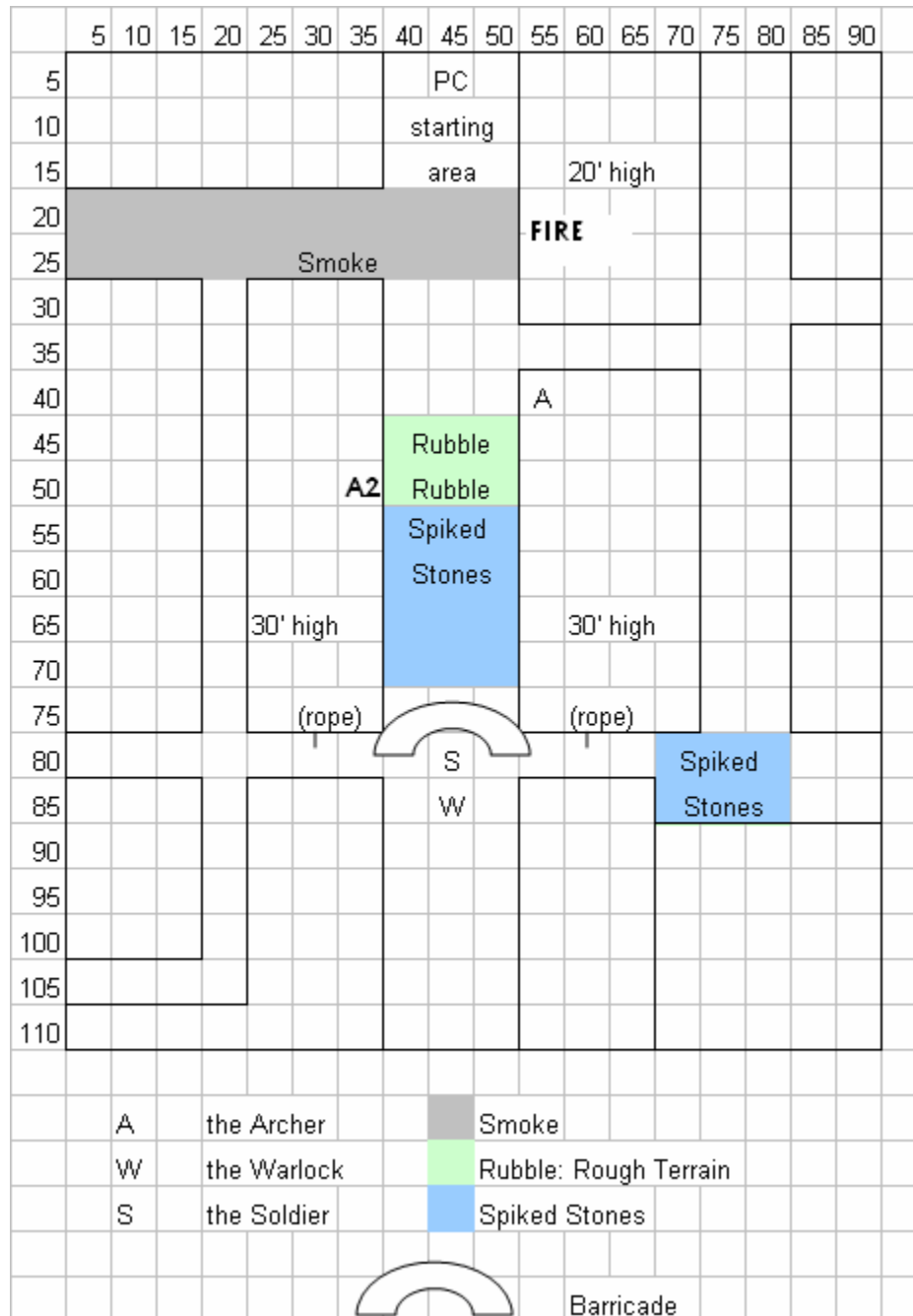
DM AID: MAP #2 – BULLYWUG ATTACK (ENCOUNTER 4)



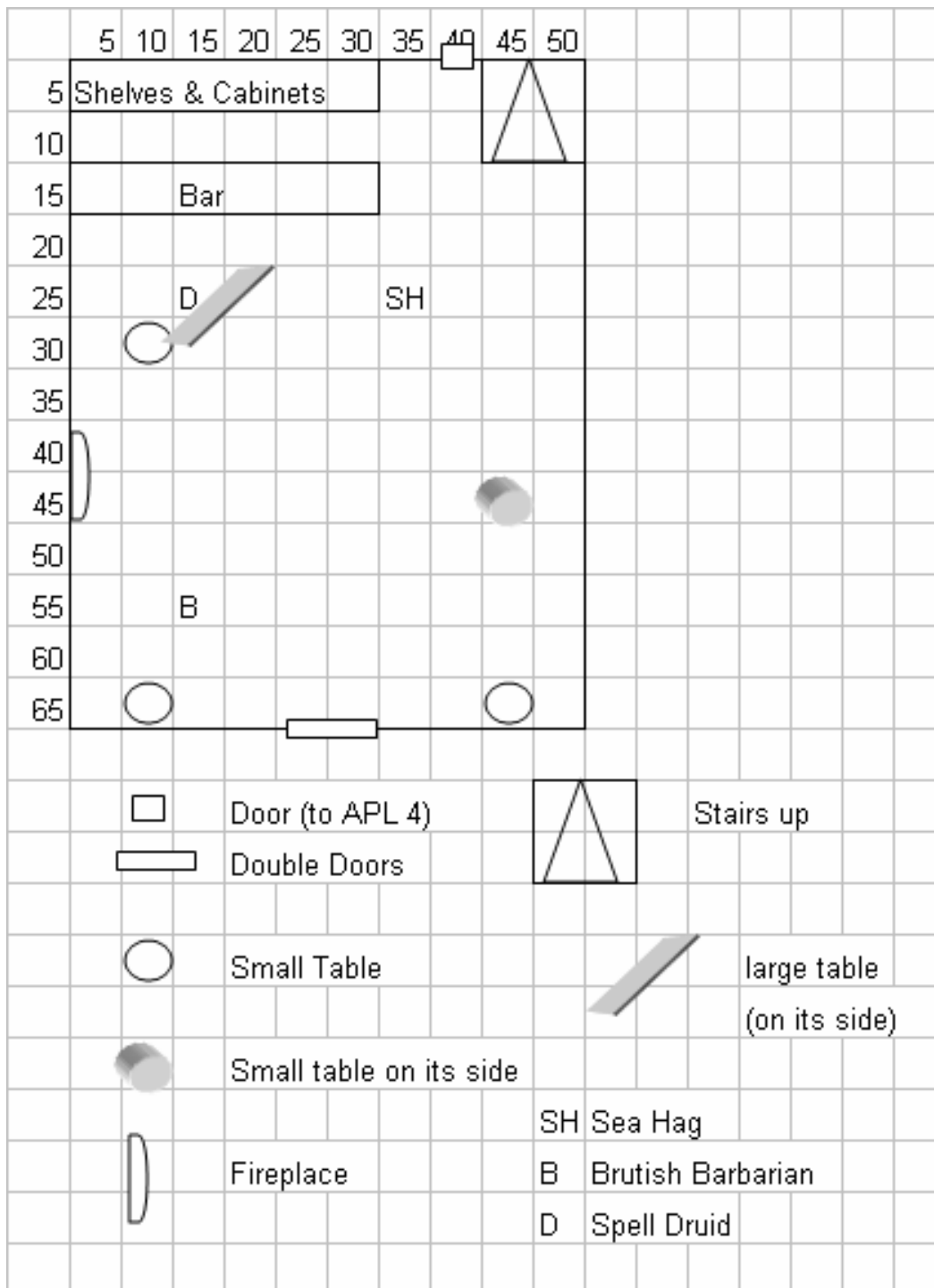
DM AID: MAP #3 – SHIP TO SHORE (ENCOUNTER 5)



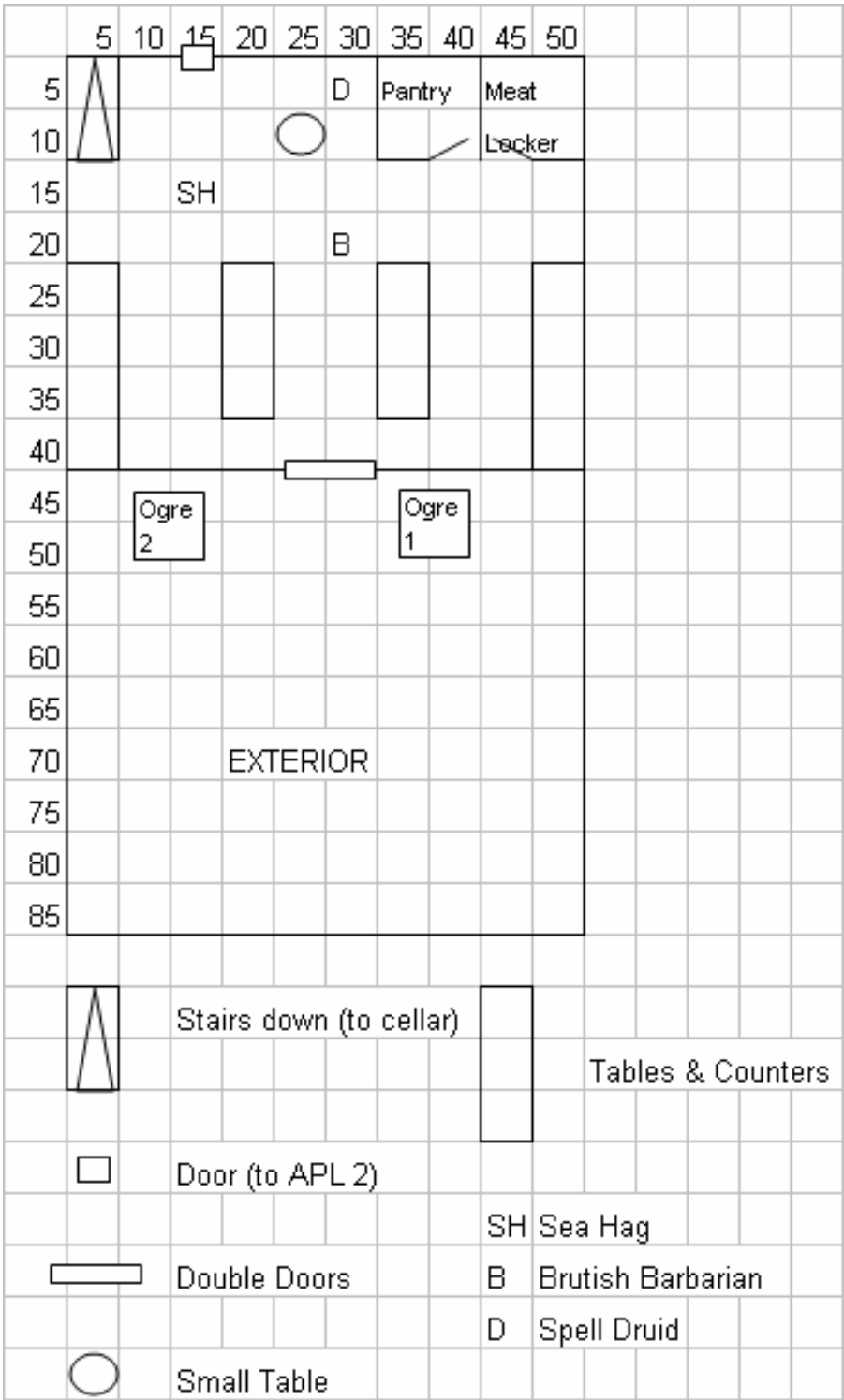
DM AID: MAP #4 – GATEGUARDS (ENCOUNTER 6)



DM AID: MAP #5 – ENCOUNTER 7, APL 2



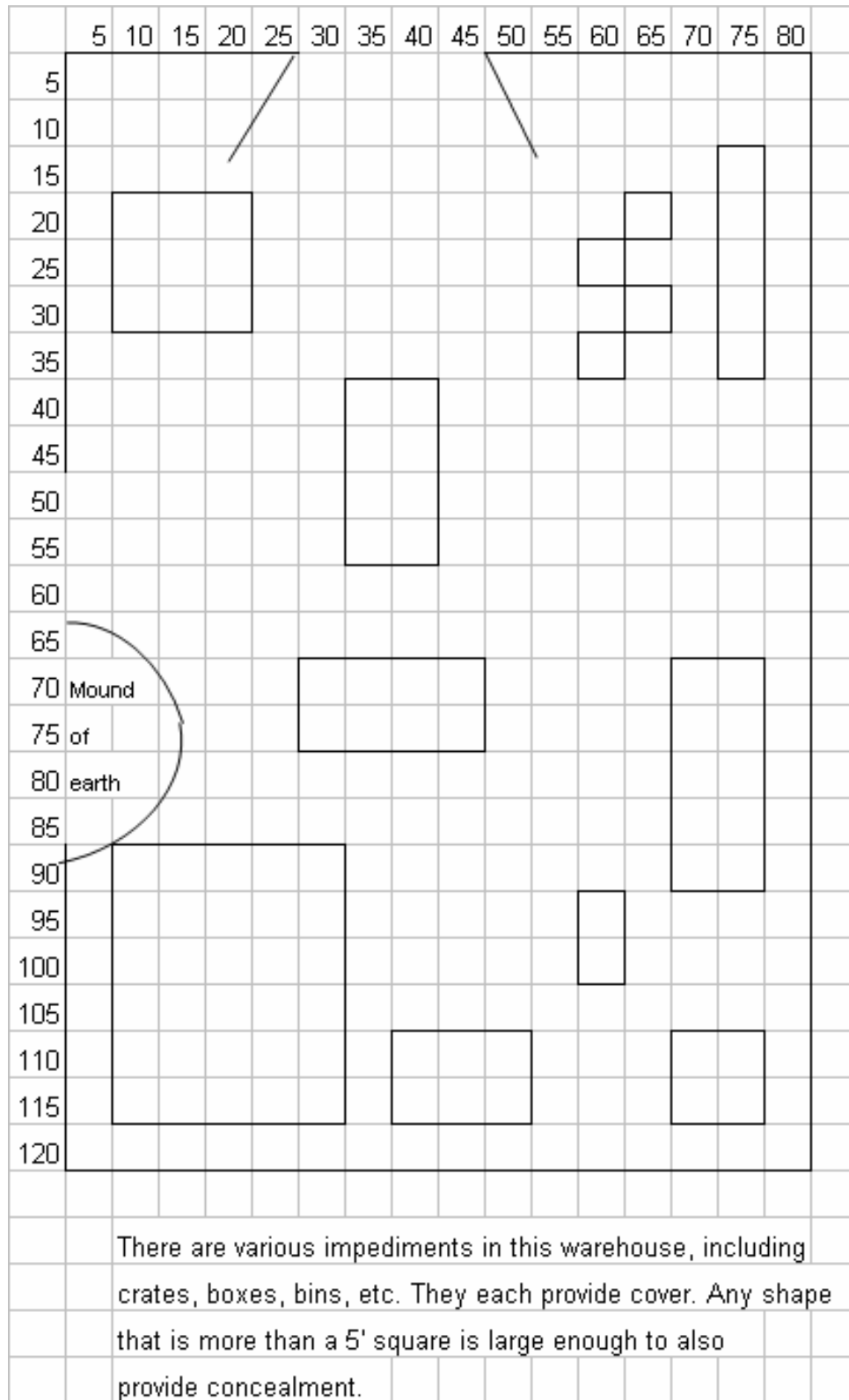
DM AID: MAP #6 – ENCOUNTER 7, APL 4



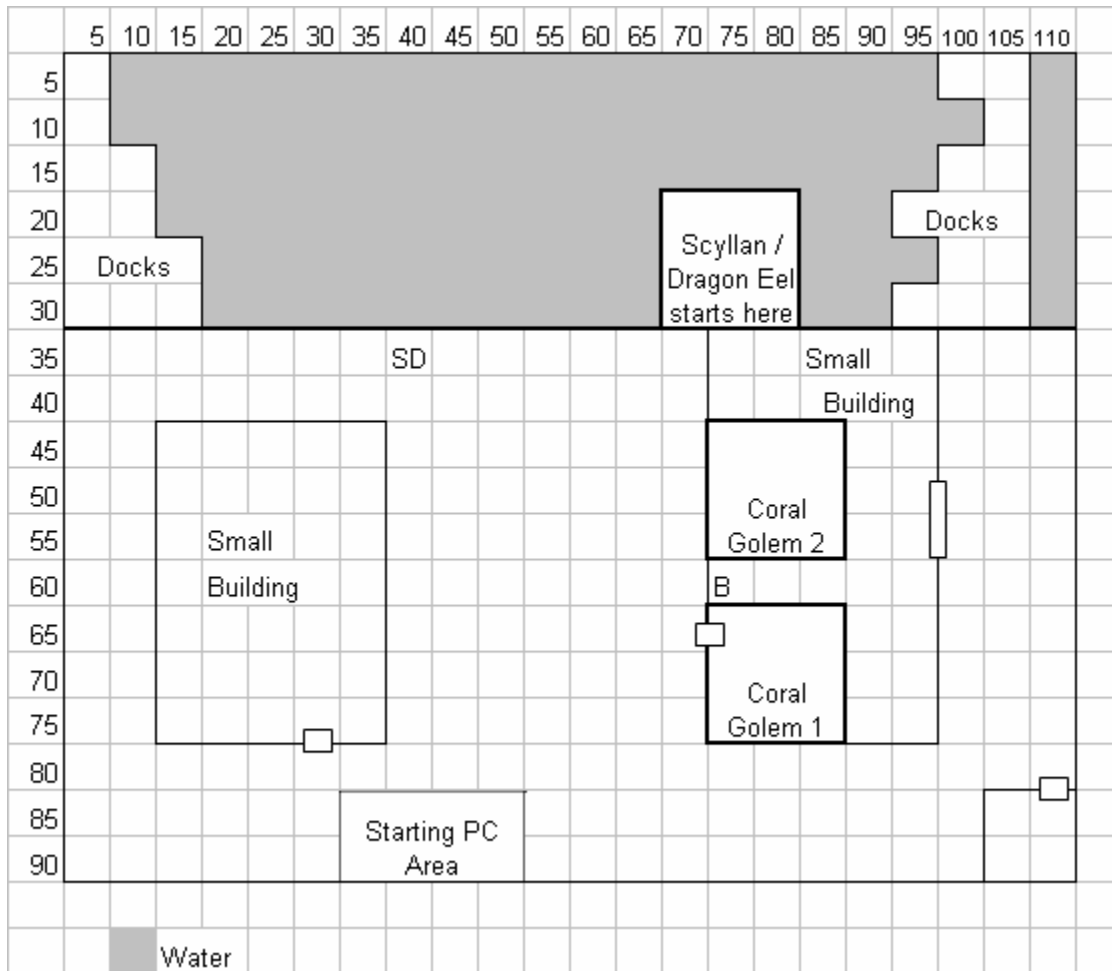
DM AID: MAP #7 – ENCOUNTER 7, APL 6

	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
5																
10																
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70																
75																
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85																
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95																
100																
105																
110																
115																
120																
	There are various impediments in this warehouse, including crates, boxes, bins, etc. They each provide cover. Any shape that is more than a 5' square is large enough to also provide concealment.															

DM AID: MAP #8 – ENCOUNTER 7, APL 8



DM AID: MAP #9 – ENCOUNTER 7, APL 10-14



DM AID: SKILL CHALLENGE TRACKING SHEET

How many PC's have Profession Sailor at the table(Provide Names)				TOTAL
What are the total # of Profession Sailor ranks at the table				ROUND COST OR BENEFIT
Challenge	Did they make the spot?	Did they pass the Prof (sailor) check?		
1) Sandbar	YES / NO	YES / NO		
	Failed spot = 6r	Made Spot, failed Prof (sailor) = 3r		
	How many rounds did it take to spot the Vine?	How many rounds did it take to Search the Vine?	How many rounds did it take to make the Str Check?	Total
2) Vine				
	How many rounds did they interact with the Dragon?	How many rounds of penalty were they assessed?		Total
3) Illusory Hydra				
	What was the Prof (Sailor) result? DC / Time Modifier	What was the Strength Check Result? DC / Time Modifier	How many rounds did they spend rerolling checks?	Total
4) Rig Sales	Add the results of the Prof (sailor) check and the Strength check with the number of re-rolls. A good success will be a negative number.			
	What was the Intimidate / Diplomacy result? DC / Time Modifier	How many rounds did they spend rerolling checks?		Total
5) Motivate the troops	Add the results of the Intimidate/Diplomacy check and the number of re-rolls. This can be a negative number.			
	How many rounds did it take for the PC's to complete this Challenge?			Total
6) Shooting Gallery				
			Grand Total	

DM AID: TRAVEL TIME FROM ENCOUNTER 6 TO ENCOUNTER 7

Minutes						
Speed=	15	20	30	40	60	70
APL 2 & 4	10	7.5	5	3.8	2.5	2.2
APL 6 & 8	20	15	10	7.5	5	4.3
APL 10, 12 & 14	30	22.5	15	11.3	7.5	6.5
The travel times above assume that the party double moves at the listed speed the entire time. For each turn that they do not double move, add a round to the travel time.						
Additionally, times with a decimal should be read as x minutes, y rounds where the number is x.y (Example: 11.3 minutes is 11 minutes, 3 rounds.)						

ALTERNATE CLASS FEATURES

Distracting Attack

Alternate Class Feature: Ranger

Level: 4th

Replaces: If you select this class feature, you do not gain an animal companion.

Benefit: Beginning at 4th level, whenever you hit an enemy with a weapon attack (whether melee or ranged), that enemy is considered flanked by you for purposes of adjudicating your allies' attacks. For example, if your rogue ally attacked that enemy, now only would she gain a +2 bonus on her melee attack roll but she could also add her sneak attack damage to a successful melee attack.

This flanked condition lasts until either the enemy is attacked by one of your allies or until the start of your next turn, whichever comes first. This is an extraordinary ability.

This ability has no effect on creatures that can't be flanked.

Spontaneous Rejuvenation

Alternate Class Feature: Druid

Level: 1st

Replaces: If you select this class feature, you do not gain the ability to spontaneously convert prepared spells into *summon nature's ally* spells.

Benefit: You can transform the stored energy of a spell you have prepared to invigorate you and your allies.

To use spontaneous rejuvenation, you must spend a standard action and sacrifice a prepared spell. All allies within 30 feet of you (including yourself) gain fast healing for 3 rounds. The fast healing amount is equal to the spell's level. For example, if you sacrifice remove disease, a 3rd-level spell, each ally gains fast healing 3 for 3 rounds.

The fast healing granted by this class feature doesn't stack with itself or with fast healing from other sources.

Immediate Magic

Alternate Class Feature: Wizard (Specialist)

Level: 1st

Replaces: If you select this class feature, you do not gain a familiar.

Benefit: You gain a spell-like ability that reflects your chosen school of magic. Activating this ability is an immediate action, and you can use this spell-like ability a number of times per day equal to your Intelligence bonus (minimum 1). Its equivalent spell level is equal to one-half your wizard level (minimum 1st), and the caster level is your wizard level. The save DC (if any) is equal to 10 + ½ your wizard level + your Int modifier. This is an extraordinary ability.

You can't activate this ability in response to an attack that you aren't aware of. For instance, if an invisible rogue strikes at you, you can't activate urgent shield to gain a bonus to your AC against the attack. All effects last until the start of your next turn unless otherwise noted.

Abrupt Jaunt (conjuration): You teleport up to 10 feet. You can't bring along other creatures.

NEW CLASSES

DUSKBLADE (PLAYERS HANDBOOK TWO)

The duskblade blurs the line between spellcaster and warrior, marrying the power of magic with hand-to-hand combat prowess.

A student of ancient elven spellcasting techniques, the duskblade combines arcane spellcasting with the combat skills of a fighter. While the ability to cast arcane spells in armor originated with the elves, over the millennia the secrets of the duskblade have been disseminated to the other races, and today members of any race can become a duskblade.

If you find you can't choose between being an arcane spellcaster who zaps your enemies with powerful spells and a nimble, powerful front-line melee character who lays them low with a sword, then duskblade is the perfect class for you. Combining arcane magic with melee prowess, you're prepared in any situation. Enemies who underestimate you never get a second chance, since you don't have to switch back and forth between hands-on combat and spellcasting, you can do both simultaneously.

Hit Die: d8.

Class Skills

The Duskblade's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Jump (Str), Knowledge (Int) (all skills taken individually), Ride (Dex), Sense motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

Class Features

All of the following are class features of the Duskblade.

Weapon and Armor Proficiency: Duskblades are proficient with all martial weapons, as well as all armors and shields (except tower shields).

Spells: You cast arcane spells, which are drawn from the duskblade spell list on page 98. You can cast any spell you know without preparing it ahead of time.

To learn or cast a spell, you have an intelligent score equal to at least $10 + \text{the spell level}$ (Int 10 for 0-level spells, Int 11 for 1st level spells, and so forth). The difficulty class for a saving throw against your spell is $10 + \text{the spell level} + \text{your Int modifier}$.

You can cast only certain number of spells of each spell level per day. Your base daily spell allotment is given on Table 1-3. In addition, you receive bonus spells per day if you have a high Intelligence score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*).

Spells Known: You begin play knowing two 0-level spells and two 1st level spells, chosen from the duskblade spell list. You also know one additional 0-level spell for each point of Intelligence bonus.

Each time you gain a new class level, you learn one additional spell of any level you can cast, chosen from the duskblade spell list.

Upon reaching 5th level, and at every subsequent odd number level, you can choose to learn a new spell in place of one you already know. In effect, you lose access to the old spell in exchange for gaining the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level spell you can cast. For instance, upon reaching 9th level, you can trade in a single 1st level spell (two levels below the highest-level spell you can cast, which is 3rd) for a different 1st level spell. You can swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that you gain new spells known for the level.

You need not prepare spells in advance. You can cast any spell you know at any time, assuming you have not yet used up your spell per day for that spell level.

Arcane Attunement (Sp): You can use the spell-like powers *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined total of times per day equal to $3 + \text{your Int modifier}$. These spell-like powers do not count against your total of spells known or spells per day.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's limited focus and specialized training, however, allows you to avoid arcane spell failure so long as you stick to light armor and light shields. This training does not extend to medium or heavy armors, not to heavy shields. This ability does not apply to spells gained from a different spellcasting class.

At 4th level, you learn to use medium armor with no chance of arcane spell failure.

At 7th level, you learn to use a heavy shield with no chance of arcane spell failure.

Combat Casting: At 2nd level, you gain Combat Casting as a bonus feat.

Arcane Channeling (Su): Beginning at 3rd level you can use a standard action to cast any touch spell you know and deliver the spell through your weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

At 13th level, you can cast any touch spell you know as part of a full attack action, and the spell affects each target you hit in melee combat that round. Doing so discharges the spell at the end of the round, in case of a touch spell that would otherwise last longer than 1 round.

Quick Cast: Beginning at 5th level, you can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

You can use this ability twice per day at 10th level three times per day at 15th level, and four times per day at 20th level.

Spell Power (Ex): Starting at 6th level, you can more easily overcome the spell resistance of any opponent you successfully injure with a melee attack. If you have injured an opponent with a melee attack, you gain a +2 bonus on your caster level check to overcome spell resistance for the remainder of the encounter. This bonus increases to +3 at 11th level, to +4 at 16th level, and to +5 at 18th level.

Table 1-3: The Duskblade

Level	Base Attack	Fort	Ref	Will	Special	Spells per Day				
	Bonus	Save	Save	Save		0	1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Arcane Attunement, armored magic (light)	3	2			
2nd	+2	+3	+0	+3	Combat casting	4	3			
3rd	+3	+3	+1	+3	Arcane Channeling	5	4			
4th	+4	+4	+1	+4	Armored mage (medium)	6	5			
5th	+5	+4	+1	+4	Quick cast 1/ day	6	5	2		
6th	+6/+1	+5	+2	+5	Spell Power +2	6	6	3		
7th	+7/+2	+5	+2	+5	Armored Mage (Heavy Shield)	6	6	5		
8th	+8/+3	+6	+2	+6		6	7	6		
9th	+9/+4	+6	+3	+6		6	7	6	2	
10th	+10/+5	+7	+3	+7	Quick cast 2/ day	6	8	7	3	
11th	+11/+6/+1	+7	+3	+7	Spell power +3	6	8	7	5	
12th	+12/+7/+2	+8	+4	+8		6	8	8	6	
13th	+13/+8/+3	+8	+4	+8	Arcane Channeling (full attack)	6	9	8	6	2

SCOUT (CV P10-13)

Any force on the move, whether it's an army or an adventuring group, needs information about what's ahead and what's behind and, more important, time to prepare for battle. A scout can navigate difficult terrain at good speed, and she specializes in seeing her foe before the opponent detects her presence. In a dungeon or in the wild, a scout is seen only when she wants to be.

Adventures: Scouts adventure for numerous reasons. Many have a role in a military organization. Whether serving as outriders for a large army or as foresters for a small border fort, these scouts venture into the wilderness under orders. Although more common than other scouts, those attached to the military are unlikely to have the time or permission necessary to undertake regular adventures. Instead, adventuring scouts come from rural villages, having honed their skills over a lifetime of wandering the woods. Others have left their military service behind and find themselves attracted to the adventuring lifestyle. Many adventuring scouts begin their careers as guides hired to lead other adventurers through the wilderness. Those who find the excitement and challenge of adventuring to their taste then seek out a group of their own.

Characteristics: A scout has some training in weapons and a unique combat style that favors fast movement and devastating attacks. She excels in performing during running battles, which allow her to maximize her special fighting techniques and high movement rate. Although a scout can hold her own in a fight she's at her best before combat begins, when she can use her powers of stealth and observation to find an enemy and give her companions accurate information about what they face. The scout is a backcountry expert, exceeding even the ranger's ability to navigate rough terrain and lead a group of companions through the wilderness.

The scout also excels in a dungeon environment, and she can find and disable traps as well as any rogue. As a scout advances in level, her senses become amazingly acute, and she can eventually operate normally even in total darkness

Alignment: Scouts can be of any alignment, and a scout's alignment is often shaped more by her personal background than from any training. The notable exceptions to this are the many scouts who receive their training in a military organization – such scouts are carefully and rigorously taught, and are almost always lawful in alignment. Outside of military organizations, more scouts are neutral than any other alignment, but every alignment and philosophy is represented within the class.

Religion: Scouts have varied and individual takes on religion, and no single religion stands out as typical of the class. Scouts occasionally pay homage to deities of nature, but these devotions are more a personal choice on the part of an individual than any outgrowth of their training. Scouts don't see nature as a force in its own right, and this belief is one of the most profound differences between the scout and the ranger classes. Where the ranger sees nature as something to be revered and protected, the scout sees it as the terrain over which she must do her job. Although a scout might love nature for its beauty or for the solitude she can find within it, she'll never draw power from nature the way a ranger does.

Background: Many scouts receive military training and serve for a time as outriders for an army. They perfect their techniques while trying to spot and hide from large groups of foes. The crucible of military service turns out tough, independent scouts accustomed to working on their own or in small groups. Such steady individuals make great additions to adventuring parties, and their expertise is often sought by members of other classes. Other scouts come from a wide variety of backgrounds. Some train with foresters and rangers serving a rural lord, and others simply grow up among the common folk of the countryside, spending month after month exploring the wild in their leisure time. Scouts from such verse backgrounds often take up adventuring to leave their home communities behind. Having exhausted the potential for exploration in their home region, they seek wider variety of experience and wish to see a broader portion of the world.

Races: Humans make excellent scouts. Their adaptable nature allows them to perfect a wider variety of skills than most other races, and they make good use of the scout's many abilities. Elves and halflings are the most naturally gifted scouts; both races have produced nimble scouts with amazing abilities of stealth and observation. While halflings have more innate talent for sneaking than elves do, the greater speed of elf scouts gives them advantages of their own. Dwarves and gnomes make respectable underground scouts, and the scout's bonuses to speed offset one of these races' greatest weaknesses. Combined with the dwarves knack for operating in areas of earth and stone, scout training can turn dwarves into impressive underground explorers—although most dwarves prefer a more straight-forward approach to combat and dislike the skirmish fighting style of the scout.

Other Classes: Scouts work well with members of almost any other class. Skilled and adaptable, they thrive when they can complement a slower and louder group of adventurers or soldiers. Scouts move ahead of such a group for brief periods, stealthily checking the next room or forest clearing for foes, and then circling back again to ensure that enemies are not sneaking up on the group from behind. When combat is joined, however, the group remains as a stable base to which a scout can fall back when pressed. Clerics, wizards, and others willing cast spells that enhance a scout's mobility make her job easier and are welcome companions in combat as well.

Conversely, a scout also welcomes a group made up entirely of stealthy characters such as rogues, rangers, ninjas, and fellow scouts. This group moves much more quietly than a normal adventuring party, and it is seldom surprised.

Role: A scout plays several roles in most adventuring groups. First and foremost, a scout excels at detecting an enemy or creature before being detected herself. Whether moving well ahead of the group or guarding the rear, a scout is the character most likely to discover a potential threat and be ready to act in combat. Serving as a backup melee combatant or ranged expert in battle, she provides support for the more straightforward fighters in the group and confuses and distracts the enemy. A scout's stealth and trapfinding ability make her the natural choice for entering and searching dangerous areas.

Game Rule Information

Scouts have the following game statistics.

Abilities: Dexterity helps scouts become stealthy and overcome their lack of access to heavy armor. Wisdom also is important because it affects many skills, especially Spot and Listen, that most scouts consider vital to their ability to survive in the wild and to detect enemies efficiently.

Alignment: Any. Scouts in military service are usually lawful.

Hit Die: d8.

Starting Gold: 5d4 × 10 gp.

Class Skills

A scout's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim. (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int modifier) × 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

All of the following are class features of the scout.

Weapon and Armor Proficiency: Scouts are proficient with all simple weapons, plus the handaxe, throwing axe, short sword, and shortbow. Scouts are proficient with light armor, but not with shields.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used while mounted. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the *Player's Handbook*.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Bonus Feats: At 4th level and every four levels thereafter (8th, 12th, 16th, and 20th level), a scout gains a bonus feat, which must be selected from the following list: Acrobatic, Agile, Alertness, Athletic, Blind-Fight, Brachiation[†], Combat Expertise, Danger Sense[†], Dodge, Endurance, Far Shot, Great Fortitude, Hear the Unseen[†], Improved Initiative, Improved Swimming[†], Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Quick Reconnoiter[†], Rapid Reload, Shot on the Run, Skill Focus, Spring Attack, Track. She must meet all the prerequisites for the feat.

[†]New feat described in Chapter 3 of *Complete Adventurer*.

Evasion (Ex): Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the *Player's Handbook*.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly rough terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the *Player's Handbook*. She loses this benefit when wearing medium or heavy armor hen carrying a medium or heavy load.

Blindsense (Ex): At 10th level, a scout gains the Blindsense ability out to 30 feet. This ability functions as described on page 306 of the *Monster Manual*.

Hide in Plain Sight (Ex): Beginning at 14th level, a scout can use the Hide skill in natural terrain even while being observed. See the ranger class feature, page 48 of the *Player's Handbook*. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Free Movement (Ex): At 18th level and higher, a scout can slip out of bonds, grapples, and even the effects of confining spells easily. This ability duplicates the effect of a *freedom of movement* spell, except that it is always active. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Blindsight (Ex): A 20th-level scout gains the blind-sight ability out to 30 feet. Her senses become so acute that she can maneuver and fight flawlessly even in total darkness. Invisibility, darkness, and most kinds of concealment are irrelevant, though the scout must have line of effect to a creature or object to discern it.

Table 1-2: The Scout

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Skirmish (+1d6), trapfinding
2nd	+1	+0	+3	+0	Fast movement +10 ft., skirmish (÷1d6, +1 AC), trackless step
3rd	+2	+1	+3	+1	Battle fortitude +1, uncanny dodge
4th	+3	+1	+4	+1	Bonus feat
5th	+3	+1	+4	+1	Evasion, skirmish (+2d6, +1 AC)
6th	+4	+2	+5	+2	Flawless stride
7th	+5	+2	+5	+2	Skirmish (+2d6, +2 AC)
8th	+6/+1	+2	+6	+2	Camouflage, bonus feat
9th	+6/+1	+3	+6	+3	Skirmish (+3d6, +2 AC)
10th	+7/+2	+3	+7	+3	Blindsense 30 ft.
11th	+8/+3	+3	+7	+3	Battle fortitude +2, fast movement +20 ft., skirmish (+3d6, +3 AC)
12th	+9/+4	+4	+8	+4	Bonus feat
13th	+9/+4	+4	+8	+4	Skirmish (+4d6, +3 AC)
14th	+10/+5	+4	+9	+4	Hide in plain sight
15th	+11/+6/+1	+5	+9	+5	Skirmish (+4d6, +4 AC)
16th	+12/+7/+1	+5	+10	+5	Bonus feat
17th	+12/+7/+1	+5	+10	+5	Skirmish (+5d6, +4 AC)
18th	+13/+8/+3	+6	+11	+6	Free movement
19th	+14/+9/+4	+6	+11	+6	Skirmish (+5d6, +5 AC)
20th	+15/+10/+5	+6	+12	+6	Battle fortitude +3, blindsight 30 ft., bonus feat

SWASHBUCKLER (CW P11-13)

The swashbuckler embodies the concepts of daring and panache. Favoring agility and wit over brute force, the swashbuckler excels both in combat situations and social interactions, making her a versatile character indeed.

Hit Die: d10.

Starting Gold: 6d4 × 10 gp.

Class Skills

The swashbuckler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Jump (Str), Profession (Wis), Sense Motive (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

Class Features

All of the following are class features of the swashbuckler.

Weapon and Armor Proficiency: Swashbucklers are proficient with all simple and martial weapons, and with light armor. Some of the swashbuckler's class features, as noted below, rely on her being no more than lightly armored and unencumbered.

Weapon Finesse (Ex): A swashbuckler gains Weapon Finesse as a bonus feat at 1st level even if she does not qualify for the feat.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +1 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Insightful Strike (Ex): At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Dodge bonus (Ex): A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on any action. This bonus increases by +1 at every five levels after 5th (+2 at 10th level, +3 at 15th level, and +4 at 20th). A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. (If she designates the same target, the bonuses stack.)

Acrobatic Charge (Ex): A swashbuckler of 7th level or higher can charge in situations where others cannot. She may charge over difficult terrain that normally slows movement or allies blocking her path. This ability enables her to run down steep stairs, leap down from a balcony, or to tumble over tables to get to her target. Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks, in particular) to successfully move over the terrain.

Improved Flanking (Ex): A swashbuckler of 8th level or higher who is flanking an opponent gains a +4 bonus on attacks instead of a +2 bonus on attacks. (Other characters flanking with the swashbuckler don't gain this increased bonus.)

Lucky (Ex): Many swashbucklers live by the credo "Better lucky than good." Once per day, a swashbuckler of 11th level or higher may reroll any failed attack roll, skill check, ability check, or saving throw. The character must take the result of the reroll, even if it's worse than the original roll.

Acrobatic Skill Mastery (Ex): At 13th level, a swashbuckler becomes so certain in the use of her acrobatic skills that she can use them reliably even under adverse conditions. When making a Jump or Tumble check, a swashbuckler may take 10 even if stress and distractions would normally prevent her from doing so.

Weakening Critical (Ex): A swashbuckler of 14th level or higher who scores a critical hit against a creature also deals 2 points of Strength damage to the creature. Creatures immune to critical hits are immune to this effect.

Slippery Mind (Ex): When a swashbuckler reaches 17th level, her mind becomes more difficult to control. If the swashbuckler fails her save against an enchantment spell or effect, she can attempt the save again 1 round later at the same DC (assuming she is still alive). She gets only this one extra chance to succeed at a certain saving throw.

Wounding Critical (Ex): A swashbuckler of 19th level or higher who scores a critical hit against a creature also deals 2 points of Constitution damage to the creature. (This damage is in addition to the Strength damage dealt by the swashbuckler's weakening critical class feature.) Creatures immune to critical hits are immune to this effect.

Table 1-4: The Swashbuckler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Weapon Finesse
2nd	+2	+3	+0	+0	Grace +1
3rd	+3	+3	+1	+1	Insightful strike
4th	+4	+4	+1	+1	–
5th	+5	+4	+1	+1	Dodge bonus +1
6th	+6/+1	+5	+2	+2	–
7th	+7/+2	+5	+2	+2	Acrobatic charge
8th	+8/+3	+6	+2	+2	Improved flanking
9th	+9/+4	+6	+3	+3	–
10th	+10/+5	+7	+3	+3	Dodge bonus +2
11th	+11/+6/+1	+7	+3	+3	Grace +2, lucky
12th	+12/+7/+2	+8	+4	+4	–
13th	+13/+8/+3	+8	+4	+4	Acrobatic skill mastery
14th	+14/+9/+4	+9	+4	+4	Weakening critical
15th	+15/+10/+5	+9	+5	+5	Dodge bonus +3
16th	+16/+11/+6/+1	+10	+5	+5	–
17th	+17/+12/+7/+2	+10	+5	+5	Slippery mind
18th	+18/+13/+8/+3	+11	+6	+6	–
19th	+19/+14/+9/+4	+11	+6	+6	Wounding critical
20th	+20/+15/+10/+5	+12	+6	+6	Dodge bonus +4, grace +3

WARLOCK (COMPLETE ARCANES)

Born of a supernatural bloodline, a warlock seeks to master the perilous magic that suffuses his soul. Unlike sorcerers or wizards, who approach arcane magic through the medium of spells, a warlock invokes powerful magic through nothing more than an effort of will. By harnessing his innate magical gift through fearsome determination and force of will, a warlock can perform feats of supernatural stealth, beguile the weak-minded or scour his foes with blasts of eldritch power.

Hit Die: d6.

Class Skills

The Warlock's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcane) (Int), Knowledge (the Planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at 1st Level: (2 + Int modifier) × 4.

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

Class Features

All of the following are class features of the Warlock.

Weapon and Armor Proficiency: Warlocks are proficient with all simple weapons. They are proficient with light armor but not with shields.

Because the somatic components required for warlock invocations are relatively simple, a warlock can use any of his invocations while wearing light armor without incurring the normal arcane spell failure chance. However, like arcane spellcasters, a warlock wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure (all invocations, including *eldritch blast*, have a somatic component.) A multiclass warlock still incurs the normal arcane spell failure chance for arcane spell received from levels in other classes.

Invocations: A warlock does not prepare or cast spell as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation defensively, by making a successful concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to the spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability focus feat (see page 303 of the Monster Manual), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the Monster Manual).

The four grades of invocations, in order of their relative power, are least, lesser, greater and dark. A warlock begins with knowledge of one invocation, which must be the lowest grade (least). As a warlock gains levels, he learns new invocations, as summarized on table 1-1 and described below.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chances as described under Weapon and Armor Proficiency above. Warlocks can qualify for some prestige classes usually intended for spellcasters.

Eldritch Blast (Sp): The first ability a warlock learns is eldritch blast. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects.

An eldritch blast is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An eldritch blast deals 1d6 points of damage and increases in power as the warlock rises in level. An eldritch blast is the equivalent of a spell whose level is equal to one half the warlock's class level (round down) with a minimum spell level of 1st and a maximum of 9th when a warlock reaches 18th level or higher.

An eldritch blast is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to eldritch blast. An eldritch blast deals half damage to objects. Metamagic feats cannot improve a warlock's eldritch blast (because it is a spell-like ability, not a spell). However, the feat Ability Focus (eldritch blast) increases the DC for all saving throws (if any) associated with a warlock's eldritch blast by 2. See page 303 of the Monster Manual.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use detect magic as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves as shown on table 1-1.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1.

Energy Resistance (Su): At 10th level and higher, a warlock has resistance 5 against any two of the following energy types: acid, cold, electricity, fire, and sonic. Once the types are chosen, this energy resistance cannot be changed.

Imbue Item (Su): A warlock of 12th level or higher can use his supernatural power to create magic items, even if he does not know the spells required to make an item (although he must know the appropriate item creation feat). He can substitute a Use Magic Device check (DC 15 + spell level for Arcane spells of 25 + spell level for divine spells) in place of a required spell he doesn't know or can't cast.

If the check succeeds, the warlock can create the item as if he had cast the required spell. If it fails, he cannot complete the item. He does not expend the XP or GP costs for making the item; his progress is simply arrested. He cannot retry this Use Magic Device check for that spell until he gains a new level.

Table 1-1: The Warlock						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Invocations Known:
1 st	+0	+0	+0	+2	Eldritch Blast 1d6, invocation (least)	1
2 nd	+1	+0	+0	+3	Detect Magic	2
3 rd	+2	+1	+1	+3	Damage reduction 1/cold iron, eldritch blast 2d6	2
4 th	+3	+1	+1	+4	Deceive Item	3
5 th	+3	+1	+1	+4	Eldritch Blast 3d6	3
6 th	+4	+2	+2	+5	New Invocation (least or lesser)	4
7 th	+5	+2	+2	+5	Damage reduction 2/cold iron, eldritch blast 4d6	4
8 th	+6/+1	+2	+2	+6	Fiendish resilience 1	5
9 th	+7/+2	+3	+3	+6	Eldritch blast 5d6	5
10 th	+8/+3	+3	+3	+7	Energy resistance 5	6
11 th	+9/+4	+3	+3	+7	Damage reduction 3/cold iron, eldritch blast 6d6, new Invocation (least, lesser, or greater)	7
12 th	+9/+4	+4	+4	+8	Imbue Item	7

NON-CORE PRESTIGE CLASSES

DERVISH (CW P25-27)

Wild, exotic, and as dangerous as her whirling blades, the dervish epitomizes speed, quickness, and abandon. Her motions appear to be as random as they are graceful, but the steps of her lethal dance play out according to their own rhythm.

Nearly all dervishes belong to nomadic cultures. These nomads are not simple wanderers with no roots to call their own—they have their ancient traditions, and their societies simply do not consider permanent settlements an important part of their nature. They are gypsies, keeping their own traditions and forging their own familial and societal bonds while they move throughout the world. Often, these tribes adopt the attitudes and even some of the laws of the lands they live in—for the sake of expedience, if nothing else. The dervish treats fighting styles the same way. A dervish learns the dance of war as she grows up among her family and her tribe. She watches others as she travels, however, and brings new steps to the dance as she goes.

Fighters, rangers, and monks often take up the role of the dervish. Many paladins look at the wildness of the dance and assume it has some roots in chaos, but those who look past the seeming randomness can find things to learn. Barbarians seldom choose to learn the ways of the dance—the dervish depends on subtlety more than brute force. The way of the dervish has been known to appeal to some druids, bards, and even sorcerers—those who wish to learn a type of fighting that does not rely on heavy arms or armor find the class interesting.

Halflings and elves make good dervishes, and many nomadic halfling tribes have dervishes as their primary protectors.

NPC dervishes seldom wander without their tribes. They can be sent on missions, or serve as scouts in new lands, but the dervish is too important to the tribal unit to go off on her own for extended periods of time. Some

dervishes balk at this responsibility, however, so exceptions to this rule do show up occasionally. A dervish found wandering alone is usually seeking new challenges and new knowledge.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +5.

Skills: Perform (dance) 3 ranks, Tumble 3 ranks.

Feats: Combat Expertise, Dodge, Mobility, Weapon Focus (any slashing melee weapon).

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

AC Bonus (Ex): A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

Dervish Dance (Ex): A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level, and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as Move Silently, Hide, or Search. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can also use the combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th-level dervish, at which point this limitation no longer applies).

Movement Mastery (Ex): A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

Slashing Blades: A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

Fast Movement (Ex): At 2nd level and higher, a dervish gains an enhancement bonus to her speed. A dervish in any armor heavier than light or carrying a medium or heavy load loses this bonus.

Spring Attack: At 3rd level, a dervish gains the Spring Attack feat, even if she does not meet the prerequisites.

Dance of Death: At 4th level, a dervish gains the use of the Cleave feats while performing a dervish dance, even if she does not meet the prerequisites for the feat. She does not have to move 5 feet before making the extra attack granted by this ability.

Improved Reaction (Ex): When she attains 6th level, a dervish gains a +2 bonus on initiative rolls.

Elaborate Parry (Ex): When she attains 7th level, a dervish gains an extra +4 bonus to Armor Class when she chooses to fight defensively or use total defense in melee combat.

Tireless Dance: When a dervish reaches 9th level, the character no longer becomes fatigued for the duration of the encounter at the end of a dervish dance.

A Thousand Cuts (Ex): When a dervish reaches 10th level, once per day she may double the number of melee attacks she makes while performing a full attack action (whether in a dervish dance or not). If a dervish uses this ability in conjunction with her dervish dance, she can make up to two attacks between moves.

The dervish also gains the benefit of the Great Cleave feat with slashing weapons while performing a thousand cuts, even if she does not meet the prerequisites. She does not have to move 5 feet before making any extra attacks granted by this ability.

A dervish using this ability can receive an extra attack from the *haste* spell, but the bonuses provided by the spell do not stack with the bonuses provided by the class.

Table 2-7: The Dervish						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+1	+0	+2	+2	+0	Dervish dance 1/day, movement mastery, slashing blades
2nd	+2	+0	+3	+3	+1	Fast movement +5 ft.
3rd	+3	+1	+3	+3	+1	Spring Attack, dervish dance 2/day
4th	+4	+1	+4	+4	+1	Dance of death
5th	+5	+1	+4	+4	+2	Fast movement +10 ft., dervish dance 3/day
6th	+6	+2	+5	+5	+2	Improved reaction
7th	+7	+2	+5	+5	+2	Elaborate parry, dervish dance 4/day
8th	+8	+2	+6	+6	+2	Fast movement +15 ft.
9th	+9	+3	+6	+6	+3	Tireless dance, dervish dance 5/day
10th	+10	+3	+7	+7	+3	A thousand cuts

STORMCASTER (STORMWRACK)

Many things in nature have drawn the attention of the seeker to the arcane- the elements, the nature of the unseen world, the weaving of illusions. The stormcaster is one who seeks to tap into the power of a strange and terrifying phenomenon: the raging storm. The stormcaster is a terrible figure to most who encounter him. He seems to travel, unconcerned, through the foulest of weather. A part of him revels in this destructive manifestation of the elements – the fouler the weather, the happier he seems. Many who know of these weather-wizards whisper that they do not follow storms – rather, the storms follow them.

Hit Die: d4.

Requirements

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

Alignment: any nonlawful

Skill: Knowledge (arcane) 4 ranks, Knowledge (nature) 4 ranks

Spellcasting: Must have the ability to cast gust of wind and either Lightning Bolt or call lightning.

Class Skills

The Stormcaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (Arcana) (Int), Knowledge (Nature) (Int), Listen (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis).

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

Class Features

All of the following are class features of the Stormcaster.

Storm Spell Power (Ex): You are truly skilled in the use of spells that wield the power of the stormy seas. Any spell you cast that has the air, electricity, sonic or water descriptor is cast at +2 caster level.

Thunderclap (Su): You can channel stored spell energy into pure sonic energy. You can lose any prepared spell or spell slot in order to generate a 30-ft-radius burst of sonic energy. The burst deals 1d4 points of sonic damage per level of the spell slot to all targets in the area; any creature damaged by this effect is stunned for 1 round. A Fortitude save halves this damage and negates the stun effect. You are immune to your own thunderclap power. This otherwise functions like the cleric's spontaneous casting class feature (see page 32 of the Player's Handbook).

Resistance to Electricity (Ex): At 2nd level, you gain some ability to resist the deadly power of lightning (resistance to electricity 10).

Spellcasting: Begging at 2nd level, when you gain a new stormcaster level you gain new spell per day and in increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a stormcaster, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Shield of Winds (Sp): Starting at 3rd level, you can call up high winds to cast aside the arrows of your foes. As an immediate action, you can surround your space with an effect equal to a wind wall (see page 302 of the PHB) for 1 round. You can use this ability once per day at 3rd level, two times per day at 6th level, and three times per day at 9th level.

Eye of the Storm (Ex): Even in a storm, the winds whipping around you seem to leave you unaffected. Beginning at 4th level, you ignore the penalties associated with ranged attack rolls and Listen checks due to high winds (see page 95 of the DMG). Actions that are impossible in high winds (such as using ranged attacks in winds above 50 mph) are still impossible.

At 8th level, you gain the ability to share this protection with any number of allies within 30 feet. Granting (or removing) this benefit from any number of allies is a free action.

Thunderbolt (Ex): Beginning at 5th level, you use your knowledge of the storm to add the power of thunder to your lightning-based spells. Any spell you cast that deals electricity damage also deals an extra 1 point of sonic damage per spell level and stuns any creature damaged by the spell for 1 round (Fortitude save negates; DC equals the save DC of the spell, even if the spell wouldn't normally allow a save).

Resistance to Sonic (Ex): At 7th level, you become somewhat resistant to the power of thunder. You gain resistance to sonic 10.

Call Storm (Sp): You only feel fully at home within the confines of a storm. At 8th level, you gain the ability to use a control weather effect once per week but can only create a windstorm, thunderstorm or hurricane-force winds (see page 214 of the PHB and pages 94-95 of the DMG). You are treated as a druid when using this ability (or when casting control weather through your own spellcasting power) for the purpose of duration and area of the spell.

Lord of the Storm (Su): At 10th level, your mastery of the power of the storm is complete. You gain resistance to electricity 30 and resistance to sonic 30. You are immune to being blown away, knocked down, or checked by high winds (whether natural or magical). You gain a +2 competence bonus on saves against spells with the air or water descriptor.

Table 3-8: The Stormcaster						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1 st	+0	+2	+2	+0	Storm Spell Power, Thunderclap	-
2 nd	+1	+3	+3	+1	Resistance to electricity 10	+1 level of existing spellcasting class
3 rd	+1	+3	+3	+1	Shield of Winds 1/day	+1 level of existing spellcasting class
4 th	+2	+4	+4	+1	Eye of the Storm	+1 level of existing spellcasting class

5 th	+2	+4	+4	+2	Thunderbolt	+1 level of existing spellcasting class
6 th	+3	+5	+5	+2	Shield of Winds 2/day	+1 level of existing spellcasting class
7 th	+3	+5	+5	+2	Resistance to sonic 10	+1 level of existing spellcasting class
8 th	+4	+6	+6	+3	Call Storm, eye of the storm 30-ft. radius	+1 level of existing spellcasting class
9 th	+4	+6	+6	+3	Shield of winds 3/day	+1 level of existing spellcasting class
10 th	+5	+7	+7	+3	Lord of the storm	+1 level of existing spellcasting class

TACTICAL SOLDIER (MH P22)

The tactical soldier is the master of teamwork in melee. She has trained in cooperative battle tactics and knows how to take advantage of position and timing to make herself and her teammates a deadly, unified force in battle. No other force compares to a group of melee-worthy combatants along with a tactical soldier in the wings, ready to multiply the total deadly effectiveness of the group by far more than their number alone would indicate.

It takes a special kind of person to give up the limelight in favor of teamwork. Those with the necessary ability to think about the objective first and their own glory second make ideal tactical soldiers. Fighters, paladins, and rangers are the most common tactical soldiers, knowing just how to multiply the strengths and eradicate the weakness of battle-hardened combatants.

NPC tactical soldiers make ideal cohorts or hirelings. What fighter wouldn't want a tactical soldier backing him up, ready to step in and fight when the melee begins?

Hit Die: d10.

Requirements

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

Base Attack Bonus: +5.

Skills: Sense Motive 2 ranks.

Feats: Cleave, Combat Reflexes.

Class Skills

The tactical soldier's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the tactical soldier prestige class.

Weapon and Armor Proficiency: Tactical soldiers are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Flanker (Ex): A tactical soldier can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassable or occupied.

Sidestep (Ex): At 2nd level, a tactical soldier gains Sidestep (described later in this chapter) as a bonus feat. If she already has the feat, she can choose another one.

Interpose (Ex): A tactical soldier gains this ability, usable three times per day, at 3rd level. When an enemy threatens her in melee and makes a successful attack against an adjacent ally of hers, the tactical soldier may take the damage (and other effects) of the blow as if she had been hit instead.

Defensive Shield (Ex): Starting at 4th level, whenever a tactical soldier fights defensively, she provides up to two adjacent allies with a +2 dodge bonus to Armor Class, though their attack rolls do not take the normal -4 penalty (but her attack rolls still do).

Offensive Strike (Ex): Starting at 5th level, in times of urgency a tactical soldier can lower all her defense to make a very aggressive attack. When making an offensive strike, the tactical soldier gains a +4 bonus on melee attack rolls and damage rolls for 1 round. Until her next turn, however, she is wide open to physical and magical attacks. All successful attack rolls made against the tactical soldier are automatic threats, and all saving throws the tactical soldier makes against spells automatically fail.

Delayed Cleave (Ex): Starting at 7th level, if the last creature a tactical soldier hit in melee is dropped by someone other than her, and the tactical soldier still threatens that creature's square, she may make a cleave attack as an attack of opportunity. All normal restrictions on cleave attempts and attacks of opportunity apply.

Unbalancing Blow (Ex): Starting at 8th level, a tactical soldier can use a full-round action to make a strategic melee attack against an enemy. If the attack succeeds, in addition to dealing regular damage, the blow unbalances the target so much that it provokes attacks of opportunities from creatures threatening its square. This ability works only on creatures up to one size category larger than the tactical soldier.

Reciprocal Strike (Ex): A 10th-level tactical soldier can make an attack of opportunity (subject to normal restrictions) against a foe that successfully attacks an ally of the soldier and deals damage. She can use this ability three times per day.

Table 1-11: The Tactical Soldier					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Flanker
2nd	+2	+3	+0	+0	Sidestep
3rd	+3	+3	+1	+1	Interpose
4th	+4	+4	+1	+1	Defensive shield
5th	+5	+4	+1	+1	Offensive strike
6th	+6	+5	+2	+2	–
7th	+7	+5	+2	+2	Delayed Cleave
8th	+8	+6	+2	+2	Unbalancing blow
9th	+9	+6	+3	+3	–
10th	+10	+7	+3	+3	Reciprocal strike

WARSHAPER (CW P89-91)

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

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

Hit Die: d8.

Requirements

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

Race: Any (but see below).

Base Attack Bonus: +4.

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

- Change shape supernatural ability (aranea, hound archon, barghest, doppelganger, rakshasa, slaad).
- Shapechanger subtype (lycanthropes, phasm).
- *Polymorph* as a spell-like ability (astral deva, planetar, solar, couatl, marilith, bronze dragon, gold dragon, silver dragon, Efreeti, leonal guardinal, night hag, ogre mage, pixie).
- Able to cast the *polymorph* spell.
- Wild shape or similar class feature (bear warrior, druid).

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

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

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

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

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

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

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

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

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

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

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

Table 2-37: The Warshaper					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Morphic immunities, morphic weapons
2nd	+1	+3	+0	+0	Morphic body
3rd	+2	+3	+1	+1	Morphic reach
4th	+3	+4	+1	+1	Morphic healing
5th	+3	+4	+1	+1	Flashmorph/multimorph

NEW FEATS

Acrobatic Strike (PH2)

Your dextrous maneuvers and skilled acrobatics allow you to slip past a foe's defenses and deliver an accurate strike against him.

Prerequisite: Tumble 12 ranks.

Benefit: If you succeed in using Tumble to avoid an opponent's attack of opportunity, you gain a +4 bonus on the next attack that you make against that foe as long as the attack occurs before the end of your current turn.

Special: A fighters can select Acrobatic Strike as one of his fighter bonus feats.

Arcane Strike [General] (CW p96)

You can channel arcane energy into your melee attacks.

Prerequisites: Ability to cast 3rd-level arcane spells, base attack bonus +4.

Benefits: When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells for the day (of 1st level or higher) to do this, but you gain a bonus on all your attack rolls for 1 round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus. For example, Yarren the bladesinger has a base attack bonus of +11 and the ability to cast 4th-level arcane spells. On his turn, he chooses to sacrifice one of his 4th-level spells for the day, marking it off as if he had cast it. Until his next turn, Yarren gains an extra +4 bonus on his attack rolls and an extra 4d4 points of damage with a single melee weapon of his choice.

Armor Specialization (PH2)

Through long wear and hours of combat, you have trained your body to believe in its armor. Where others flinch, you confront. When the sword falls, your instincts, born of bruises and rent flesh, present your cuirass, cuisse, helm, or gorget to meet the blade at the perfect angle, causing it to skitter off harmlessly.

Prerequisite: Proficiency with the selected armor type, base attack bonus +12.

Benefit: Choose one type of medium or heavy armor with which you are proficient. When wearing masterwork armor (including magic armor) of that type, you gain damage reduction 2/-. Any time you lose your Dexterity bonus to Armor Class, you lose the benefit of this feat, because you cannot properly deflect the blows of the enemy.

Special: A fighters can select Armor Specialization as one of his fighter bonus feats.

Cloudy Conjunction (Complete Mage)

Your conjured creations and summoned beings appear in a puff of sickening black smoke, and you vanish in a cloud of the same when you teleport.

Prerequisite: Spell Focus (conjunction) or conjurer level 1st.

Benefit: When you cast a conjunction spell, you can choose to have a 5-foot-radius cloud of sickening smoke manifest. The cloud can appear in your space, adjacent to you, or in the space of or adjacent to your target (if any).

The cloud lasts for 1 round. Any living creature is sickened while inside it (but not after exiting). The cloud in all other ways acts like a small area of the *fog cloud* spell. Creatures immune to poison are immune to the sickening effect. The cloud appears in conjunction with the spell taking effect (not before or after). Any creature you call or summon with the spell is immune to the sickening effect of the cloud.

Special: A conjurer can select this feat as a wizard bonus feat.

Energy Admixture [Metamagic] (CA p78)

You can modify a spell that uses one type of energy to add an equal amount of another energy type.

Prerequisites: Energy Substitution

Benefits: Choose one type of energy (acid, cold, electricity, or fire) that matches an energy type you have selected for substitution via the Energy Substitution feat. You can then modify any spell with an energy descriptor by adding an equal amount of the chosen type of energy to the spell's normal effects. The altered spell works normally in all respects except for the type and amount of damage dealt, with each type of energy counting separately towards the spell's damage cap. Thus, an acid fireball cast at 6th level deals 6d6 points of fire damage and 6d6 points of acid damage (rolled separately), while the same acid fireball cast at 10th level or higher deals 10d6 points of fire damage and 10d6 points of acid damage. Even opposing types of energy (such as fire and cold) can be combined using this feat.

An energy admixed spell uses up a spell slot four levels higher than the spell's actual level. As well, the spell's descriptor changes to include both energy types present in the spell – for example, the acid fireball described above is an evocation [fire, acid] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time. The type of energy chosen with this feat must match a type of energy you have also selected for substitution via the Energy Substitution feat (so you can select cold as your energy type with Energy Admixture if you have selected cold as your Energy Substitution energy type). You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution, and you can also admix your chosen energy type with a spell that already uses the same type, in effect doubling its normal damage dice.

Energy Substitution [Metamagic] (CA p79)

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5, any metamagic feat.

Benefits: Choose one type of energy (acid, cold, electricity, fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Fast Wild Shape [Wild] (CD p81)

You assume your wild shape faster and more easily than you otherwise could.

Prerequisites: Dex 13, ability to use wild shape

Benefits: You gain the ability to wild shape as a move-equivalent action.

Normal: A druid uses wild shape as a standard action.

Imbued Summoning (Metamagic, PH2 pg 92)

Your summoning spells gain an element of surprise. You can summon creatures that come into existence with the benefit of a spell such as *invisibility* or *bull's strength*.

Prerequisite: Augment Summoning, Spell Focus (Conjuration).

Benefit: When you cast a spell from the summoning subschool, you can choose to grant the summoned creature the benefit of any spell or 3rd level or lower you can cast that has a range of touch. You cast the spell you wish to grant the creature (using a prepared spell or a spell slot) at the same time you cast your summoning spell. The creature gains the benefit of the spell when it appears.

Imbued summoning uses up a spell slot one level higher than the spell's actual level.

Improved Combat Expertise [General] (Complete Warrior)

You have mastered the art of defense in combat.

Prerequisite: Int 13, Combat Expertise, base attack bonus +6

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

Normal: With Combat Expertise, the number can be no greater than +5.

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

Improved Favored Enemy [General] (Complete Warrior)

You know how to hit your favored enemies where it hurts.

Prerequisite: Favored Enemy Ability, base attack bonus +5

Benefit: You deal an extra 3 points of damage to your favored enemies. This benefit stacks with any existing favored enemy bonus gained from another class.

Improved Rapid Shot [General] (CW p101)

You are an expert at firing weapons with exceptional speed.

Prerequisites: Manyshot, Point Blank Shot, Rapid Shot.

Benefits: When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attack rolls.

Special: A fighter may select Improved Rapid Shot as one of his fighter bonus feats.

Improved Skirmish (CS)

With a few extra steps, you gain even greater benefits from your skirmishing combat style.

Prerequisite: Skirmish +2d6/+1AC

Benefit: If you move at least 20 feet away from where you were at the start of your turn, your skirmish damage increases by 2d6 and your competence bonus to AC from skirmish improves by 2.

Normal: A scout's bonus damage and AC bonus apply if she moves at least 10 feet away from where she was at the start of her turn.

Special: A scout can select Improved Skirmish as one of her scout bonus feats (Complete Adventurer 13).

Improved Toughness (Complete Warrior)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Intimidating Strike (PH2)

You make a display of your combat prowess designed to strike terror in your foe. Your stance, attack method, and demeanor demonstrate to your foe that you are capable of defeating him with little effort. Your intent is clear – if you decide to hit your foe, you could easily slay him. **Prerequisite:** Intimidate 4 ranks.

Benefit: As a standard action, you make a single melee attack against your foe. You subtract a number from this attack equal to or less than your base attack bonus. If your attack hits, you can make an Intimidate check against the foe you struck, with a bonus equal to the number you subtracted from your attack roll. If this check succeeds, your opponent is shaken for the rest of the encounter. You cannot use this feat to worsen an opponent's fear condition beyond shaken.

Special: A fighter may select Intimidating Strike as one of his fighter bonus feats.

Melee Weapon Mastery (PH2)

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisite: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once. Each time, you can select a new damage type.

A fighter may select Intimidating Strike as one of his fighter bonus feats.

Menacing Demeanor [Racial] (Races of Destiny)

You can tap into your savage heritage to improve your intimidation techniques.

Prerequisite: Orc blood or orc subtype.

Benefit: You gain a +4 bonus on Intimidate checks.

Metamagic School Focus (Complete Mage)

You are unusually skilled at modifying the effects of a particular school of magic.

Prerequisite: Spell Focus (chosen school) or specialist wizard in chosen school.

Benefit: Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized. Three times per day, you can reduce by one level the cost of a metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced cost spells prepared at any time.

Special: A wizard can select this feat as a wizard bonus feat. This feat can be taken more than once. Each time you take it, it applies to a different school of magic.

Plunging Shot (Races of the Wild)

You can use the force of gravity to make your ranged attacks deal extra damage if your target is below you.

Prerequisites: Dex 13, Point Blank Shot.

Benefit: If your target is at least 30 feet lower than you, you deal an extra 1d6 points of damage with a thrown or projectile weapon.

Power Critical [General] (CW p103)

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon focus with weapon, base attack bonus +4.

Benefits: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain the Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Powerful Charge [General] (MH p27)

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1

Benefits: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

Primal Wild Shape (Frostburn)

Your wild shape forms are stronger than normal.

Prerequisite: Wild shape ability.

Benefit: When you assume a wild shape form, you can opt to cause the shape assumed to be a primeval form of the creature that existed in the ancient past during a vast ice age. Doing so grants the new form a +2 racial bonus to Strength, a +2 bonus to its natural armor, and resistance to cold 10. A primeval wild shape has a much shorter duration than normal, since the enhanced qualities of the new shape drain your supernatural energies much more quickly. A primeval wild shape has a duration of 1 round per druid level (or per level of the class that granted you the wild shape ability) instead of the normal 1 hour per druid level.

Quick Reconnoiter (Complete Adventurer)

You can learn a lot of information from just a quick scan of an area or object.

Prerequisite: Listen 5 ranks, Spot 5 ranks.

Benefit: You can make one Spot check and one Listen check each round as a free action.

You also gain a +2 bonus on initiative checks.

Normal; Using Spot or Listen in a reactive fashion is a free action, but actively trying to make a Spot check or Listen check requires a move action.

Raider's Spirit (Dragon Magazine #315)

You're a fearless raider.

Region: Bone March, Frost Barbarians, half-orc, Ice Barbarians, Iuz, Olman, Paynims, Pomarj, Rovers of the Barrens, Snow Barbarians, Stonehold, Tiger Nomads, Ull, Wolf Nomads.

Benefit: You get a +4 bonus on saves against fear effects and a +2 bonus on all Intimidate checks.

Reckless Rage [General] (RS p143)

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat.

Prerequisites: Con 13, rage ability

Benefits: Whenever you activate your rage ability, you take an additional –2 penalty to your armor class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Shield Specialization (PH2)

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisite: Proficiency with shields.

Benefit: Choose one type of shield from the following list: buckler, heavy or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can select this feat more than once. Each time you select it, choose a different type of shield.

A fighter can select Shield Specialization as one of his fighter bonus feats.

Shield Ward (PH2)

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

Prerequisite: Proficiency with shields, Shield Specialization.

Benefit: You apply your shield bonus to your Touch AC, and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

Special: A fighter can select Shield Ward as one of his fighter bonus feats.

Shieldmate (MH)

You can protect those near you with your shield.

Prerequisite: Base attack bonus +1.

Benefit: When you are using a shield with which you are proficient, friendly creatures adjacent to you get a +1 shield bonus to their Armor Class. If you are using a tower shield, those creatures get a +2 shield bonus.

The creatures lose the bonus if they are no longer adjacent to you, if you're grappling, or if you're stunned, paralyzed, or otherwise unable to take actions.

This shield bonus doesn't stack with other shield bonuses the allied creatures may have.

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

Touch Spell Specialization (Complete Arcane)

You deal extra damage with touch spells.

Prerequisites: Weapon Focus (touch spell), caster level 4th.

Benefit: Damage-dealing spells that require a melee touch attack roll gain a +2 bonus on the damage they deal. This extra damage applies only to the first successful attack of spells that allow multiple touch attacks (such as *chill touch*). Only spells that deal hp damage can be affected by this feat.

Unbelievable Luck (Complete Scoundrel)

The powers of fortune truly smile on you more than most mortals.

Prerequisite: Any luck feat.

Benefit: As long as you have at least one luck reroll remaining for the day, you gain a +2 luck bonus on whichever of your saves has the lowest base bonus. If two or more of your saves tie for the lowest base bonus, choose when you select this feat which save it applies to.

If your base save bonuses later change so that the chosen save no longer has the lowest base bonus, the luck bonus from this feat immediately applies to the save that now has the lowest base bonus. You gain two luck rerolls per day.

Victor's Luck (Complete Scoundrel)

You strike with devastating accuracy more often.

Benefit: You can expend one luck reroll as a swift action to reroll a critical threat confirmation roll.

You gain one luck reroll per day.

NEW ITEMS

Amulet of True Strike (Operation Black Knight)

This amulet is a silver disk with a blue topaz crystal in the center of it. By pressing the stone, the amulet can be used once per day. It is activated by the touch and grants the user the effects of the *true strike* spell.

Faint Divination! CL 3rd; Craft Wondrous Item, *true strike*, Price 600 gp.

Armband of Elusive Action (Magic Item Compendium)

An armband of elusive action allows you to protect yourself from the hazards of battlefield chaos. When it is activated, the band allows you to avoid provoking a single attack of opportunity that your actions would otherwise incur,

An armband of elusive action functions once per day.

Faint transmutation; CL 3rd; Craft Wondrous Item, *cat's grace or evade attack (CP 89)*; Price 800 gp, weight: 1 lb.

Belt of One Mighty Blow (MH p42)

Once per day, as a swift action, the wearer of this belt can activate the belt to gain extra damage on her next melee attack. A light weapon deals an extra 1d8 points of damage, a one-handed weapons deals an extra 2d6 points of damage, and a two-handed weapons deals an extra 3d6 points of damage. The belt can be used only after being worn for 24 hours. If it is taken off, it becomes inactive until is again donned and worn for a full 24 hours.

Faint transmutation; CL 5th; Craft Wondrous Item, *bull strength*; Price 1,500 gp.

Bracers of Quick Strike (Miniatures Handbook)

These bracers provide the benefit of incredible speed. Once per day, when taking a full attack action, as a swift action, the wearer may make one additional attack with any weapon he is holding. The attack is made at the wearer's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon or by the *haste* spell, nor does it actually grant an extra action.) The bracers can be used only after being worn continuously for 24 hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.

Faint transmutation; CL 5th; Craft Wondrous Item, *haste*; Price 1,200.

Burrowing Arrow (Complete Warrior)

This +1 arrow sticks into its target on a successful hit and embeds itself in the wound. A burrowing arrow must be pulled out before natural healing can occur, and this removal deals a further 1d8 points of damage. If the target receives magical healing, the burrowing arrow immediately deals 1d8 points of damage as the magic forces it out of the wound.

Faint necromancy; CL 4th; Craft Magic Arms and Armor, *Inflict Light Wounds*; Price 167 gp.

Chitin Armor (Stormwrack) [New Material]

Chitin armor is constructed from the shells of giant vermin or similar creatures. For aquatic races, monstrous crabs are the most popular source for chitin armor. The chitin is treated for flexibility and often cut and reshaped in long strips bound together by tightly woven cord where necessary.

Cost 75 gp, Armor bonus +4, Maximum Dex Bonus +4, Armor check penalty -3, Arcane Spell Failure Chance 30%, Speed 20 ft (for 30 ft.) 15 ft (for 20 ft.), Weight 20 lbs.

Helm of Glorious Recovery (Miniatures Handbook)

Once per day, the wearer of this helm can activate it by uttering the command word. Tjejelm instantaneously cures the wearer of 4d8+7 points of damage. The helm can only be activated after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Moderate conjuration; CL 7th; Craft Wondrous Item, *cure critical wounds*; Price 5,600.

Pearlsteel (Stormwrack) [New Material]

A strange metal crafted by secretive aventi metallurgists working near volcanic vents in the ocean floor, Pearlsteel is gleaming, shining steel covered with a blue-white sheen like mother of pearl. Created from fine steel and rare silvery pearls found only in the ocean depths where the pressures alone would kill a land walker, Pearlsteel is highly prized by all undersea races and constitutes a major trade item for the aventi.

Pearlsteel is very light, especially in water. Pearlsteel items weigh 25% less than their normal equivalents.

Pearlsteel also slices more smoothly through the resistance that water presents. When a slashing weapon made of Pearlsteel is used in the water, its damage is reduced by -1 rather than the normal -2 for fighting in the water with a slashing weapon, and its damage is reduced by -2 instead of half. Likewise, damage dealt underwater by a bludgeoning weapon made of Pearlsteel is reduced by -2 rather than reduced by half.

Light Armor:	+500 gp
Medium Armor:	+1,000 gp
Heavy Armor:	+1,500 gp
Shield:	+500 gp
Weapon:	+1,500 gp

Potion Bracers (Sharn: City of Towers)

Elite soldiers often carry potions, but in the midst of a battle a warrior may not have a free hand or time to locate a particular vial. A potion bracer is a leather band reinforced with strips of steel, with slots for three potion vials. Worn on the forearm, it allows instant hands-free access to these three potions. Drinking a potion from the bracer is a standard action, but it does not provoke an attack of opportunity or require a warrior to put down his weapon.

The downside is that unlike a concealed potion, the bracer is very obvious to observers – and it can be directly attacked. A character can make a sunder attack against the bracer (AC 14 + wearer's Dexterity modifier). The bracer has hardness 8 and 5 hit points. However, any attack that deals 5 or more hit points of damage shatters one of the potion vials (chosen randomly) even if the bracer itself is untouched.

Due to the weight placed on the forearm, a potion bracer has an arcane spell failure chance of 5%.

Cost: 50 gp; Weight: 1.5 lbs.

Skirmisher Boots (Magic Item Compendium)

Scouts (CA10) prize skirmisher boots, but any character can use them to increase combat prowess in a mobile battle. You gain a +2 bonus on damage rolls when you make a skirmish attack. This is a continuous effect and requires no activation. A character without the skirmish class feature does not gain this benefit.

In addition, you can activate skirmisher boots to make a single extra melee or ranged attack using your full base attack bonus. You can only activate this ability if you have already moved at least 10 feet from the space where you started your turn. Movement while mounted does not

allow you to activate the boots. This benefit does not require the skirmish class feature and can be activated two times per day.

Faint transmutation; CL 8th; Craft Wondrous Item, *haste*; Price 3,200 gp; Weight 1 lb.

Slow Burst (Magic Item Compendium) [Weapon Upgrade]

A chill aura numbs this weapon's victim when you strike true. Whenever you score a critical hit with this weapon, the target is slowed (as the *slow* spell) for 3 rounds (Will DC 14 negates). This effect activates even if the creature struck is not normally subject to extra damage from critical hits.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *Slow*; Price +5,000 gp.

Weapon Crystal: Crystal of Life Drinking (Magic Item Compendium)

A crystal of life drinking bestows a small amount of life energy upon you each time you damage a living creature with the weapon to which the crystal is attached. Dealing nonlethal damage with the weapon doesn't activate the crystal's effect.

Least: Each time you deal damage to a living creature with the weapon to which this crystal is attached, you heal 1 point of damage. When the crystal has healed a total of 10 points of damage, it becomes inert until the following day.

Lesser: As the least crystal, except that you heal 3 points of damage with each attack until the crystal has healed 30 points of damage.

Faint abjuration; CL 5th; Craft Wondrous Item, *vampiric touch*; Price 400 gp (least), 1,500 gp (lesser) gp.

Weapon Crystal: Crystal of Arcane Steel (Magic Item Compendium)

A crystal of arcane steel is designed for those who can blend magical and martial arts into a single attack. It functions only when attached to a melee weapon.

Least: This crystal grants a +1 insight bonus on your weapon damage rolls when delivering a spell or spell-like ability through a melee attack with the weapon.

Lesser: As the least crystal, and it also grants you a +1 insight bonus on the attack roll.

Greater: As the lesser crystal, and it also increases the save DC of the spell or spell-like ability by 1.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *magic weapon*; Price 500 gp (least), 2,000 gp (lesser), 6,000 gp (greater).

NEW SPELLS

Acid Breath (Spell Compendium)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You pop the fire ants into your mouth and exhale quickly. The ants distill into drops of pure acid in midair, spattering against your foes and leaving smoking holes.

You breathe forth a cone of acidic droplets. The cone deals 1d6 points of acid damage per caster level (maximum 10d6).

Material Component: A handful of fire ants (alive or dead).

ARROW STORM (Spell Compendium)

Transmutation

Level: Ranger 3

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Your bow glows blue for an instant and now feels as light as a feather in your hand. In your mind's eye you see the arrows in your quiver, and your hand feels drawn to them.

You can cast this spell only at the beginning of your turn, before you take any other actions. After casting *arrow storm*, you can use a full-round action to make one ranged attack with a bow with which you are proficient against every foe within a distance equal to the weapon's range increment. You can attack a maximum number of individual targets equal to your character level.

If you choose not to spend a full-round action in this fashion after casting the spell, the spell has no effect.

BABAU SLIME (SPELL COMPENDIUM)

Transmutation

Level: Abyss 3, druid 1, sorcerer/wizard 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates(harmless)

Spell Resistance: Yes (harmless)

You press the viscous ball of demon sweat between your fingers and speak the eldritch words. Your flesh and equipment begin to weep hot red tears that quickly form a coating over your body.

This demon-inspired transmutation causes the subject to secrete a slimy red layer of jelly that coats its skin, armor, and equipment. A creature that strikes a slime-protected subject with an unarmed strike, a touch attack (including a touch spell), or a natural weapon takes 1d8 points of acid damage. Any creature in a grapple with the target of *babau slime* takes 1d8 points of acid damage at the beginning of its turn.

Arcane Material Component: A drop of babau slime.

BENIGN TRANSPOSITION (Spell Compendium)

Conjuration (Teleportation)

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Two willing creatures of up to Large size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Calling out the arcane words, you suddenly stand where your companion was, and he has taken your place, outside the reach of his foes.

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

BLISTERING RADIANCE (Spell Compendium)

Evocation [Fire, Light]

Level: Cleric 5, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 50-ft.-radius spread

Duration: 1 round/level

Saving Throw: None and Fortitude partial; see text

Spell Resistance: Yes

As you conclude the ritual to release the energy of the spell, you hurl a blazing ball of light toward the point you designate, and it erupts into a brilliant hovering sphere.

All sighted creatures in the area are dazzled (no save), and the heat from the blistering radiance deals 2d6 points of fire damage to all creatures and objects in the area each round on your turn (Fortitude half). Like a *fireball* spell, *blistering radiance* erupts if it strikes any material body or solid barrier before attaining the prescribed range, and you must make a successful ranged touch attack to send the sphere through a narrow opening or passage. *Blistering radiance* counters or dispels any darkness spell of equal or lower level.

Material Component: A bit of tinder and a small lens.

CALTROPS (Spell Compendium)

Conjuration (Creation)

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

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

Area: See text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You speak the words and spread your palm open, as if you were throwing jacks. Coppery sparks spring from your palm, filling the corridor with small four-pronged spikes.

A caltrops spell covers one 5-foot-by-5-foot square with caltrops. Every time a creature moves into an area covered by caltrops or spends a round fighting while standing in such an area, it might step on one. The caltrops make one attack roll (+0 melee) against the creature. For this attack, the target's shield and deflection bonuses do not count, nor does its armor bonus for armor worn. A target wearing shoes or other footwear gains a +2 armor bonus to Armor Class (which does count). If the caltrops succeed on the attack, the creature has stepped on one.

A successful attack by a caltrop deals 1 point of damage. If the target is Small, Medium, or Large, its land speed is reduced by one-half because of the injury. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The DM judges the effectiveness of caltrops against unusual opponents or opponents outside the size range given above. A giant centipede, for example, can scramble among the caltrops with no chance of hurting itself, and a fire giant wearing thick, massive boots might be immune to their attacks.

For every two caster levels beyond 1st, you can affect an additional 5-footby- 5-foot square, and the caltrops' attack bonus increases by 1. Thus, you affect two squares at 3rd level (+1 melee), three at 5th level (+2 melee), four at 7th level (+3 melee), and a maximum of five at 9th level or higher (+4 melee maximum). Multiple *caltrops* spells (or mundane caltrops) occupying the same space have no additional effect.

CREEPING COLD (Spell Compendium)

Transmutation [Cold]

Level: Druid 2

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature

Duration: 3 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

Reaching out your hand and making a crushing motion, you turn the subject's sweat to ice, creating blisters as the ice forms on and inside the skin.

The subject takes 1d6 cumulative points of cold damage per round (that is, 1d6 on the 1st round, 2d6 on the second, and 3d6 on the third). Only one save is allowed against the spell; if successful, it halves the damage each round.

Focus: A small glass or pottery vessel worth at least 25 gp filled with ice, snow, or water.

DROWN (Spell Compendium)

Conjuration (Creation) [Water]

Level: Druid 6

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You speak the words and make the sign of the wave. Your foe sputters, water gushing from his mouth, then collapses.

You create water in the lungs of the subject, causing it to begin drowning (*DMG* 304) as if it had failed to continue holding its breath. The subject's hit points immediately drop to 0, and it falls unconscious. In the next round, it loses another hit point (bringing its hit points to –1) and is dying. In the following round, it dies.

Coughing and other attempts by the subject to physically expel the water from its lungs are useless. However, another creature can stabilize the subject by making a DC 15 Heal check on the creature before it dies. Undead, constructs, creatures that do not need to breathe, and creatures that can breathe water are unaffected by this spell.

ENERGY SURGE (Players Handbook II)

Transmutation: [see text]

Level: Duskblade 3, sorcerer/wizard 3

Components: V

Casting Time: 1 swift action

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

Target: One weapon

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a single utterance, you sheath the weapon in elemental energy-dripping acid, vaporous ice, crackling electricity, smoking flame, or thunderous arc.

You temporarily imbue a weapon with elemental energy. When you cast this spell, specify an energy type (acid, cold, electricity, fire or sonic). This spell is a spell of that type, and the target weapon is sheathed in that energy. If the attack is successful, it deals an extra 2d6 points of damage of the specified energy type.

ENHANCE WILD SHAPE (Spell Compendium)

Transmutation

Level: Druid 4

Components: V, S

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 1 hour/level

You call upon the primordial energies of nature to fill you with the raw power of nature. A feral feeling grows within you, seeking release.

This spell infuses your wild shape ability with magical energy, magnifying and enhancing its power. The type of enhancement must be chosen at the time the spell is cast and cannot be changed once the spell is in effect. The next time you activate your wild shape ability (during the duration of *enhance wild shape*), this spell enhances your new form in the way you selected.

The enhancement to your wild shape remains as long as you stay in that form (or until the spell's duration expires) but does not apply to your next wild shape form. If you do not activate your wild shape ability during the duration of *enhance wild shape*, the spell has no effect. You select one of the following enhancements when you cast this spell.

- Assume the form of a plant with your next wild shape.
- Gain the extraordinary abilities of the new form.
- The new form assumed is stronger than normal and gains a +2 bonus to Strength.
- The new form assumed is more agile than normal and gains a +2 bonus to Dexterity.
- The new form assumed is healthier than normal and gains a +2 bonus to Constitution.

A druid can be affected by more than one *enhance wild shape* spell at a time, but a different wild shape enhancement must be chosen each time.

FIREWARD (Spell Compendium)

Transmutation

Level: Druid 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. cube/level (S)

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You stomp on the ground, and fire snuffs out all around you, rippling away to nothingness faster than you can blink.

This spell functions like *quench* (PH 267), except as noted above. In addition, it has the following effects.

While *fireward* remains in effect, no magical fire effect can function inside its area. This effect is similar to that of an *antimagic field*, but only magical fire is suppressed. Any nonmagical fire created inside or brought into the spell's area is immediately extinguished as well.

Great Worm of the Earth (Complete Mage)

Conjuration (creation) [Earth]

Level: Druid 7, wu jen 7(earth)

Components: V, S

Casting Time: 1 standard action

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

Effect: A great wormlike maw

Duration: 1 round/level or until escaped

Saving Throw: Reflex partial

Spell Resistance: No

With a fearsome roar, an enormous worm-like mouth bursts from the earth beneath your opponent's feet, attempting to swallow him whole.

You conjure a great wormlike maw from the ground beneath the feet of another creature, which immediately bites and tries to swallow that creature. A successful Reflex save means the creature takes only 4d6 points of damage and the spell ends.

If the creature fails its save, it takes 8d6 points of damage and becomes "swallowed" by the mouth, dragged beneath the ground. A creature so trapped can't act except to try to escape and takes an additional 2d6 points of acid damage each round on your turn as the worm "digests" it.

Each round on its turn, a creature trapped within the worm can take a full-round action to attempt a new Reflex save to escape. If successful, the creature appears prone in its original space and the spell ends. An ally in or adjacent to the creature's original space can use the aid another action to help unearth it; a successful DC Strength check grants a +2 bonus on the creature's next Reflex save to escape.

You can place this spell's effect only on a horizontal area of dirt or stone at least 10 feet thick. Any creature more than 5 feet off the ground can't be affected by this spell.

GUIDED SHOT

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

With a guttural utterance made with unmoving lips, you magically focus your attention on a distant foe. Upon aiming your weapon, you note how clearly defined your intended target is.

While this spell is in effect, your ranged attacks do not take a penalty due to distance. In addition, your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and also ignore the miss chance granted to targets by anything less than total concealment.

This spell does not provide any ability to exceed the maximum range of the weapon with which you are attacking, nor does it confer any ability to attack targets protected by total cover.

HASTE, SWIFT (Spell Compendium)

Transmutation

Level: Ranger 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1d4 rounds

Two quick syllables release the power of the spell, and the world moves a bit slower about you.

This spell functions like *haste* (PH 239), except as noted above. This spell counters and dispels any *slow* effect on you.

Heart of Earth (Complete Mage)

Transmutation [Earth]

Level: Druid 4, sorcerer/wizard 4, wu jen 4 (earth)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level(D) or until expended

You feel your flesh strengthen with the power of stone.

This spell converts part of your body into elemental earth, which toughens you considerably. You gain a +8 bonus on checks to resist a bull rush, overrun, or trip attack. You also gain temporary hit points equal to twice your caster level (up to 30hp).

Furthermore, while this spell is active, you can activate a stonewall effect (as the spell) on yourself as a swift action. This benefit lasts for 1 round per level (or until the stonewall's total protection is consumed), at the end of which time the spell's entire effect ends.

If heart of earth is active on you at the same time as heart of air, heart of fire, or heart of water, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

Heart of Water (Complete Mage)

Transmutation [Water]

Level: Druid 3, sorcerer/wizard 3, wu jen 3 (earth)

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level(D) or until expended

The crashing of waves echoes in your ears.

This spell converts part of your body into elemental water, which makes you better able to navigate aquatic environments and slip through confined spaces. You gain a swim speed equal to your land speed, which grants you certain benefits (including a +8 racial bonus on Swim checks; see MM 311). You also gain the ability to breathe water (as if under the effect of a water breathing spell.) Finally you gain a +5 enhancement bonus on Escape Artist checks.

Furthermore, while this spell is active, you can activate a freedom of movement effect (as the spell) on yourself as a swift action. This benefit lasts of 1 round per level, at the end of which time the spell's entire effect ends.

If heart of water is active on you at the same time as heart of air, heart of fire, or heart of earth, you gain light fortification. If all four of these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

HUNTER'S MERCY (Spell Compendium)

Transmutation

Level: Ranger 1

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Your eyes glow red, but you see the world as normal except when you look at your target. A small glowing dot reveals the creature's weakest point.

This transmutation makes a bow strike true. Your first hit with a bow (not including crossbows) in the next round is automatically a critical hit. If you don't hit in the round following the casting of this spell, the effect is wasted.

ICELANCE (Spell Compendium)

Conjuration (Creation)

Level: Druid 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One lance of ice

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You clutch the quartz in your hand, focusing the energy of the spell into a sharp spear. With a thought, you send it whistling through the air at your foe.

You must succeed on a normal ranged attack to strike a target with an *icelance*. You gain a +4 bonus on your attack roll. If you hit, the icelance deals 6d6 points of damage to the target. Half of this damage is piercing damage; the rest is cold damage. In addition, the target must make a Fortitude save or be stunned for 1d4 rounds. Regardless of the result of the attack, the icelance shatters upon its first use.

Focus: A 50-gp clear quartz gemstone. Alternatively, if you are in a cold region, you can substitute 10 pounds of ice or snow for the quartz.

KELGORE'S FIRE BOLT (Players Handbook II)

Conjuration/Evocation: [Fire]

Level: Duskblade 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: See text

You conjure a shard of red-hot rock and hurl it toward an opponent. As it streaks through the air, a nimbus of arcane energy crackles around it.

This spell conjures a small orb of rock and sheathes it in arcane energy. This spell deals 1d6 point of fire damage per caster level (maximum 5d6). If you fail to overcome the target's spell resistance, the spell still deals 1d6 points of fire damage from the heat and force of the conjured orb's impact.

Material Component: A handful of ashes.

KELPSTRAND (Spell Compendium)

Conjuration (Creation)

Level: Druid 2

Components: V, S, M

Casting Time: 1 standard action

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

Targets: One creature/3 levels, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You stretch out your hand and long strands of wet kelp streak out to envelop your foes.

Make a ranged touch attack at each target. If you hit a creature, you immediately make an opposed grapple check against the creature as a free action without provoking attacks of opportunity. You add your caster level and your Wisdom bonus to the result of your grapple check rather than your Strength bonus and size bonus. If you succeed, the target becomes entangled in the thick strands of kelp and is grappled. Each round, the target can attempt to escape the kelpstrand by making a successful grapple or Escape Artist check against the kelpstrand's

grapple check. You are not considered grappling yourself while using this spell. Once you shoot your strands of kelp, you need not take any action to maintain the effect.

A creature targeted with multiple kelpstrands has to make separate grapple or Escape Artist checks against each kelpstrand currently grappling it to escape. If you cast this spell while you are within 300 feet of the ocean shore, you gain a +4 bonus on any grapple checks made to determine the outcome of a kelpstrand grapple.

Material Component: A piece of dried seaweed.

NERVESKITTER (Spell Compendium)

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 immediate action

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

Target: One creature

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: Yes

You suffuse your ally with a brief, blue glow. He jerks away from you, as if he can anticipate your next action.

You cast this spell when you and your party roll for initiative. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

Orb of Acid, Lesser (SPELL COMPENDIUM)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

REJUVENATION COCOON (Spell Compendium)

Conjuration (Healing)

Level: Druid 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Willing creature touched

Duration: 2 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You pass your hand over the body of your friend, drawing a cocoon of glowing yellowgreen energy about him.

When you cast the spell, the *rejuvenation cocoon* forms around the subject. One round after the cocoon forms, it heals the subject of 10 points of damage per caster level (maximum 150 hit points) and purges the subject of poison and disease. At the end of the second round, the *rejuvenation cocoon* dissipates and the subject emerges, able to move and act freely.

The cocoon is made of force, but it is somewhat flexible and responds to pressure from the inside of the cocoon.

The subject can't move from the space it is in while cocooned, however. The cocoon has hardness 10 and 10 hit points per caster level. If it is destroyed, the spell ends.

Material Component: A cocoon of a butterfly.

RUSHING WATERS (Spell Compendium)

Conjuration (Creation) [Water]

Level: Druid 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 15-ft.-radius spread

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: No

You invoke the powers of nature, and a great fountain rises up before you, sending waves in all directions.

*Cold water gushes in a great wave outward from the point you choose, violently spreading to the limits of the area. This wave makes a bull rush attempt against each creature in the affected area without provoking attacks of opportunity. The wave has a +15 bonus on the opposed Strength check. If the wave wins the opposed Strength check, the defender is moved 5 feet directly away from the spell's point of origin, plus an additional 5 feet for every 5 points by which the wave's check result exceeds that of the defender. Any creature moved 5 or more feet by *rushing waters* must succeed on a Reflex save or fall prone.*

The wave also drenches anything in its area and extinguishes any normal fire as large as a bonfire.

Vigor, Lesser (CD p186)

Conjuration (Healing)

Level: Clr1, Drd1**Components:** V, S**Casting Time:** 1 standard action**Range:** Touch**Target:** Living creature touched**Duration:** 10 rounds + 1 round/level (max 15 rounds)**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

WINTER CHILL (Spell Compendium)

Transmutation [Cold]

Level: Druid 1**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You makes a sound like whistling wind and inscribe a snowflake shape in the air, willing a chill to overcome your foe.

The target creature must succeed on a Fortitude save or take 1d6 points of cold damage and become fatigued. A creature with immunity to cold is not affected by this spell.

NEW INVOCATIONS***Baneful Blast* (Complete Mage)**Lesser; 3rd; Eldritch Essence

You transform your *eldritch blast* into a *baneful blast*. This blast deals an extra 2d6 points of damage against creatures of a specific type. You must select the creature type when you first gain this invocation, and you can't later change your mind (though you can take this invocation more than once, choosing a new creature type each time). You choose your creature type from the categories offered for a ranger's favored enemy (PH 47), including a subtype if you choose humanoid or outsider.

***Chilling Tentacles* (Complete Arcane)**Greater; 5th.

This invocation allows you to conjure forth a field of soul-chilling black tentacles that ooze from the ground, groping for victims. This invocation functions identically to *Evard's black tentacles* spell, except that each creature within the area of the invocation takes 2d6 points of cold damage each round. Creatures in the area take this cold damage whether or not they are grappled by the tentacles.

Curse of Despair (Complete Arcane)

Lesser; 4th

You can use this invocation to bestow a curse upon a touched opponent (as *bestow curse*). Even if the save against this ability succeeds, the creature takes a -1 penalty on attack rolls for 1 minute.

Eldritch Chain (Complete Arcane)

Lesser; 4th; Blast Shape.

This blast shape allows you to improve your *eldritch blast* by turning it into an arc of energy that “jumps” from the first target to others. An *eldritch chain* can jump to one or more secondary targets within 30 feet of the first target, allowing you to make additional ranged touch attacks and deal damage to the secondary target if you hit. You can “jump” the chain to one secondary target per five caster levels, so you can strike two additional targets at 10th level, three additional targets at 15th level, and four additional targets at 20th level. Each new target must be within thirty feet of the previous one, and you can't target the same creature more than once with an *eldritch chain*. If you miss any target in the chain, the attack ends there. Each target struck after the first takes half the damage dealt to the first target. This reduction in damage to your secondary targets applies to any effect that increases the damage of your *eldritch blast* (such as *vitriolic blast*). You must make a separate spell penetration check for each target, if applicable.

Entropic Warding (Complete Arcane)

Least; 2nd.

When this invocation is activated, chaotic energies swirl about you, deflecting incoming arrows, rays and other ranged attacks (as *entropic shield*). You can leave no trail (as *pass without trace*) and cannot be tracked by scent. You can still be detected normally by scent, just not tracked.

Frightful Blast (Complete Arcane)

Least; 2nd; Blast Shape

This blast shape invocation extends your *eldritch blast* attacks to great distances. Eldritch spear increases the range of an *eldritch blast* attack to 250 feet with no range increment.

Sickening Blast (Complete Arcane)

Least; 2nd; Eldritch Essence

This *eldritch essence* invocation allows you to change your *eldritch blast* into a *sickening blast*. Any living creature struck by a *sickening blast* must make a Fortitude save or become sickened for 1 minute. A sickened creature struck by a second *sickening blast* is not affected by the sickening aspect of the blast but still takes damage normally.

DM AID: VIPS

These are the notables & VIPs that ride on board the boats. They are listed by APL but it is understood that table make-up may not allow the exact distribution. The Interactive Organizers will let each DM know which VIP corresponds to each table. This is just a list of potential VIPs.

The Low APLs get the VIPs listed for Low. Then the lowest of the Mid APLs get the remainder of the Low APL VIPs and so forth. If there are more than 18 tables at the interactive then Baron Cragmor and Baron Dragus can be repeated. If there are more than 20 tables, then consultation with Triad will come up with more VIPs.

Low APL APLs 2-4

Mid-APL APLs 6-10

High APL APLs 12-14

Playtest Tables:

Baron Cragmor or Baron Dragus

playtest tables can overlap VIPs.

Slot Zero Tables should go by regular interactive; they can repeat VIPs.

Regular Interactive (VIPs should not be reused; except for Slot Zero tables)

Low APL

Baron Harvon

Baron Cavintus

Baron Manthus

Baron Promanshire

Baron Dieren

Baron Malthinius

Baron Farvale

Mid APL

Elector Alfalla

Elector Morant

Elector Gillis

Elector Promani

Elector Garenti

Elector Ortago

Elector Provani

Elector Toscan

Elector Wakar

High APL

Warden of the Dim March

Warden of the Rush March

PLAYER HANDOUT #1 – MILITARY JOB OPPORTUNITY

The Gran March River Guard is pleased to announce the First Annual Ghostgate Regatta. The Regatta will be a race, starting in Ghostgate and traveling many miles upstream.

As there will be several peers and other important personages, the River Guard is looking for seasoned members of the River Guard as well as other branches of the military to assist and guard these VIPs. Your name was put forward as a possible volunteer for this assignment.

As of this moment, consider yourself detached from your normal command and placed on special assignment. Report to Ghostgate in one week to assist in the regatta. While this is not considered a “threatened” situation, you are still required to comport yourself as befits a member of Gran March’s military.

Signed,

Lt. Merrin, on Behalf of Knight Commodore Avanti, First Flotilla, GMS Sheldomar

PLAYER HANDOUT #2 – GRAN MARCH JOB OPPORTUNITY

The Gran March River Guard is pleased to announce the First Annual Ghostgate Regatta. The Regatta will be a race, starting in Ghostgate and traveling many miles upstream.

As there will be several peers and other important personages, the River Guard is looking for seasoned veterans to assist and guard these VIPs. Your name was put forward as a possible volunteer for this assignment.

Should you wish to volunteer, then report to Ghostgate in one week to assist in the regatta. Please note that you are not being re-activated. However, should you wish to volunteer to be re-activated, per Military Code, please inform Command of such when you report to Ghostgate.

While a part of this mission, we request that you comport yourself as befits a veteran of Gran March's military.

Signed,

Lt. Merrin, on Behalf of Knight Commodore Avanti, First Flotilla, GMS Sheldomar

PLAYER HANDOUT #3 – ADVENTURER’S JOB OPPORTUNITY

The Gran March River Guard is pleased to announce the First Annual Ghostgate Regatta. The Regatta will be a race, starting in Ghostgate and traveling many miles upstream.

As there will be several peers and other important personages, the River Guard is looking for seasoned adventurers to assist and guard these VIPs. Your name was put forward as a possible volunteer for this assignment.

Should you wish to volunteer, then report to Ghostgate in one week to assist in the regatta.

While a part of this mission, even though you are not a member of the Gran March Military, we request that you observe military discipline and comport yourself accordingly.

Signed,

Lt. Merrin, on Behalf of Knight Commodore Avanti, First Flotilla, GMS Sheldomar

NPC HANDOUT #1 – GENERIC TALKING POINTS

This information is not necessarily true, and indeed some is false, but this is what people are talking about.

NPCs with this information:

Knight Commodore Avanti, Baron Harvon, Elector Alfalla, Elector Morant, Elector Promani, Elector Garenti, , Elector Provani, Elector Toscan, Tevik Masstellien (the Gran March Church of Obad-Hai; a Clr5 DivOr10)

Politics

- There are electors & barons throughout Gran March complaining about the Commandant's policies regarding Ket & Bissel.; and his ruling regarding the strange kobolds.; and his requirements that forced Keoland to use the rivers to send aid to Bissel rather than cutting through Gran March.
- If the Army of Security does not go into Bissel soon, there are Electors and Barons planning to call a session to remove the Commandant .
- Chancellor Housemann has been counselling upset Barons and Electors not to call a special session to remove the Commandant. His reason is that there are too much fighting going on to change war leaders.

Current Events

- The Shadow Dragon has been seen in the Rushmoors and the Gran March side of the Dim Forest..
- There was a military operation in the Rushmoors recently that led to the slaughter of all the lizardfolk there.
- Olowyn Athemeyer has escaped from his prison in Fort Endurance.
- There was a recent outbreak of plague in Barony Cragmor. Several villages have been razed to prevent the plague from spreading.
- Gnome villages on the edge of Gran March have been found abandoned.

NPCs with this information:

Baron Cavintus, Baron Manthus, Baron Promanshire, Warden of the Dim March, Warden of the Rush March., Baron Dieren, Baron Malthinius, Baron Farvale, Elector Gillis, Elector Ortago, Elector Wakar.

Politics

- The Army of Security is headed for Bissel soon.
- Bissel & Gran March are negotiating over rights of conquest in Ket. Indeed Gran March has given an ultimatum regarding the this,
- Magistrates have been cooperating on investigations with their own investigators, and most Nobles are troubled by this.

Current Events

- There has been an increase in strange animal behavior. The churches of Obad-Hai and Phyton seem powerless to do anything about it.
- Proman has been chosen as the site of the new main Church of Pholtus. The Pholtians have come to blows over the new Shining Master.
- There is a secret government intelligence group that is committing crimes and attacks to better Gran March. This organization takes its orders from a group of Magistrates and the Church of Ziichus.

NPC HANDOUT #2 – OLOWYN

NPCs with this information:

Baron Harvon, Elector Alfalla, Elector Morant, Elector Promani, Elector Garenti

This is the story of Olowyn as the above NPCs will relate it. This version is biased and “unintentionally” portrays the Commandant in a poor light. They will only discuss this if asked about Olowyn.

In the year CY593 there were a series of butcherings in and around the Dim Forest. In the following year an elf by the name of Olowyn Aelanthyr was arrested and charged as leading the massacres.

Halfway through his trial by jury, Commandant Vrainian issued summary judgement and instructed the jury to concern themselves with the question of life or death only.

The investigation of murder charges was conducted by Dispatcher Erik Thunder --, the god's rest his sole, such a terrible thing to happen to that man. . . Anyway, it was discovered that most of Olowyn's time was spent under a domination spell. If asked about Erik Thunder the NPC will respond “it's not polite to discuss such things here.” “As memory serves, there were some interesting responses to the Commune Spells cast for the trial. I don't remember details. And besides, there are places and times for such talks.”

Warden of the Dim March

The Warden of the Dim refuses to discuss this matter with anyone who asks. If a military or veteran PCs asks questions, he will tell them to mind their business and point out that asking questions is not always good for one's career.

The Warden of the Rush March will eventually (towards the end of the Interactive) publicly, but not loudly, confront the Warden of the Dim asking where Olowyn is. The answer is terse, “I discharge my duties faithfully. I do not lead troops on unsanctioned missions or operate outside the chain of command.”

Warden of the Rush March.

The Warden of the Rush knows about Olowyn, but he will only answer direct questions. His perspective is similar to Baron Farvales(below)

Halfway through the LARP, he will approach the Warden of the Dim and will ask, “Where is your charge? Where is Olowyn? I do not see him here.” After the Warden of the Dim replies, the Warden of the Rush will say something to the effect of, “I am not sure I take your meaning, sir, but that sounded like an accusation. I will assume it was not, and say good day.”

Baron Farvale, Baron Harvon

Barons Farvale and Harvon knows the tale of Olowyn as well. His version is much closer to what really happened.

When asked about Olowyn, Farvale will admit everything listed above and include a more complete telling.

Olowyn admitted to leading the FREE BAND.

Commandant Vrainian's judgement only addressed his guilt not his punishment. While normally death is required, he allowed the possibility for alternate sentencing base on the jury.

The Commune Spells were conducted with Heironeous and Phytan. Because of this, the answers varied slightly.

CRITICAL EVENT SUMMARY: GRM7-IN3 TROUBLED WATERS

For use only at Dragon*Con 2007.

1. Which PCs won the race?

List player names/PC names here:

2. Did the bullywugs kill any PC who participated in *Stuck in the Muck*?

Yes

No

If so, list player names/PC names here:

3. APL 2-4 ONLY: Did the PCs defeat all the combatants in encounter 7 before the time expired? (If not, then Olowyn was captured.)

Yes

No

4. APL 6-8 ONLY: Did the PCs defeat all of the living combatants (do not count the coral golems) in encounter 7? (If not, then the tomb was uncovered.)

Yes

No

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):