

IRON HEROES

GLACIER KEEP



By Adam Windsor

Fiery Dragon

GLACIER KEEP

An Iron Heroes adventure for 4th-level characters by Adam Windsor

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INTRODUCTION

“Glacier Keep” is intended for a party of four to six 4th-level characters. It is designed for the Swordlands, but can be readily modified to fit into any fantasy setting. Six pre-generated characters are included for convention use, though the adventure can easily be adapted for a home campaign and used with existing player characters.

You should familiarize yourself with the contents of this adventure before running it, and review the rules for Balance, Climb and Jump challenges as these are likely to come up in some of the encounters.



USING THE PRE-GENERATED CHARACTERS

If using the pre-generated characters, take your time to familiarize yourself with their abilities, as the players may not be fully aware of their options. In particular, review the simplified Spiritualism and Spirit Servant mechanics used for Gorga Blackblood.



ADVENTURE BACKGROUND

One hundred years ago, the Master Imbrund controlled this part of the Swordlands. His seat of power was Glacier Keep: a magical ice fortress that could endure the hottest summers and all but the fiercest of sieges.

But even Glacier Keep was not designed to withstand the titanic forces of the Masters' War. The walls of the compound were finally pierced by forces under the Master Peldan. In an effort to save his finest creation, Imbrund unleashed a mighty spell that literally tore the Keep out of existence, suspending it in a magical stasis. He intended to restore the Keep once the War was over. However, he never returned.

A century later, the weave of Imbrund's magic has finally unraveled. Glacier Keep has reappeared as suddenly as it vanished. Those engaged in the siege experienced only a momentary flash of darkness, and continued their battle without ever realizing that it had been interrupted.

Several hours after the Keep's return, some of the attacking forces penetrated to the heart of the citadel, intending to destroy the magical beast on whose supernatural energies the Keep's existence relies. Their attempt was a failure, and caused the creature to be released from its magical imprison-

ment. It has been contained within the chamber where it was found, but its efforts to escape are causing unnatural waves of cold to sweep over the surrounding countryside.

Some five miles from the Keep lies the village of Marrekford. Though he does not know of the Keep's return, the Sheriff of this village is concerned by the unnatural weather, which the locals have taken to calling the 'frost blight'. He believes the origin of the problem is in the hills above the village, because highland creatures have been seen moving into the lowlands; something they usually do only in the coldest weather. However the hills are dangerous, and he must find a group of heroes to investigate the matter.

ADVENTURE SYNOPSIS

The adventure begins when the heroes arrive in Marrekford the morning after Glacier Keep reappears, either because the Sheriff has requested them to come speak with him, or by a lucky coincidence of timing. As soon as they arrive, they are called upon to repel an attack by Krarkoths – savage, ape-like predators from the hills – which have been driven out of their usual hunting grounds by the unseasonable frost that now blankets the highlands.

Presumably the heroes' handling of the Krarkoth threat impresses the Sheriff (though even if it does not, he has no one else to turn to) and he asks them to investigate the cause of the strange pulses of cold, which are destroying crops and endangering the village.

The heroes make their way into the hills, and discover the Keep, which is clearly the site of a battle. The weather is colder the closer they get to the keep, making it likely that this is the source of the strange weather.

After battling their way past the dangers around the Keep's walls, the heroes encounter some of the warriors involved in the now centuries-long siege. These warriors have no knowledge of the time that has passed, and believe the Masters' War to still be in progress. If the heroes can make peaceful contact with one side or the other, they can learn of the attack on the creature – called the “Iceborn” – which sustains the Keep.

The heroes must then kill or re-bind the Iceborn to end the unnatural weather afflicting the region.



SCENE 1: KRARKOTH ATTACK

It is a warm morning for the time of year, some two weeks after the harvest has ended. So it is a surprise, as you enter the hamlet of Marrekford, to see slowly-melting frost on many of the eaves of the village houses.

Perhaps you would give the matter more thought, but your attention is drawn by a sudden shout of alarm from the field to your left. The men who were spreading hay there race toward the village with terror-stricken expressions.

Behind them bound a pack of gray-furred beasts as big as men, with tusk-like teeth and hooked black claws. The creatures bay with the thrill of the hunt.

Refer to **map 1** for the starting position of the heroes, the attacking creatures (predators known as Krarkoths) and the three field workers.

Creatures: The field workers (Init 10; hp 5; Defense 10) double-move eastward every round until they are off the map. If any field worker ends their turn adjacent to a Krarkoth, and no PC is adjacent to the Krarkoth, the Krarkoth automatically kills the field worker. The next round, it will begin dragging its victim away.

Krarkoths (10): 30 hp each

You may wish to reduce the number of Krarkoth if you have fewer than 6 PCs. There should however be at least 50% more of the beasts than there are heroes.

The Krarkoths have been unexpectedly driven out of their usual hunting grounds and are desperate for food. They always attack the closest living creature, attempting to bring it down. They will attack PCs in favor of field workers (sensing the PCs are a greater threat). Once its target is incapacitated, a Krarkoth will drag away the body. They become moderately encumbered when they do this.

The whole pack will attempt to retreat if at least half of them are killed, or if half of them have successfully claimed a victim and escaped into the forest.

COMBAT ZONES

The following zones apply for this encounter:

Burn it All! (Non-reusable Action Zone): The wheat field is very dry. As a full round action, a character can light a fire in one square. This fire will spread one square east every round, and one square north and south every 2nd round. It spreads on the same initiative count as it was initially lit.

• **Burning Squares:** Creatures starting their turn in a burning square or moving through one in the course of their turn suffer 1d6 points of fire damage. Krarkoths will never willingly enter a burning square.

• **Smoke-filled Squares:** Any square on fire is shrouded in smoke, as are the three squares directly to the east of any burning square. The smoke obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Every time a creatures starts their turn in a smoke-filled square they must make a Fortitude save (DC 13) or be nauseated for that round.

Trees (Reusable Action Zone): The trees dotted around the field can be climbed (DC 5). Any creature leaping out of a tree to make a Vertical Strike gains a circumstance bonus on their Jump check equal to 1/2 the number of feet up they climbed (round down; max +10). The Krarkoths are intelligent enough to use this zone if it is appropriate.

Rolling Cart (Non-reusable Action Zone): With a DC 15 Strength check as a standard action (including one made as part of a Bull Rush), you can send the wagon rolling down the slope to smash into your enemies. The wagon can move only in a direct east-west line and stops when it hits the treeline. Any creature in the wagon's path must make Reflex save (DC equal to the result of your Strength check) or suffer 4d6 points of damage and be knocked prone.

Creatures which make their Reflex saves suffer half damage and are not knocked prone.

Toppling the Tower (Non-reusable Action Zone): The tower can be knocked over with a DC 15 Strength check as a standard action (including one made as part of a Bull Rush). The tower falls onto an area 10 ft wide and 20 ft long. You may choose the exact squares that are affected, but they must adhere to the dimensions above and be within 45 degrees of your direction of force. For instance, if you were on the west-



ern side of the tower pushing east, the tower could fall east, north-east or south-east, but not due south or north-west. Any creature in the tower's area must make Reflex save (DC equal to the result of your Strength check) or suffer 4d6 points of damage and be pinned under the tower. Escaping from under the tower requires either a DC 20 Strength check or a DC 25 Escape Artist check. Creatures which make their Reflex saves suffer half damage and are not pinned.

Any burning squares under the tower or within 10 ft of the squares where it falls are immediately extinguished.

Development: After the heroes defeat the Krarkoths (or the creatures escape with their victims), they are thanked for their efforts by the villagers (either a survivor of the attack or another villager if all three men were killed) and the sheriff takes them aside to speak with them.

SCENE 2: MEETING THE SHERIFF

The sheriff is a middle-aged man with a genial appearance and what appears to be flour stains on his clothes. Despite this less than impressive combination, he seems to have the respect of the other villagers, at least from their deferential attitude toward him. He leads you into a nearby building and waves for you to take a seat.

"Thanks for your help with those beasts. You'll be rewarded for it. But it was just the symptom of a bigger problem – and it's that problem I need your help to solve."

Sheriff Chardis is a baker by trade. He's also well-respected in the village for his honesty and fair dealings. His overriding concern in this matter is to ensure the safety and well-being of the people of Marrekford. To this end, he is eager to acquire the heroes' services.

Creatures: Chardis tells the heroes that the unusual weather phenomena began during the night. Since then, there have been several pulses of bitterly cold weather, causing flurries of snow or sudden frost. Some outlying fields, where crops have not yet been gathered, have suffered damage, and parts of the river have iced up near the ford. Chardis believes the 'frost blights' as he call them, originate in the hills north-west of the village. As far as he knows, it is just wilderness up there, but it seems the likeliest source both because the effects are worse in that direction, and because animals that would normally remain in the highlands have been seen around the village, apparently driven out by the sudden cold. The Krarkoths were merely the most recent (and most dangerous) new arrivals in the area.

Sheriff Chardis (Male Expert 2): 5 hp; Craft (food/trinkets) +10; Diplomacy +9, Sense Motive +7

Development: Chardis initially offers the heroes 100gp each to investigate the cause of the 'frost blight' and put a stop to it. If the PCs negotiate, have them roll a Diplomacy check (they can substitute Bluff or Intimidate if they wish, but with a -5 penalty on the check). Multiply the check result by 10. This is the maximum amount Chardis is able to offer the heroes.

Knowledge (history or arcana) (DC 20): A hero who makes this check recalls tales of a Master who lived in this area who used a lot of cold-based magic.

SCENE 3: FROSTBITTEN, TWICE SHY

You head up into the highlands where Sheriff Chardis believes the strange weather conditions originate. What you observe as you travel suggests the Sheriff was correct. Near the village there were only scattered patches of frost, but by an hour into the journey, as you pick your way along a highland path, frost lies everywhere, and in places there are drifts of snow that would reach up to your knees.

Suddenly you sense a quickening of the breeze, and then an almost visible wave of frigid air sweeps down the path. To either side, you see leaves on trees blacken and wither from frost, and your exposed skin feels like it has been scoured by a winter storm.

This is the heroes first personal experience of the 'frost blight'. They must each make a Fortitude save (DC 10) or suffer 1d4 points of nonlethal cold damage. Failure by 5 or more means the damage is lethal.

Development: This is the only incident before the heroes arrive at the Keep. It occurs about an hour into the journey and just over thirty minutes before the heroes first spot the Keep (giving the characters more than enough time to convert their Reserve Points to Hit Points, if they wish).



SCENE 4: OUTSIDE THE KEEP

You travel onward into the hills, until you crest a rise and are presented with an impossible sight. A mighty castle, made entirely of blue-white ice, rises on a cliff-edge, where you know there should be nothing but bare ground.

It shouldn't prove too difficult for the heroes to connect a mysterious ice castle with the frost blight, but if they don't seem to be associating the two, have a **frost blight** emanate from the castle, traveling as a visible 'ripple in the air' as it comes toward them.

Development: As the heroes approach the castle, they see the signs of a long and sustained siege. There are dozens of trenches dug into the now-frozen earth around the castle, and various broken war machines dotted around. Close to the walls themselves are dozens of humanoid bodies.

Most of the bodies are those of stocky, hirsute males with broad, flat features and are dressed in thick furs. However, a handful of badly damaged bodies (as if they had suffered a long fall, such as from the top of the wall) have blue-tinged skin and white hair. They are dressed in blue tabards with a crystalline emblem upon it. This latter group would appear to be the Keep's defenders, and the fur-clad warriors must therefore be the attackers.

The Keep itself seems mostly intact, except at one point in the long wall. Here, the carcass of a massive beast of some kind; larger than any the heroes have ever seen; lies across a ruined section of the fortifications. The beast was so big, perhaps as long as one hundred feet from nose to tail, that it carried its own miniature fortification on its back. This fortification, now leaning drunkenly to the left, is still in place. There are also a particularly large number of humanoid bodies of both types around this area.

Although there is a gatehouse further down the wall, the gates are still closed. This means that the two most readily available means of entering the keep are by climbing over the dead beast, or by scaling the walls. Both of these routes are outlined below, as areas 1 and 2. but your party may come up with some other means which you will need to adjudicate for yourself.

GLACIER KEEP FEATURES

All walls and doors of the keep are constructed of incredibly dense, strong ice, which visibly grows back from most attempts to damage it. Strangely, bare skin does not stick to the ice, though it is bitterly cold to the touch.

Unless otherwise stated, interior ceilings are 10 feet high. None of the doors have locks, though some can be barred.

Exterior Doors; hardness 8; hp 40; Break DC 28.

Exterior Walls; hardness 8; hp 90; Break DC 35.

Interior Doors; hardness 8; hp 20; Break DC 23.

Interior Walls; hardness 8; hp 45; Break DC 30.

All doors and walls in the Keep possess fast healing 1.



1. ACROSS THE CARCASS

As you make your way through the hole in the ice wall, you see the skin of the giant carcass ripple and convulse, as if the beast was about to rise. Instead, however, there is a shower of blood and gore as a segmented, maggot-like thing burst out, reaching toward you with a circular mouth filled with grasping, cartilaginous teeth.

Draw up Map 2 immediately and have the heroes roll initiative and move across the map on their turns. As soon as the first hero reaches the broken (northern) strap, or any hero is north of the ice wall, a group of haevores burrow their way out of the creature's carcass and attack.

Creatures: The haevores were attracted to the siege when it originally began. When Imbrund put the Keep into stasis, the haevores were caught in the area. Although they have gorged themselves since the Keep was restored, they still attack any creature which comes too close to their meal. One-third of the haevores enter the fray in the first round of combat, one-third in the second round, and the remainder in the third round.

Haevores (15): hp 16 each

You may wish to reduce the number of haevores if you have fewer than 6 PCs. There should however be at least two of the beasts for every hero.

COMBAT ZONES

The following zones apply for this encounter:

Elevated Combat (Condition Zone/Reusable Option Zone): Any creature knocked off the carcass (such as by a Bull Rush attack) falls 20 feet to the ground and suffers 2d6 damage.

Wooden Walls (Condition Zone): The walled sections of the fortification are 4 feet high. They provide cover against any creature attacking through the edge the wall occupies, provided the target is fewer squares away from the object than the attacker. Crossing one of the walls requires 2 squares of movement or a successful DC 16 Jump check.

Break the Strap (Non-reusable Option Zone): One of the two giant straps that hold the beast's fortifications in place has broken. If the second (Defense 5, hardness 2, 10 hp) is also cut, the whole fortification slides off the creature, shifting one square west in the process. Any creature in a square the fortification enters suffers 4d6 damage and is knocked prone (a DC 20 Reflex save halves the damage, but the creature is still knocked prone). Any creature on the fortification when this occurs must make a DC 20 Balance or Climb check (their choice) or fall 20 feet to the ground and suffer 2d6 damage.

Bore Hole (Option Zone; usable once per square): *Haevores only.* By spending a full-round action to do nothing but hollow out a square of flesh or dirt, a haevore can leave only a thin layer of apparently solid matter. Any creature standing on this square must make a DC 20 Reflex save or fall into the hole. This causes no damage, but the hole is narrow enough to deny

the creature its active bonus to Defense until it manages to escape. Escaping requires the expenditure of 2 squares of movement. Any creature standing on an ice chunk or on the wooden fortifications is immune to this option zone.

2. OVER THE WALLS

The walls are 30 feet high. They are made of slick ice which is almost impossible to climb (DC 30) without the aid of a rope and grappling hook. Securing a grappling hook requires a DC 16 Use Rope check and reduces the Climb DC to 10. However, even with this aid, the heroes will discover that the Keep doesn't care much for visitors: the outer wall of the keep extrudes sharp, spear-like shards any time anyone is climbing upon it.

Ice Razor Trap: CR 2; magical; location trigger;

Automatic reset (every round); Attack +8 melee (1d8, 20/x3); Struck character must make a Climb check against the wall's Climb DC (30 or 10) or fall; Search DC 28; Disable Device DC 28.

3. COURTYARD

However the heroes come to enter it, the Keep's courtyard is a churned up landscape of frozen mud, dotted with the bodies of blue and fur-clad warriors. The Keep's huge ice doors have been smashed open, revealing the citadel's interior. A battering ram lies amidst the ruins.



MAPPING THE KEEP

No map of the Keep's interior has been provided, as exploring the structure is not central to the module when run as a convention game. If you are running Glacier Keep for your home campaign, however, you should feel free to sketch out as many rooms and corridors as you like. A master's lair will doubtless be filled with many rewards and challenges for an intrepid group of Iron Heroes!



4. ENTRANCE HALL

A wave of cold air rolls over you as you pass through the Keeps' open doorway into an icy hall. Ahead, the hallway splits in a T-junction. You can hear shouting and the ring of steel on steel from the corridor heading to the right.

A **frost blight** (see the *Glacier Keep Features* sidebar) occurs on the round after the heroes enter the Keep itself for the first time.

Development: If the heroes head toward the sounds of combat, they find themselves at location 5 – Last Stand. If they head away from the combat, they come instead to location 6 – Piercing the Heart.

5. LAST STAND

The sounds of combat are coming from around a corner. As you reach the corner and peer around, you see a group of six fur-clad humanoid attempting to batter their way into a room, the doorway of which is guarded by two of the blue-clad humanoids.

Neither side appears to have noticed you.

Two of the Keep's defenders are trapped here, and are attempting to hold off a larger group of attackers.

Creatures: Despite their varied appearance, the soldiers on both sides (blue-clad defenders and fur-clad attackers) have identical statistics and equipment. All wear studded leather armor, carry heavy wooden shields, heavy maces, and short-bows.

Altered Human Captains: hp 30 each

Altered Human Warriors: hp 19 each

There is one Captain on each side of the battle. There are five warriors on the attacking side and only one on the defending side, for total odds of six against two.

No map has been provided for this combat as the warriors here are not a significant challenge to the heroes. If a combat does occur, the site is a simple 10 ft wide corridor with a doorway on the left hand side, leading into a small room, no more than 20 ft by 20 ft in dimensions.

Development: Unless the heroes intervene, the attackers overcome the two defenders for the loss of one of their own warriors. This takes 4 rounds.

If the heroes peaceably approach the survivors after the battle is over, the initial attitude of the troops is cautious but not openly hostile. A DC 20 Diplomacy or DC 25 Bluff or Intimidate check will convince the altered humans to reveal what they know (outlined below). Decrease the DC of the Diplomacy and Bluff checks (but not the Intimidate check) by 5 if the heroes intervene in the combat and they are speaking to members of the side they aided.

6. PIERCING THE HEART

You come to an ice chamber with opulently-carved walls depicting the magnificence of the Masters. Opposite you are a pair of 20 ft high double-doors. Sprawled against a wall next to the doors is a fur-clad humanoid, his legs blackened and withered like a massive case of frostbite. He is surrounded on either side by wooden barrels which give off an oily scent.

The humanoid stirs weakly as you enter the room.

Each of the barrels contains alchemist's fire. The contents of these barrels are currently liquid, but they freeze immediately if taken into the Heart Chamber itself.



ALTERED HUMAN INFORMATION

- Both sides identify their race as 'human'.
- The altered humans are not aware that any time has passed. They believe the Masters' War is still going on.
- The fur-clad humans were brought here 'one month ago' by Master Peldan to attack Master Imbrund's Keep. The siege has been going on since then.
- A few hours ago, the attackers finally breached the wall. There was then a black flash, which they thought might be a weapon of some kind, but nothing seemed to happen.
- Neither Master has been seen or heard from since the wall was breached.
- The attackers have captured the ground floor of the Keep, though fighting continues above.
- The attackers' main goal is the Heart Chamber, the power source that maintains the Keep.
- The Heart Chamber is on the ground floor. The 'frost blights' are probably a result of the Heart being damaged by the attackers.
- The 'frost blights' can be stopped either by destroying the heart completely (the attackers' choice) or by repairing the damage (the defenders'). If the heroes indicate they can and will do this, the warriors will take them to location 6 – Piercing the Heart.
- Neither side knows exactly what the heart is, but they assume it is or was guarded.



Development: The humanoid here was one of a group that entered the Heart Chamber, planning to destroy it with fire (the barrels are filled with alchemist's fire). He is in a bad state, but if approached in a friendly manner and given treatment (Heal check DC 15), he recovers enough to answer the heroes' questions about the Keep and the Heart Chamber.

There is nothing to hear by listening at the doors, but if you are running this module with the pre-generated characters, this is an ideal opportunity for Gorga to use the Clairvoyance ritual to scout the room beyond.

SURVIVOR INFORMATION

The survivor knows everything in the 'Altered Human Information' sidebar on the previous page, as well as the following information about the heart chamber itself:

- The Keep's power comes from a living creature which was magically bound in the Heart Chamber.
- The attackers planned to destroy the creature with fire, but the barrels they took into the room all froze.
- In their efforts to harm the beast, they accidentally broke the magical circle confining it, and it wiped them all out. Only he managed to crawl out and push the doors closed.
- He doesn't know why the beast hasn't opened the doors and come out (the reasons why are outlined in the Magic Circle option zone in location 7).
- The creature had 'terrible teeth', and 'breath like ice'; it burned the skin and froze men solid.

7. THE HEART CHAMBER

The chamber beyond the double doors is vast, with a ceiling that arches high overhead supported by four huge pillars of ice. A number of frozen corpses and barrels are dotted around the room.

At the center of the chamber is circular pattern of glowing markings. Tendrils of energy arc back and forth along the circle, except in one spot where the runes have gone dark.

This great chamber is the magical heart of Glacier Keep. Here, the heroes will decide the fate of the village of Marrekford.

Creatures: The creature bound as the Keep's living heart is an Iceborn. It slew most of the original group which attacked it, and using its breath weapon so as to turn them into Ice Zombies.

Iceborn: hp 102

Ice Zombies (8): hp 16 each

The Iceborn begins the combat on the ceiling (Spot DC 7 to notice it) and makes use of its icewalking ability to remain up there as long it can, using its breath weapon against its foes while staying out of reach of melee attacks. If the heroes seem reluctant to enter the chamber, the creature retreats away from the door in hopes of drawing them in.

Against creatures who appear to be resistant or immune to cold, the Iceborn will use the icicle action zone to employ rudimentary missile attacks against its enemies.

The Iceborn moves into melee if it is knocked from the ceiling, if it runs out of icicle attacks, or if its enemies are successfully attacking it despite its location (such as by using missile weapons or by jumping). In this case, the Iceborn attempts to focus its attacks on whomever seems the most dangerous target.

The ice zombies begin the combat in a prone position, as if dead. They clamber to their feet once all the heroes are inside the room and attack the intruders with their slam attack. Any PC who is slain by the Iceborn's breath weapon becomes another ice zombie one round later. Allow the player to control his undead self if this occurs. It'll give them something to do!

COMBAT ZONES

The following zones apply for this encounter:

Icy Surfaces (Condition Zone): The floors of this chamber are slippery with ice. Any creature which lacks icewalking or a similar ability must make a Balance check (base DC 0 (zero)) to attempt to move. The normal consequences for balancing apply; see page 80 of the Iron Heroes rulebook.

High Ceiling (Condition Zone): The ceiling of the chamber is roughly 30 ft high. Whenever the Iceborn is on the ceiling, a human character needs a reach of 15 feet in order to attack it with melee weapons. A character can use Jump to try and reduce this requirement if need be.

Barrel Climbing (Condition Zone): A character standing on a barrel is considered to be 5 feet closer to the ceiling. This means they can attack the Iceborn with only a 10 ft reach. Alternatively, a barrels can be used to give a +20 circumstance bonus to Jump checks made to try and reach the Iceborn. Resourceful heroes might even create pyramids of barrels to gain additional height, or use them for improvised cover.

Sliding (Reusable Option Zone): A character may voluntarily choose to increase their movement by sliding on the icy floor. By taking a +5 increase to the DC of the Balance check, the character gains a +10 ft increase to base speed. This bonus stacks with the increased speed of the Accelerated Movement challenge

Icicles (Option Zone; usable once per square): As a standard action any creature on the ceiling can knock an icicle off the roof and use it as a missile attack. Choose one square within the creature's reach. Any creature standing on the ground in this square suffers 3d6 damage from the falling icicle (Reflex save DC 20 negates this damage).

Barrel Weapons (Reusable Option Zone): The alchemist's fire in the barrels is frozen and useless, but the barrels themselves can still be used as improvised weapons. Treat them as two-handed weapons with a base damage of 1d8 points and a range increment of 10 feet if thrown.

Pillars (Option Zone usable once per pillar): Each pillar can be knocked over with a DC 15 Strength check as a standard action (including one made as part of a Bull Rush). The pillar falls onto an area 5 ft wide and 30 ft long. You may choose the

exact squares that are affected, but they must adhere to the dimensions above and be within 45 degrees of your direction of force. Any creature at floor level in the pillar's area must make Reflex save (DC equal to the result of your Strength check) or suffer 4d6 points of damage and be pinned under the rubble. Escaping from under the rubble requires either a DC 20 Strength check or a DC 25 Escape Artist check. Creatures which make their Reflex saves suffer half damage and are not pinned.

Any creature on the ceiling in the pillar's area must make Reflex save (DC equal to the result of your Strength check) or suffer 3d6 points of damage and falls to the ground in its current location (suffering an additional 3d6 damage in the process). A creature making its saving throw suffers only half damage and retains its grip on the ceiling.



Collapse! (Non-reusable option zone): If three of the pillars are knocked over, large chunks of the ceiling cave-in. All creatures at ground level in the room suffer 2d6 damage from failing debris (Reflex save DC 20 for half damage). Additionally, any creature on the ceiling automatically falls to ground level and suffers 3d6 falling damage.

Magic Circle (Non-reusable Option Zone): Though damaged, the arcane circle still binds the Iceborn to this room, but its power is fading. Within 24 hours, it will run out and the Iceborn will be free to leave. Until then, however, as a full-round action, a character can attempt a DC 25 Use Magic Device check to repair the circle. Any creature within the circle when it is repaired is trapped there, unable to leave. Its life energy will be used to sustain Glacier Keep until it expires.

A creature is considered to be 'within' the circle if every square it occupies is wholly or partly contained within the circle on the map (in effect, the 'circle' is thus a 20 foot by 20 foot square).

CONCLUDING THE ADVENTURE

If the Iceborn is destroyed, both the frost blight and the power maintaining Glacier Keep comes to an end. The Keep will slowly melt over the next few weeks. If the Iceborn is imprisoned once more, the Keep remains, but the frost blight ends. Either way, the heroes can return to Marrekford for their reward.

If you are running this event as a convention or one-shot game, this is the end of the matter. If you are using this adventure as part of a campaign, however, there are a number of repercussions to the Keep's reappearance which could be the seeds of new adventures.

- There are dozens (possibly hundreds) of soldiers left at the keep, from both sides of the ancient battle. They might attempt to conquer the region, or turn to banditry. Even if the newcomers try to peacefully integrate with the locals, there may be disputes that the heroes will need to resolve.
- There may be more levels of the Keep to explore, both above and below ground. Who knows what mysteries await in a Master's stronghold?
- The Keep's return brought with it the Iceborn, the Haevores and the soldiers. What other creatures might have come along as well, and not yet been discovered?
- Are there other ancient spells of the Masters that are slowly unraveling, and if so, what might happen when their effects come to an end?

APPENDIX ~ MONSTER STATISTICS

KRARKOTH CR 2

This gray-furred beast would stand some six foot tall if it did not hunch forward on its black-clawed hands. It peers about it with hostile yellow eyes, saliva drooling from its tusk-like teeth.

Medium Magical Beast

Init +2; **Senses** low-light vision, scent; Listen +6, Spot +6

Languages None

AC 15, passive +3, active +2

hp 30 (4 HD); **DR** -

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

Speed 40 ft. (8 squares), climb 30 ft.

Melee 2 claws +7 (1d6+5) and bite +2 (1d6+2)

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

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

Abilities Str 21, Dex 15, Con 14, Int 4, Wis 12, Cha 7

SA none

SQ none

Feats Skill Affinity (Listen, Spot), Skill Focus (Jump)

Skills Climb +13*, Jump +13, Listen +5, Spot +5

* Krarkoth have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened

Advancement 5-6 HD (medium); 7-12 (large)

Krarkoths are ape-like predators often found in highlands or forests. They are fearless hunters, willing to attack any living creature of huge size or smaller.

Combat

Krarkoths seek to close with their prey as quickly as possible to make use of their powerful claws. They are intelligent enough to use the Vertical Strike and Leaping Charge functions of the Jump skill.



HAEVORES CR 1

At one end of the segmented, maggot-like body of these many-legged things is a circular mouth filled with grasping, cartilaginous teeth.

Medium Vermin

Init +2; **Senses** blind, tremorsense 120 ft., keen scent; Spot +5

Languages None

AC 15, passive +3, active +2

hp 16 (3 HD); **DR** -

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

Immunities: Immune to mind-affecting effects. Immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Speed 20 ft. (4 squares), burrow 20 ft.

Melee Bite +3 (1d6+1 + disease)

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

Base Atk +2; **Grp** +3; **Base Attack Check** +4

Abilities Str 13, Dex 15, Con 13, Int -, Wis 12, Cha 2

SA disease

SQ Vermin traits, mindless

Feats -

Skills Spot +5*

* Haevores have a +4 racial bonus on Spot checks

Advancement 4-6 HD (medium)

Disease (Ex): Blood fever—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con. The save DC is Constitution-based.

Keen Scent (Ex): A haevore can notice creatures by scent in a 180-foot radius and detect freshly-spilled blood at ranges of up to a mile.

Haevores are scavenging vermin which live on congealed blood and rotting flesh. They have an acute sense of smell and are often drawn to the site of major battles, where there is plenty of food available.

Combat

Although they are scavengers, haevore are very territorial and will attack any creature who enters an area where they are feeding. They often attack from surprise, burrowing out of the ground or even out of a particularly large corpse.



ALTERED HUMAN WARRIORS CR 2

Warrior 3

Medium Humanoid

Init +1; **Senses** Listen +5, Spot +5**Languages** Common**AC** 17, passive +4 (heavy wooden shield), active +3**hp** 19 (3 HD); **DR** 1d3/magic (studded leather)**Fort** +4, **Ref** +2 (+6 cold effects), **Will** +1**Speed** 30 ft. (6 squares)**Melee** Heavy Mace +5 (1d8+2)**Ranged** Shortbow +4 (1d6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +5; **Base Attack Check** +5**Abilities** Str 15, Dex 12, Con 13, Int 11, Wis 10, Cha 10**SA** none**SQ** Cold Adaptation**Feats** Toughness, Skill Affinity (Listen, Spot)**Skills** Climb +5, Jump +5, Listen +5, Spot +5, Swim +2**Advancement** By character class

Cold Adaptation (Ex): These altered humans gain a +4 bonus on all saving throws against cold effects, and a +1 natural armor bonus (passive) to Defense.

ALTERED HUMAN OFFICERS CR 4

Warrior 5

Medium Humanoid

Init +1; **Senses** Listen +5, Spot +5**Languages** Common**AC** 18, passive +4 (heavy wooden shield), active +4**hp** 30 (5 HD); **DR** 1d3/magic (studded leather)**Fort** +5, **Ref** +2 (+6 cold effects), **Will** +1**Speed** 30 ft. (6 squares)**Melee** Heavy Mace +8 (1d8+2)**Ranged** Shortbow +6 (1d6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +8; **Base Attack Check** +8**Abilities** Str 16, Dex 12, Con 13, Int 11, Wis 10, Cha 10**SA** none**SQ** Cold adapted**Feats** Toughness, Skill Affinity (Listen, Spot)**Skills** Climb +7, Intimidate +2, Jump +7, Listen +5, Spot +5, Swim +4**Advancement** By character class

Cold Adaptation (Ex): These altered humans gain a +4 bonus on all saving throws against cold effects, and a +1 natural armor bonus (passive) to Defense.



ICEBORN CR 6

This creature is shrouded in fog-like mist, but through the vapors you catch a glimpse of pallid, bloated flesh like that of a drowning victim, and jagged icicles of blue-gray teeth.

Large Outsider (cold)

Init +0; **Senses** darkvision 60 ft., low-light vision, blindsense 60 ft.; **Listen** +15, **Spot** +15

Languages Aquan

AC 20, passive +11, active +0, size -1

hp 102 (12 HD); **DR** 5/-

Fort +10, **Ref** +8, **Will** +8

SR 17 (fire effects only)

Immune cold

Speed 30 ft. (6 squares), icewalking, swim 30 ft.

Melee Bite +12 (2d6+6, 19-20), 2 Claws +10 (1d8+4) – these statistics include 3 points of Power Attack

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

Base Atk +12; **Grp** +19; **Base Attack Check** +15

Atk Options Power Attack, Improved Sunder, Whirlwind Attack

Special Actions breath weapon

Abilities Str 17, Dex 10, Con 19, Int 8, Wis 11, Cha 8

SA breath weapon, create spawn

SQ aura of cold, mist cloud

Feats Power Attack 1, Multiattack 1, Improved Sunder 2, Whirlwind Attack 3, Improved Critical (bite) 3

Skills Climb +18, Intimidate +14, Jump +18, Listen +15, Sense Motive +15, Spot +15, Swim +26*

* Iceborn Horrors gain a +8 racial bonus to Swim checks and can always take 10 on Swim checks, even when threatened

Advancement 13-18 HD (large); 19-24 HD (huge)

Immune to Cold (Ex) Iceborn take no damage from cold-based attacks.

Aura of Cold (Su) Any non-magical fire within 15 ft of an Iceborn is automatically snuffed out. Additionally, the creature has Spell Resistance against magical fire effects equal to 11 + 1/2 its Hit Dice. The creature takes normal damage from any fire spell that penetrates this resistance.

Mist Cloud (Su) An Iceborn gives off a constant cloud of mist from its frigid hide. The Iceborn gains concealment (20% miss chance) from any creature not in base to base contact with it.

Icewalking (Ex) An Iceborn can travel on any ice-covered surface at its full speed. It never needs to make Balance checks for icy conditions. Iceborn gain a +4 circumstance

bonus to all opposed checks for bull rush, overrun and trip attacks made while on an icy surface.

Breath Weapon (Su): 30-foot cone of freezing mist, damage 2d8 cold, Reflex DC 20 half. Living creatures that fail their saves are numbed with cold and slowed for one round. The save DC is Constitution-based.

Create Spawn (Su) Any living creature slain by an Iceborn's breath weapon becomes an ice zombie 1 round later. A single Iceborn can control a number of hit dice of ice zombies equal to five times its own hit dice. Ice zombies in excess of this limit are uncontrolled.



SLOWED CREATURES

A *slowed* creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.



Iceborn are extraplanar creatures filled with the elemental energy of cold and ice. They are rarely seen on the mortal plane, unless summoned and bound by powerful magic. In these cases, the proud creatures perform their duties capably but reluctantly, and always seek a means out of their servitude.

Combat

Iceborn use their superior maneuverability in icy conditions to control the flow of combat. Against strong melee foes they try to hold back and use their breath weapon. Against strong ranged attacks, they close in to use their claws.

Iceborn often use their breath weapon on weak or fallen foes in hopes of turning them into ice zombies.



ICE ZOMBIES

The flesh of this shambling figure is blackened with the tell-tale mark of frost bite, yet the creature lumbers toward you, shedding ice and snow as it comes.

Any living creature slain by an Iceborn's breath weapon becomes an ice zombie one round later. These mindless undead creatures are similar to ordinary zombies, except that their flesh is frozen solid.

ICE ZOMBIE TEMPLATE

"Ice zombie" is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

Size and Type: The creature's type changes to undead. It gains the cold subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1), double the number of Hit Dice left, and raise them to d12s.

Speed: If the base creature can fly, its maneuverability rating drops to clumsy.

Armor Class: Natural armor bonus increases by 2.

Base Attack: An ice zombie has a base attack bonus equal to its Hit Dice.

Attacks: An ice zombie retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. An ice zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack does 1d6 damage for a medium size creature and scales as normal for creatures of other sizes.

Special Attacks: An ice zombie retains none of the base creature's special attacks.

Special Qualities: An ice zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. An ice zombie gains the following special qualities.

Damage Reduction (Ex): An ice zombie gains damage reduction 2/-. Ice zombies have frozen flesh which is hard but brittle.

Single Actions Only (Ex): Ice zombies have poor reflexes and can perform only a single move action or attack action each round. An ice zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Immune to Cold (Ex): Ice Zombies take no damage from cold-based attacks.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Abilities: An ice zombie's Strength increases by +2, its Dexterity decreases by 2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: An ice zombie has no skills.

Feats: An ice zombie loses all feats of the base creature and gains Toughness.

Challenge Rating: Depends on Hit Dice, as follows:

HIT DICE	CHALLENGE RATING
1/2	1/8
1	1/4
2	1/2
4	1
6	2
8-10	3
12-14	4
15-16	5
18-20	6

Advancement: Not applicable

ALTERED HUMAN ICE ZOMBIE CR 1/2

Medium Undead (cold)

Init -1; Senses darkvision 60 ft.

Languages None

AC 16, passive +6 (heavy wooden shield), active +0

hp 16 (2 HD); **DR** 1d3/magic (studded leather) and 2/-

Fort +0, **Ref** +0, **Will** +3

Immune cold

Speed 30 ft. (6 squares) (can't run).

Melee Heavy Mace +4 (1d8+3) or slam +4 (1d6+3)

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

Base Atk +1; **Grp** +4; **Base Attack Check** +4

Abilities Str 17, Dex 10, Con -, Int -, Wis 10, Cha 1

SA none

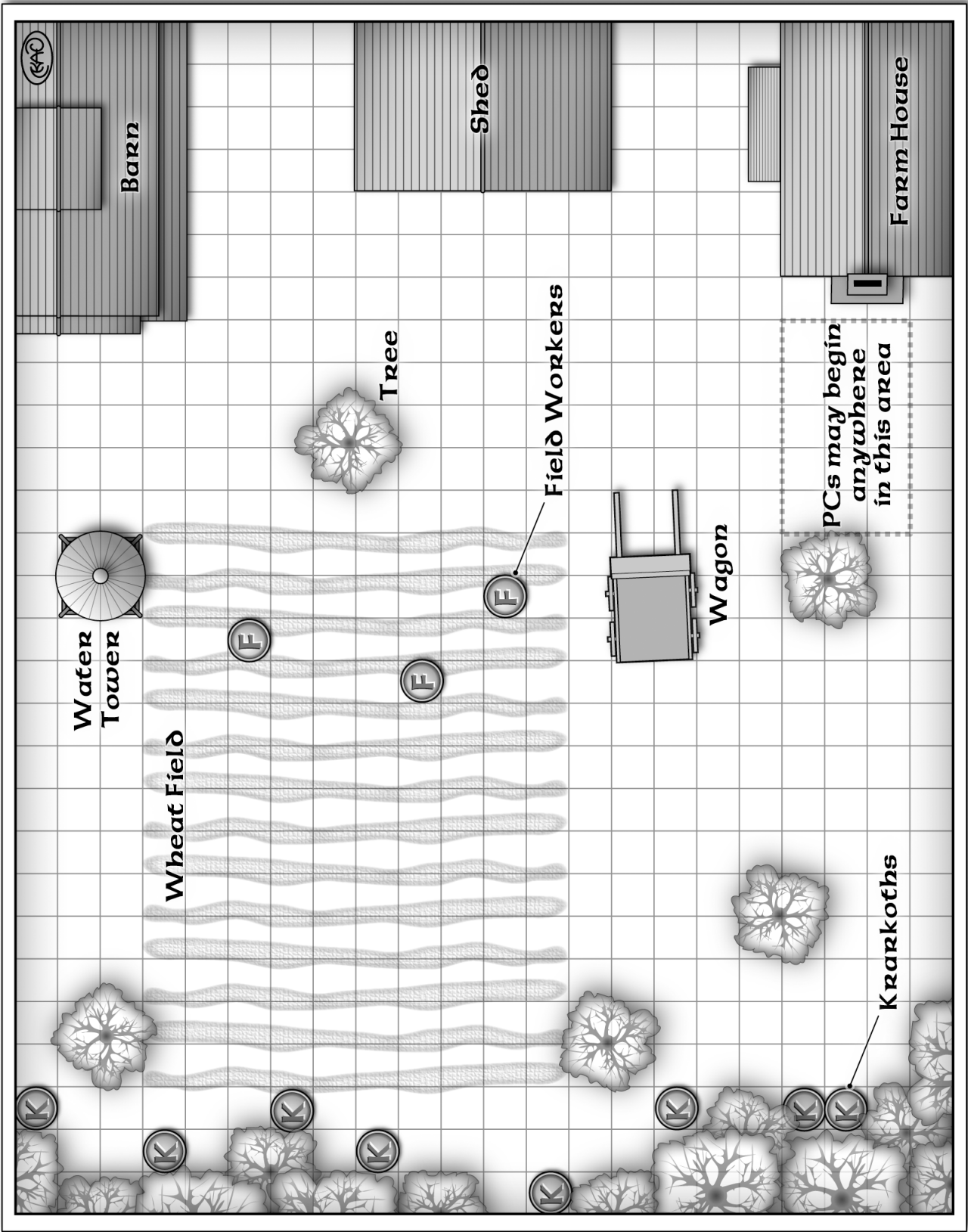
SQ undead traits, mindless, single actions only

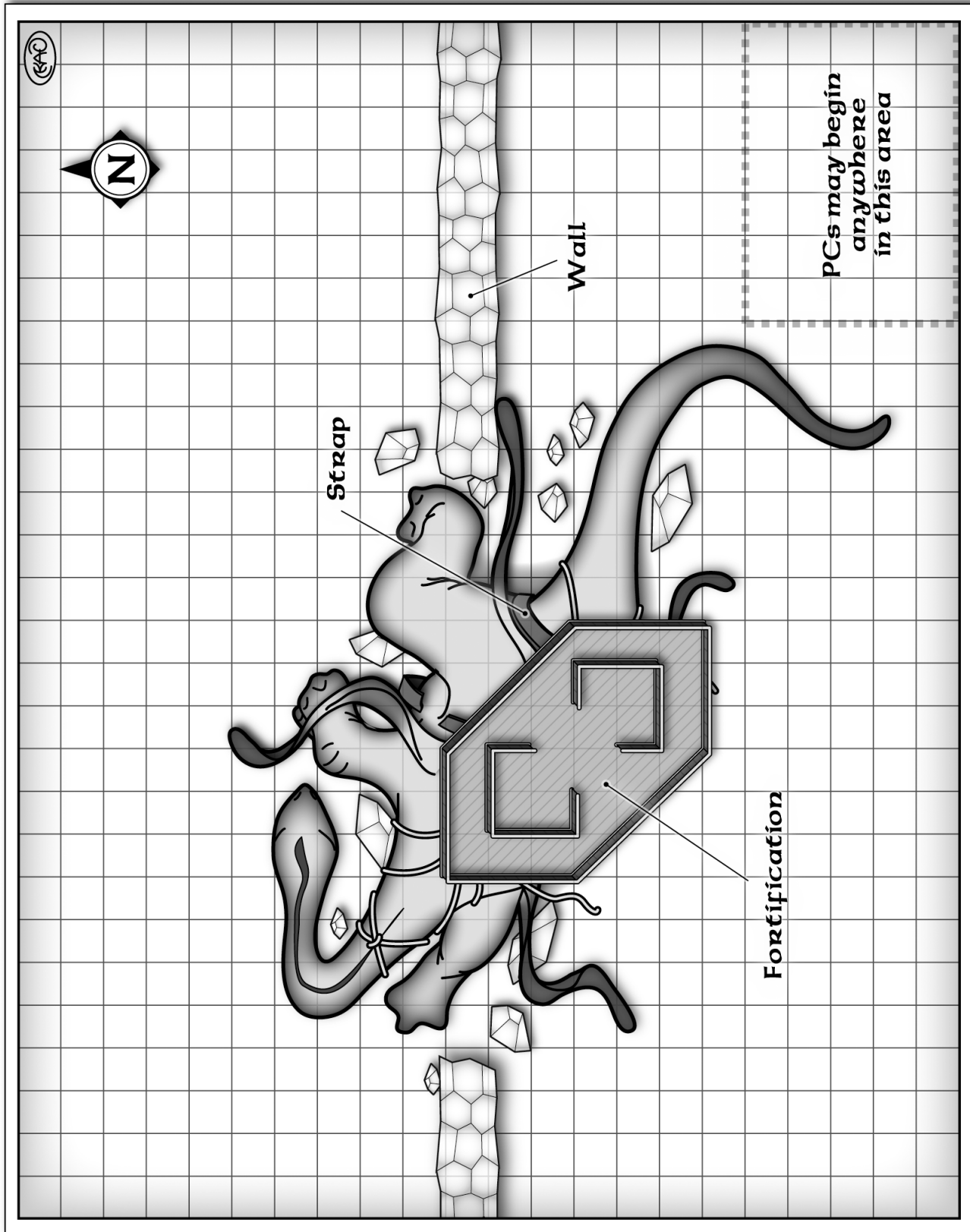
Feats Toughness

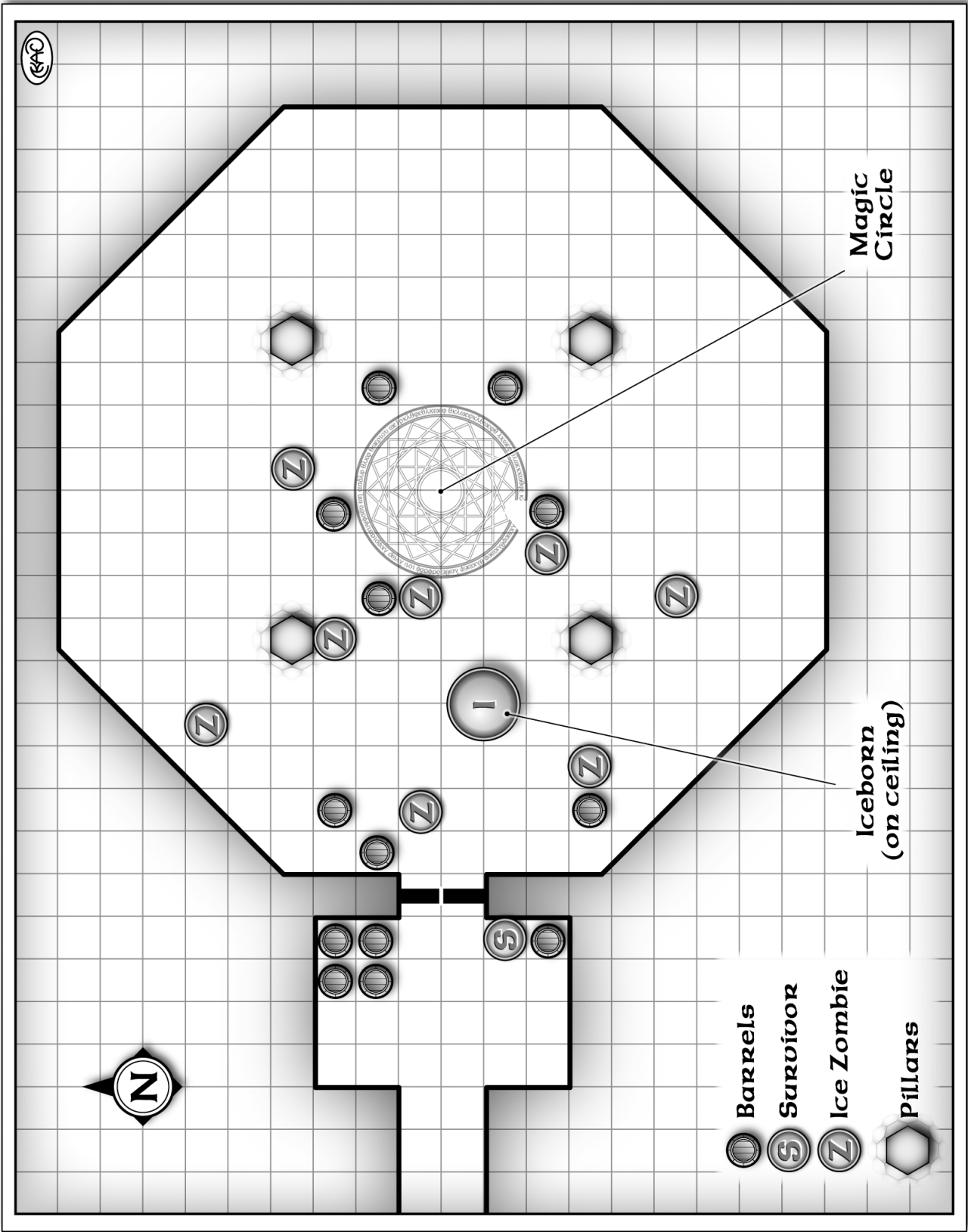
Skills None

Advancement Not applicable

These statistics are for an ice zombie created from one of the Altered Human Warriors presented earlier in this appendix.







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Barradon Webb

4th level Myrmidon

TRAITS

VENGEFUL (MENTAL)

When someone does injury to you, you cannot be satisfied until you have paid them back in full.

Mechanics: Whenever a creature inflicts damage on you, your strikes become fueled with a white hot need for revenge. You gain a +1 bonus to attack and damage rolls against that creature until the end of your next turn. (This is an unnamed bonus: It stacks with itself and with all other bonuses to attack and damage rolls.) Keep track of your bonus against different creatures separately: If you are fighting two creatures and the first hits you three times and the second one once, then you receive a +3 bonus against the first but only a +1 bonus against the second.

TALL [PHYSICAL]

Your long arms and legs let you tower over others. In battle, your height grants you improved reach, a key advantage.

Mechanics: You gain a +2 size bonus when making grapple checks. If you already have a size bonus, increase it by 2 points. In combat, you threaten one additional square beyond your normal threatened area. This square must be adjacent to a square you threaten, but it cannot be adjacent to you. You do not threaten this square if you do not threaten any other space. You must decide which extra square you threaten on your action. Until you designate a square, you do not threaten an extra space. You can change the square you threaten to a different one on your next action.

ABILITIES

STR	DEX	CON	INT	WIS	CHR
17 (+3)	12 (+1)	16 (+3)	14 (+2)	14 (+2)	10 (+0)

SAVING THROWS

FORT	REF	WILL
+7	+5	+6

HIT POINTS

HP	RESERVE
47	47

DEFENSE AND ARMOUR

DEFENSE	ACTIVE	PASSIVE	SHIELD	ARMOUR	DR
15	5	-	-	CHAIN	1D5+1

ATTACKS

WEAPON	ATK	DMG	CRIT	RNG	DESCRIPTORS
MASTERWORK GLAIVE	+8*	1D10+4	X3	-	Polearm, Reach, Slashing
GLAIVE AS DOUBLE WEAPON	+8 / +6	1d10+4 / 1d6+4	X3	-	Polearm, Slashing
SHORTBOW	+5	1D6	X3	60 ft.	Projectile, Piercing

* attacks against opponents not in an adjacent square suffer a -4 penalty if the target is in melee

TACTICAL STATISTICS

SPEED	INITIATIVE	GRAPPLE	BASE ATK CHECK
20 ft.	+1	+9	+7

GEAR

Backpack, bedroll, flint and steel, lantern, oil (4 flasks), waterskin, 2 days' trail rations

SKILLS

Appraise +6	Balance +0*	Climb +6*
Hide +4*	Intimidate +7	Jump +2**
Listen +9	Move Silently +4*	Search +9
Sense Motive +9	Spot +9	Swim +2**

(each * = -4 penalty applied)

FEATS	
Armour Mastery	When rolling to determine your armour's damage reduction against an attack, you gain a +1 bonus to the result.
Cleave	If you deal a creature enough damage to make it fall (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack, and you must make it with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.
Hafted Weapon Mastery	Select a single square adjacent to the area you normally threaten: You now threaten that square. You can pick a square or change your current square to a new target once per round as a free action.
Hafted Weapon Mastery 2	You can use your two-handed spear or polearm as a double weapon. You lose the benefits and drawbacks of the weapon's reach, and the spear or polearm's second head inflicts damage as a club of the same size.

CLASS ABILITIES	
Eye for Opportunity	Myrmidons quickly become more adept at spotting opportunities for dirty tricks and surprise tactics in combat. You may make a Spot check as a free, move, standard, or full round action. Your check gains modifiers based on how long you spend on it. You gain a number of opportunism tokens based on the result of your Spot check, as shown on the table below.
Opportunism Pool	As a myrmidon, you gain access to an opportunism token pool. This pool represents your experience on the battlefield, knowledge of skirmishing tactics, and willingness to use whatever underhanded tactics are necessary to survive. You gain tokens by getting into a position where you can take advantage of any distraction your enemies may suffer. At the end of your turn each round, you gain one opportunism token for every enemy you threaten who is also threatened by at least one of your allies. You use opportunism tokens to power your opportunism abilities, as described below. If an opportunism ability has a target other than yourself, you may use your tokens against any opponent. At the end of the encounter, you lose any remaining tokens you have built up. Your pool of unspent opportunism tokens cannot exceed 10 + your dedicate level.
Opportunism Abilities	Opportunism abilities are special combat options available only to myrmidons, mainly because myrmidons are the only ones crafty and shameless enough to use them. A myrmidon must spend opportunism tokens on these abilities to activate them. Unless otherwise stated in an ability, you can only spend tokens on these abilities during your own turn. Spending the tokens is a free action. There is no limit to the number of opportunism abilities you can activate in a round, provided you have the tokens to do so. Mud in Your Eye: You cut a foe so blood drips in his eyes, or scoop up dirt to throw in his face. To use this ability, spend three or more tokens and make a Base Attack Check as a either a standard action or in place of an attack. If you make it in place of an attack, you suffer a -5 penalty to your check. Your opponent opposes your check with his choice of either a Base Attack Check or a Reflex save. If you win the opposed check, your target is temporarily blinded, and suffers all the ill effects of that condition. The duration for which he is blinded depends on the number of tokens you spend. Creatures that do not have eyes, or that possess blindsight, are immune to this ability. Cheap Shot: You like nothing better than to sink a blade into an unsuspecting enemy. For every two opportunism tokens you spend, you add a bonus of +1d6 sneak attack damage to your next attack. You must announce how many tokens you are spending before you make your attack roll. Cross Purposes: Any time you are threatened by two or more enemies, you may spend opportunism tokens as a reaction. You may spend a maximum of one token per enemy which threatens you. Each of these enemies that attacks you suffers a penalty to their attack rolls equal to the total number of tokens you spend. This penalty lasts until the beginning of your next turn. You lead your opponents to step into each other and get in the way of each other's blows.
Sneak Attack	You inflict an additional +1d6 points of damage to any creature which is denied its active Defense against you, or which you flank. This additional damage does not apply to creatures which are immune to critical hits.

EYE FOR OPPORTUNITY ACTION MODIFIERS	
Action Type	Spot Check Modifier
Free	-10
Move	-5
Standard	+0
Full Round	+5

EYE FOR OPPORTUNITY TOKENS GATHERED	
Spot Check Result	Opportunism Tokens Gathered
Less than 10	0
10-14	1
15-19	2
20-24	3
25-29	4
30+	5

MUD IN THE EYE DURATION	
Tokens Spent	Target is Blinded Until ...
3	End of your current turn
5	Beginning of his next turn
6	Until he takes a move action to clean his eyes

THE CHARACTERS	
You	You were born a camp-follower's brat, your father one of any of a dozen men or more. It was a hard life; never enough money or food, and the men were always quick with a kick or a cuff if they thought you were thieving. But it made you the man you are today: a hardened warrior, quick to revenge any insult or injury, and able to kill quickly and efficiently. You make your living as your father did; whoever he was; hiring yourself out as a sell-sword and mercenary. As long as you're paid what you were promised, you're willing to take on just about any job. It's not a lifestyle that makes you many friends or lets you form many attachments, but that's the way you like it: those kind of things are only needed by people who are soft. You don't lose any sleep over it. Or so you claim ... and really, the occasional nightmare doesn't mean a thing, right?
Carradine	Carradine looks more like a monk than a warrior, but he's pretty handy with that warhammer of his, and you've never seen anyone with a more focused mind in combat. Even when you're sparring, he never seems to lose his concentration.
Dargun	Possibly the biggest and strongest man you've ever met, at least physically. He's soft on the inside, though. Bit of a temper, it's true, and that might make him dangerous in a fight ... but he hasn't got the true killer instinct. Too worried about 'protecting' people or some nonsense.
Gorga	He? She? is a weird one, that's for sure. Skin covered in all kinds of blotches. Hair matted with mud and bits of bone. Skulks around the swamps near the village where you're currently working. The locals think Gorga has mystical powers, but it's probably all mumbo-jumbo.
Jaynis	You've never met someone who unnerves you before, but Jaynis does it. Even by your harsh standards, he's a stone cold killer. Not one to turn your back on.
Velgar	You had to stifle a laugh when you first saw this tiny fellow ... and then you saw him ride. Every foot soldier fears a cavalry charge, and what this man lacks in size, he makes up in skill. A handy man in a fight, no matter how small he might be.

Carradine

4th level Dedicate

TRAITS

INTUITIVE LEARNING (MENTAL)

You might not be that most people think of as 'clever', but you have a knack for learning new things nonetheless. Even as seemingly more intelligent people struggle with a new concept, you intuitively understand what it is that needs to be done.

Mechanics: Use your Wisdom ability modifier, rather than your Intelligence ability modifier, to calculate the number of languages you know at 1st level, and the bonus skill points you gain at each level.

SWIFT (PHYSICAL)

Your natural pace of movement is greater than normal. You have a scampering gait that eats up the ground. You often have to consciously slow yourself down lest you leave your companions behind.

Mechanics: You gain a +10 foot (2 square) bonus on your base speed.

ABILITIES

STR	DEX	CON	INT	WIS	CHR
17 (+3)	14 (+2)	16 (+3)	8 (-1)	16 (+3)	11 (+0)

SAVING THROWS

FORT	REF	WILL
+7	+6	+8

HIT POINTS

HP	RESERVE
39	39

DEFENSE AND ARMOUR

DEFENSE	ACTIVE	PASSIVE	SHIELD	ARMOUR	DR
18	6	2	2 (light steel)	LEATHER	1D2

ATTACKS

WEAPON	ATK	DMG	CRIT	RNG	DESCRIPTORS
MASTERWORK WARHAMMER	+8*	1D8+3*	X3	-	Cudgel, bludgeoning, power
PUNCH DAGGER	+7*	1D4+3*	X3	-	Dagger, power, piercing
LIGHT CROSSBOW	+7	1D8	19-20	80 ft.	Projectile, Piercing, Slow-loading

* You gain a +2 bonus to the attack and damage rolls on the first attack you make with this weapon in the same round you draw it. Sheathing your weapon is a move action which you can perform at the same time as actually moving.

TACTICAL STATISTICS

SPEED	INITIATIVE	GRAPPLE	BASE ATK CHECK
40 ft.	+2	+7	+7

GEAR

Backpack, bedroll, flint and steel, lantern, oil (4 flasks), waterskin, 2 days' trail rations, vial of ink, scroll case, parchment (10 sheets)

SKILLS

Balance +9	Climb +9	Concentration +10
Escape Artist +9	Heal +10	Hide +9
Jump +14	Move Silently +9	Sleight of Hand +9
Spot +10	Swim +10	Tumble +9

FEATS	
Elusive Target 1	Your rapid and unpredictable movements make it hard to guess what you'll do next. Whenever an opponent makes an attack against you, they suffer a -1 penalty to any further attack rolls against you until the beginning of their next turn. This penalty stacks if they make multiple attacks.
Iron Will	You gain a +2 bonus on all Will saving throws.
Sudden Strike 1 & 2 (Power)	Your warhammer and punch dagger seem to leap into your hand. You may draw these weapons as a free action. The first attack you make with one of these weapons on the same round as you draw it gains a +2 bonus to the attack and damage rolls.
Power Attack 1	On your action, before making attack rolls for a round, you may choose to subtract a number (not exceeding 4) from all melee attack rolls and add the same number to all melee damage rolls. If you attack with a two-handed weapon or with a one-handed weapon wielded in two hands you may add twice the number subtracted from your attack rolls to damage. Once you set the penalty to attacks and bonus on damage, you may not change it until your next action.

CLASS ABILITIES	
Dedication Pool	As a dedicate, you gain access to a dedication token pool . Your extreme mental discipline is the first way you earn these tokens. At the start of an encounter, you automatically gain two dedication tokens . These tokens represent your unwavering focus and dedication, which allow you to exploit any momentary lapse by your enemies. The more experienced you become, the quicker you sense an enemy's weakness, and the more fully you can exploit it.
Dedicated Focus	In addition to earning tokens as described above, you may earn them by consciously calming your mind and focusing on the task at hand. To do so, you make a Concentration check as a free, move, standard, or full round action . Your check gains modifiers based on how long you spend on it. You gain a number of dedication tokens based on the result of your Concentration check , as shown on the table below. As with dedication tokens gained from other sources, you can spend tokens earned through this ability against any opponent.
Dedication Abilities	Dedication abilities are special combat options available only to dedicates. A dedication ability must be active in order for you to spend tokens upon it. You may have only one dedication ability active at any one time. At the beginning of your first turn during any encounter, you may choose a dedication ability as a free action. In subsequent rounds, you may change your active dedication ability as a free action during your turn. You may make only one such change per round. Dedicated Attack: Your ability to dedicate yourself so completely on your task gives you an advantage whenever you focus solely on attacking your enemies. When you make a full-attack action you can spend two dedication tokens to gain an additional attack against your opponent at your highest base attack bonus. This additional attack and all others you attempt until your next turn suffer a -4 penalty. The additional attack and penalties of this ability stack with all other feats and class abilities which provide similar benefits, such as two-weapon fighting or razor fiend. Dedicated Blow: Just as you can focus your mind on a single objective or purpose, you can also focus your physical strength. Each dedication token you spend grants you a +2 bonus to your damage roll for one attack. You must choose whether or not to spend these tokens before making the attack roll. Your damage bonus from dedicated blow cannot exceed your dedicate class level.
Dedicated Skill	A dedicate's powers of concentration make her capable of great feats of skill. You may spend Dedication tokens to improve your Tumble skill checks. Each token grants you a +2 bonus for that check only. You must announce how many tokens you are spending before you make the check. Note that Dedicated Skill is not one of your Dedication Abilities. You can spend tokens to gain your Dedicated Skill bonus at any time, regardless of what Dedication Ability you currently have active.

DEDICATED FOCUS ACTION MODIFIERS

Action Type	Concentration Check Modifier
Free	-10
Move	-5
Standard	+0
Full Round	+5

DEDICATED FOCUS TOKENS GATHERED

Concentration Check Result	Dedication Tokens Gathered
Less than 15	0
15-19	1
20-24	2
25-29	3
30-34	4
35-39	5
40+	6

THE CHARACTERS

You	You are unremarkable in appearance, but appearances can be deceiving. The key to greatness is willpower: singularity of purpose and design. You have always believed that. You may fight with a scimitar, a dagger or a bow, but your mind is your greatest weapon. Focus, discipline and dedication: these are your watchwords in life. You present a calm and philosophical front to those around you, but in truth your motivations are complex. On the one hand, you truly desire to help the people of your village, and to be the best protector for them you can. On the other, ambition and pride play no small part in your actions. You desire not only to be the best possible protector for your people, but also to be <i>recognized</i> as such.
Barradon	An outlander mercenary who is an effective fighter, but not a man you can respect. He revels far too much in chaos and disorder, acting out of opportunism, not purpose.
Dargun	The largest man in the village, and a powerful warrior. Had he your focus and dedication, he could be mighty indeed. But despite his size and skill-at-arms, his nature is basically gentle, not ambitious.
Gorga	A physically-warped outcast from the village who possesses strange powers. You sense ambition and pride in Gorga that are as strong as your own, though less well-hidden.
Jaynis	A ruthless killer, but one of limited vision and ambition. Perhaps that is for the best: the more ambition Jaynis possessed, the more people would die.
Velgar	Of stunted growth, Velgar shows great dedication in proving himself to others. You respect him for his drive and commitment, as well as for his skill as a mounted warrior.

Dargun de Multe

4th level Armiger

TRAITS

MIGHTY BUILD [PHYSICAL]

Your solid, broad build allows you to use tools and weapons that others would find unwieldy. While an enormous sword might pull someone else off balance, you have the steady feet and powerful arms needed to use it properly.

Mechanics: You can wield weapons up to one size category larger than normal for you without penalty. You still suffer the normal penalties for weapons above that size and for smaller ones.

POWERFUL [PHYSICAL]

You are bigger and stronger than almost anyone you know. Though perhaps not an irresistible force, you aren't far off being an immovable object, and your broad shoulders can support a heavy load.

Mechanics: Whenever you are subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), you are treated as one size larger if doing so is advantageous. You are also treated as a creature of one size larger for the purposes of calculating your carrying capacity.

ABILITIES

STR	DEX	CON	INT	WIS	CHR
18 (+4)	12 (+1)	16 (+3)	12 (+1)	12 (+1)	12 (+1)

SAVING THROWS

FORT	REF	WILL
+7	+5	+5

HIT POINTS

HP	RESERVE
47	47

DEFENSE AND ARMOUR

DEFENSE	ACTIVE	PASSIVE	SHIELD	ARMOUR	DR
14	4	-	-	MW BANDED	1D6+2

ATTACKS

WEAPON	ATK	DMG	CRIT	RNG	DESCRIPTORS
MASTERWORK LARGE MAUL	+9	3D6+6	X3	-	Cudgel (hammer); bludgeoning, power
LARGE FALCHION	+8	2d6+6	18-20	-	Sword; power, slashing
LARGE LONGBOW	+4	2D6	X3	70 ft.	Projectile, Piercing
BULL RUSH	When you make a Bull Rush, you roll 1d20+1d6+14 as your opposed Strength check				

TACTICAL STATISTICS

SPEED	INITIATIVE	GRAPPLE	BASE ATK CHECK
20 ft.	+1	+12	+8

GEAR

Backpack, bedroll, flint and steel, lantern, oil (4 flasks), waterskin, 2 days' trail rations

SKILLS

Appraise +8	Balance +3*	Climb +6*
Craft (Master Armorer) +10	Intimidate +8	Jump +2* (-4 penalty applied for speed)
Spot +9	Swim +1**	(each * = -5 penalty applied)

FEATS	
Armor Mastery 1 & 3	When rolling to determine your armor's damage reduction against an attack, you gain a +2 bonus to the result.
Cleave 1	If you deal a creature enough damage to make it fall (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack, and you must make it with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.
Improved Bull Rush 1	When you perform a bull rush, you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push him back.
Juggernaut 2	When you make a bull rush or overrun attack, you may roll your armor's damage reduction and add the result of the check to your opposed Strength check. You also gain this benefit on Strength checks made to burst open doors or similar objects.

CLASS ABILITIES	
Armor Pool	Whenever you suffer an attack, keep track of the damage your armor absorbs. For every 10 points it soaks up, you earn 1 armor token. You can accumulate armor tokens against all the opponents who attack you. Use the tokens from this pool throughout the encounter against any opponent you like, as long as the foe has hit your armor. You lose all unspent tokens at the end of an encounter.
Armor Ability	Armored Trap: You prepare a counterattack against an opponent, timing your strike to coincide with hers. You must spend 1 armor token to use this ability, then ready an action to attack when an enemy hits you with a melee attack. When you take your readied action, you may spend additional armor tokens to gain a competence bonus to your attack equal to the number of tokens spent. On a hit, you gain a bonus to damage equal to the amount of damage your armor absorbed from your opponent's attack.
Armor Master	You treat armor as one category lighter for the purposes of calculating your speed.
Bonus Feat	You gain 1 bonus feat from the armor category. This has already been selected above.
Master Armorer	Armigers gain access to the special Craft (Master Armorer) skill that allows them to create armor. You automatically gain 3+armiger class level ranks in this skill, and may use your Constitution modifier in place of your Intelligence modifier when calculating your skill bonus.
Tough as Nails	When determining how much equipment you can carry, your effective Strength score is 20. Using sheer toughness and determination, you shoulder your equipment with relative ease. Because your Powerful trait also increases the amount you can carry, your light load is 266 lbs.

THE CHARACTERS	
You	You are a jovial and generous soul, quick to aid those who need it. You have always been larger than those your age ... these days, you are larger than anyone you know. Some men might have used their size and strength to bully those around them, but that never tempted you. Clearly you were bigger and stronger than anyone else: what was the point of showing that off by hurting others when you could instead use it to help them? You're a sergeant in the town militia, chief armorer for the soldiers, and one of the best known men in the community. Whenever help is needed, folk know they can call on you.
Barradon	As tall as you, but lean of build and hard of face, this outlander mercenary is a dangerous man. You respect his skill at arms, but he is too harsh and cold to be a friend.
Carradine	Carradine was always a serious-minded fellow when you were growing up together, and he still is – even more so than before, in fact – but his heart has always been in the right place and you know you can rely on him.
Gorga	Mottled with birthmarks, Gorga was ostracized as a child and grew up alone, living mostly in the marshes and swamps beyond the village. It's a sad thing, and Gorga is more than a little strange because of it ... but also possessed of strange powers that have helped the village more than once.
Jaynis	An outsider to the village, and not a man whose judgment you trust. No-one gets as many scars as he has without being far too quick to fight. You don't know him well enough to be sure if he means well or not, but he's likely to be a hothead.
Velgar	As small as you are massive, Velgar has striven all his life to prove that the size of his stature is no reflection of the size of his heart. A skilled scout and rider, he is a valuable asset to the community, and a redoubtable warrior.

Gorga Blackblood

4th level Spiritualist

TRAITS

CHANGELING CHILD (PHYSICAL)

You have an unusual physical characteristic, in your case mottled birthmarks all over your body, that marks you as not quite normal. Perhaps there is some magical or non-human heritage in your bloodline, or perhaps the mark is just a quirk of fate, but your unusual appearance is a physical sign of less obvious but more significant differences beneath the surface.

Mechanics: Your blood and body are attuned to magical energies. You gain a +2 bonus to Use Magic Device checks and a +1 bonus on all pact checks.

MARSH BORN (BACKGROUND)

You were born and raised in a community deep within a marsh or swamp. You are completely at home in the muddy tracts and waterways of such lands.

Mechanics: You gain a +2 bonus to all Survival checks while in swamps and marshes and may use Survival untrained in such regions. You gain a +2 bonus on Balance checks required due to wet or slippery conditions.

Swamp Stoicism: Life in the wetlands can be dour and difficult. Your upbringing there has imbued you with a deep-seated fatalism and pessimism. Perversely, this makes you very hard to discourage from your objectives, since you always assumed the worst to begin with. Whenever you are subject to a morale penalty, you reduce the penalty by 2; this benefit can reduce the morale penalty to 0, but not below 0.

ABILITIES

STR	DEX	CON	INT	WIS	CHR
9 (-1)	12 (+1)	14 (+2)	12 (+1)	12 (+1)	19 (+4)

SAVING THROWS

FORT	REF	WILL
+6	+5	+5 (+8)

HIT POINTS

HP	RESERVE
39	39

DEFENSE AND ARMOUR

DEFENSE	ACTIVE	PASSIVE	SHIELD	ARMOUR	DR
17 (15)	7 (5)	- (3)	-	LEATHER	1D2

Active bonus includes +2 from Spirit Servant. +3 passive bonus applies only when denied your active bonus to Defense. Gain an extra +4 Active bonus when Overwhelming Presence is activated.

ATTACKS

WEAPON	ATK	DMG	CRIT	RNG	DESCRIPTORS
MORNINGSTAR	+2	1D8-1	X2	-	Cudgel, Bludgeoning and Piercing
LIGHT CROSSBOW	+4	1D8	19-20	80 ft.	Projectile, Piercing, Slow-loading

TACTICAL STATISTICS

SPEED	INITIATIVE	GRAPPLE	BASE ATK CHECK
30 ft.	+2	+2	+4

GEAR

Backpack, bedroll, flint and steel, lantern, oil (4 flasks), waterskin, 2 days' trail rations, scroll case, vial of ink, paper (10 sheets), healer's kit, 300 gp of valuables

SKILLS

Balance +8 (+10 slippery/wet)	Climb +6	Concentration +9
Decipher Script +8	Heal +12	Intimidate +11
Knowledge (arcana, nature) +7	Listen +8	Search +8
Sense Motive +8	Spellcraft +10	Spot +8
Survival +10 (+12 swamps)	Swim +6	Use Magic Device +13

FEATS	
Healing Lore	You can treat injuries with greater than normal efficiency and speed. You enjoy a +4 bonus on Heal checks. In addition, when you restore a character's reserve points, you grant a +2 bonus to the total points restored.
Healing Lore 3	You know advanced healing techniques. When you restore a character's reserve points, you grant a +2 bonus to the total points restored. This stacks with the bonus for the base mastery.
Instinctive Defense	You gain a +3 passive bonus to Defense whenever you are denied your active Defense bonus. You must actually lose your active bonus to benefit from this feat. If you have an ability that causes you not to lose your active Defense bonus in certain circumstances, such as uncanny dodge, you do not gain the benefits of this feat during those circumstances. Unlike most passive bonuses to Defense, the bonus provided by this feat applies against touch attacks. The passive bonus you gain from this feat cannot exceed your total active bonus to Defense.
Overwhelming Presence	At the start of an encounter, you may use a move action to adopt a menacing demeanor. Doing so grants you your Charisma bonus as an active bonus to defense. You do not gain this bonus against creatures that are immune to fear. The bonus stops at the end of the encounter.

CLASS ABILITIES	
Spiritualism	Spiritualists perform rituals which allow them to contact the spirit realm and bargain for access to the spirits' otherworldly power. You know four rituals, each of which create a particular group of effects, different to those of any other ritual. You use these rituals as follows: 1. Choose the effect you want to use from the list of seven below. 2. Choose the type of action you will use to make the pact. 3. Make a Pact check (d20 + appropriate base pact check bonus + action type modifier + spiritual fatigue modifier) against the DC for the effect 4. If you meet the DC, you get 1 spirit token, +1 per 2 points your check exceeds the DC, to the limit specified in the effect chosen 5. If you miss the DC, you lose one spirit token for each point you missed by. If you run out of tokens, you lose 1d6 hit points per token you cannot afford to pay. 6. If you have enough tokens, cast the spell using some or all of the tokens. This is a free action which you can perform once per round. 7. If you do not have enough tokens, you will either need to give up (losing all your tokens) or return to step 2 and try again during your next turn.
Spirit Servant	You have a spirit creature named Azraedius as a servant and aide. In a full campaign, this is a fully-statted separate creature, but for the purposes of this game, it confers the following abilities: • +2 active bonus to Defense (already factored in) whenever Azraedius is with you. • If you are engaged in melee, you can choose one opponent per round. Azraedius will flank this opponent for you, granting the usual bonuses for flanking. • At any time, you can send Azraedius ahead to scout. He has 60 ft Darkvision, Hide +18, and Move Silently +10. He can telepathically inform you of what he sees. If spotted by an enemy, he immediately flees back to you at full speed (120 ft per round)
Stigmata	Mortal creatures cannot be constantly exposed to the spirit realm without experiencing certain side effects: their bodies and minds were simply not intended to channel the powerful energies of the spirits. These changes are commonly known as Stigmata. Many stigmata have both positive and negative aspects to them, but most spiritualists wear them proudly, as a badge of their craft. Blood of Spirits: Your contact with the spirits grants you unusual hardness. You gain +4 hit points. Your blood is thick, black and ichorous.
Favored Pact	You gain a +2 bonus to all Pact checks made with the Rite of Second Sight.

PACT CHECK MODIFIERS	
Cause of Modifier	Check Modifier
<i>Ritual Length</i>	
Move action	-5
Standard action	+0
Full-round action	+5
<i>Spiritual Fatigue</i>	
Per spirit token currently in pool	-1
Per spell completed in the last hour	-2

BASE PACT CHECK BONUS	
Rite of Curses	+9
Rite of the Flame	+9
Rite of Protection	+9
Rite of Second Sight	+11

CURSE OF PAIN (Rite of Curses)		
Pact Check DC: 5	Tokens Required: 3 (max tokens per pact: 4)	
Saving Throw: Fort DC 15 negates	Range: 15 ft	Area: 1 creature
Effects: Target must save or suffer pain causing -1 to all attack rolls, base attack checks, saving throws and skill checks for 3 rounds.		
Modifications: None		

CURSE OF SICKNESS (Rite of Curses)		
Pact Check DC: 15	Tokens Required: 6 (max tokens per pact: 12)	
Saving Throw: Fort DC 17 negates	Range: 15 ft	Area: 1 creature
Effects: Target(s) must save or become <i>sickened</i> (-2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.) for 3 rounds		
Modifications: Range 30 ft. +1 token; Range 100 ft. +2 tokens; Area 3 squares +1 token; Area 10-ft burst +2 tokens; Duration 5 rounds +1 token; Duration 10 rounds +2 tokens		

FIREBLAST (Rite of the Flame)		
Pact Check DC: 10	Tokens Required: 4 (max tokens per pact: 8)	
Saving Throw: Ref DC 16 half	Range: 15 ft	Area: 1 creature
Effects: Target(s) suffers 5d6 fire damage		
Modifications: Range 30 ft. +1 token; Area 3 squares +1 token; Damage 3d6 -1 token; Acid instead of fire +1 token		

PRESIENCE (Rite of Second Sight)		
Pact Check DC: 15	Tokens Required: 4 (max tokens per pact: 12)	
Saving Throw: N/A	Range: Touch	Area: 1 creature
Effects: The target gains a +1 insight bonus to all attack rolls, saving throws, ability checks, skill checks, base attack checks, and to Defense, for 10 rounds.		
Modifications: Use on yourself -1 token; +2 insight bonus +2 tokens; Duration 3 minutes +2 tokens		

CLAIRVOYANCE (Rite of Second Sight)		
Pact Check DC: 20	Tokens Required: 8 (max tokens per pact: 16)	
Saving Throw: N/A	Range: 200 ft.	Area: 15 ft. cone
Effects: View a location you could not otherwise see		
Modifications: Area 30 ft. cone +2 tokens		

SKIN OF SCALES (Rite of Protection)		
Pact Check DC: 5	Tokens Required: 3 (max tokens per pact: 4)	
Saving Throw: N/A	Range: Touch	Area: 1 creature
Effects: The target gains a +2 enhancement bonus to natural armor for 2 minutes.		
Modifications: Use on yourself -1 token		

ELEMENTAL RESISTANCE (Rite of Protection)		
Pact Check DC: 5	Tokens Required: 3 (max tokens per pact: 4)	
Saving Throw: N/A	Range: Touch	Area: 1 creature
Effects: The target gains energy resistance 10 against one energy type you choose. This resistance lasts for 10 rounds.		
Modifications: Use on yourself -1 token; Duration 10 minutes +1 token		

THE CHARACTERS

You	Born with mottled marks all over your skin, you were ostracized by the superstitious villagers as a 'cursed child'. Some even wanted you to be abandoned in the wilds when you were born. Fortunately your mother was a skilled herbalist and healer, and had enough influence to prevent that fate. However, you were forced to live out of the village itself. Your mother chose to live in the swamp instead, due to the wide variety of medicinal herbs that grew there. Even as a child, you proved as skilled a herbalist as your mother. It seemed you only needed to look at a plant to know its properties. As time went on, this strange awareness began to grow, until you could sense the energy in all things: plants, animals, even the very streams and rocks. In recent years, you have learned how to commune mentally with these energies, producing strange effects. While you feel some resentment toward the villagers for their treatment of you, you do gain some amusement from the fact that those same people must now turn toward you for your aid, as you have replaced your mother as chief healer and herbalist in the community.
Barradon	An outlander mercenary who thinks he has seen it all, when in fact he has spent his whole life closing his eyes to the truth. He cannot continue on his current path.
Carradine	If he had schooled his mind to look outward, Carradine might have discovered powers similar to your own. But he looks inward, seeking to understand himself rather than the world. Perhaps in this he lacks ambition ... or perhaps he is wise.
Dargun	One of the few in the village who has always treated you well, Dargun is a giant of a man, as well known for his generous spirit as his immense size. You would trust him with your life.
Jaynis	A man with a great deal of blood on his hands. You can see it, dripping from his hands, every time you look at him. He will die as he has lived, in time.
Velgar	Velgar is a skilful tracker, scout and hunter. You do not know him well, but you respect his knowledge and abilities.

Jaynis Rhent

4th level Executioner

TRAITS

CITY RAT (BACKGROUND)

You grew up on the tough streets of a city. From a young age, you learned to scavenge and survive at the shadowy edge of the cradle of civilization.

Mechanics: You can make Survival checks in the city with a +2 bonus, even if you lack any ranks in that skill. You can use Survival to track down any specific dealers and informants.

Bravo: You are an experienced street fighter. You gain the ability to deal an additional 1d6 sneak attack damage whenever you gain the benefits of sneak attack.

SKILLFUL (MENTAL)

You have an uncommon aptitude for reading people and understanding their motives.

Mechanics: You gain a +4 bonus on all checks with the Sense Motive skill. Additionally, your maximum number of ranks in this skill is increased by 2, to a total of 5 + your character level.

ABILITIES

STR	DEX	CON	INT	WIS	CHR
14 (+2)	17 (+3)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

SAVING THROWS

FORT	REF	WILL
+6	+7	+7

HIT POINTS

HP	RESERVE
35	35

DEFENSE AND ARMOUR

DEFENSE	ACTIVE	PASSIVE	SHIELD	ARMOUR	DR
17	7	-	-	LEATHER	1D2

ATTACKS

WEAPON	ATK	DMG	CRIT	RNG	DESCRIPTORS
DAGGER	+7	1d4+4	19-20	10 ft.	Dagger, Finesse, piercing/slashing, thrown
DAGGERS, TWF	+5/+5	1d4+4	19-20	10 ft.	Dagger, Finesse, piercing/slashing, thrown
DAGGERS, RAZOR FIEND, TWF	+3/+3/+3	1d4+3	19-20	10 ft.	Dagger, Finesse, piercing/slashing, thrown
GREATSWORD	+6	2d4+3	19-20	-	Sword; power, slashing

Note: You have 12 daggers in various sheathes around your body.

TACTICAL STATISTICS

SPEED	INITIATIVE	GRAPPLE	BASE ATK CHECK
30 ft.	+3	+6	+7

GEAR

Backpack, bedroll, flint and steel, lantern, oil (4 flasks), waterskin, 2 days' trail rations

SKILLS

Balance +12	Bluff +6	Climb +9
Hide +10	Intimidate +8	Jump +9
Listen +10	Move Silently +10	Search +8
Sense Motive +16	Spot +10	Swim +9
Tumble +12		

FEATS	
Razor Fiend	You gain the benefits of the Quick Draw feat with all daggers. In combat, you may take an additional attack when you use a full attack action while armed only with one or two daggers. You gain this benefit when using a dagger in a ranged or melee attack. However, these attacks trade speed for hitting power. You make the bonus attack at your highest base attack bonus, but all of your attacks (including the bonus attack) suffer a –2 penalty. You gain only half your Strength bonus to damage when you fight in this manner. These penalties last until the beginning of your next action.
Two Weapon Fighting	You reduce your penalties to attack rolls for fighting with two weapons; the penalty for your primary hand lessens by 2, and the one for your off hand lessens by 6.
Weapon Focus (Dagger) 1 & 2	You gain a +1 bonus on all attack rolls and a +2 bonus on all damage rolls when you attack with a dagger. These bonuses are already included in your attack statistics.

CLASS ABILITIES	
Execution Pool	As an executioner, you gain access to the execution token pool. Drawing on the lore you have already learned is the first way you earn these tokens. At the start of an encounter, you automatically gain two execution tokens. These tokens represent your accumulated knowledge of killing. You can use tokens earned in this manner against any opponent.
Executioner's Eye	In addition to earning tokens as described above, you can earn them by studying a foe, gauging his combat strategies through observation. To do so, make a Sense Motive check as a free, move, standard, or full round action—your check gains modifiers based on how long you spend on it (see table below). The target opposes your check with a base attack check or, if he knows you are studying him, a Bluff check or a base attack check, whichever is higher. On a successful check, you gain 2 execution tokens against him. You can accumulate tokens in this manner against only one opponent at a time. You must use the tokens you earn against the target of your Sense Motive check. Should you try to acquire tokens against a new target, you lose the ones you earned for the previous target.
Hindering Cut	You slice at an opponent's arms or legs, leaving him with an injury that makes it hard for him to attack or defend himself. Before you attack, you must spend at least 1 execution token and announce that you are using this ability. If your attack hits, your foe must make a Fortitude save (DC 15 + number of tokens spent + any sneak attack dice of damage). Those who fail suffer a –1 penalty to attacks and defense or a –1 square (5-foot) penalty to speed. These penalties last for one minute and stack if a victim suffers multiple hindering cuts.
Armor Piercing Strike	Before you make an attack of any sort, including one tied to a class ability, you can spend execution tokens to reduce the target's damage reduction from armor. You cannot use this ability against damage reduction derived from other sources. Activating this ability, which applies only to your next attack, requires the expenditure of 2 tokens. You can use armor-piercing strike once per round as a free action. The target's damage reduction against the attack is reduced by 1.
Sneak Attack	You inflict an additional +3d6 points of damage (including the 1d6 from your City Rat trait) to any creature which is denied its active Defense against you, or which you flank. This additional damage does not apply to creatures which are immune to critical hits.

EXECUTIONER'S EYE ACTION MODIFIERS	
Action Type	Sense Motive Check Modifier
Free	-10
Move	-5
Standard	+0
Full Round	+5

THE CHARACTERS	
You	You grew up in the muddy alleys of Sinnast, a 'city' of shanties and tents, thronged with starving refugees from a dozen wars. The gangs ran Sinnast, and by the age of eight you were running with the gangs. You killed your first man not long after, with a knife in the back, and it didn't take long for you to recognize that you had a talent for it. For the next fifteen years, you made your name and your trade by killing. But eventually you killed someone you shouldn't, and found yourself hunted by the gang leaders who'd once employer you. Running wasn't in your nature, but you liked the idea of dying even less, so you left Sinnast for good. Since then, you've wandered from town to town, hiring yourself out as a mercenary. It keeps you in food and drink and a place to stay, and it puts some miles between you and your enemies. It doesn't really matter where you go ... there'll always be someone willing to pay you to kill.

THE CHARACTERS

Barradon	A battle-scarred mercenary, hard as iron but as brittle as it too. You've seen the kind before: near drowning in the blood they've spilled. Most folk would take his bravado at face value, but most folk can't read a man like you can.
Carradine	Spends too much time navel-gazing for your tastes, but there's no denying that he's good in a fight.
Dargun	The biggest man you've ever seen, but too gentle to be a true killer. Fierce in defense of those he cares for, though. Definitely not someone to fight head-on, if it ever came down to it.
Gorga	You aren't afraid of any man or woman born, but the <i>things</i> Gorga calls upon are far from human, and you're not so sure about Gorga, either. Not someone you'd want to cross.
Velgar	A midget on a pony ... they can't be serious?

Velgar Shank

4th level Man-at-Arms

TRAITS

SHORT [PHYSICAL]

You are much smaller than normal—so much so that you count as one size category smaller than other humans.

Mechanics: As a Small creature, you gain a +1 size bonus to passive defense, a +1 size bonus to attacks, and a +4 size bonus to Hide checks. You suffer a -2 square (-10 foot) penalty to your base speed. You also must wield weapons one size smaller than normal. These modifiers are already included in your statistics.

NOMAD [BACKGROUND]

Your people wandered the steppes on horseback, going where they pleased and robbing, herding, and conquering as they saw fit. You were born into the saddle.

Mechanics: You gain a +2 bonus to all Ride checks, as you have spent more time on horseback than on your own feet since you were born.

Horsemaster: Under your care, a mount becomes stronger, faster, and tougher than normal. Through a combination of exercise and training, you grant any mount that you own for more than a week a +2 bonus to Strength, Dexterity, and Constitution. These bonuses are already included in your warpony's statistics.

ABILITIES

STR	DEX	CON	INT	WIS	CHR
17 (+3)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

SAVING THROWS

FORT	REF	WILL
+7	+7	+6

HIT POINTS

HP	RESERVE
43	43

DEFENSE AND ARMOUR

DEFENSE	ACTIVE	PASSIVE	SHIELD	ARMOUR	DR
22	9	3	4 (heavy wood)	STUDDER	1D3

ATTACKS

WEAPON	ATK	DMG	CRIT	RNG	DESCRIPTORS
MASTERWORK FLAIL	+10	1D6+5	X3	-	Flail; bludgeoning, disarm, trip
LANCE	+8*	1D6+5	X4	-	Spear; charger, piercing, reach
SHORTBOW	+8	1D4	X3	60 ft.	Projectile, Piercing

* attacks against opponents not in an adjacent square suffer a -4 penalty if the target is in melee

TACTICAL STATISTICS

SPEED	INITIATIVE	GRAPPLE	BASE ATK CHECK
20 ft. (40 ft. mounted)	+3	+3	+7

GEAR

Backpack, bedroll, flint and steel, lantern, oil (4 flasks), waterskin, 50 ft silk rope, 2 days' trail rations

SKILLS

Balance +8*	Climb +8*	Escape Artist +8* (+10 ropes)
Handle Animal +8	Hide +12*	Jump +4***
Listen +9	Ride +14	Search +7
Sense Motive +9	Spot +9	Survival +9 (+11 tracking)
Swim +6**	Use Rope +10 (+12 binding)	(each * = -2 penalty applied)

Remember that as a mounted character, certain skill checks may rely on your warpony, rather than yourself

FEATS	
Beastmaster 1	You have a warpony as a bonded mount. You can handle your bonded animal as a free action or push it as a move action, even if you don't have ranks in the Handle Animal skill. Your bonded animal knows all the tricks listed on page 92 of the Iron Heroes rulebook, but will perform them only at your command.
Beastmaster 2	Your bonded animal gains a reserve pool equal to its uninjured hit point total. This is an exception to the normal rule that creatures without Iron Heroes classes do not have reserve pools. In addition, your bonded animal gains one bonus Hit Die due to the rigorous training program you put it through.
Mounted Combat 1	Once per round when your mount is hit in combat, you may attempt a Ride check to negate the hit. You negate it if your Ride check result exceeds the opponent's attack roll.
Weapon Focus (Flail) 1 & 2	You gain a +1 bonus on all attack rolls and a +2 bonus on all damage rolls when you attack with a flail. These bonuses are already included in your attack statistics.
Shield Mastery 1	You gain a +1 active bonus to defense when you gain a defense bonus from a shield.

CLASS ABILITIES	
Bonus Feats	You have 2 bonus feats (already selected above).

REDLOCK (WARPONY)

ABILITIES					
STR	DEX	CON	INT	WIS	CHR
18 (+4)	15 (+2)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

SAVING THROWS		
FORT	REF	WILL
+7	+6	+1

HIT POINTS	
HP	RESERVE
30	30

DEFENSE AND ARMOUR					
DEFENSE	ACTIVE	PASSIVE	SHIELD	ARMOUR	DR
14	2	2	-	LEATHER	1D2

ATTACKS					
WEAPON	ATK	DMG	CRIT	RNG	DESCRIPTORS
HOOF	+7	1D3+4	X3	-	Natural weapon
2ND HOOF (Full attack only)	+7	1D3+4	X4	-	Natural weapon

TACTICAL STATISTICS			
SPEED	INITIATIVE	GRAPPLE	BASE ATK CHECK
40 ft	Use Velgar's	+7	+7

SKILLS		
Balance +4	Climb +4	Jump +8
Listen +5	Spot +5	Swim +4

FEATS	
Endurance	You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation.
Mobility 1	You get a +4 active bonus to defense against attacks of opportunity caused when you move out of or within a threatened area.

THE CHARACTERS

You	You have always been smaller than everyone else, but you've never let that hold you back: in fact, some might say it's made you push yourself forward a bit too much. You've always felt a need to prove that you're small than your smaller stature would suggest. Fortunately, you discovered an aptitude for training and handling animals; especially horses and ponies. Tanks to your effort, the village got its first mounted scouts and messengers, who could bring word of any dangers to the community. You personally spent a great deal of time training to fight while mounted, as the extra height and speed compensated for your own smaller stature. You have become expert in fighting as a unit with Redlock, your warpony.
Barradon	A tough outlands mercenary. A gruff, cold man, but skilled in a fight. Unlike many others, he has never questioned your skill or fitness to be a warrior.
Carradine	You respect Carradine. He has a discipline and a strength of focus that reminds you of your own, though his seems to stem from calmness, whereas yours comes from passionate ambition.
Dargun	A man as huge as you are tiny, Dargun is far more comfortable in his unusual stature than you have ever been in yours. But then, he's had it much easier ... no-one dares laugh at a man his size. He's never wronged you; or anyone else for that matter; but you do feel a little hostility toward him for the luck he has had.
Gorga	Perhaps the only person you know whose physical traits have brought them more hardship than your own. Gorga has a phenomenal knowledge of herbs and healing, as well as some other abilities you don't even pretend to understand.
Jaynis	A newcomer who makes no attempt to conceal his scorn for you. You are used to such ignorant opinions, but that doesn't stop you resenting them, and those who hold them.