

R1W

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Rappan Athuk

The Wilderness Areas

by Bill Webb and Clark Peterson



*Rappan Athuk is a dungeon of legend. As with any major entrance to the underworld, the wilderness around Rappan Athuk is a dangerous place—popular with bandits, marauding monster bands and worse. **Rappan Athuk: The Wilderness Areas** is a supplement to **Module R1: Rappan Athuk—The Upper Levels**. It details the wilderness around the most famous dungeon in all the lands and allows you to set the dungeon in the location it was intended. Included in this supplement are a wilderness map and wandering monster tables for all terrain types as well as detailed bandit groups and monster lairs.*

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Judges Guild—the original model for third party fantasy roleplaying products. Our wives and girlfriends who tolerate our long hours and late nights. And the fans who wanted more information about Rappan Athuk!

Introduction

Rappan Athuk is designed to be easily transplanted into any fantasy campaign. You are free to place Rappan Athuk in any appropriate area of your game world and create the bandit encounters and monster lairs discussed below to reflect the particular flavor of your campaign. Presented here, however, is the original wilderness map and notes about the surrounding wilderness areas so that you can run Rappan Athuk as it was originally intended. Future downloads will expand on the material presented here.

The Wilderness Area Surrounding the Dungeon of Graves

Rappan Athuk is a dungeon of legend. As such, most know where the dungeon is located—off the Sea Coast Road, in the hills east of the Forest of Hope. Prior adventuring bands (and some local bandits) have marked the general area with several signs indicating the way to the dungeon (and to their ambush). The difficulty of Rappan Athuk has never been locating it. Getting

home alive is another matter entirely...

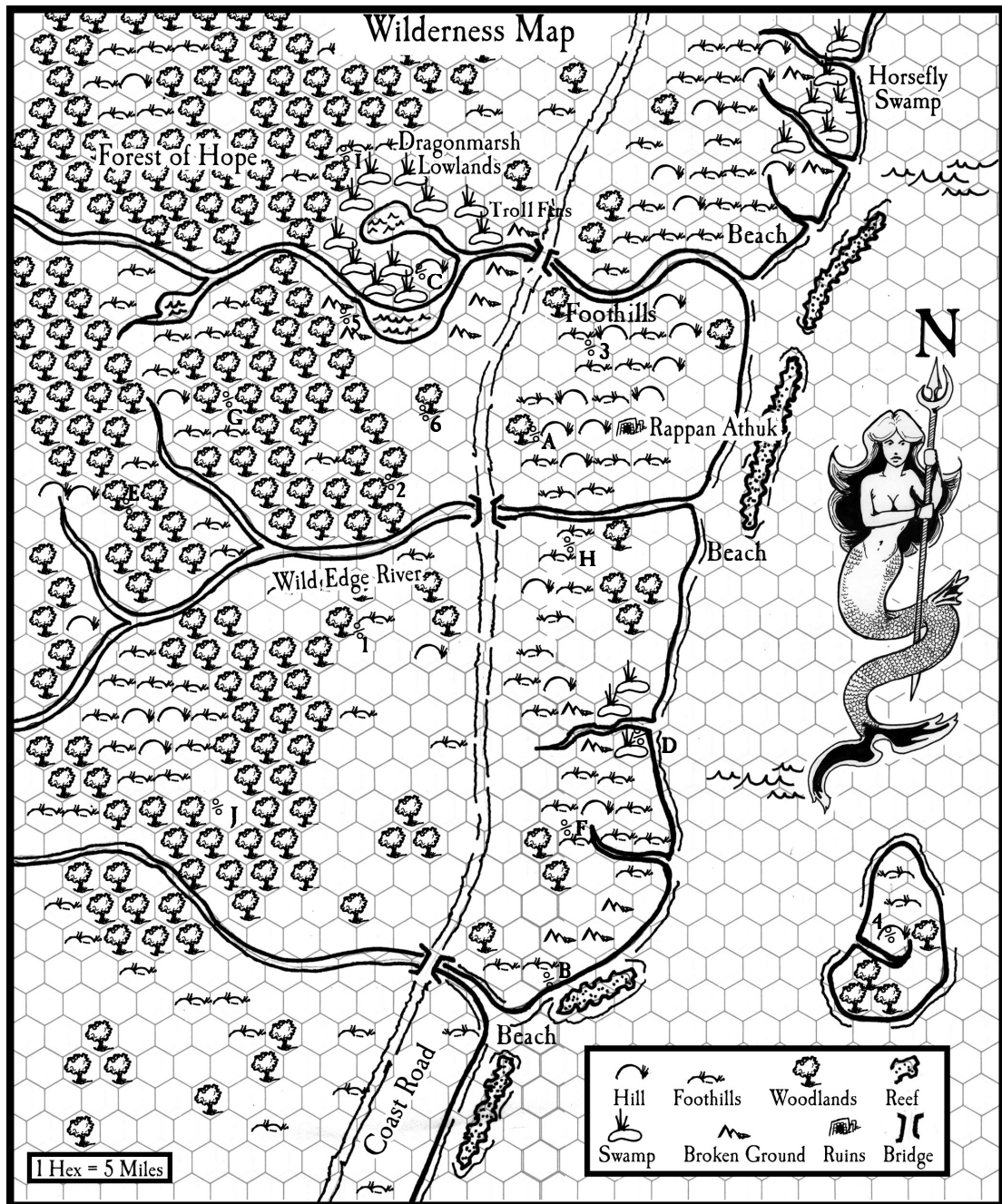
As with any major entrance to the underworld, the wilderness around Rappan Athuk is a dangerous place—popular with bandits, marauding monster bands and worse. Merchants and patrols are quite rare and stay entirely on the road, as the woods and hills surrounding the area are untamed. This is not to say that the area is unpopular with adventurers. Legends of great treasure and glory abound for hundreds of miles, and the draw is too great for many to resist. So, off they go in search of the proverbial fortune and glory. Most find only death and despair.

The Wilderness Map

The wilderness area is depicted in the Wilderness Map. This map also notes some of the innumerable lairs and places of interest associated with the infamous dungeon of Rappan Athuk, as well as the location of the entrance to the dungeon. You can download the Wilderness Map from the **Necromancer Games** web site which does not contain the lair markings of the DMs map from this download.



Dungeon Master's Wilderness Map



Wilderness Areas and Wandering Monster Tables

For gaming purposes, the wilderness area surrounding the dungeon can be divided into several units: the Sea Coast Road, the Forest of Hope, the Dragonmarsh Lowlands, the Foothills and the Beach. Each is detailed below.

Each of the above regions has it's own wandering monster table. These tables and monster statistics are provided below. The DM should use these encounters with some forethought. For example, Drusilla the druid or the Simrath the vampire could annihilate many parties if used unadvisedly. These encounters can provide role-playing opportunities as desired instead of being yet another monster-slugfest. Some of the personalities lead to new and exciting adventures, well beyond the original scope of the dungeon of Rappan Athuk. Also note that there is only one of each of



the specialty NPCs such as the Simrath the vampire, Drusilla the druid, the specific bandit leaders, etc. Once slain, they are no longer available as an encounter. This is not to say that they could not be replaced by something else, possibly worse.

The Sea Coast Road

This area include those hexes that contain the coast road (adjacent hexes are part of the lowlands), which serves as the primary trade route for commerce along the seacoast. Coastal patrols from nearby cities attempt to keep bandits and other malicious creatures clear of the road by day; by night is a different matter. Certainly the safest of the wilderness areas, this road is still a haven for bandits and other robber creatures, eager to prey on the daring merchants traveling the road.

Merchant Caravan: A merchant caravan is encountered making its way along the road. The caravan contains 1d8 wagons or carts, with an appropriate number of accompanying pack animals per cart as well as 1d6 guards (Ftr2s) per cart or wagon. There are 1d3 merchants (Exp2-5s) per cart as well. Merchants on this route are on guard and want little to do with adventurers. If the characters attempt to speak with the merchants and a positive reaction is rolled (Diplomacy check DC 14) the merchants may allow the party to travel with them. They will not otherwise offer any aid to the party.

Patrols: These patrols travel the coast road in search of brigands and other outlaws. They approach the party in a hostile fashion, expecting the worst. If the

party is cooperative and answers questions reasonably, they do not trouble the players further and leave them to their business. Likewise, if the party engages in banditry, they take no prisoners. Once the PCs are well known (as good guys presumably), these patrols are friendly. The DM should use this as an opportunity to roleplay with the PCs and build their egos about their fame in the local region.

Brigands: These bandits likely ambush the party from the roadside, seeking to slay mounts and lightly armored individuals with sneak attacks from their bows. They run if over their leader or 25% of their company is slain.

Wargs and Wolves: These beasts follow the PCs and attack, as they see their camp, or attack at night if encountered then. They seek to kill and drag off 1-2 lightly armored individuals, and may focus on attacking and killing mounts if they can do so. Sleeping opponents are subject to the Coup de grace attacks from both wolves and Wargs, both of whom are skilled at the quick kill. They will not fight if they are outnumbered and fail to achieve surprise.

Ogres and Bugbears: The ogres bull rush into combat while the bugbears attempt to sneak in behind the party, using their sizeable hiding abilities. They cast missiles and charge, having little tactical ability besides that listed. They fight to the death.

Simrath, the Vampire: See **Lair H**, below. If encountered in this fashion, Simrath has ventured forth from his lair and haunts the night. The DM may decide he simply passes the PCs by on some other errand. If he attacks, he does so to his fullest ability, summoning companions to aid him. It is best to have him ignore low-level parties.

Sea Coast Road Wandering Monsters

Check for encounters at 4 am (just before dawn), 9 am, noon, dusk, 9 p.m., and midnight. Encounters occur on a roll of 1 on 1d10. If an encounter is indicated, roll 1d20 using the table below. The following cumulative modifiers apply: +2 if more than one mile off the main merchant road; +2 if the encounter occurs at night.

1-2	Merchant Caravan
3-5	Mounted and Foot Patrol: 8 Footmen, 2 Knights, 1 Leader
6-7	2d4 Brigands and 1 Brigand Leader
8-9	Small Cavalry Patrol: 6 Knights, 1 Leader
10-11	1d3 Worgs and 1d12 Wolves
12	1 Ogre and 2d4 Bugbears
13	2d6 Shadows
14	Simrath the Vampire and 2d6 Wargs

The Forest of Hope

Thick and overgrown, the Forest of Hope provides shelter from winter storms that batter the coast. Named for the princess Alia by her father, this forest is better known by its original name: the Forest of Horrors. Thick dens of spiders and other denizens inhabit these woods, and a green dragon was slain by the great hero Corondel a few years back. Common folk avoid the trees, though adventurers and bandits often hide here. The patrols avoid the forest unless pressed by pursuit of some villain. Water and game are abundant, and a druid lives within the woods. It is said that the druid is as likely to slaughter humans invading his territory as she is to slay evil monsters.



Mounted and Foot Patrol: These patrols are searching the forest for outlaws, and are not happy about it. They question the party about this, and leave them alone (or incite their aid) depending on circumstance. If the party is outlaws, they take no prisoners. Otherwise, they are treated as the same encounter on the Coast Road.

Outlaws: These are commoners hiding from the law. Mostly, they have committed petty offenses such as poaching or murder of a love rival. They often band together for safety, though their life expectancy in these woods is not much longer than a few weeks. They avoid the PCs unless cornered, in which case they may ask for help, ask for protection from a patrol, etc. This encounter should provide a great opportunity for roleplaying. Either the PCs can hunt down a wanted man, only to find clues that he is innocent, or they can be put in an alliance situation where they themselves must fight a patrol and become outlaws. No statistics are provided for these outlaws, for it is assumed that they are commoners with no adventuring skills (Com1-3, 3-10 hp, leather armor at best, simple farm weapons, +0 melee or ranged, 1d4 or 1d6 damage). Some have banded together into an outlaw camp (see Lair J, below).

Stirges: During the day, these creatures are resting and do not attack unless disturbed. At night, they fly in and attempt to feast on sleeping opponents first; up to 4 may attack a single Medium sized creature. They may not make coup de grace attacks, but do get +4 to hit sleeping opponents. They fight until sated or slain.

Forest of Hope Wandering Monsters

Check for encounters at 4 am (just before dawn), 9 am, noon, dusk, 9 p.m., and midnight. Encounters occur on a roll of 1 on 1d10. If an encounter is indicated, roll 1d10 using the table below. The following cumulative modifiers apply: +2 if more than three miles off the main merchant road; +4 if the encounter occurs at night.

1-2	Mounted and Foot Patrol: 8 Footmen, 2 Knights, 1 Leader
3-5	2d6 Outlaws, hiding from patrols
6-7	1d6 Monstrous Spiders (small group)
8-9	6d4 Brigands and 3 Brigand Leaders, led by a Wiz9
10-11	1d3 Wargs and 1d12 Wolves
12	Drusilla, the Druid
13	1d3 Trolls
14	3d6 Stirges
16	3d6 Monstrous Spiders (nest)

Brigands: Much more numerous in their forest home, a couple of these brigands try to act friendly, while the rest surround the party and fill them with arrows. The attack spell casters first. These men are quite cunning, and the DM should allow for some trust building roleplaying before they attack in full; perhaps the next day. As Brigands are thieves, the coup de grace rules may apply if the opportunity presents itself for them to attack at night.

Wargs and Wolves: Treat these encounters exactly like encounters of the same type on the coast road.

Drusilla the Druid: See **Lair G**, below. If encountered as a wandering monster, Drusilla is on some errand and even less inclined to tolerate the presence of the PCs. She may ignore the PCs because of the pressing nature of her errand. If the PCs attempt to speak with her (Diplomacy check DC 20), she may assign them her current errand: clear out the den of monstrous spiders (see **Lair E** below), as they have grown too numerous and are disrupting the balance. If this roll fails, she will at the least dispatch some of her wolves to kill the party.

Trolls: These beasts are stupid and fearless. They charge into combat, only retreating if seriously damaged by fire or acid. They give and ask for no quarter.

Spiders (small group): These vermin are out hunting. They drop from trees and try to kill 1-2 victims; hoping that the rest of the party will leave their dead behind. They are not intelligent, and fight until slain, unless presented with fire or spectacular dazzling magic (even dancing lights spooks them).

Spiders (nest): This is a nest of spiders. The react just like the hunting spiders except that they get a Will save for the fire and visual effects scenario (DC15). If they save, they continue fighting instead of retreating.

The Dragonmarsh Lowlands

This area, dotted with copses of trees, serves as a perfect hiding place for the bandits and outlaws that prey on the unwary. The drier portion of the lowlands contains numerous limestone caves and box canyons. Bandits frequently use these natural terrain features to set traps for the unwary. Several marsh areas exist in the lowlands. One of these (known as the "Troll Fens") is well known and avoided by those not seeking death. It is said that quicksand and poison snakes make this area unsafe even ignoring the monsters. Thick clouds of mosquitoes make any travel here unpleasant at best.



Dragonmarsh Lowlands Wandering Monsters

Check for encounters at 4 am (just before dawn), 9 am, noon, dusk, 9 p.m., and midnight. Encounters occur on a roll of 1 on 1d10. If an encounter is indicated, roll 1d10 using the table below. The following non-cumulative modifiers apply: more than three miles off the main merchant road: +2, in the swamp +3; add +4 cumulative if the encounter occurs at night.

1	Mounted and Foot Patrol—8 Footmen, 2 Knights, 1 Leader (non-swamp only, otherwise 2d4 poisonous snakes)
2	2d6 Outlaws, hiding from patrols
4-6	6d4 Brigands and 3 Brigand Leaders
7-8	2d4 Poisonous Snakes (swamp only, otherwise 2d6 dire wolves)
9	2d4 Trolls
10-11	4d6 Dire Rats
12	Cazrak the Beholder (swamp only, otherwise 2d6 dire wolves)
13-14	1 Shambling Mound (swamp only, otherwise 2d4 trolls)
15-16	1d6+2 Displacer Beasts
17	1d3 Will-o-Wisps (swamp only, otherwise 2d6 dire wolves)

Mounted and Foot Patrol: These patrols are searching the lowlands for outlaws, and are not happy about it. They avoid the swamps in all cases. They question the party and leave them alone (or incite their aid) depending on circumstance. If the party is outlaws, they take no prisoners. Once the PCs are well known (as good guys presumably), these patrols will be friendly. The DM should use this as an opportunity to role-play with the players and to let them get their egos built up about their fame in the local region. Statistics for the patrol is the same as noted above.

Outlaws: This encounter is treated exactly like the encounter of the same name in the woods. No statistics are provided for these outlaws, for it is assumed that they are commoners with no adventuring skills (Com1-3, 3-10 hp, leather armor at best, simple farm weapons, +0 melee or ranged, 1d4 or 1d6 damage). If the encounter occurs in the swamps, there should be a medium level fighter NPC leading the outlaws. This could eventually become a henchman of the PCs depending on the DM's wishes.

Brigands: Treat these encounters exactly like encounters of the same type on the Coast Road.

Trolls: Treat these encounters exactly like encounters of the same type on the Forest of Hope. In the swamp, they can be tracked to the Troll Mound (see **Lair C**, below) on a successful Track check (DC 15).

Dire Rats: Rats swarm like a carpeting mass, fighting until slain unless confronted by scary visual magic (see spiders, above).

Beholder: There is only 1 beholder in the swamp. His name is Cazrak, and he lives in a cave. See **Lair I**, below. If encountered as a wandering monster, Cazrak is hunting either for food or for some item important to him. He will most likely extort any party he encounters out of their gold or magic items to be given as a "fine" for trespassing on his domain.

Shambling Mound: This creature appears to be no more than another pile of muck until it attacks. When it attacks, it uses its Hide skill to sneak up on the PCs, staying still until they get close. Once the PCs are within 20 feet, a Spot check (opposed by a +4 Hide check) can be made to detect the beast. This is when it attacks. It is a plant, and as such fights until slain.

Displacer Beasts: These great cats stalk the PCs, and attack under cover of night. They are horrible, evil creatures, and do not retreat until wounded over 75% of their hp. They also receive coup de grace attacks on sleeping opponents.

Will-o-Wisp: These evil beings attempt to draw the PCs into another wandering encounter, or into deep water or quicksand. They only attack directly if harmed (e.g. by *magic missile*). They follow the PCs for up to a day if left alone, waiting for another monster to cause trouble.

The Foothills

In these hills, which lie east of the Coast Road, can be found the dungeon of Rappan Athuk. The hills provide a buffer zone between the Beach and the Forest of Hope. The hills themselves are sparsely forested and rather idyllic in appearance. Berries grow in abundance and cool, clear streams flow to the sea. Some of the most beautiful sunsets can be seen from their tops. Their beauty, of course, is but a mask hiding the foul corruption that lies beneath their verdant slopes, as the Foothills also house some of the nastiest denizens in any portion of the world. Only the very foolish or very brave reside here longer than absolutely necessary.

Outlaws: As described above, except that these outlaws must be incredibly suicidal and desperate to hide here.



Foothills Wandering Monsters

Check for encounters at 4 am (just before dawn), 9 am, noon, dusk, 9 p.m., and midnight. Encounters occur on a roll of 1 or 2 on 1d10. If an encounter is indicated, roll 1d10 using the table below, adding +6 if the encounter occurs at night.

1	2d6 Outlaws, hiding from patrols
2-3	6d4 Brigands and 3 Brigand Leaders
4-5	4d6 Goblins and 2d3 Goblin Leaders
6-7	3d6 Dire Rats
8-9	1d3 Wargs and 1d12 Wolves
10	Aragnak, the Adult Red Dragon (see Bandit Group 4, below)
11	3d6 Stirges
12	1d4 Leucrotta
13	1d3 Trolls
14-15	2d6 Ogres
16	2d6 Wraiths

Brigands: Treat these encounters exactly like encounters of the same type on the Coast Road, though they too are more desperate and may be willing to barter with the PCs.

Wargs and Wolves: Treat these encounters exactly like encounters of the same type on the Coast Road.

Trolls: Treat these encounters exactly like encounters of the same type on the Forest of Hope.

Ogres: These vicious giants attack immediately and with very little coordination.

Leucrotta: These nasty beasts use their mimicry to draw the PCs in numerous directions, hoping to use their superior speed to double back and attack isolated individuals as a pack. They flee if severely wounded (over 50% of their hit points).

Stirges: Treat these encounters exactly like encounters of the same type on the Forest of Hope.

Aragnak, the Dragon: This encounter is described below under "Bandit Groups." Aragnak patrols the region on the wing, looking for PCs to frighten into surrendering their treasure. There is a high probability that he will not attack PCs entering the dungeon; but will instead wait for them to exit before making himself known. This encounter is best played as the PCs sighting the dragon overhead, but not actually fighting him (until later). Statistics for Aragnak are provided below.

Dire Rats: Treat these encounters exactly like encounters of the same type on the Lowlands.

Goblins: These goblins are scouts from the dungeon itself, and are looking for game. They do not seek combat with the PCs, though may fire arrows and flee.

Wraiths: This encounter will occur only at night. The wraiths are the restless spirits of those slain in the dungeon, out to seek revenge on all living things. They fight until slain; draining sleeping creatures first. A watchman must make a spot roll (opposed by a +11 hide roll) to notice their approach.

The Beach

The beach itself is safer than the hills, but is too removed from the road to be patrolled. Food supplies are abundant here, and the beach can be a great source of survival for the lost. This food supply also attracts others, however. Pirates frequent this beach, as the intervening wilderness prevents assault by soldiers from nearby cities. The waters contain shoals and reefs, as well as an abundance of sharks, which prevents most mariners from approaching the beaches. Numerous ships have wrecked in the area, and treasure diving could be profitable for any brave enough to deal with the sharks.

Beach Wandering Monsters

Check for encounters at 4 am (just before dawn), 9 am, noon, dusk, 9 p.m., and midnight. Encounters occur on a roll of 1 on 1d20. If an encounter is indicated, roll 1d10 using the table below.

1-2	Merchant Ship
3-6	Pirate raiding/foraging party
7	Pirate Ship
8	2d6 Ogres
9	1d3 Sirens
10	Marty the Imp (serves the Sea Hags at Lair D, below)

Merchant Ship: Treat these encounters exactly like encounters of Merchants on the Coast Road, with the exception that they do not bother with the PCs unless hailed or approached.

Pirate raiding/foraging party: Treat these encounters exactly like encounters of Brigands on the Coast Road.



Pirate Ship: A pirate ship is sighted off the coast. The pirates land a raiding party if the PCs are spotted, that night. In that case, treat these encounters exactly like encounters of Brigands on the Coast Road.

Ogres: Treat these encounters exactly like encounters of the same type on the Coast Road.

Sirens: These creatures have the exact statistics as Harpies, with the exception that they cannot fly, but swim with a movement rate of 30 ft. They attempt to draw PCs 50 feet into the water to drown (Swim checks (DC 12) are required in the rough surf). Remember to take into account armor check penalties for Swim checks. Captivated PCs swim, but no other actions can be taken, even if they start to drown.

Marty the Imp: This encounter will likely never occur. The imp is invisible, and spies on the PCs, reporting to his Sea Hag mistress. See Lair D, below. Any PCs killing Marty earn the enmity of the sea hags who will stop at nothing to kill the offending PCs.

Bandit Groups

The area surrounding Rappan Athuk has attracted various intelligent denizens—parasites intent on relieving a dungeon-weary party of their hard-earned treasure. Several of these groups spy on parties entering Rappan Athuk, only to strike them on the way out of the underworld. The DM should use these encounters as he or she sees fit, and should adjust the level of application based on the relative difficulty and commensurate amount of treasure gained by the party. If the party has a reputation in the local area for being very powerful, many of these would-be brigands only attack if the party appears severely weakened. By contrast, some of the more powerful monsters attack more famous groups in preference to a weaker party, as they believe them to be more likely to have items worth liberating.

It is also a strong possibility that one or more of the following bandit groups will be “at war” with another group, allowing the PCs to possibly roleplay their way out of conflict by agreeing to work for one group against another. Or, if the PCs are having a bad go with one of the bandit groups, possibly the DM could have an “enemy” group arrive at the same time, causing the bandit group to ignore the PCs as the two groups fight each other.

Likewise, each of these bandit groups (except the patrol) has a lair near the dungeon, and can be raided as well as raid. Their lairs are noted on the Wilderness map with a number corresponding to their Bandit

Group number, below. You should feel free to expand on the bandit groups and make them unique to your game world.

Here are some of the bandit groups present in the wilderness area surrounding the dungeon. Additional bandit groups will be detailed in a download associated with *Module R2, Rappan Athuk—The Middle Levels*, from **Necromancer Games**, soon to be released.

Bandit Group 1: Vorlak and his Kobold Gang (EL 8)

This encounter can be used when the party first exits the dungeon with a load of treasure. The purpose (other than a lot of fun for the DM) is to teach them a lesson about overextending themselves. If they survive this encounter, then they prepare for the more dangerous robber-opponents to be faced later on. This encounter starts when the kobolds on watch over the entrance of the dungeon run back to warn the others, and ten rounds later the party finds themselves surrounded by a veritable army of spears and arrows.

Vorlak the Ogre: CR 2; SZ L Giant; HD 4d8+8; hp 28; Init -1; Spd 30 ft.; AC 16; Atk +8 melee (2d6+7, huge greatclub) or +1 ranged (2d6+7, huge longspear); Reach 10 ft. (15-20 ft. with longspear); AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +4, Listen +2, Spot +2. **Feats:** Weapon Focus (greatclub).

Possessions: Huge greatclub, huge longspear, hide armor, sack with hunk of uncooked meat, 31 gp, 28 sp, +1 keen silver dagger.

Kobolds (112): CR 1/6; SZ S Humanoid (reptilian); HD 1/2d8; hp 2; Init +1; Spd 30 ft.; AC 15; Atk +2 ranged (1d6, shortbow, crit x3, range 60 ft.), +2 ranged (1d6-2, javelin, range 30 ft.) or -1 melee (1d6-2, javelin); SQ darkvision (60 ft.), light sensitivity; AL LE; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10 Cha 10.

Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2. **Feats:** Alertness.

Possessions: Leather armor, shortbows with 20 arrows, javelin (x2), 2d4 sp, 2d8 cp.

Tactics: These bandits are neither intelligent nor brave, and are happy if they can scare the party into compliance. They flee from direct assault, but shower the party with arrows and javelins if the group seems intent on hostility. Assume the kobolds have enough missiles for 5 volleys. Though Vorlak demands that the PCs drop all they carry, he allows them to wear their armor. Anything concealed escapes their atten-



tion. Weapons, packs, sacks and all else carried are forfeit. The party (particularly low-level parties) will most likely be forced to comply with the demands of the ogre. If they are stripped of equipment, the DM should avoid really nasty encounters until the group has a chance to re-equip itself. If the party refuses, the kobolds fire a volley of missiles. If the ogre is killed or if the party charges, they fire a volley and scatter. Many kobolds continue to fire even if some are attacked as they are spread out over a wide area. Only those directly charged flee. Spectacular magical effects (e.g. a fireball spell) causes them to simply turn tail and run. If tracked, their lair can be found on a tracking roll of DC 17 (kobolds are very sneaky).

Lair (EL 9): This lair is a cave within the wooded lowlands. The kobold lair contains any kidnapped survivors from encounters with the bandit group, as well as 43 additional male kobolds, 165 non-combatant females and young, and 8 giant dire weasel pets.

Kobolds (43): CR 1/6; hp 2 each.

Giant Dire Weasels (8): CR 2; SZ M Animal; HD 3d8; hp 16; Init +4; Spd 40 ft.; AC 16; Atk +6 melee (1d6+3, bite); SA attach, blood drain; SQ scent; AL N; SV Fort +3, Ref +7, Will +4; Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11.

Skills: Hide +9, Move Silently +10, Spot +5.
Feats: Weapon Finesse (bite).

Traps: A series of pit traps are in the lair. The kobolds know they are there and avoid them without a check. A successful Intelligence check (DC 12) allows the characters to notice that the kobolds are clearly avoiding certain sections of the floor. This does not tell the party where all the pits are, but merely alerts them that such traps might exist.

Pit Trap: CR 1; no attack roll necessary (1d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Tactics in Lair: The kobolds use the same hit and run tactics as in the wilderness, utilizing their small size to duck and dodge through passages too small for our heroes to crawl, and finally flee after they evacuate the females and young. The weasels are used as shock troops.

Treasure in Lair: Treasure can be found in the rear chamber of the lair (the Ogre's den), and includes 2700 sp, 100 gold piece topaz gems (x3), a jeweled necklace worth 5000 gp and composed of platinum and rubies, 2 suits of plate mail (medium size), 5 suits of chainmail (4 medium size, 1 small), assorted weapons and lesser armor (all in need of repair, but service-

able), a spyglass, a +3 spear which glows in the dark as per a *light* spell, and casts a *darkness* spell (continuous) if exposed to sunlight.

Bandit Group 2: Corrak the Doppelganger and Her Brigands (EL 13)

A group of 12 brigands, led by a doppelganger named Corrak (Rog8), a rogue named Grawlic (Rog6), a wizard named Zanaphia (Wiz6), and a fighter named Jel (Ftr6). This bandit group is also a good one to use for lower-level parties. They capture the party's horses after they descend into the dungeon and "ransom" them back to the party once they exit for an exorbitant amount of gold. If the party never returns, they keep the horses.

Corrak, Female doppelganger, Rog8: CR 11; SZ M Shapeshifter (5 ft., 3 in. tall); HD 4d8+4 plus 8d6+8; hp 55; Init +4; Spd 30 ft.; AC 22; Atk +11/+6 melee (1d6+2, rapier, crit: 18-20), or +13/+8 ranged (1d8, light crossbow, crit 19-20, range 80 ft.); SA detect thoughts; SQ alter self, immunities, rogue abilities; AL NE; SV Fort +7, Ref +14, Will +9; Str 14, Dex 18, Con 12, Int 17, Wis 16, Cha 18.

Skills: Appraise +10, Balance +15, Bluff +15, Climb +7, Diplomacy +15, Disable device +14, Disguise +15, Escape artist +14, Forgery +10, Gather information +15, Hide +4, Innuendo +9, Jump +10, Listen +12, Move silently +4, Perform +17, Pick pocket +6, Sense motive +14, Spot +9, Swim +8, Use rope +12. **Feats:** Alertness, Dodge, Endurance, Shield proficiency, Skill focus (perform).

Languages: Common, Giant, Orc, Undercommon.

Possessions: Leather armor, rapier, light crossbow, 40 bolts, 8 +1 bolts, standard rogue gear (backpack, thieves tools, etc), *daern's instant fortress*, *potion of cat's grace*, 129 gp, 308 sp, 12 gems (worth 12, 33, 5x100, 150, 2x200, 250 and 300 gp respectively).

Grawlic, Male Dwarf, Rog6: CR 6; SZ M Humanoid (4 ft., 3 in. tall); HD 6d6+12; hp 31; Init +4; Spd 20 ft.; AC 17; Atk +4 melee (1d8, morningstar), or +8 ranged (1d4, hand crossbow, crit 19-20, range 30 ft., plus possible poison); SA sneak attack; SQ rogue abilities, dwarf racial abilities; AL LN; SV Fort +4, Ref +9, Will +2; Str 10, Dex 18, Con 14, Int 11, Wis 11, Cha 6.

Skills: Appraise +2, Craft +9, Diplomacy +7, Handle animal -1, Hide +4, Jump +6, Knowledge (nature) +1, Listen +4, Move silently +13, Pick pocket +13, Profession +7, Search +8, Spot +8. **Feats:** Blindfight, Dodge, Run.

Languages: Common, Dwarven.

Possessions: Studded leather, buckler, hand



crossbow, 40 bolts, 10 are coated with shadow essence poison, morningstar, 3 daggers, *bracers of armor* +1, *wand of detect magic* (26 charges), *scroll of 3 arcane spells* (detect undead, change self, summon swarm), *potion of cat's grace*, *potion of delay poison*, backpack, small sack, thieves tools, 303 gp, 5 gems (each worth 50 gp)..

Zanaphia, Female Half-elf, Wiz6: CR 6; SZ M Humanoid (5 ft., 0 in. tall); HD 6d4+18; hp 31; Init +0; Spd 30 ft.; AC 10; Atk +4 melee (1d6, club); SQ half-elf racial abilities; AL CN; SV Fort +5, Ref +2, Will +5; Str 13, Dex 11, Con 16, Int 13, Wis 10, Cha 7.

Skills: Appraise +3, Balance +4, Disable device +4, Hide +0, Innuendo +2, Knowledge (religion) +9, Listen +1, Move silently +0, Search +2, Spot +1. **Feats:** Maximize spell, Quicken spell, Run, Scribe scroll, Spell penetration.

Arcane Spells Known (4/4/3/2): 0—arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1st—burning hands, chill touch, feather fall, identify, mage armor, shield, sleep, summon monster I; 2nd—alter self, blindness/deafness, ghoul touch, invisibility, knock, melf's acid arrow, mirror image; 3rd—dispel magic, fireball, haste, slow.

Languages: Common, Elven.

Possessions: Robe, club, *potion of delay poison*, *wand of charm person* (16 charges), small pouch with components, pack, 5x100 gp pearls, 295 gp.

Jel, Female Half-orc, Ftr6: CR 6; Size M Humanoid (6 ft., 1 in. tall); HD 6d10; hp 40; Init +2; Spd 30 ft.; AC 18; Atk +8/+3 melee (1d8/1d8+2, masterwork orc double axe, crit x3), or +9/+4 ranged (1d6, +1 shortbow,); SQ half-orc racial abilities; AL CE; SV Fort +5, Ref +4, Will +1; Str 15, Dex 14, Con 11, Int 9, Wis 9, Cha 10.

Skills: Appraise +0, Disguise +3, Hide +2, Innuendo +2, Jump +5, Listen +1, Move silently +2, Spot +1. **Feats:** Alertness, Blind-fight, Cleave, Endurance, Exotic weapon proficiency (axe, orc double), Power attack, Track.

Languages: Common.

Possessions: Banded mail, masterwork orc double axe, +1 shortbow, 40 arrows, 3 +2 arrows, potion of cure light wounds, potion of darkvision, potion of aid, 3 gems (10, 50 and 125 gp), backpack with rope, torches, flint and steel, bedroll, 3 small sacks, etc.

12 Brigands, Rog3: CR 3; SZ S Humanoid; HD 3d6; hp 15; Init +1; Spd 25 ft. (30 ft. base); AC 15 (16 with shield); Atk +1 melee (1d6-1, handaxe, crit x3),

+1 melee (1d4-1, dagger, crit 19-20), +1 melee (1d6-1, javelin) or +2 ranged (1d6-1, javelin, range 30 ft.), or +2 ranged (1d6, shortbow, crit x3, range 60 ft.); SA sneak attack (+2d6); SQ evasion, uncanny dodge, traps; AL NE; SV Fort +1, Ref +7, Will +1; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Appraise +2, Balance +5, Bluff +0, Climb +2, Disable Device +3, Disguise +0, Escape Artist +4, Hide +13, Intuit Direction +1, Jump +1, Listen +7, Move Silently +10, Open Lock +3, Pick Pocket +3, Search +2, Spot +5, Tumble +5, Use Rope +3. **Feats:** Dodge, Mobility.

Possessions: Studded leather armor, small wooden shield, shortbow with 40 arrows or javelin (3) or handaxe, dagger, 1d4 sp, 2d4 cp.

Lair: Corrak has a *daern's instant fortress* which she extorted from a group of adventurers she and her cohorts waylaid coming from the dungeon. They use the *fortress* as their lair, though some of the brigands must sleep outside. They never make their camp in the same place on consecutive nights, so the location of their lair on the wilderness map is only an estimate. They may actually make their lair anywhere within 3 hexes of the area marked on the map. They prefer the outskirts of the Forest of Hope, however.

Bandit Group 3: Daarog's Ruffians (EL 11)

A Band of 42 Hobgoblins led by a Daarog, a half orc barbarian (Bbn8) and Zorzunar, a half-orc cleric of Gruumsh (Cle8), all of whom are lawful evil. Unlike the more chaotic groups, this group will spy on the PCs as they enter the dungeon and then set an elaborate ambush for them as they exit, using well-planned military tactics such as "L" shaped ambushes with pits or punji sticks on the open end of the ambush. This is probably not a good ambush to use on PCs on their first trip to Rappan Athuk.

Daarog, Male Half-orc, Bbn8: CR 8; SZ M (6 ft., 0 in. tall); HD 8d12+16; hp 77; Init +1; Spd 40 ft.; AC 17; Atk +13/+8 melee (1d6+4, masterwork half-spear, crit x3), or +13/+8 melee (1d4+4, masterwork spiked gauntlet), or +9/+4 ranged (1d8, composite longbow, crit x3, range 110 ft.); SQ barbarian class abilities, half-orc racial abilities; AL LE; SV Fort +8, Ref +3, Will +0; Str 19, Dex 12, Con 14, Int 5, Wis 7, Cha 13.

Skills: Handle animal +2, Hide +1, Intimidate +3, Listen +0, Move silently +1, Ride +9, Spot +0. **Feats:** Alertness, Power attack, Quick draw.

Languages: Common, Orc.

Possessions: Masterwork scale mail, masterwork large steel shield, masterwork spiked gauntlet, master-



work halfspear, composite longbow, 40 arrows, 6 +2 arrows, *potion of enlarge* (5th level), 211 pp, 4817 gp, 700 gp black pearl, 5 gems (25-150 gp value).

Zorzunar, Male Half-orc, Clr8 (Gruumsh): CR 8; SZ M (5 ft., 9 in. tall); HD 8d8-8; hp 38; Init -1; Spd 30 ft.; AC 17; Atk +10/+5 melee (dam, quarter-staff), or +5/+0 ranged (); SQ cleric class abilities, domain powers, half-orc racial abilities; AL LE; SV Fort +5, Ref +1, Will +8; Str 15, Dex 8, Con 9, Int 9, Wis 15, Cha 8.

Skills: Craft +4, Disguise +2, Hide -1, Listen +1, Move silently -1, Perform +0.5, Spot +1. **Feats:** Expertise, Two-weapon fighting, Weapon focus (quarterstaff).

Divine Spells (6/5/4/3): 0—cure minor wounds (x2), detect magic, guidance (x2), resistance; 1st—bless, command, cure light wounds, obscuring mist, shield of faith; 2nd—cure moderate wounds, death knell, hold person, shatter; 3rd—deeper darkness, dispel magic, invisibility purge, prayer; 4th—cure critical wounds, discern lies, greater magic weapon.

Domain Spells (Strength/War): 1st—endure elements; 2nd—bull's strength; 3rd—magic vestment; 4th—divine power.

Languages: Common, Orc.

Possessions: +1 Half-plate, masterwork quarter-staff, heavy crossbow, 20 bolts, *potion of delay poison*, *scroll of 1 divine spell* (caster level 7, *flame strike*), *scroll of 3 divine spells* (caster level 5, *spiritual hammer*, *calm animals*, *inflict moderate wounds*), *periapt of wisdom* +2, silver holy symbol of Gruumsh, 12 vials of unholy water, vestments, 12 gp, 1 gem (12 gp value).

Hobgoblins (42): CR ½; SZ M Humanoids; HD 1d8+1; hp 7; Init +1; Spd 30 ft.; AC 15; Atk +1 melee (1d8, longsword) or +2 ranged (1d6, javelin); SQ darkvision; AL LE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills: Hide +1, Listen +3, Move Silently +3, Spot +3. Hobgoblins receive a +4 racial bonus to Move Silently checks. **Feats:** Alertness.

Possessions: Studded leather armor, small wooden shield, longsword, 3 javelins, 2d12 gp each.

Lair: These bandits make their lair in a cave beneath the ruined remains of an ancient village. The cave is very defensible and well-guarded by an additional **20 hobgoblins**. Inside the cave complex are 26 more male hobgoblins, 31 beaten-down and oppressed hobgoblin females and 16 hobgoblin young.

Treasure in Lair: Kept in a coffer (6 ft. x 1 ft. x 2 ft., with gold hinges and catch, made of carved ivory worked into a beveled top, with a battle scene covering the sides and top worth 100 gp) which is unlocked

but trapped with a *glyph of warding* is 649 gp, 12,692 sp, a ring of carved and beaten gold in curlicue designs holding a large spherical aquamarine (1,000 gp value), gold dragon comb with red garnet eye (500 gp value), an anklet made of 12 tiny plates of gold linked with gilded wire and fastened by a hook and eye (500 gp value), a coffer, a gold dragon comb with red garnet eye (900 gp).

Coffer Trapped with Glyph of Warding (Contagion): CR 1; triggers *contagion* spell (inflicts cackle fever, 1d6 temporary Wis damage), Fort save (DC 15) negates; Search (DC 28); Disable Device (DC 28).

Bandit Group 4: Aragnak, the Red Dragon (EL 14)

Aragnak is a male adult Red Dragon. He flies over the wilderness area looking for only the most notable and important PCs. If the PCs aren't famous enough for him to know who they are he does not bother with them. This encounter should not be used on lower level PCs.

Aragnak the Male Adult Red Dragon: CR 14; SZ H Dragon [fire]; HD 22d12+110; hp 275; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 29; +31 melee (2d8+11, bite) and +26 melee (2d6+5, claw), +26 melee (1d8+6, wing), +26 melee (2d6+17, tail slap), and (2d8+17, crush); SA breath weapon (12d10, DC 25); SQ blindsight, damage reduction (5/+1), fire subtype, frightful presence (DC 24), immunities, keen senses, locate object, spell-like abilities, spell resistance (21); AL CE; SV Fort +18, Ref +13, Will +17; Str 33, Dex 10, Con 21, Int 16, Wis 19, Cha 16.

Skills: Bluff, Concentration +10, Diplomacy +10, Intimidation +10, Knowledge (Rappan Athuk) +4, Listen +6, Search +6, Spellcraft +4, Spot +10. **Feats:** Alertness, Cleave, Flyby Attack, Power Attack, Snatch, Wingover.

Lair: Aragnak's lair is located on an island thirty miles off shore. It will be detailed in a future download associated with *Module R2, Rappan Athuk—The Middle Levels*, from **Necromancer Games**, soon to be released. You don't want your PCs going there now anyway.

Bandit Group 5: Turane and his Trolls (EL 11)

Turane, a Neutral Evil Wizard, and his band of 5 trolls patrol the area to the south of the Troll Fens and the west of the coast road. They specifically target arcane casters, looking to relieve them of any magical items



recovered from the dungeon. By a prior agreement to aid the trolls of the Troll Mound (see **Lair C**, below) with magic, the trolls are under order from their leader not to kill Turane. In fact, many desire to serve him since he is known as a friend of trolls. Because of the chaotic nature of the trolls, however, Turane worries that the next leader of the Troll Mound may not be as desirous of his services.

Turane, Human Male, Wiz9: CR 9; SZ M Humanoid; HD 9d4+18; hp 46; Init +2; Spd 30 ft.; AC 15; +5 melee (1d4+1, dagger); SQ class abilities; AL NE; SV Fort +5, Ref +5, Will +10; Str 13, Dex 15, Con 15, Int 18, Wis 14, Cha 13.

Skills: Alchemy +16, Concentration +14, Wilderness Lore (Forest) +7, Hide +8, Knowledge Arcana +16, Scry +16, Spellcraft +16. **Feats:** Combat Casting, Iron Will, Maximize Spell, Scribe Scroll, Spell Focus (enchantment), Spell Mastery (4), Still Spell.

Spells Prepared (5/6/6/5/4/2): 0—flare, resistance, daze, dancing lights, read magic; 1st—mage armor, magic missile (x2), shield, change self, color spray; 2nd—melf's acid arrow, invisibility (x2), see invisible, mirror image, protection from arrows; 3rd—lightning bolt, fly, slow, displacement, tongues; 4th—arcane eye, confusion, stoneskin (already cast), dimension door; 5th—dominate person (x2).

Possessions: Robes, traveling spell book, dagger, *wand of hold person* (12 charges remain), +3 *cloak of resistance*, *ring of chameleon power*, map to a chest with 1100 gp. The chest also contains a map to The Isle of Ringlet, which is the location of a dungeon from the forthcoming **Necromancer Games** module *Liches and Vampires*.

Trolls (5): CR 5; SZ L Giant; HD 6d8+36; hp 70; Init +2; Spd 30 ft.; AC 18; Atk +9/+9 melee (1d6+6 [x2], claws) and +4 melee (1d6+3, bite); Reach 10 ft.; SA rend; SQ regeneration (5 hp/round), darkvision (90 ft.), scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +5. **Feats:** Alertness, Iron Will.

Tactics: Turane watches any PC parties containing potential arcane spell casters using his various magic spells. Once he finds such a PC group, he keeps an eye on them until they enter and return from the dungeon. He then sends his trolls to attack the party, using his spells to support them, while he remains *invisible*. He watches and identifies the lead character of the PCs and *holds* him or her using his wand. He then appears and agrees to call off his trolls (and free the held PC) if the party agrees to surrender to him all the magic items they recovered from the dungeon. He notes that he is being "reasonable" by only requiring them to turn over the items they recovered from the dungeon

rather than all their items, commenting that he could simply allow his trolls to kill the PCs and take all their items. He casts *dominate person* on the held PC and forces that PC to tell if the party is properly revealing to him their newly acquired magic items. If the PCs did not recover any magic items from the dungeon he requires them to surrender one of their current magic items of his choosing. If the PCs do not agree, he orders the trolls to slaughter them. He goes *invisible* and then uses his spells to attack the PCs. If harried he *dimension doors* to safety and *flies* away to his lair.

Lair: This group makes its home near the Troll Mound in the Troll Fens (see **Lair C**, below). This lair consists of a cave with an iron door that has been *arcane locked* by Turane, behind which is a series of five smaller caverns. The first four caverns are occupied by Turane's trolls. The final cavern contains the living quarters of Turane. Inside is a cot, several book cases, containing Turane's full spell books, as well as a limited wizard's lab. Also in the lair is a locked and trapped chest, containing a *lyre of building*, a *helm of underwater action* as well as 3059 gp, 403 sp and 21 gems (from 10-250 gp value).

Trapped and Locked Wooden Chest (small): CR 5; 1 in. thick; Hardness 5; hp 2; Break (DC 19); Open Lock (DC 28); cast *phantasmal killer* on opener; Will save (DC 18) negates, if failed then Fort save (DC 18); failure mean death, success means 3d6 damage.

Bandit Group 6: The Dishonest Patrol (EL 9)

A dishonest group of the Coastal Patrol, led by the Sheriff Ostland (Ari2/Ftr4) and his captain Felrara (Ftr6), and including 2 Sergeants, Erlin and Gortizin (Ftr3s), and 14 Footmen (Ftr2s, stats provided in Monster Appendix). Felrara is in fact the motivating force behind the corruption of this patrol and is the actual leader, though she makes it appear that Ostland is in charge. These are soldiers who guard the coast road who have turned corrupt and now pick up an extra "tax" from adventurers coming out of the dungeon. The generally require the PCs to surrender half of all coins and gems brought up from the dungeon. They allow the PCs to keep magic items. If your party is relatively low-level, this is a good bandit group to confront them with after their first foray into the dungeon.

Sheriff Ostland, Male Half-elf, Ari2/Ftr4: CR 5; SZ M; HD 2d8+2 plus 4d10+6; hp 42; Init +2 (Dex); Spd 30 ft.; AC 16 (+3 armor, +1 shield, Dex); Atk +5 melee (1d8+1, longsword, crit 19-20); SQ half-elf racial abilities; AL NE; SV Fort +5, Ref +3,



Will +5; Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 14.

Skills: Diplomacy +3, Gather Information +2, Handle Animal +2, Ride +2, Search +2, Sense Motive +2, Spot +2. **Feats:** Expertise, Mounted Combat.

Possessions: Masterwork studded leather, masterwork small steel shield, full helm, masterwork long sword, *potion of cure serious wounds (2 doses)*, writ of authority, 5 gems (20 gp each), 134 gp, 12 sp.

Felrara, Female Human, Ftr6: CR 6; SZ M (5 ft., 7 in. tall); HD 6d10+12; hp 60; Init +1 (+1 Dex); Spd 30 ft.; AC 17/18 with shield (+1 Dex, +6 armor, +1 if shield); Atk +10/+5 melee (1d12+3, greataxe, crit x3), +10/+5 (1d8+3, *keen battleaxe*, crit 19-20, x3), or +9/+4 ranged (1d6+3, +1 *mighty composite shortbow*, crit x3, range 70 ft.); AL NE; SV Fort +7, Ref +3, Will +1; Str 17, Dex 12, Con 14, Int 15, Wis 8, Cha 9.

Skills: Climb +11, Craft +11, Diplomacy +1, Handle animal +7, Hide +1, Jump +11, Knowledge (arcana) +3, Listen -1, Move silently +1, Spot -1, Swim +12. **Feats:** Blind-fight, Endurance, Leadership, Quick draw, Skill focus (climb), Weapon focus (greataxe), Weapon focus (battleaxe), Weapon focus (shortbow, composite).

Languages: Common, Giant, Halfling.

Possessions: Banded mail, greataxe, *keen battle axe*, +1 *mighty composite shortbow*, 40 arrows, 5 *flaming burst arrows*, 303 gp, 106 sp.

Erlin and Gortizin, Male Half-orcs, Ftr3: CR 3; SZ M (5 ft., 3 in. tall); HD 3d10+9; hp 36 each; Init +1 (+1 Dex); Spd 30 ft.; AC 17 (+1 Dex, +4 armor, +2 shield); Atk +8 melee (1d8+4, longsword, crit 19-20), or +4 ranged (1d8, light crossbow, crit 19-20, range 80 ft.); AL NE; SV Fort +6, Ref +2, Will +0; Str 18, Dex 12, Con 16, Int 8, Wis 9, Cha 12.

Skills: Craft +1, Hide +1, Intimidate +2, Listen +1, Move silently +1, Open lock +2, Spot +1. **Feats:** Alertness, Combat reflexes, Power attack, Weapon focus (longsword).

Languages: Common, Orc.

Possessions: Scale mail, longsword, large steel shield, light crossbow, 40 bolts, 3d20 gp.

14 Footmen (stats as per normal footmen detailed in Monster Appendix)

Lair: This group does not have a traditional lair. They patrol the road alongside the legitimate patrols; even returning to their respective cities when their patrol stint is completed. It is possible that the PCs could meet up with the members of this group back in a nearby city once the PCs return from the dungeon. The patrol does, however, maintain a small hideout in the Forest of Hope with additional supplies and provisions.

This hideout is not detailed here. It does not contain guards or treasure, only supplies and cots.

Monster Lairs and Encounter Areas

In addition to the bandits, there are a large number of creature lairs and encounter areas in the wilderness area surrounding the dungeon that do not exist specifically to prey on adventurers. These are more "traditional" monster lairs.

Lair A: "Damsels In Distress" (EL 10)

This encounter area is located on the Wilderness map at area A. The site is the lair of a pair of harpies who have set up a nest in a large, dead, tree. This tree is in the center of a 60-foot diameter clearing that is surrounded by heavy undergrowth and large trees. A wide game trail leads to the clearing. The wicked sisters have had good luck with their lair until recently, when a pride of spotted lions moved in. These lions appear to be immune to the effects of the harpy's charm ability. Much to the annoyance of the harpies, the newly arrived lions have been eating all the creatures the harpies lure to their lair. The lions, on the other hand, find this to be a wonderful lair because the harpies attract lots of "game" for them.

The encounter begins with one of the harpies spotting the PCs while she is out looking for food. She realizes that the PC group can probably kill or weaken the lions and that she and her sister can swoop in after the battle and deal with the survivors. Thus, she begins her song and draws the PCs into the area of the lair. She then retreats into her tree and, with her sister, watches the battle.

Tactics: The lions, who consider the harpies' charm song to be a dinner bell, have gathered in the bushes near the lair attack the PCs as soon as they reach the clearing. The attack whichever side wins if either group is obviously weakened to the point that the harpies believe they can win the fight.

Spotted Dire Lions (6): CR 5; SZ H Animal; HD 8d8+24; hp 60; Init +2; Spd 40 ft.; AC 14; Atk +12/+12 melee (1d6+7 [x2], claws) and +7 melee (1d8+3, bite), +12 melee (2d6+6, rake); SA pounce, improved grab, rake; SQ scent; AL N; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +5, Jump +10, Listen +4, Move Silently +9, Spot +4. Dire lions receive a +4 to Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the dire lion's Hide bonus rises to +8.



Feats: Multiattack.

Harpy Sisters (2): CR 4; SZ M Monstrous Humanoid; HD 7d8; hp 31; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13; Atk +7/+2 melee (1d4, club), +2/+2 melee (1d3 [x2], claws); SA captivating song; AL CE; SV Fort +2, Ref +7, Will +5; Str 10, Dex 15, Con 10, Int 7, Wis 10, Cha 15.

Skills: Bluff +8, Listen +7, Perform (sing) +9, Spot +6. *Feats:* Multiattack, Dodge, Flyby Attack.

Treasure: The harpy's tree can be climbed (DC 12) and a human sized entrance is present 15 feet up. The harpies strike at +4 to hit if they are inside defending the tree, with a +7 to their armor class due to cover. In the bottom of the tree in the nesting material (requires an extensive Search, DC 20) are several gems: a 50 gp chalcedony, 100 gp garnet, 12 gp lapis lazuli, 10 gp turquoise, 50 gp chrysoprase and a *gem of brightness*. The lions do not have any treasure.

Lair B: The Wrecked Pirate Ship

This encounter is located in a sea cave in the Beach region of the wilderness. The wrecked ship is haunted and will be detailed further in a future download associated with *Module R2, Rappan Athuk—The Middle Levels*, from **Necromancer Games**, soon to be released.

Lair C: The Troll Mound

This encounter is located at area C in the Lowlands. This mound contains over 30 trolls as well as the Troll Leader (a larger troll with several Barbarian class levels). The innermost lair may only be accessed by swimming under the water of the swamp and surfacing within the main lair under the Troll Mound. Without magic, it cannot be accessed from above ground. This lair will be detailed further in a future download associated with *Module R2, Rappan Athuk—The Middle Levels*, from **Necromancer Games**, soon to be released.

Lair D: The Coven of Sea Hags

This is the lair of a coven of three Sea Hags (strangely Lawful Evil) which will be described in a future download associated with *Module R2, Rappan Athuk—The Middle Levels*, from **Necromancer Games**, soon to be released. They have an imp servant whom they use to spy on PCs. Because they are lawful evil and are servants of a devilish master (Dispaten), they are not allied with the monsters of Rappan Athuk and are possessed of their own wicked agendas.

Marty the Imp: CR 2; SZ T Outsider; HD 3d8; hp 13; Init +3; Spd 20, fly 50 ft (perfect); AC 18; Atk +8 melee (1d4, sting, plus poison); SA poison, spell-like abilities; SQ damage reduction (5/silver), spell resistance (5), poison immunity, fire resistance (20), see in darkness, polymorph, regeneration (2 hp/round); AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills: Hide +15, Listen +5, Move Silently +5, Search +5, Spellcraft +5, Spot +5. *Feats:* Dodge, Weapons Finesse (sting).

Lair E: The Giant Spider Colony (EL 10/13)

The site is the lair of a vast colony of **large-sized monstrous spiders**. The spiders have set up nests over several acres of woodland, and occasionally forage out in search of prey. There are 63 spiders total, and an additional 20 or so will be added each week as replacements unless the colony is wiped out. The colony will not grow, as it has reached its numerical capacity based on food and space.

PCs travelling south on the Coast Road may spot a wrecked merchant wagon. Webs cover everything, and a sign of a struggle (weapons on ground, overturned barrels, etc.) is apparent. One dead spider is found a few yards from the wagon, curled up in some bushes (Spot check at DC 10 to locate). It has several arrows in it, and a broken sword blade in its abdomen. Inside a wooden barrel is a very frightened little girl; the only survivor of the 20 or so merchants and guards. She hides unless the party opens the barrels or until they have been talking for 5 or more rounds. The PCs can make a listen check at DC 15 to hear her at this time. Her name is Leah. Leah is terrified and tells the party that the spiders came last night (they come mostly at night, mostly) and carried off her father and all of the others. A guard named Larek put her in the barrel and told her to hide and be very quiet. She begs the PCs to rescue her friends, and tells them how rich her daddy is to sweeten the deal. She whines incessantly if they refuse.

The party can track the spiders to their lair relatively easily (DC 12). If a Spot roll at DC 25 is made, they can even avoid the ambush that has been set for them.

The Ambush: At the entrance area to the lair, 18 spiders wait in ambush. They have lain thin layers of webs across the trails in the woods to warn of approaching prey. This encounter occurs about 100 yards from the main lair, and will not be reinforced from the lair. Astute PCs notice that no tree borne webs are present, and that no nests or human bodies



are in this area.

Tactics: Ten spiders surround the party (Spot test at DC 20 notices movement to encircle) while the remaining 8 shoot webs at the PCs from above. After 2 rounds of web shooting, all 18 attack (divide equally among all PCs and pets, as the spiders do not discriminate) and fight until slain. The spiders are not really smart, nor easily frightened. Fire (if strongly presented (hit in face, *Burning Hands* spell, etc.) requires the spiders to make a Will save at DC 15 or recoil (and go after a different victim).

Large-Size Monstrous Spiders (18): CR 2; SZ L Vermin (4 ft. long); HD 4d8+4; hp 32; Init +3; Spd 30 ft., climb 20 ft.; AC 14; Atk +4 melee (1d8+3 bite, plus poison); SA poison, web; SQ vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills: Climb +14, Hide +6, Jump +2, Spot +7.

The Lair (EL 13): In a large clearing in the trees, it grows very quiet. PCs looking up notice the presence of dozens of web nests, cocooned bodies, and spiders. The PCs have two full rounds of action before the spiders react, as nothing ever enters the nest, and the presence of intruders is unexpected. It is possible to burn the nests if destruction spells (e.g. fireball) are used. If the nests are burned, 3d6+2 spiders perish, leaving the remaining spiders to fight intruders. This also kills all of the cocooned prisoners, who die screaming and falling the 30+ feet to the ground, possibly destroy much of the treasure in the nests. Before a PC sets fire to the nest, tell them that they see human arms and legs protruding from several of the cocoons, and some of them are moving about wildly.

Tactics: The spiders in the lair are a little less organized than the ambush party. Only 1d6 attack each round, starting on round 3 until a total of 45 is reached. Each spider has a 2 in 6 chance of using its web ability, otherwise it descends and bites. Each PC may make an attack of opportunity on each spider before it attacks him or her (as the spiders are vulnerable as they descend on a web line). The spiders are defending their nest, and will not flee. Fire rules apply as described above.

Huge-Size Monstrous Spiders (45): HD 4d8+4; hp 32.

The Victims: Eleven victims from the merchant wagons are still alive. All are sick from spider poison and incapable of doing anything but moaning and lying in a fetal position. They are wrapped in spider silk, which must be cut free before they can be healed. They have to be physically carried the 400 yards to the

wagons. They recover in one week if attended by a healer. PCs with the heal skill may make a test at DC 20 to reduce this time to half. An experience award of 200XP per victim saved should be awarded to the PCs.

Nine of the victims are guardsmen (Ftr1s), who are grateful, and will become loyal hirelings of the PCs if that is desired. The remaining two are merchants: Antony and Greelin (Com5s). Antony is Leah's father. These merchants are also grateful, and assist the PCs in purchase of mundane gear for 15% off for life in the Reme marketplace.

Treasure: As might be expected, a huge lair of spiders has accumulated a number of items of interest from its victims. Careful search (requires 3 days) of the webs and nests reveals the following: 2100 gp in seven sacks; 4200 sp in 11 sacks; 42 assorted gemstones (each gem has a 1-6 on 1d20 chance of never being found as they are too small); 2 suits of platemail; 8 suits of chainmail; 2 dozen assorted weapons of mundane nature; 1 *keen bastard sword* with gold wrapped handle and a jeweled pommel worth 900 gp; 8 potions: *blur*, *water breathing*, *remove disease*, *fly*, *darkvision*, *swimming*, *cat's grace*, *haste* (each potion must save at DC 18 if the webs are burned or they potion is destroyed); a *cursed robe of powerlessness* (save DC 18 if webs are burned or it is destroyed); a fine leather, gem-studded *collar of protection from critical hits* (negates damage from critical hits, assassination rolls, thief surprise attack damage, etc; those attacks do only normal damage against the wearer. Save DC 12 if webs are burned or it is destroyed); a *horn of blasting* (Save DC 10 if webs are burned or it is destroyed); a +2 *small steel shield* (Save DC 3 if webs are burned or it is destroyed).

Lair F: The Wasp Nest (EL 14)

A giant wasps' nest can be found in the foothills. The lair is a cave filled in with paper. The lair itself has five exits of various sizes allowing the wasps to fly into and out of the lair. The trees surrounding the cave for about 100 yards in any direction show signs of infestation by giant vermin, tipping the PCs off to the presence of the wasps (Wilderness Lore check DC 20). Inside the lair are a total of **40 giant wasps**. PCs wandering near the lair will encounter small groups of 1d4+1 wasps who aggressively defend their territory. If the PCs actually approach the lair they will be attacked by all remaining wasps except the queen, 1d4+1 appearing each round as soon as the nest is disturbed. If fire is introduced to the nest, the paper within ignites quickly, burning for 3 rounds and inflicting 2d6 damage per round to all wasps remaining



in the nest (including the queen). Additionally, all wasps burned in this manner lose the ability to fly. Burning the nest in this fashion, however, most likely destroys the treasure.

Giant Wasps: CR 3; SZ L Vermin; HD 5d8+10; hp 40; Init +1; Spd 20, fly 60 ft.; AC 14; Atk +6 melee (1d3+6, sting, plus poison); Reach 10 ft.; SA poison; SQ vermin; AL N; SV Fort +6, Ref +2, Will +2; Str 18, Dex 12, Con 14, Int —, Wis 13, Cha 11.

Skills: Intuit Direction +7, Spot +9.

Queen Wasp: The queen is a nearly immobile, wingless, worm-like creature with no ability to attack (Spd 5 ft., AC 6, hp 80).

Treasure: In the lair, amidst the paper castings, requiring three days of clearing and searching (Search DC30) is a *scroll of 3 arcane spells (caster level 22, wish, gate and wierd)*. This scroll was placed here long ago by a powerful wizard. Knowing no one could retrieve the scroll and possessing a ward against poison, the wizard used this wasp lair as a location to which he could *teleport* in times of trouble. He may return at any time and is not detailed here.

Lair G: Drusilla's Grove (EL 14)

Drusilla is a vengeful druid, her original animal companion having been slain by humans some 20-years ago. She lives in a small grove. She harasses anyone within 4 hexes of her lair. She does not want the PCs here, does not want to be friends, and does not want to negotiate. If she encounters PCs, she provides them with a simple choice: leave or die. She has several new animal companions—a pack of wolves—with her at all times. Her wolves would die to protect her, and they intercept anyone who approaches her. If and only if the PC party contains a druid, she may negotiate; or even let the party stay in her territory. This requires a Diplomacy check (DC 20), but may only be attempted if a druid talks loudly at the woods themselves. If Drusilla's wolf companions have been slain by the party, add +5 to the DC of this check. Drusilla is an equal opportunity bitch, and kills local monsters as well as PCs. They do not know what she is, but they fear her. If the Diplomacy check is successful, she may (50%) request that the PCs clear out the den of giant spiders (see Lair E, above), as they have grown too numerous and are disrupting the balance.

Tactics: Drusilla will not engage in melee if at all avoidable. She remains out of sight, transforming herself into an animal to retreat if seen, only to attack with spells later. If the PCs do not leave, she kills them. She first uses a few well-placed *lightning bolts*

and an *insect plague*, and finally a *creeping doom* spell.

Drusilla, Female Human, Dru13: CR 13; SZ M Humanoid; HD 13d8+39; hp 100; Init +7; Spd 30 ft.; AC 16; +15/+10 melee (1d6+6, +5 *flaming club*, with additional 2d6 fire damage), +12/+7 missile (1d4, sling, range 50 ft.); AL TN; SV Fort +11, Ref +7, Will +12; Str 13, Dex 16, Con 16, Int 14, Wis 18, Cha 15.

Skills: Animal empathy +18, Concentration +17, Handle Animal +18, Heal +14, Knowledge (Nature) +17, Wilderness Lore (Forest) +19, Scry +12, Spot +14. *Feats:* Alertness, Brew Potion, Improved Initiative Combat Casting, Silent Spell, Spell Focus (conjuration), Spell Penetration, Natural Sense, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (4x/ day), Wild Shape (large), Venom Immunity, Wild Shape (tiny), Wild Shape (huge), A Thousand Faces.

Spells Prepared (6/6/6/5/5/3/2/1): 0—detect magic, flare, know direction, light, purify food and water, virtue; 1st—calm animals, cure light wounds, entangle, faerie fire, magic fang, obscuring mist; 2nd—charm person or mammal, heat metal, produce flame, speak with animals, summon swarm, tree shape; 3rd—call lightning, poison, speak with plants, summon natures ally III, water breathing; 4th—flame strike, spike stones, scrying, freedom of movement; 5th—cure critical wounds, insect plague, animal growth; 6th—antilife shell, liveoak; 7th—creeping doom

Possessions: *Ring of Regeneration*, +5 *flaming club*, *Robe of Eyes*, *Staff of Control Weather (16 charges)*, *Cube of Force*, sling, 20 bullets, leather armor. A wolf pack accompanies her (30 wolves, statistics below).

Wolves (30): CR 1; SZ M Animal; HD 2d8+4; hp 14; Init +2, Spd 50 ft.; AC 14; Atk +3 melee (1d6+1, bite); SA trip; SQ scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1 (+5 when tracking). *Feats:* Weapon Finesse (bite).

Lair H: Simrath's Tomb (EL 10)

Simrath the vampire is the long-undead lord of a small barony in the foothills. He was once a great general of good, and was much loved by his troops. Like many other heroes of the realm, Simrath rode off against the forces of Orcus. He was slain in a night time battle at the field east of the ford of the Wild Edge River by a vampire serving the evil priests. The vampire was also killed in the battle, turned to ashes by a midnight sunbeam, summoned by a high priest of Pelor. Simrath's companions were unaware of his fate (being turned to



a vampire), and buried him with full honors in the foothills near the battlefield, in a wild grove of great beauty. There he rests by day. Simrath accepts challenges of single combat if offered, using only weapons. If his foe displays cowardice, he uses his level drain ability to full effect. His symbol is two stags, facing each other with the horns interlocked.

Simrath the Vampire, Ftr8: CR 10; SZ M Undead [Corporeal]; HD 8d12; hp 52; Init +9; Spd 20 ft., 50 ft. as wolf, fly 40 ft. as bat (good); AC 25; Atk +13 melee (1d6+6 [x2], buffet, plus 2 level drain drain) or +15/+10 melee (1d10+12, +2 *bastard sword*, crit 19-20); SA charm, energy drain, blood drain, summon animal, spawn; SQ damage reduction (15/+1), cold and electrical resistance (20), gaseous form, spider climb, polymorph, fast healing; AL CE; SV Fort +1, Ref +4, Will +4; Str 22, Dex 17, Con —, Int 12, Wis 16, Cha 12.

Skills: Climb+10, Listen +15, Ride +7, Spot +15. **Feats:** Alertness, Combat Reflexes, Dodge, Exotic Weapon Proficiency (Bastard Sword) Improved Initiative, Lightning Reflexes, Weapon Focus (Bastard Sword), Mobility, Weapon Specialization (Bastard Sword).

Possessions: Full plate, +2 *bastard sword*.

Treasure: His tomb contains no treasure since he died in battle. His wealth reverted to his heirs (aside from his armor and weapons).

Lair I: Cazrak the Beholder's Lair (EL 13)

There is only one beholder in the swamp. His name is Cazrak, and he lives in a cave. He is very territorial and attacks any that disturb his lair. The DM may choose to have Cazrak extort a party for gold or magic items to be given as a "fine" for trespassing on his "realm". The cave lair is a 2-room shallow cave, containing various remains of adventurers, as well as 4100 sp, 2920 gp, a *rod of splendor* and a +1 *battle axe of speed*.

Cazrak the Beholder: CR 13; SZ L Aberration; HD 11d8+11; hp 85; Init +4; Spd 5 ft., fly 20 ft. (good); AC 20; Atk +7 ranged (various eye beams, ranged touch attacks), +2 melee (2d4, bite); SA eye rays; SQ all-around vision, anti-magic cone, fly; AL LE; SV Fort +4, Ref +3, Will +11; Str 10, Dex 10, Con 12, Int +17, Wis 15, Cha 15.

Skills: Hide +7, Knowledge (arcana) +10, Listen +15, Search +18, Spot +20. **Feats:** Alertness, Fly by Attack, Improved Initiative, Iron Will, Shot on the Run.

Lair J: Outlaw Camp (EL 0)

This lair is a rag-tag amalgamation of tents, lean-tos and bedrolls set within the wilderness where outlaws from various towns and countries have banded together for mutual defense. At any give time there are 6d8 outlaws here (Com1-3s) as well as 1d8 more skilled persons (treat at brigands) and 1d2 leader types (treat as brigand leaders). It should be noted that in many instances these outlaws are not evil. They may have committed crimes in their homeland, and they are on the run from the justice accompanying those crimes, but this is not a den of murderers. Those types of criminals are not allowed in this camp which possesses a strange morality of its own. Though the outlaws can certainly be brought to justice, as they are fugitives, DMs are encouraged to use this camp as a chance for roleplaying. Possibly, if the PCs assist the outlaw they may become outlaws themselves.

Monster Appendix

This appendix lists the statistics for special wandering monsters as well as the bandits and monsters not detailed more fully above. For the stats of standard monsters, refer to the *Monster Manual*.

Brigand Leader, Rog5: CR 5; SZ S Humanoid; HD 5d6+5; hp 26; Init +2; Spd 25 ft. (30 ft. base); AC 16/17; Atk +3 melee (1d6, handaxe, crit x3), +3 melee (1d4+1, dagger, crit 19-20), +6 ranged (1d6+1, +1 *shortbow*, crit x3, range 60 ft.); SA sneak attack (+3d6); SQ evasion, uncanny dodge, traps; AL NE; SV Fort +3, Ref +10, Will +2; Str 10, Dex 14, Con 12, Int 11, Wis 11, Cha 10.

Skills: Appraise +4, Balance +6, Bluff +1, Climb +4, Decipher Script +2, Diplomacy +1, Disable Device +4, Disguise +2, Escape Artist +6, Hide +16, Intimidate +2, Intuit Direction +2, Jump +2, Listen +10, Move Silently +12, Open Lock +5, Pick Pocket +6, Search +5, Sense Motive +1, Spot +9, Tumble +6, Use Magical Device +2, Use Rope +5. **Feats:** Dodge, Mobility.

Possessions: Studded leather armor, small wooden shield, shortbow with 40 arrows, 10 +1 arrows, handaxe, dagger, 1d4 sp, 2d4 cp, *potion of healing*.

Brigands, Rog3: CR 3; SZ S Humanoid; HD 3d6; hp 15; Init +1; Spd 25 ft. (30 ft. base); AC 15/16; Atk +1 melee (1d6-1, handaxe, crit x3), +1 melee (1d4-1, dagger, crit 19-20), +1 melee (1d6-1, javelin) or +2 ranged (1d6-1, javelin, range 30 ft.), or +2 ranged (1d6, shortbow, crit x3, range 60 ft.); SA sneak attack (+2d6); SQ evasion, uncanny dodge, traps; AL NE; SV Fort +1, Ref +7, Will +1; Str 8, Dex 13, Con



11, Int 10, Wis 11, Cha 8.

Skills: Appraise +2, Balance +5, Bluff +0, Climb +2, Disable Device +3, Disguise +0, Escape Artist +4, Hide +13, Intuit Direction +1, Jump +1, Listen +7, Move Silently +10, Open Lock +3, Pick Pocket +3, Search +2, Spot +5, Tumble +5, Use Rope +3. **Feats:** Dodge, Mobility.

Possessions: Studded leather armor, small wooden shield, shortbow with 40 arrows or javelin (3) or handaxe, dagger, 1d4 sp, 2d4 cp.

Goblin Leader, Rog5: CR 5; SZ S Humanoid; HD 1d8+1 plus 5d6+5; hp 26; Init +2; Spd 15 ft. (20 ft. base); AC 16 (17 with shield); Atk +3 melee (1d6, handaxe, crit x3), +3 melee (1d4+1, dagger, crit 19-20), +5 ranged (1d6, *shortbow*, crit x3, range 60 ft.); SA sneak attack (+3d6); SQ evasion, uncanny dodge, traps, darkvision (90 ft.); AL NE; SV Fort +3, Ref +10, Will +2; Str 10, Dex 14, Con 12, Int 11, Wis 11, Cha 10.

Skills: Appraise +4, Balance +6, Bluff +1, Climb +4, Decipher Script +2, Diplomacy +1, Disable Device +4, Disguise +2, Escape Artist +6, Hide +16, Intimidate +2, Intuit Direction +2, Jump +2, Listen +10, Move Silently +12, Open Lock +5, Pick Pocket +6, Search +5, Sense Motive +1, Spot +9, Tumble +6, Use Magical Device +2, Use Rope +5. **Feats:** Dodge, Mobility.

Possessions: Studded leather armor, small wooden shield, +1 *shortbow* with 40 arrows, handaxe, dagger, 1d4 sp, 2d4 cp.

Goblin Scouts, Rog3: CR 3; SZ S Humanoid (goblinoid); HD 1d8 plus 3d6; hp 14; Init +1; Spd 15 ft. (20 ft. base); AC 15 (16 with shield); Atk +1 melee (1d6-1, handaxe, crit x3), +1 melee (1d4-1, dagger, crit 19-20), +1 melee (1d6-1, javelin) or +2 ranged (1d6-1, javelin, range 30 ft.), or +2 ranged (1d6, *shortbow*, crit x3, range 60 ft.); SA sneak attack (+2d6); SQ evasion, uncanny dodge, traps, darkvision (60 ft.); AL NE; SV Fort +1, Ref +7, Will +1; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Appraise +2, Balance +5, Bluff +0, Climb +2, Disable Device +3, Disguise +0, Escape Artist +4, Hide +13, Intuit Direction +1, Jump +1, Listen +7, Move Silently +10, Open Lock +3, Pick Pocket +3, Search +2, Spot +5, Tumble +5, Use Rope +3. **Feats:** Dodge, Mobility.

Possessions: Studded leather armor, small wooden shield, shortbow with 40 arrows or javelin (3) or handaxe, dagger, 1d4 sp, 2d4 cp.

Leucrotta: CR 3; SZ Large beast (6 ft. tall at shoulder); HD 6d10+6; hp 38; Init +6; Spd 40 ft.; AC 14; Atk +5 melee (3d6, bite, slashing, armor piercing), +7 melee (2d6, double retreat kick, crit 19-20, bludgeoning); Face 5 ft. x 10 ft.; SA armor piercing bite,

double retreat kick; SQ mimic voice; SV Fort+3 Ref+6 Will+2; AL CE; Str 14/+2, Dex 14/+2, Con 12/+1, Int 8/-1, Wis 9/-1, Cha 2/-4.

Skills: Hide +2, Listen +6, Move Silently +5. **Feats:** Improved Initiative, Sure-footed, Weapon Finesse (rear kick), Spring Attack.

SA—Armor Piercing Bite (Ex): The bony ridges that a leucrotta has for teeth can chew through metal or wood. In addition to inflicting damage on the character attacked, compare the damage rolled against the hardness rating of the character's shield or armor (see Tables 8-12 and 8-13). Subtract the hardness from the damage done. Then subtract the remainder from the hit points of the item (see Tables 8-12 and 8-13). If the damage caused by cumulative leucrotta bites exceeds the hit points of the shield or armor it is utterly destroyed. Sustaining more than half its hit points renders a shield useless. Initial attacks are against a shield. Subsequent attacks, or attacks from the rear, are against the victim's armor, which is handled in the same fashion (again, see Tables 8-12 and 8-13).

SA—Retreat Double Kick (Ex): When a leucrotta turns to flee it instinctively kicks with both of its rear legs. Only one attack and damage roll is made for both legs. This is a free action. This attack also counts as a "Trip" attack in that the person kicked can be knocked over.

SQ—Mimic Voice (Ex): A leucrotta can mimic the voice of a man, woman, child, or a domestic animal in pain. This is often used to lure a victim into attack range. The young leucrotta has not yet mastered this ability.

Footman, Ftr2: CR 1; SZ M Humanoid; HD 2d10+2; hp 14; Init +5; Spd 30 ft.; AC 15; Atk +4 melee (1d6+1, halfspear, crit x3, piercing), +3 melee (1d6+1, short sword, crit 19-20, slashing), or +3 ranged (1d8, light crossbow, crit 19-20, range 80 ft.); AL NG; SV Fort +4, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills: Climb +2, Jump +2, Ride +2, Spot +2. **Feats:** Improved Initiative, Weapon Focus (halfspear).

Possessions: Studded leather armor, small wooden shield, surcoat bearing the insignia of the Grand Duke, longspear, short sword, light crossbow, 20 bolts, 3 gp, 12 sp.

Knight, Ftr4: CR 4; SZ M humanoid; HD 4d10+8; hp 34; Init +6; Spd 20 ft./40 ft. mounted; AC 19; Atk +6 melee (1d8+3, heavy lance, crit x3), +6 melee (1d8+3, longsword, crit 19-20); AL NG; SV Fort +6, Ref +3, Will+2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 12.

Skills: Handle Animal +6, Ride +6, Spot +2. **Feats:** Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge.

Possessions: Chainmail, large wooden shield, full



helm, surcoat bearing the insignia of the Grand Duke, heavy lance, long sword, 10 gp, 46 sp.

Sheriff, Ari2/Ftr3: CR 4; SZ M humanoid; HD 2d8+2 plus 3d10+6; hp 36; Init +2; Spd 30 ft.; AC 16; Atk +4 melee (1d8+1, longsword, crit 19-20); AL NG; SV Fort +4, Ref +3, Will +5; Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 14.

Skills: Diplomacy +3, Gather Information +2, Handle Animal +2, Ride +2, Search +2, Sense Motive +2, Spot +2. **Feats:** Expertise, Mounted Combat.

Possessions: Masterwork studded leather, masterwork small steel shield, full helm, surcoat bearing the insignia of the Grand Duke, masterwork long sword, *potion of cure serious wounds (2 doses)*, writ of authority, 5-20 gp gems, 22 gp, 12 sp.

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