



C A M P A I G N S

LEGACY OF THE GREEN REGENT™

EPIDEMIC

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

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INTRODUCTION

This adventure is optimized for 3rd-level characters. This means that it is primarily designed and balanced for a group of four or five 3rd-level characters. If your group deviates from this size and strength, each encounter features a section titled Scaling the

Encounter so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four or five PCs in your group, and all are of the same character level, it is pretty easy to use this section: just use the level entry that corresponds with the PCs' levels. For groups of mixed levels and groups with six PCs, first determine the average character level of the group then add a +1 modifier for groups with six players. Treat that value as the level of the group. Use your DM's discretion, though. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, not overwhelm or even underwhelm them. The most enjoyable D&D games are the ones where failure and death are a possibility, but success and reward are attainable through daring and smart play.

Note: If you are planning on playing this adventure, stop reading now. If you read farther than this paragraph you'll know too much about its challenges, which kills the fun. Also, if you are planning on playing this adventure at an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARATION

As DM you need a copy of the three revised edition (also called version 3.5) core D&D rulebooks to play this adventure. They are the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. It is also recommended that you have the *FORGOTTEN REALMS Campaign Setting* book, but it is not necessary. You'll also need a set of polyhedral dice, and something to use as the battle grid (a vinyl or laminated grid usually works best, so you can use wet-erase markers to draw battle grid features), and enough *DUNGEONS & DRAGONS* miniatures to represent combatants on the battle grids.

Throughout the adventure, shaded boxes provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instructions on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Full information on nonplayer characters and monsters will either be given in an appendix of this adventure or can be found in the *Monster Manual* or *FORGOTTEN REALMS Campaign Setting*.

At the end of this adventure you'll also find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, you need to complete it and return it to your senior gamemaster (see below for more details).

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website (www.wizards.com/rpga), but you may have received a copy of it from other means. In order to play this adventure as part of the *LEGACY OF THE GREEN REGENT* campaign, a worldwide ongoing D&D campaign, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at their DM's house.

In order to sanction the event you must be at least an RPGA Herald-level Gamemaster. The person who sanctions it is called the senior gamemaster, and is in charge of making sure the event runs and is reported in a timely manner. The person who runs this game is called the table DM (or usually just DM). Sometimes (and almost all the time in the case of home events) the senior gamemaster is also the table DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM.

By sanctioning and then reporting this adventure you accomplish a few things. First, it allows the PCs that participate in this adventure accumulate experience points (XP) and gold pieces (gp) to advance their *LEGACY OF THE GREEN REGENT* character. Second, the RPGA bases future adventures on what the majority of PCs do in past ones; the PCs' actions shape the direction of the campaign. And lastly, players and DMs gain rewards for sanctioned play if they have signed up for the *DUNGEONS & DRAGONS PLAYER REWARDS*. This adventure is worth four points for that program.

This adventure retires from RPGA-sanctioned play on July 9, 2004.

If you are looking for more information about *LEGACY OF THE GREEN REGENT* character creation and development, RPGA event sanctioning, and *DUNGEONS & DRAGONS PLAYER REWARDS*, see the RPGA website.

DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommend you have the following miniatures:

From the HARBINGER™ set:

- 5 Orc Warriors (75/80) to represent the diseased orcs.
- 1 Wolf (37/80) to represent Growl
- 1 Umber Hulk (78/80) to represent the ankheg
- 1 Hyena (67/80) to represent Gnash

From the DRAGONEYE™ set:

- 1 Orc Druid (57/60) to represent Kah'Liik.
- 1 Ogre Ravager (56/60) to represent the insectile ogre.
- 1 Half-elf sorcerer (20/60) to represent Kranler Dhenta
- 1 Dwarf barbarian (18/60) to represent Drahrmin Stonesplinter

You will also want to use chits or little toy scorpions for the Medium monstrous spiders found in the Grim Harvest encounter.

ADVENTURE BACKGROUND

The members of the Cyricist faction of the Llorck Zhentarim have enlisted the aid of a dwarven druid named Drahmin Stonesplinter, and given him the task of unleashing disease and terror upon the citizenry of Loudwater. This would, of course, destabilize Loudwater, as well as give the Cyricists a market for the remedy, which they are happy to supply, at a price.

Drahmin however, has fallen far from the sanity tree, and dreams of one day creating what he considers to be the perfect disease. An infection so virulent that nobody can resist it and so powerful that no cleric can cure it. His allegiance to the Cyricist Zhentarim holds only so long as they provide him with suitable test subjects for his continuing studies into the realm of illness.

Establishing a domain of his own within the Grey Highlands, Drahmin has set about experimenting with orcs captured from a tribe recently migrated from the High Forest to this area. Drahmin has infected them with a variation of *slimy doom* that causes the diseased creature to burst upon death, spreading the disease-inflicting ooze to all those nearby. Taking advantage of High Lord Twohands recent Decree of Reception, Drahmin sends the creatures into Loudwater where they may encounter the larger population therein, and wreak havoc throughout the city. If the orcs are successful, Drahmin plans on releasing the plague upon the entire Faerûn.

ADVENTURE SUMMARY

Introduction

The adventure opens as the PCs are wandering through High Moon Market in Loudwater. They may have opportunity to notice several robed figures shambling into the marketplace, and generally milling through the crowds. These shrouded figures are orcs infected with Drahmin Stonesplinter's variation of *slimy doom*, and soon begin to die in the middle of the open market. Huge pustules disfigure the orcs. Those pustules, and event the orcs themselves explode, spraying disgusting and diseased ooze and gore upon innocent bystanders unfortunate enough to be around them. Depending upon what the PCs have done up to this point, they may or may not be caught in the area—and infected with Stonesplinter's deadly disease.

Regardless, when this occurs, the crowd panics and the good folk of Loudwater rush from the market, infecting others whom they come into contact with. It isn't long before the entire city has an epidemic on its hands. The PCs could investigate the occurrence out of a sense of self-preservation or heroics. Maybe the PCs are called upon by High Lord Kalahar Twohands, himself, to seek out the cause of this disease, and to find a cure, before the entire citizenry of Loudwater start to explode.

Effluent Orcs (EL 4)

As the PCs track the orcs, they come across a group of orcs outside the city. The orcs are insane with sickness and attack the PCs on sight.

The Last of Her Tribe (EL 2)

As the PCs enter into the highlands, they come across all manners of dead orcs, as their bodies slowly disintegrate, decomposing into large oozing masses. Among the dying orcs is Kah'Liik,

their shaman, who has managed to avoid contracting the disease. Kah'Liik is able to lead the PCs to Drahmin's home if she is handled with a modicum of diplomacy. If not handled with diplomacy, she can be a bitter, resource-draining combat encounter.

A Nasty Bite (EL 3)

As the PCs follow the trail of dead orcs, with or without Ver'Klaw, they encounter an ankheg. This particular ankheg is a pet of Drahmin's raised from infancy, and set in this area as a guard to his domain.

Hive Entrance (EL 4)

As the day draws to an end, the PCs find the cave where the diseased orcs are coming from. Entering, it quickly becomes a maze of tunnels, twisting and turning, and serving as home to Drahmin's most favored pet, an insectile ogre. The creature hunts the PCs down as they move through its lair, and attempts to pick them off one by one.

By this time it should be night, and the PCs, for obvious reasons, should rest before continuing on.

Creepy Crawlies (EL 3)

Just past the lair of the insectile ogre is a lengthy honeycombed tunnel, as the PCs progress down its length, they draw the attention of the residents of the tunnel. A swarm of stinging, flying beetle-like insects attack the characters until driven off.

Control Subject (EL 3)

After the PCs successfully traverse the honeycombed tunnel, they pass a side room. If they choose to investigate, they find one of Drahmin's test subjects. A low-level Zhentarim wizard name Kranler Dhenta, who has gone insane with sickness. Kranler displeased his superiors, and was handed over to the insane druid when he asked the Zhentarim for an assistant. Kranler had no idea that Drahmin would actually experiment on him. Kranler won't actually explode, as his particular strain wasn't nearly virulent enough. However, the sickness has covered his body in exploding oozy sores, the pain from which has made him quite crazy. This can be both an informative and violent encounter, depending upon how the PCs approach him.

Grim Harvest (EL 3)

In the chamber just prior to Drahmin's own, are his prized pets. Housed in the pit that makes up this room are three medium monstrous scorpions, taken from the desert in Calimshan and raised lovingly by the dwarf druid. Though he doesn't get close enough to these feisty creatures to actually touch them, he thoroughly enjoys watching them eat, as he has been feeding them test subjects that fail to survive the process. While the scorpions are not diseased, they have become carriers, and Drahmin plans to plant large cacti for them to impregnate with their diseased offspring, and then plant them about the Realms, unleashing diseased scorpions upon the unsuspecting peoples of Faerûn.

Drahmin Stonesplinter (EL 5)

This encounter involves combat with Drahmin, as he attempts to eject the PCs from his new home. If played intelligently, it is also possible for the PCs to learn who sent Drahmin to these parts in the first place.

Conclusion

Assuming the PCs successfully defeat Drahmin, they find his notes regarding the disease, as well as information regarding the creation of an antidote. Returning to Loudwater, the PCs discover that an herbalist/merchant from Llorck has come to town, and just so happens that he has what they need to create the antidote, at a price of course.

TROUBLESHOOTING THE ADVENTURE

Reequipping characters: If you are playing this adventure as part of the LEGACY OF THE GREEN REGENT campaign, players come to their event with their characters fully equipped based on their current level and gold piece value. They can reequip their character when they are in a town by spending their coin on hand (CoH). They can even increase their CoH by selling items for half their listed value.

Loudwater is a small city with a 15,000-gp limit. This means that characters can find items worth 15,000 gp or less for sale within the city. Legacy of the Green Regent characters also have a gp limit on which items they can buy, based on their level. While it is possible to find items for sale in Loudwater, there are few shops that sell items “over the counter.” As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become available. A 1st-level character can only purchase items found in the *Player’s Handbook*. Characters that are 2nd-level and higher can purchase *Player’s Handbook* items and any legal magic items (based on the above mentioned single item limit, and Campaign Standards). At 2nd-level the gp limit is 450 gp, while the 3rd level gp limit is 1,350 gp and the 4th-level gp limit is 2,700 gp. Consumable items bought with CoH cost the campaign prices—that is, usually five times the normal published cost.

At events where you have a limited session time, you’ll want to put a limit on at-the-table equipment purchasing. No more than 15 minutes should be spent for this activity during a normal four-hour or five-hour session, and even then some groups may not finish the adventure.

Playing the Fool: Jekris the Mad, the strange old man that occasionally helps PCs in need does not show up in this adventure.

Raising the Dead: At this point the PCs may have gained enough renown, and hopefully enough gold and experience, to come back to life. Like many things that involve XP and gp cost, raise dead and other spells work differently in DUNGEONS & DRAGONS CAMPAIGNS. If a PC dies, and his or her companions are able to bring the body back to Loudwater within 11 days after the time of death, Prior Athosar, the local leader of the temple of Lathander, is able to cast raise dead and bring the character back to life (assuming the soul is willing). This incurs a 1,100-gp debt, which may be divided up between the characters that were played during the session. This debt is forever subtracted from the equipment value of the character, and reported in the “GP Debt” field of the Session Tracking Sheet. Additionally, the character that came back from the dead has its experience points reduced. The amount of experience points reduced is dependent on the current character level (see Table LGR5—1, below) of the

PC the raise dead was cast on. Record the proper amount on the “XP Drain” field of the Session Tracking sheet. These two costs are the only costs for the raise dead (even for 1st-level characters), and overrides the rules found in the *Player’s Handbook*. When a character is brought back from the dead it is not recorded as a character death. Just record the gold debt and experience drain.

LGR5—1: Experience Point Drain for Raised Characters

Character Level	XP Drain
1st and 2nd	1,000 XP
3rd	1,500 XP
4th	2,000 XP
5th	2,500 XP

ADVENTURE START: EXPLOSIVE DAY IN THE MARKET

The adventure opens with the PCs walking through the High Moon Market in Loudwater. Ask the players to create a reason for their PC to be present in the marketplace, whether shopping, or just passing through and then read or paraphrase the following.

It’s a warm spring day as you wander through the open marketplace in Loudwater, going about this errand or that, or simply passing through on your way. The sound of merchants hawking their wares is nearly drowned out by the crowd of voices coming from eager citizens that seem to be out in the market on this fine day. The sweet smell of spiced oranges float on a cool afternoon breeze then turns sour as you detect another scent in the air. The aroma is pungent and sickly, like rancid butter.

Out of the corner of your eye you notice what may be the source of this nose-wrinkling odor, as a trio of orcs shrouded in cloaks stumble into the marketplace opposite from where you happen to be standing. The orcs separate from one another and seem to be begging from those shopping in the market.

As they draw closer, you hear the strained pleas of the creatures, though the words are difficult to make out from their guttural speech, “Help... healing... need shaman... where shaman?”

At this point, give the PCs an opportunity to do something. If they choose to approach an orc, tell them that they can make their way slowly toward the creature, as the throng of shoppers doesn’t seem to be cooperating with their forward momentum through the marketplace. Characters won’t be able to reach the orcs in time to save them, but can be approaching just as the following happens.

Suddenly, one of them stumbles to his knees, gagging as his cloak drops from his shoulders. You see that his skin is mottled, even for an orc, and large pustules have formed colonies all over his muscular frame. The orc seems to be vomiting blood.

Shoppers panic as they attempt to get away from the creature, whose skin begins to erupt, puss and fluids spraying those



nearby. Then suddenly, the orc quite literally explodes, steaming yellow ooze flies everywhere. You notice that the other two orcs have similarly erupted, and all three of them melt into the ground, masses of decaying ooze, hair, and blood.

Use Illustration 1 to help describe this scene. PCs caught within 10 feet of one of the exploding orcs need to make a successful Reflex saving throw (DC 20) or get sprayed with puss and bodily fluids. PCs in an adjacent square get no saving throw—the puss and fluids drench them. Any PC sprayed must succeed at a Fortitude saving throw (DC 15) or be infected a particularly nasty variation of *slimy doom*.

Slimy Doom (Variant): Fortitude save (DC 15); incubation (1 day); damage (1d4+1 Con). Characters dropped to 0 Constitution or lower die, and explode, spraying pus and body fluids in a 20-ft. radius spread. The Heal skill cannot be used to cure this disease, however a successful Heal check (DC 15) staves off the Constitution damage for a day.

Development: Many good common-folk have now been infected with this incredibly virulent disease. Whether or not something is done about it, is up to the PCs. A successful Heal check (DC 10) identifies the cause of death as being a disease, but treating it is substantially more difficult.

If the PCs attempt to “track” the three orcs route through the city, it is quite easy to do, requiring a successful Gather Information check (DC 5) to determine that they entered the city, as a tribe, through the eastern gate, and then dispersed into the city. Indeed, these three aren’t the only orcs that exploded this afternoon, infecting the innocent, hard working citizens of Loudwater.

At the gate, the PCs might ask why the orcs were even allowed into the city. The guards (all Gauntlet Harazos

Thelbrimm’s men) reply that High Lord Twohands own Decree of Reception allows them entrance. With a hint of disdain a Loudwater Fist (guard sergeant) tells the PCs that the decree invited the orcs into the city. It protects orcs of the High Forests and gives them rights comparable to those of the city’s citizens. The guard does admit that if he noticed that the orc looked diseased, he would not have allowed them entrance, but when he saw them they “looked fine...for orcs that is.”

Members of the Red Fellowship and Scions of the Green Regent who attempt to tap their fellows to find out more information about the diseased orcs find none, but are tasked by superiors and peers to help find the cause of the disease. “An antidote cannot be devised with ignorance of an ailment’s source,” a particularly wise patron or fellow tells them.

Members of the Order of the Jade Blade (a special honor earned by those who succeeded in rescuing the high lord’s son in XGR1 *Under High Lord’s Hall*) find out more by way of Prior Athosar, the leader of the Houses of Morning, the local temples to Lathander. He seeks out members of the order to enlist in finding a cure. Through his divinations he has determine only that “a stone’s sliver that is a forest’s priest” is responsible for the strange ailment, and that they should look in the “wind-whipped hills of shadow.” He warns that the celestial source of his information is fond of irritating riddles and vagueness, but he believes that the PCs should look for a druid in the Grey Highlands. He has no idea what his celestial source means by “a stone’s splinter.”

No matter how the PCs start the search for the diseases source, the tracks are easy to follow once they are outside the city. They lead away from the city and toward the Grey Highlands, north and east of Loudwater. If the PCs choose to track the orcs, they may. This requires a successful Track check (DC 15) every

three hours. A check that the PCs may take 10 on, assuming they have the appropriate feat and skill ranks.

If the PCs do not have a tracker among them, then one can be made available for a fee. A half-orc ranger named Urukluik can be found looking for work, unsuccessfully, among the revelers of The Merry Mer-She. Characters that succeed at a Gather Information check (DC 10) are directed toward Urukluik, as he has been making quite a nuisance of himself in his search for meaningful employment of late. Urukluik works for no less than 50 gp, though he begins by asking the PCs for 100 gp. A successful Diplomacy check (DC 10 + 1/5 gp) deducted from the final asking price is required to talk him down. Therefore, if the negotiating PC makes a Diplomacy check DC 15, you may deduct up to 25 gp from the final price. Feel free to apply positive or negative circumstance modifiers based on roleplaying.

☛ **Urukluik:** Male half-orc Rgr1 (Mielikki); hp 10; see Appendix 1.

If Urukluik is employed, he prefers to stay out of combat, letting the PCs do the fighting unless things look desperate, and then he'll fire a shot or two from his bow in order to assist.

Urukluik is persistent if nothing else, and truly believes that he can track anything. He has a quiet determination about him, and is desperate to prove himself. If given time though, he is successful at tracking the orcs up into the Grey Highlands.

Assuming the PCs leave the city to pursue the tracks, proceed to Effluent Orcs.

EFFLUENT ORCS (EL 4)

As the PCs follow the tracks (with or without Urukluik's aid) they move quickly away from the city. Before they reach the Grey Highlands they must first cross the Delimbiyr River before passing on to the Grey Highlands. The first day is spent in travel, and if the PCs have among them a tracker that can achieve a DC 15 Track check by simply taking 10, then tracking the orcs back toward where they came from is a simple matter. If they do not have someone who can do this, then they must make 10 successful Track checks (DC 15) in order to make the same time in one day, as parties that do have this capability. Those who are tracking can tell that a large party of orcs (10 – 15) actually made it to the city, though along the way a number of stragglers dropped off as they succumbed to the disease and exploded, leaving an easily distinguishable 10-foot gooey red splotch where they last stood.

By the end of the first day, the PCs approach Celdor's Crossing, an unmanned boathouse and a number of flat, skiff-like boats that the residence of Loudwater and the Loudwater Riders use to cross the river and travel on to the Grey Highlands. If the PCs search the boat (DC 15) they can find signs that orcs recently used one to cross over to the southern side of the river. The PCs can use a boat to travel to the other side.

Whether the PCs camp here, or once they have crossed the river, the evening passes without event, though you should feel free to make the players establish a watch order, and then have each watch attempt Spot and Listen checks in order to build paranoia. However, nothing actually happens, and the night passes without event.

As the PCs continue tracking their way up into the Grey Highlands, they stumble upon a second group of orcs that are lost in their delirium. The diseased orcs were told that the cure for their malady was to be found in Loudwater, though they never seemed to make it.

Coming over the rise, you see a group of beleaguered looking orcs coming up the rise from the other direction. Trudging along, it is apparent their skin is dark and mottled, and that pustules have formed over their bodies, some erupting in sickly oozing yellow goo that slides along their skin. The smell of rancid butter is strong in the air.

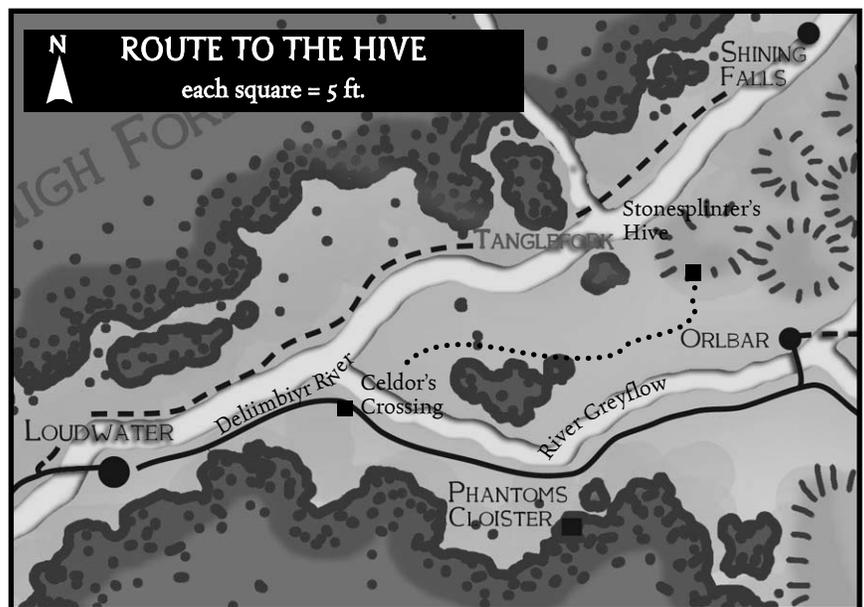
These orcs are delirious with sickness, and seeing the PCs, charge in to attack with frenzied rage.

As the orcs spot you, they are brought up short. A momentary snarling erupts into howls of rage as the brutes draw long wicked looking falchions and charge.

There are no tactics for these raging brutes. They simply recognize the PCs as enemies, and in their sickened state, they have no mind for diplomacy. As each of the orcs comes to the end of their rage, likewise if they are slain, they explode much the same as the orcs in the marketplace.

PCs caught within 10 feet of one of the exploding orcs need to make a successful Reflex saving throw (DC 20) or get sprayed with puss and bodily fluids. PCs in an adjacent square get no saving throw for this. Any PC sprayed must make a successful Fortitude saving throw (DC 18) or become infected a particularly nasty variation of slimy doom. Information regarding the disease can be found in the Introduction.

☛ **Diseased Orcs (5):** Male orc Bbn1; hp 15, 13, 11, 7, 7; see Appendix 1.



Scaling the Encounter

4th-Level Characters (EL 5): Increase the number of diseased orcs to 6 (hp 15; see Appendix 1).

5th-Level Characters (EL 6): Increase the number of diseased orcs to 8 (hp 15, 13, 9; see Appendix 1).

6th-level Characters (EL 7): Swap out the diseased orcs for 4 diseased orc raiders (hp 21, 19, 17, 14)

7th-level Characters (EL 8): Swap out the diseased orcs for 6 diseased orc raiders (hp 21, 19, 19, 16, 17, 14)

LAST OF HER TRIBE (EL 2)

Assuming that the PCs defeat the band of diseased orcs give them the opportunity to resolve any healing and such that they want to perform on each other as a result of the combat, and then have each of them make a Spot and Listen check DC 22. Any PC that makes the Spot check notices that they are being watched from the next hill over. Read or paraphrase the following.

Looking up from the bloody combat, you notice, lying flat against the hill to the north of you, approximately 100 feet away, is an orc crouching among the brush. Next to the orc is a large gray wolf.

If they make the Listen check, but not the Spot check, read or paraphrase the following.

You hear to the north of your position, the distant mournful cry of a single wolf.

If any PC makes both the Spot and Listen check, they get both descriptions. However, if they make neither, then the orc druid Kah'Liik and her wolf, surprise the PCs, stepping mysteriously out from some brush to confront them. If this occurs, read or paraphrase the following. Use this text also if the PCs notice and approach her directly.

A large female orc emerges from the brush snarling as she comes. Next to her is a large, bristling gray wolf.

Use Illustration 2 to help describe the orc. Give the PCs an opportunity to react at this point. Any hostile actions taken (drawing weapons, reaching for spell components, readying shields) are viewed negatively, giving the PCs a cumulative -2 circumstance penalty per action in any diplomatic conversation they may have with Kah'Liik. While she doesn't look happy, she has neither drawn a weapon nor has she readied spell components. Though she has cast *owl's wisdom* bringing her Wisdom up to 20, the save DC's for her spells up to 15 + spell level, and her Sense Motive skill check up to +5, Sense Motive being the primary reason for casting the spell. She stands 20 feet back from the PCs, and has successfully commanded Growl, her animal companion to defend her, should the need arise. She speaks to the party in perfect Common.

The orc points an accusatory finger at you, "If the only reason you stalk the Grey Highlands is to kill orcs, you can leave now, as they are dying off very well on their own."

If the PCs attempt to calm her, by explaining that they are investigating the strange disease, or even simply stated, the death of the orcs, have them make a Diplomacy check (DC 15). If successful she gives them an opportunity to speak. If the PCs would like to ask Kah'Liik questions regarding the disease at this point, she knows the following.

- The disease appears to be a variation on the *slimy doom* plague. Though its affects are considerably more virulent.
- She believes that the disease is being spread by insect bite, as her tribe suffered from a small swarm of beetle-like locusts before they succumbed to the disease.
- The locusts died shortly after the orcs starting showing signs of sickness.
- She was out hunting for signs of game to send hunters



after when the locusts struck her tribe, and so she has remained unaffected.

- Once she realized that she couldn't help them, she abandoned them to their fate, though still harbors feelings of guilt for doing so.
- The locusts came from a cave that leads down into the earth to the north of where they currently are.

If the PCs ask Kah'Liik to give them directions, she volunteers to show them the way, though she refuses to accompany them within.

If, for whatever reason, the party attacks Kah'Liik, she hits the entire group with an *entangle* spell, and then flees the area. It is not possible to track her due to the trackless step ability of druids, a trait, which Growl seems to share, strangely enough. If she is unable to flee, she fights to the death, guilt and anger driving her to attack the PCs violently, commanding Growl to do the same.

➤ **Kah'Liik:** Female orc Drd3; hp 21; see Appendix 1.

➤ **Growl – (wolf animal companion):** hp 26; see Appendix 1.

It is extremely difficult to find the source of the locusts if the PCs do not accept Kah'Liik's help. The orcs they have been tracking are residents of the immediate vicinity, and so their easily identifiable tracks stop here. In addition, the PCs find large numbers of dead flying beetle like insects that made up the original swarm of locusts that attacked Kah'Liik's tribe.

Without Kah'Liik, the PCs have to make three successful Track checks (DC 25) in order to find their way to the cave. Either way, once the PCs come to within 100 yards of the cave, proceed to A Nasty Bite.

Scaling the Encounter

4th-Level Characters (EL 3): Increase Kah'Liik by 1 level (hp 27; see Appendix 1).

5th-Level Characters (EL 4): Increase Kah'Liik by 2 levels (hp 33; see Appendix 1).

6th-Level Characters (EL 5): Increase Kah'Liik by 3 levels (hp 42; see Appendix 1).

7th-Level Characters (EL 6): Increase Kah'Liik by 4 levels (hp 47; see Appendix 1).

NASTY BITE (EL 3)

As the PCs grow nearer to the cave where Drahhmin performs his experiments, they cross the territory of an ankheg that Drahhmin brought with him into the area. He set the creature free in an attempt to have it guard the grounds close to where he is working, and appears to have done so successfully. Though the dwarf doesn't realize that if he were to cross this land, something he hasn't done since his arrival, he would have to deal with the creature himself.

The ankheg is hungry, having had little to eat in the past week, and waits for the PCs ala 'trapdoor spider.' Determine randomly which PC is attacked, and then allow all of the PCs a Spot check (DC 25) to notice the ankheg's antennae, which are barely poking out from its hiding space. If no one succeeds at the Spot check, then during the surprise round the ankheg surfaces (free action) attacks its chosen target with a bite attack and attempts to



grapple them using improved grab (standard action), and if it does so, pulls them back into the ground, moving 30 feet along its tunnel (move action).

The ground erupts, and a huge segmented insect with slender legs emerges from the ground in a burst of rock and dirt. Blacks eyes regard you hungrily from above a pair of wicked looking mandibles.

If the ankheg is successful, it continues to attack its victim until he/she stops moving, and then dines at its leisure. This of course is assuming the other PCs down pursue the ankheg down into its hole. If it fails in its attempt, it becomes frustrated. On its next attack it uses its spit acid ability in an attempt

to damage as many PCs as possible.

If the PCs pursue the creature into its burrow, it is a 10-foot wide, 60-foot long tunnel with an exit at either end. The ankheg uses its size to block the passage, and attempts to catch as many pursuers in its stream of acid as possible.

➔ **Ankheg:** hp 35; see *Monster Manual*.

Scaling the Encounter

4th-Level Characters (EL 4): Add 1 level of barbarian to the ankheg (hp 45; see Appendix 1).

5th-Level Characters (EL 5): Add 1 ankheg for a total of two regular ankhegs (hp 30; see *Monster Manual*).

6th-Level Characters (EL 6): There are 2 ankhegs, each with the level of barbarian (hp 45, 42; see Appendix 1).

7th-Level Characters (EL 7): Add 3 ankhegs for a total of four regular ankhegs (hp 37, 33, 30; see *Monster Manual*).

STONESPLINTER'S HIVE

Stonesplinter, his experiments, and his victims all originate from this place, his "hive." Originally constructed by an umber hulk or similar creature, the hive is cut into a rather large hill. Burrowed through packed earth and stone, the stale and warm air in the place smells dirty, and sometimes strangely metallic. The walls are rough and easy to climb (typically DC 10). There is no natural lighting in the hive.

It seems as though your journey has finally come to an end as you approach the circular, 10-foot diameter hole in the ground. You peer into the darkness of what appears to be a huge stone hivelike structure.

1. Hive Entrance (EL 4)

Light: Total darkness.

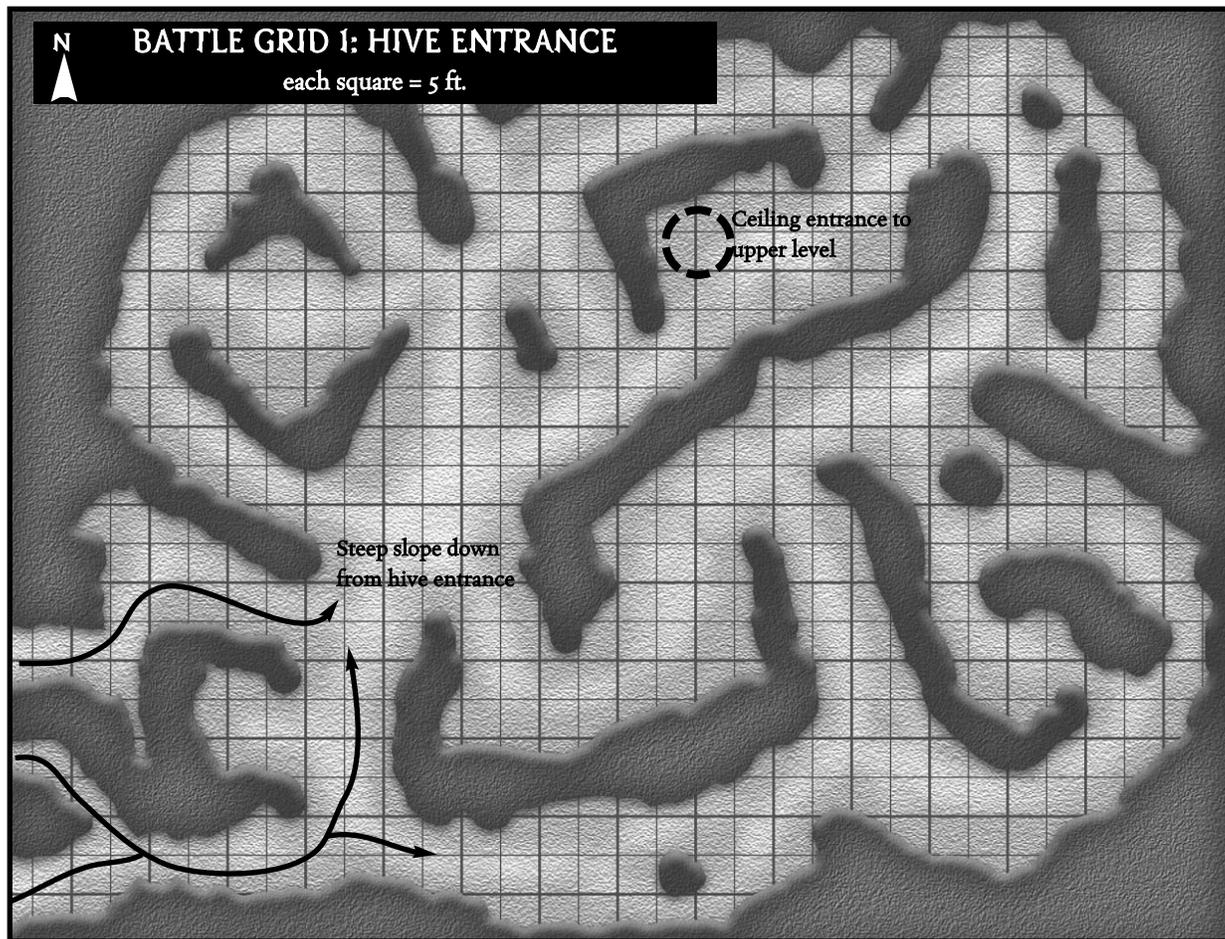
Sound: The PCs may be able to hear (Listen DC 15) the echoing of strange clicking sounds from within (the insectile ogre moving) before they reach the mapped area.

Reaction: See below.

Auras: Faint evil and chaos (insectile ogre).

Ahead you can hear a strange clicking sound that seems to reverberate through the chamber. As you move ahead, the clicking sound stops, and though you don't hear anything moving, you get the feeling of movement all around you.

Looking into the passageway with some kind of light, or using darkvision, the PCs can immediately see that it opens up slightly before becoming a honeycombed hive of earth and stone. About 100 feet in, a rather strange beast awaits them. Drahmin has gone to great lengths to find ways to breed insects with other types of creatures. His only success in this endeavor was this vicious beast whose mother was an ogre, but whose father was something insect-like, though not of this plane. The insectile ogre is fiercely



protective of his 'stone hive' from any intruder but Drahmin, and as soon as the PCs have gotten approximately 60 feet in, it attacks.

Once the PCs have actually spotted the insectile ogre, read or paraphrase the following. Use Illustration 4 to describe this scene.

The creature you see resembles an ogre with massive chitinous plates covering its muscular frame. Four widely spaced dead black eyes regard you coldly from above the creature's strange insectile mandible-like jaw.

➔ **Insectile Ogre:** hp 35; see Appendix 1.

Tactics: In combat, the insectile ogre uses its tremorsense to best advantage, attacking PCs from around corners, and using the cover to its best advantage. Against groups it enjoys using hit and run tactics, ambushing stray PCs while hanging from the ceiling (it particularly enjoys attacking from the hole in the ceiling) or from around corners. Feel free to move the insectile ogre throughout its complex, having it circle around the PCs through the honeycombed room in order to get better position on them. Use the map provided to keep track of the ogre's position, but only provide as much information regarding the entire room to the PCs, as they have discovered in any given round.

Development: Once this combat has ended, make it a point to inform the PCs that they are getting very tired. Night is nearing and proceeding further without resting would require Fortitude saving throws in order to avoid taking nonlethal damage for a "Forced March" as it were. They can rest in the caves or outside of them without incident. Stonesplinter is sequestered deep within the hive, and doesn't exit nor does he send any minions out to guard or scout.

The hole leading to the upper level of the hive is 15 feet off the ground. It takes a single successful climb check (DC 20, since the PCs also have to scale a section of the ceiling) or some other method to gain entrance to the hives upper level. When the PCs gain entrance to the upper levels, proceed to Creepy Crawlies, below.

Scaling the Encounter

4th-Level Characters (EL 5): Add one level of barbarian to the insectile ogre (hp 44; see Appendix 1).

5th-Level Characters (EL 6): Add two levels of barbarian to the insectile ogre (hp 53; see Appendix 1).

6th-Level Characters (EL 7): Add three levels of barbarian to the insectile ogre (hp 53; see Appendix 1).

7th-Level Characters (EL 8): Add four levels of barbarian to the insectile ogre (hp 53; see Appendix 1).

2. Creepy Crawlies (EL 3)

Light: Total darkness.

Sound: See below.

Reaction: See below.

Auras: None.

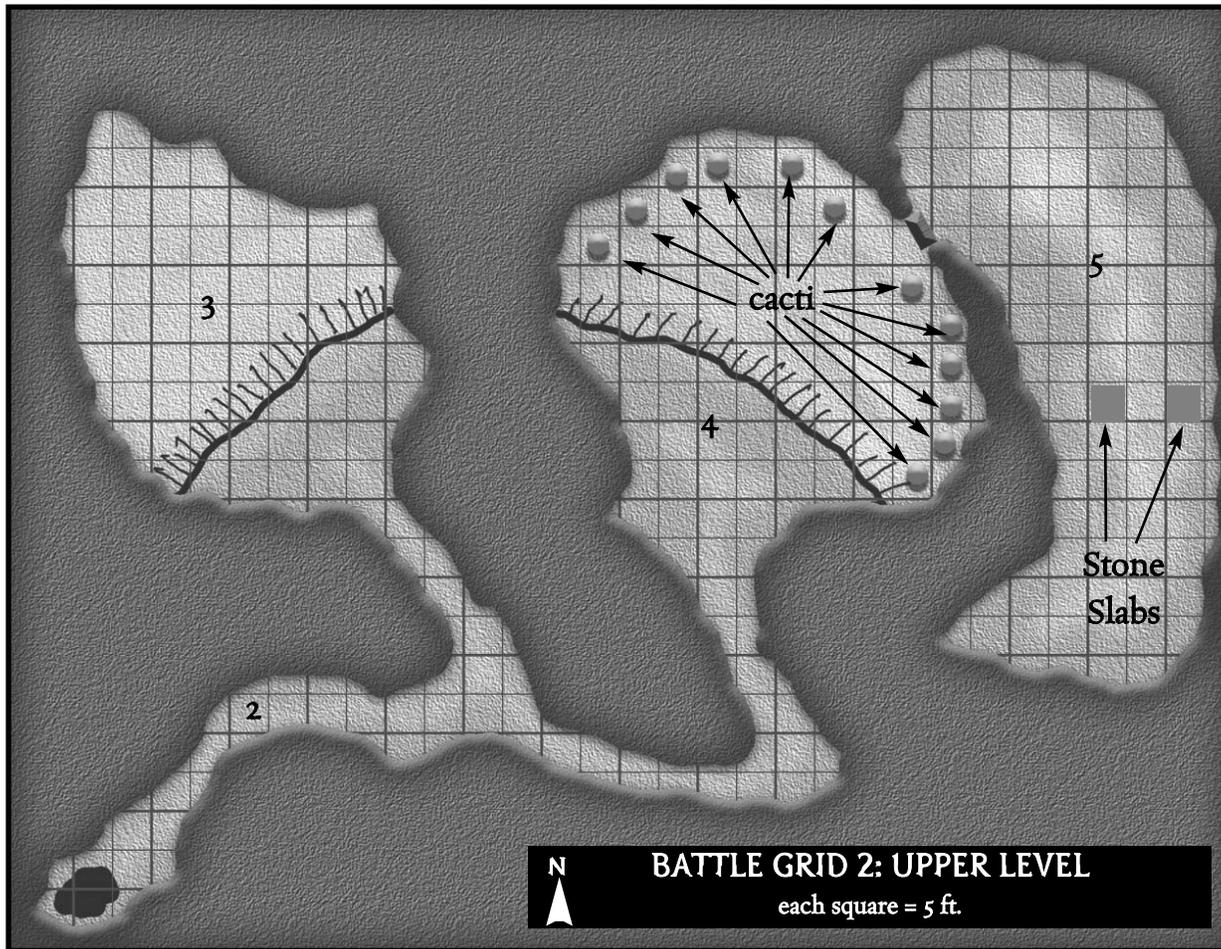
Climbing up from the lower hive, you see a long winding corridor, perhaps one seventy feet in length. Though 10 feet wide in spots, its round shape makes it difficult to walk in more than single file. The walls here are riddled with holes about the size of a human fist, and a great sound as if hundreds of dried leaves are rubbed against one another in a great wind can be heard down the length of the corridor.



If a character succeeds at a Knowledge (nature) check (DC 15) he or she realizes that a swarm of insects makes a sound not dissimilar to this noise.

As the PCs move down the corridor, they automatically attract the attention of the resident swarm, which quick issues

As you move through the corridor, large shiny black beetles about a quarter the size of the holes around you begin quickly issuing out into the corridor. It is obvious from their behavior that they are agitated by your presence, and they intend to express their misgivings in no uncertain terms. The great rustling black swarm forms around you as the beetles take wing,



and fly through the air, mandibles clacking all the while.

out of the holes from every direction.

➤ **Locust Swarm:** hp 21; see *Monster Manual*.

The main difference between this locust swarm and the one presented in the *Monster Manual*, is that any PC or creature for that matter, that takes damage from the swarm must make a successful Fortitude saving throw (DC 15) or contract the slimy doom variant presented in the Introduction of this adventure. Additionally, this swarm has no fly speed, they only move along the ground

Development: Once the PCs have driven off the swarm, they may proceed further down the corridor to a 'T' intersection. The passage to the right leads deeper into the hill. However, the sound of talking can be heard coming from the left passage by any PC that makes a successful Listen check (DC 10).

Scaling the Encounter

4th-Level Characters (EL 4): Substitute in the centipede swarm (hp 31; see *Monster Manual*) for the locust swarm. Only rather than inflicting poison damage upon the PCs, have them make the Fortitude save to avoid disease instead.

5th-Level Characters (EL 5): Use two locust swarms (hp 26, 21; see *Monster Manual*) instead of just one, neither of them have a fly speed, and both have normal chances for inflicting the disease upon the PCs.

6th-Level Characters (EL 6): Substitute in two centipede swarms (hp 31, 27; see *Monster Manual*) for the locust swarm. Only rather than inflicting poison damage upon the PCs, have them make the Fortitude save to avoid disease instead.

5th-Level Characters (EL 6): Use three locust swarms (hp 27, 26, 21; see *Monster Manual*) instead of just one, they have a fly speed, and normal chances for inflicting the disease upon the PCs.

3. Control Subject (EL 3)

Light: Total darkness.

Sound: Talking and mumbling in the distance.

Reaction: See below.

Stepping into this large chamber, you continue to hear someone talking. Though, as it has grown louder, it has become equally incomprehensible.

The large stone chamber is roughly sixty feet across, and bisected about ten feet in by a sheer cliff that drops into the darkness. The sound of the talking comes from down below.

Auras: Faint chaos (Kranler Dhenta).

As the PCs shed light on the area below the cliff, which descends about 20 feet to the cavern floor below, read or paraphrase the following.

Peering into the room below the cliff, which descends vertically about twenty feet to the cavern floor below, you see, propped against the far wall, what appears to be a bald human man in shredded robes, that may have once been the color of blood, but have since faded to a dull brown. His blackened hands are wrapped in rags that may have once been bandages. The floor is little with empty beetle shells. As you look down upon him, he looks up, seems to see you and cackles with glee, before turning his attention to something he seems to be picking at on the floor, and continues babbling to himself incomprehensibly.

This is Kranler Dhenta. Once a trusted agent of the Cyricist faction of the Llorkh Zhentarim, Kranler was caught pilfering supplies for magical research from his master's personal store, and has since been traded off to Drahhin as an assistant. Thinking that his punishment was to be a light one, Kranler went willingly with the insane dwarf. Kranler had no idea that Drahhin would be using him as a test subject as well.

➤ **Kranler Dhenta:** Male human Tra3; hp 19; see Appendix 1.

If the PCs actually climb down into the pit, which was designed to be a hold cell of sorts, then Kranler actually takes note of them. From here they can see that his skin is covered in oozing, puss-filled sores, some of which have been scratched into infection.

On the cliff wall itself, are dark brown stains that are slowly flaking off. This is dried blood from Kranler's hands. When Drahhin first imprisoned him here (set for observation), Kranler madly attempted to climb the cliff with his bare hands, and failed miserably. As a less lethal variant of the disease took hold of him, he descended into madness, and has ceased attempting to escape. The sickness has since abated in him, though he carries the scars of its passing still.

If the PCs are not threatening toward Kranler, they may question him. Though his answers at times may be less than coherent,

some valuable information can be gleaned from the crazed wizard.

- My master sent me to eat the bugs... eaten the bugs he sent me...
- Today's entertainment is brought to you by the letter 'Z' and numbers that are too small to count...
- The dwarf is genius; though sick in the head... we must be wary around that one...
- I like beetles in the moonlight... they sting going down, but are quite saucy...
- Desert stingers... *huge* desert stingers... for breeding purposes only...

Feel free to make up additional ramblings. He is quite gone, though as you may note from those above, can give away some clues as to the next couple encounters, as well as the involvement of the Zhentarim.

If the PCs threaten him in any way, he pulls an arcane scroll of *obscuring mist* that he has tucked behind him, and casts the spell. After this, he casts *shield* on himself, and then *alter self*, transforming himself into a troglodyte, in favor of the natural armor bonus it affords him. In combat against the PCs, he first casts *web*, attempting to ensnare as many of them as possible, and then hits the strongest looking straggler, not caught in the web, with *scorching ray*.

It is possible for the PCs to rescue Kranler from his fate here. If taken back to Loudwater, the authorities there take charge of him, and cast spells upon him in order to purge him of madness. Once that is done, they interrogate him for information regarding the Zhentarim and their involvement with the epidemic. After being handed over to the dwarf as such, Kranler tells all in knows in retribution for his treatment, and takes up residency in Loudwater, becoming an agent of the city.



Scaling the Encounter

4th-Level Characters (EL 4): Add one level to Kranler (hp 24; see Appendix 1).

5th-Level Characters (EL 5): Add two levels to Kranler (hp 29; see Appendix 1).

6th-Level Characters (EL 6): Add three levels to Kranler (hp 35; see Appendix 1).

7th-Level Characters (EL 7): Add four levels to Kranler (hp 38; see Appendix 1).

4. Grim Harvest (EL 3)

Light: Total darkness.

Sound: Faint clicking sounds on approach (Listen DC 15).

Reaction: See below.

Auras: None

Stepping into this cavern, you first note the steep cliff that descends into the darkness about ten feet in from the corridor. The room itself is about fifty feet across, the far wall continuing down into the darkness. From the darkness you can hear faint clicking sounds.

If the PCs have a light source or darkvision, read or paraphrase the following.

Looking down into the pit ahead, you see a large wooden door at the far end of the room, set into the base of wall. Around the perimeter of the room are about a dozen large cacti, planted in ceramic pots.

Use Illustration 5 to help describe this scene. Three scorpions are below, and while not victims of the plague themselves, are most definitely carriers. They are currently at rest, and remain hidden under a fine layer of dirt. In order to spot the critters, PCs must succeed at a Spot check (DC 24). Otherwise, they remain camouflaged among the loose earth that makes up the floor of this room.

☛ **Medium Monstrous Scorpion (3):** hp 18, 15, 13; see *Monster Manual*.

Drahmin recently placed the cacti in the room in an effort to get the scorpions to impregnate the plants with their offspring, which he believes (correctly) are going to be carriers of the disease as well. Any character that makes a successful Knowledge (nature) check (DC 15) may realize that scorpions can lay their eggs within the cacti, and that the cacti, even now, could be filled with monstrous scorpion eggs. They would be correct in the second assumption.

Drahmin intends to transplant the cacti throughout Faerun, in an effort to infect the world with his brand of plague. The Zhentarim are unaware of this plan.

In order to proceed past this room, the PCs must get through the door. If they proceed to attempt to slay the scorpions with missile fire, the

☛ **Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; Break (locked) DC 25; Average Lock (DC 25).

For each round of combat, allow Drahmin a Listen check (DC 15) to see if he hears the fight. Likewise, if the PCs must smash down the door, give Drahmin a Listen check (DC 5) to hear this activity. As soon as the dwarf realizes that someone is

coming from either the fight or the breaking down the door, he begins casting preparatory spells.

Scaling the Encounter

4th-Level Characters (EL 4): Add one scorpion for a total of four Medium monstrous scorpions (hp 18; see *Monster Manual*).

5th-Level Characters (EL 5): Add one Large monstrous scorpion for a total of one Large and three Medium monstrous scorpions (hp 32; see *Monster Manual*).

6th-Level Characters (EL 6): Add two Large monstrous scorpions for a total of two Large and three Medium monstrous scorpions (hp 35, 32; see *Monster Manual*).

7th-Level Characters (EL 7): Swap Medium scorpions for four Large monstrous scorpions (hp 35, 34, 32, 32; see *Monster Manual*).

5. Drahmin Stonesplinter (EL 5)

Light: Total darkness.

Sound: The PCs may be able to hear (Listen DC 15) the echoing of strange clicking sounds from within (the insectile ogre moving) before they reach the mapped area.

Reaction: See below.

Auras: Slight evil and chaos (insectile ogre).

This rather large cave is pockmarked with holes that vary in size from a halfling's hand to an ogre's foot in width. Some are merely deep gouges in the earthen floors and walls, but others disappear into the darkness, depth unknown.

If the PCs have a steady light source or darkvision, read or paraphrase the following.

Across from the entrance where you stand, rest a pair of large flat stone slabs, each approximately three feet high, and five feet square. Atop one rests an iron tripod from which hangs a large ceramic kettle over red-hot coals. Inside the kettle, some kind of greenish sludge slowly bubbles. Various soft leather pouches with a variety of unknown substances are arrayed systematically to one side of the fire. To the other side are a number of capped bone scroll cases. The other stone slab bears a large three-foot long wooden box, which has a hide lashed over the top, covering its contents.

Behind the stone slabs, stands a dwarf in rough leather armor and bearing a stout wooden shield. A gleaming scimitar hangs from one hip. His dead black eyes stare at you intently from under a furrowed brow, and his dark brown beard is neatly braided with ornate beadwork. As you look upon him, you can tell he is chanting something in the process of casting a spell.

Use illustration 6 to help describe this scene. In the kettle is a hearty pea soup, though the PCs very likely won't know this until they are actually brave enough to sample it. The pouches contain various natural herbs that Drahmin could fine to spice up his meal. Feel free to play up the mystery of the greenish sludge however.

The wooden box with the hide covering is another matter altogether. Removing the hide covering reveals a writhing mass of large beetle larvae that Drahmin has recently infected with the



disease. He is caring for these larvae himself until he can release them into the hive, enlarging the swarm of infected beetles.

If Drahmin hears the fight with the monstrous scorpions, or if he hears the PCs breaking down his door, he uses the *lesser stone salve* protecting himself as if he had the *stoneskin* spell cast on his person. This effect is as if cast at 7th-level of ability. For treasure purposes, he has two applications of the salve remaining, prior to using them here. If he indeed uses them, then he only has one unused application of each. After applying the *stone salve*, Drahmin casts the following spells on himself, in this order: *longstrider*, *bear's endurance*, and *resistance*.

Once the PCs have had a chance to enter his chamber, he hits the largest group of them with *sleet storm*, and then commands Gnash to attack a PC who did not get caught in the storm. Next, he casts *obscuring mist*, and waits for someone to come in and get him. The first PCs that gets close enough to attack him in melee is a target for his *poison* spell. Likewise, he targets heavily armored foes with *heat metal*. If forced into melee combat, he wild shapes into a dire badger and flies into a rage.

As a general note, the pockmarked nature of the floor here causes any PC that chooses to charge across its surface to make a Reflex save (DC 15) or trip and fall prone.

➤ **Drahmin Stonesplinter:** Male dwarf Drd5; hp 43; see Appendix 1.

➤ **Gnash (dire rat animal companion):** hp 17; see Appendix 1.

If Drahmin falls in combat and Gnash is still living, he dives down one of the holes large enough for him, and crawls his way

out through a series of tunnels he created for just such a purpose.

Scaling the Encounter

4th-Level Characters (EL 6): Add one level to Drahmin. Add *protection from energy (fire)* to his preparatory spells. He spends the whole combat in the form of a dire badger, as he may use the Natural Spell feat to cast spells in that form.

5th-Level Characters (EL 7): Add two levels to Drahmin. Add *protection from energy (fire)* to his preparatory spells. In combat, the first PC to step out of the *sleet storm* is targeted with *flame strike*. He spends the whole combat in the form of a dire badger, as he may use the Natural Spell feat to cast spells in that form.

6th-Level Characters (EL 8): Add three levels to Drahmin (hp 65; see Appendix 1). Add *protection from energy (fire)* to his preparatory spells. In combat, the first PC to step out of the *sleet storm* is targeted with *flame strike*. He spends the whole combat in the form of a dire boar, as he may use the Natural Spell feat to cast spells in that form.

7th-Level Characters (EL 9): Add four levels to Drahmin (hp 74; see Appendix 1). Add *protection from energy (fire)* to his preparatory spells. In combat, the first PC to step out of the

sleet storm is targeted with *flame strike*. He spends the whole combat in the form of a dire boar, as he may use the Natural Spell feat to cast spells in that form.

CONCLUSION

Success

If the PCs defeat Drahmin, the scrolls near one of the stone slab detail the process he used for creating the virus and infecting the insects and scorpions, and ultimately his tests upon the orcs themselves. The entire manuscript is written in Dwarven however, and requires knowledge of that language to read, as well as Knowledge (nature) and the Heal skills to decipher the meaning of his notes.

If the PCs take the manuscripts back to Loudwater, and proceed immediately to the authorities, the manuscripts are translated and deciphered, and at first the authorities believe themselves to be lost, as the rare herbs required to heal the community, are not present in great enough quantities to affect the mass healing necessary. However, lo and behold, a merchant caravan arrives from Orilbar, carrying a large quantity of the herbs, which they claim they are planning on selling in the marketplace in Waterdeep. However if the need is great, they are willing to sell to the good people of Loudwater at a premium.

The city purchases the entire shipment, and the next few weeks are spent healing the populace of the epidemic. The PCs are lauded as heroes of the city, and rewarded, though moderately so, as a large amount of revenue was required to secure the purchase of the herbs.

Failure

If the PCs fail to defeat Drahmin, Loudwater survives, though the epidemic ravages its populace before the Zhentarim steps in and saves the town from complete extinction. A shrine dedicated to Cyric is allowed to be build inside the All Faith's Altar, and a gift of a strange cacti is delivered to High Lord Kalahar Twohands's home about a month later...

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progression digitally. At the adventure you report what the characters did by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points awarded and gold piece value increase each character gains.

At the end of this adventure you'll find and RPGA Session Tracking form tailored to this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encoun-

ters unscathed. Does bypassing an encounter earn the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision.

For traps, PCs get experience points just for encountering them, whether or not they were disabled.

1. Did the PCs defeat the diseased orcs and befriend the orc druid?

- Yes.
- Almost. They were able to defeat the diseased orcs, but weren't able to befriend the druid, and didn't defeat her in combat
- Almost. They were able to defeat the diseased orcs, but weren't able to befriend the druid, and defeated her in combat.
- No.

2. Did the PCs defeat the ankheg and the insectile ogre?

- Yes
- Almost. They defeated the ankheg but not the insectile ogre.
- Almost. They defeated the insectile ogre, but not the ankheg.
- No. They defeated neither the ankheg nor the insectile ogre.

3. Did the PCs defeat the locusts?

- Yes.
- Almost—they bypassed the locust swarm but didn't defeat it.
- No.

4. What statement best describes the PCs meeting with Kranler Dhenta?

- They encountered him, but left him confined in the hive
- They encountered him, fought him, but were defeated by him.
- They encountered him, fought him, and defeated him.
- They encountered him and rescued him.
- They never encountered him.
- Yes. They encountered all the traps.

5. Did the PCs defeat the monstrous scorpions?

- Yes
- No

6. Did the PCs defeat Drahmin Stonesplinter and recover his notes on the disease?

- Yes. They both defeated him and recovered his notes.
- Almost. While they defeated him, they didn't recover his notes.
- No. They neither defeated him, nor recovered his notes.

7. Rate the group's roleplaying

- Fantastic. Everyone had interesting and engaging character that interacted with the adventure in very fun ways.
- Good. Most everyone had interesting and engaging characters that interacted with the adventure in very fun ways.
- Okay. There was some roleplaying.
- None. They treated the adventure only as a set of objectives. There was no roleplaying.

APPENDIX I: NPCS

Introduction

◆ **Uruluk:** male half-orc Rgr1 (Mielikki); CR 1; Medium humanoid (orc); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Base Atk +1; Grp +3; Atk +3 melee (1d10+3/19-20, bastard sword) or +4 ranged (1d8+2/x3, composite longbow [+2]); Full Atk +3 melee (1d10+3/19-20, bastard sword) or +4 ranged (1d8+2/x3, composite longbow [+2]); Space/Reach 5 ft./5 ft.; SA Favored enemy (goblinoids +2); SQ Darkvision 60 ft., orc blood; AL N; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 14, Int 8, Wis 12, Cha 8

Skills and Feats: Hide +5, Listen +5, Move Silently +5, Spot +5, Survival +5; Track, Weapon Focus (composite longbow).

Possessions: studded leather armor, bastard sword, composite longbow (+2), 20 arrows, backpack, 14 days trail rations, water-skin, flint and steel, 2 torches, bedroll, 50 ft. silk rope, wooden holy symbol (Mielikki), explorer's outfit.

Effluent Orcs

◆ **Diseased Orcs:** male orc Bbn1; CR 1; Medium humanoid (orc); HD 1d12+1; hp variable (see adventire text); Init +0; Spd 40 ft.; AC 14 (touch 10, flat-footed 14); Base Atk +1; Grp +4; Atk +6 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin); Full Atk +5 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin); Space/Reach 5 ft./5 ft.; SA Rage 1/day; SQ Darkvision 60 ft., light sensitivity, fast movement; AL CN; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Intimidate +2, Listen +2, Survival +2; Weapon Focus (falchion).

Rage (Ex): hp 15; AC 12 (touch 8, flat-footed 12); Grp +6; Atk +8 melee (2d4+7/18-20, falchion); Full Atk +8 melee (2d4+7/18-20, falchion); SV Fort +5, Ref +0, Will +0.

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: masterwork falchion, chain shirt.

◆ **Diseased Orc Raider:** male or female orc Rog2/Bbn1; CR 3; Medium humanoid (orc); HD 2d6+1d12+3; hp variable (see adventure text); Init +2; Spd 45; AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +6; Full Atk +8 melee (1d6+4/18-20, masterwork scimitar), or +4 melee (1d6+4/18-20, masterwork scimitar) and +0 melee (1d4+3, +1 spiked shield bash); Atk +8 melee (1d6+4/18-20, masterwork scimitar), or +4 melee (1d6+4/18-20, masterwork scimitar) and +0 melee (1d4+3, +1 spiked shield bash); SA rage, sneak attack +1d6; SQ darkvision 60 ft., light sensitivity, evasion, trapfinding; AL CN; SV Fort +3, Ref +5, Will -1; Str 19, Dex 14, Con 13, Int 10, Wis 8, Cha 6.

Skills and Feats: Balance +9, Climb +9, Hide +6, Jump +15, Listen +5, Move Silently +7, Spot +4, Survival +3, Tumble +9; Dash†, Skill Focus (Jump).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Rage (Ex): 1day-hp +6; AC 15, touch 10, flat-footed 13; Grp +8; Full Atk +10 melee (1d6+6/18-20, masterwork scimitar), or +6 melee (1d6+6/18-20, masterwork scimitar) and +0 melee (1d4+4, +1 spiked shield bash); Atk +10 melee (1d6+6/18-20, masterwork

scimitar), or +6 melee (1d6+6/18-20, masterwork scimitar) and +0 melee (1d4+4, +1 spiked shield bash); SV Fort +5, Will +1; Climb +11, Jump +17.

Possessions: +1 leather armor, +1 spiked light steel shield, masterwork scimitar.

†This feat is from *Complete Warrior*, it grants the orc raider 5 feet of extra movement when in light or no armor.

The Last of Her Tribe

◆ **Kah'Liik:** female orc Drd3; CR 3; Medium humanoid (orc); HD 3d8+3; hp 21; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +2; Grp +2; Atk +3 melee (1d4/19-20, masterwork dagger) or +5 ranged (1d4/19-20, thrown masterwork dagger); Full Atk +3 melee (1d4/19-20, masterwork dagger) or +5 ranged (1d4/19-20, thrown masterwork dagger); Space/Reach 5 ft./5 ft.; SA Spells; SQ Darkvision 60 ft., light sensitivity, animal companion, nature sense, wild empathy (+3), woodland stride, trackless step; AL N; SV Fort +6, Ref +3, Will +7; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +7, Handle Animal +6, Heal +9, Knowledge (nature) +7, Survival +9; Great Fortitude, Track.

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (4/3/2; base DC = 13 + spell level): 0 – create water, mending, purify food and drink, resistance; 1st – endure elements, entangle, obscuring mist; 2nd – owl's wisdom, flaming sphere.

Possessions: masterwork dagger, spell component pouch.

◆ **Growl – (wolf animal companion):** Medium magical beast; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +3; Grp +5; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +6, Ref +6, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +3, Survival +3*; Power Attack, Track*, Weapon Focus (bite).

Tricks: Attack, Come, Defend, Down, Defend, Fetch, Guard, Track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

◆ **Kah'Liik (EL 3 version):** female orc Drd4; CR 4; Medium humanoid (orc); HD 4d8+4; hp 27; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +3; Grp +3; Atk +4 melee (1d4/19-20, masterwork dagger) or +6 ranged (1d4/19-20, thrown masterwork dagger); Full Atk +4 melee (1d4/19-20, masterwork dagger) or +6 ranged (1d4/19-20, thrown masterwork dagger); Space/Reach 5 ft./5 ft.; SA Spells; SQ Darkvision 60 ft., light sensitivity, animal companion, nature sense, wild empathy (+4), woodland stride, trackless step, resist nature's lure; AL N; SV Fort +7, Ref +3, Will +8; Str 10, Dex 14, Con 12, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +8, Handle Animal +7, Heal +10, Knowledge (nature) +8, Survival +10; Great Fortitude, Track.

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (5/4/3; base DC = 13 + spell level): 0 – create water, know direction, mending, purify food and drink, resistance; 1st – endure elements, entangle, longstrider, obscuring mist; 2nd – barkskin, owl's wisdom, flaming sphere.

Possessions: masterwork dagger, spell component pouch.

➤ **Growl – (wolf animal companion):** Medium magical beast; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +3; Grp +5; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +6, Ref +6, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +3, Survival +3*; Power Attack, Track*, Weapon Focus (bite).

Tricks: Attack, Come, Defend, Down, Defend, Fetch, Guard, Track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

➤ **Kah'Liik (EL 4 version):** female orc Drd5; CR 5; Medium humanoid (orc); HD 5d8+5; hp 33; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +3; Grp +3; Atk +4 melee (1d4/19-20, dagger) or +6 ranged (1d4/19-20, thrown dagger); Full Atk +4 melee (1d4/19-20, dagger) or +6 ranged (1d4/19-20, thrown dagger); Space/Reach 5 ft./5 ft.; SA Spells; SQ Darkvision 60 ft., light sensitivity, animal companion, nature sense, wild empathy (+4), woodland stride, trackless step, resist nature's lure, wild shape (1/day); AL N; SV Fort +7, Ref +3, Will +8; Str 10, Dex 14, Con 12, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Handle Animal +8, Heal +11, Knowledge (nature) +9, Survival +11; Great Fortitude, Track.

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Spells Prepared (5/4/3/2; base DC = 13 + spell level): 0 – create water, know direction, mending, purify food and drink, resistance; 1st – endure elements, entangle, longstrider, obscuring mist; 2nd – barkskin, owl's wisdom, flaming sphere; 3rd – cure moderate wounds, sleet storm.

Possessions: masterwork dagger, spell component pouch.

➤ **Growl – (wolf animal companion):** Medium magical beast; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +3; Grp +5; Atk +6 melee (1d6+3, bite); Full Atk +6 melee (1d6+3, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +6, Ref +6, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +3, Survival +3*; Power Attack, Track*, Weapon Focus (bite).

Tricks: Attack, Come, Defend, Down, Defend, Fetch, Guard, Track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

A Nasty Bite

➤ **Ankheg (EL 4 version):** male ankheg Bbn1; CR 4; Large magical beast; HD 3d10+12 plus 1d12+3; hp 45; Init +0; Spd 40 ft., burrow 30 ft.; AC 18 (touch 9, flat-footed 18); Base Atk +4; Grp +14; Atk +9 melee (2d6+9 plus 1d4 acid, bite); Full Atk +9 melee (2d6+9 plus 1d4 acid, bite); Space/Reach 10 ft./5 ft.; SA Improved grab, spit acid, rage (1/day); SQ Darkvision 60 ft., low-light vision, tremorsense 60 ft., fast movement; AL N; SV Fort +8, Ref +3, Will +2; Str 22, Dex 10, Con 17, Int 1, Wis 13, Cha 6.

Skills and Feats: Climb +9, Listen +7, Spot +3; Alertness, Toughness.

Rage (Ex): hp 53; Grp +16; AC 16 (touch 7, flat-footed 16); Atk +11 melee (2d6+12 plus 1d4 acid, bite); Full Atk +11 melee (2d6+12 plus 1d4 acid, bite); SV Fort +10, Ref +3, Will +4; Str 26, Con 21; Climb +11.

➤ **Kah'Liik (EL 5 version):** female orc Drd6; CR 6; Medium humanoid (orc); HD 6d8+6; hp 42; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +4; Grp +4; Atk +5 melee (1d4+1/19-20, +1 dagger) or +7 ranged (1d4+1/19-20, thrown +1 dagger); Full Atk +5 melee (1d4+1/19-20, +1 dagger) or +7 ranged (1d4/19-20, thrown +1 dagger); SA spells; SQ darkvision 60 ft., light sensitivity, animal companion, nature sense, wild empathy (+4), woodland stride, trackless step, resist nature's lure, wild shape (2/day); AL N; SV Fort +8, Ref +6, Will +9; Str 10, Dex 14, Con 12, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +10, Handle Animal +9, Heal +12, Knowledge (nature) +10, Survival +12; Great Fortitude, Lightning Reflexes, Track.

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Spells Prepared (5/4/4/3; base DC = 13 + spell level): 0 – create water, know direction, mending, purify food and drink, resistance; 1st – endure elements, entangle, longstrider, obscuring mist; 2nd – barkskin, owl's wisdom, flaming sphere (2); 3rd – cure moderate wounds, sleet storm (2).

Possessions: +1 dagger, spell component pouch.

➤ **Growl – (wolf animal companion):** Medium magical beast; HD 6d8+12; hp 40; Init +3; Spd 50 ft.; AC 20 (touch 14, flat-footed 16); Base Atk +5; Grp +8; Atk +9 melee (1d6+4, bite); Full Atk +9 melee (1d6+4, bite); Space/Reach 5 ft./5 ft.; SA trip; SQ low-light vision, scent, link, share spells, evasion, devotion; AL N; SV Fort +7, Ref +7, Will +3; Str 18, Dex 18, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +4, Listen +4, Move Silently +7, Spot +3, Survival +3*; Blind-Fight, Power Attack, Track*, Weapon Focus (bite).

Tricks: Attack (2), Come, Defend, Down, Defend, Fetch, Guard, Track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

➤ **Kah'Liik (EL 6 version):** female orc Drd7; CR 7; Medium humanoid (orc); HD 7d8+7; hp 47; Init +2; Spd 30 ft.; AC 12

(touch 12, flat-footed 10); Base Atk +5; Grp +5; Atk +6 melee (1d4+1/19-20, +1 dagger) or +8 ranged (1d4+1/19-20, thrown +1 dagger); Full Atk +6 melee (1d4+1/19-20, +1 dagger) or +8 ranged (1d4/19-20, thrown +1 dagger); SA spells; SQ darkvision 60 ft., light sensitivity, animal companion, nature sense, wild empathy (+4), woodland stride, trackless step, resist nature's lure, wild shape (3/day); AL N; SV Fort +8, Ref +6, Will +9; Str 10, Dex 14, Con 12, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +11, Handle Animal +10, Heal +13, Knowledge (nature) +11, Survival +13; Great Fortitude, Lightning Reflexes, Track.

Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Spells Prepared (5/5/4/3/1; base DC = 13 + spell level): 0 - create water, know direction, mending, purify food and drink, resistance; 1st - endure elements, entangle (2), longstrider, obscuring mist; 2nd - barkskin, owl's wisdom, flaming sphere (2); 3rd - cure moderate wounds, sleet storm (2); 4th-flame strike.

Possessions: +1 dagger, spell component pouch.

➤ **Growl - (wolf animal companion):** Medium magical beast; HD 6d8+12; hp 40; Init +3; Spd 50 ft.; AC 20 (touch 14, flat-footed 16); Base Atk +5; Grp +8; Atk +9 melee (1d6+4, bite); Full Atk +9 melee (1d6+4, bite); Space/Reach 5 ft./5 ft.; SA trip; SQ low-light vision, scent, link, share spells, evasion; AL N; SV Fort +7, Ref +7, Will +3; Str 18, Dex 18, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +4, Listen +4, Move Silently +7, Spot +3, Survival +3*; Blind-Fight, Power Attack, Track*, Weapon Focus (bite).

Tricks: Attack (2), Come, Defend, Down, Defend, Fetch, Guard, Track.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

A Nasty Bite

➤ **Ankheg (EL 4 and 6 version):** male ankheg Bbn1; CR 4; Large magical beast; HD 3d10+12 plus 1d12+3; hp 45; Init +0; Spd 40 ft., burrow 30 ft.; AC 18 (touch 9, flat-footed 18); Base Atk +4; Grp +14; Atk +9 melee (2d6+9 plus 1d4 acid, bite); Full Atk +9 melee (2d6+9 plus 1d4 acid, bite); Space/Reach 10 ft./5 ft.; SA improved grab, spit acid, rage (1/day); SQ darkvision 60 ft., low-light vision, tremorsense 60 ft., fast movement; AL N; SV Fort +8, Ref +3, Will +2; Str 22, Dex 10, Con 17, Int 1, Wis 13, Cha 6.

Skills and Feats: Climb +9, Listen +7, Spot +3; Alertness, Toughness.

Rage (Ex): hp +8; Grp +16; AC 16 (touch 7, flat-footed 16); Atk +11 melee (2d6+12 plus 1d4 acid, bite); Full Atk +11 melee (2d6+12 plus 1d4 acid, bite); SV Fort +10, Ref +3, Will +4; Str 26, Con 21; Climb +11.

Stone Hive

➤ **Insectile Ogre:** CR 4; Large aberration; HD 4d8+11; hp variable (see adventure text); Init +1; Spd 30 ft., climb 30 ft.; AC 20 (touch 10, flat-footed 18); Base Atk +3; Grp +12; Atk +9 melee (2d8+7,

masterwork greatclub) or +4 ranged (1d8+5, masterwork javelin); Full Atk +9 melee (2d8+7, masterwork greatclub) or +4 ranged (1d8+5, masterwork javelin); Space/Reach 10 ft./10 ft.; SA -, SQ darkvision 60 ft., low-light vision, tremorsense, wide vision; AL CE; SV Fort +6, Ref +2, Will +2; Str 21, Dex 12, Con 15, Int 6, Wis 12, Cha 7.

Skills and Feats: Climb +5, Listen +3, Spot +7; Toughness, Weapon Focus (greatclub).

Tremorsense (Ex): An insectile creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Wide Vision (Ex): because of its multiple eyes and wide angle of vision, an insectile creature has a +4 racial bonus on Spot checks, and cannot be flanked.

Possessions: hide armor, masterwork greatclub, 4 masterwork javelins, *potion of cure moderate wounds*.

➤ **Insectile Ogre (EL 5 version):** male insectile ogre Bbn1; CR 5; Large aberration; HD 4d8+11 plus 1d12+2; hp 44; Init +1; Spd 40 ft., climb 40 ft.; AC 20 (touch 10, flat-footed 18); Base Atk +4; Grp +13; Atk +10 melee (2d8+7, masterwork greatclub) or +5 ranged (1d8+5, masterwork javelin); Full Atk +10 melee (2d8+7, masterwork greatclub) or +5 ranged (1d8+5, masterwork javelin); Space/Reach 10 ft./10 ft.; SA Rage (1/day); SQ Darkvision 60 ft., low-light vision, tremorsense, wide vision, fast movement; AL CE; SV Fort +8, Ref +2, Will +2; Str 21, Dex 12, Con 15, Int 6, Wis 12, Cha 7.

Skills and Feats: Climb +5, Listen +5, Spot +7; Toughness, Weapon Focus (greatclub).

Tremorsense (Ex): An insectile creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Wide Vision (Ex): because of its multiple eyes and wide angle of vision, an insectile creature has a +4 racial bonus on Spot checks, and cannot be flanked.

Possessions: hide armor, masterwork greatclub, 4 masterwork javelins, *potion of cure moderate wounds*.

Rage (Ex): hp 54; Grp +15; AC 18 (touch 8, flat-footed 16); Atk +12 melee (2d8+10, greatclub) or +5 ranged (1d8+7, javelin); Full Atk +12 melee (2d8+10, greatclub) or +5 ranged (1d8+7, javelin); SV Fort +12, Ref +3, Will +6; Str 25, Con 19; Climb +7.

➤ **Insectile Ogre (EL 6 version):** male insectile ogre Bbn2; CR 6; Large aberration; HD 4d8+11 plus 2d12+4; hp 53; Init +1; Spd 40 ft., climb 40 ft.; AC 20 (touch 10, flat-footed 18); Base Atk +5; Grp +14; Atk +11 melee (2d8+7, masterwork greatclub) or +6 ranged (1d8+5, masterwork javelin); Full Atk +11 melee (2d8+7, masterwork greatclub) or +6 ranged (1d8+5, masterwork javelin); Space/Reach 10 ft./10 ft.; SA Rage (1/day); SQ Darkvision 60 ft., low-light vision, tremorsense, wide vision, fast movement, uncanny dodge; AL CE; SV Fort +9, Ref +2, Will +2; Str 21, Dex 12, Con 15, Int 6, Wis 12, Cha 7.

Skills and Feats: Climb +7, Listen +5, Spot +7; Combat Reflexes, Toughness, Weapon Focus (greatclub).

Tremorsense (Ex): An insectile creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Wide Vision (Ex): because of its multiple eyes and wide angle of vision, an insectile creature has a +4 racial bonus on Spot

checks, and cannot be flanked.

Rage (Ex): hp 65; Grp +16; AC 18 (touch 8, flat-footed 16); Atk +13 melee (2d8+10, greatclub) or +5 ranged (1d8+7, javelin); Full Atk +13 melee (2d8+10, greatclub) or +5 ranged (1d8+7, javelin); SV Fort +13, Ref +3, Will +6; Str 25, Con 19; Climb +9.

Possessions: hide armor, masterwork greatclub, 4 masterwork javelins, *potion of cure moderate wounds*.

➤ Insectile Ogre (EL 7 version): male insectile ogre Bbn3; CR 7; Large aberration; HD 4d8+3d12+17; hp 63; Init +1; Spd 40 ft., climb 40 ft.; AC 20 (touch 10, flat-footed 18); Base Atk +6; Grp +15; Atk +12 melee (2d8+7, masterwork greatclub) or +7 ranged (1d8+5, masterwork javelin); Full Atk +12 melee (2d8+7, masterwork greatclub) or +7 ranged (1d8+5, masterwork javelin); Space/Reach 10 ft./10 ft.; SA rage (1/day); SQ darkvision 60 ft., low-light vision, tremorsense, wide vision, fast movement, uncanny dodge, trap sense +1; AL CE; SV Fort +10, Ref +3, Will +3; Str 21, Dex 12, Con 15, Int 6, Wis 12, Cha 7.

Skills and Feats: Climb +8, Listen +5, Spot +7; Combat Reflexes, Toughness, Weapon Focus (greatclub).

Tremorsense (Ex): An insectile creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Wide Vision (Ex): because of its multiple eyes and wide angle of vision, an insectile creature has a +4 racial bonus on Spot checks, and cannot be flanked.

Rage (Ex): hp +14; Grp +17; AC 18 (touch 8, flat-footed 16); Atk +14 melee (2d8+10, masterwork greatclub) or +6 ranged (1d8+7, masterwork javelin); Full Atk +14 melee (2d8+10, masterwork greatclub) or +6 ranged (1d8+7, masterwork javelin); SV Fort +13, Ref +3, Will +6; Str 25, Con 19; Climb +10.

Possessions: hide armor, masterwork greatclub, 4 masterwork javelins, *potion of cure moderate wounds*.

➤ Insectile Ogre (EL 8 version): male insectile ogre Bbn4; CR 8; Large aberration; HD 4d8+4d12+19; hp 73; Init +1; Spd 40 ft., climb 40 ft.; AC 20 (touch 10, flat-footed 18); Base Atk +7; Grp +16; Atk +13 melee (2d8+7, masterwork greatclub) or +8 ranged (1d8+5, masterwork javelin); Full Atk +13 melee (2d8+7, masterwork greatclub) or +8 ranged (1d8+5, masterwork javelin); Space/Reach 10 ft./10 ft.; SA rage (2/day); SQ darkvision 60 ft., low-light vision, tremorsense, wide vision, fast movement, uncanny dodge, trap sense +1; AL CE; SV Fort +11, Ref +3, Will +3; Str 21, Dex 12, Con 15, Int 6, Wis 12, Cha 7.

Skills and Feats: Climb +9, Listen +5, Spot +7; Combat Reflexes, Toughness, Weapon Focus (greatclub).

Tremorsense (Ex): An insectile creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

Wide Vision (Ex): because of its multiple eyes and wide angle of vision, an insectile creature has a +4 racial bonus on Spot checks, and cannot be flanked.

Rage (Ex): hp +16; Grp +18; AC 18 (touch 8, flat-footed 16); Atk +15 melee (2d8+10, masterwork greatclub) or +7 ranged (1d8+7, masterwork javelin); Full Atk +17 melee (2d8+10, masterwork greatclub) or +7 ranged (1d8+7, masterwork javelin); SV Fort +13, Ref +3, Will +6; Str 25, Con 19; Climb +11.

Possessions: hide armor, masterwork greatclub, 4 masterwork javelins, *potion of cure moderate wounds*.

Control Subject

➤ Kranler Dhenta: Male human Tra3; CR 3; Medium humanoid (human); HD 3d4+9; hp 19; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +1; Grp +1; Atk +2 melee (1d4/19-20, masterwork dagger) or +2 ranged (1d4/19-20, masterwork dagger); Full Atk +2 melee (1d4/19-20, masterwork dagger) or +2 ranged (1d4/19-20, masterwork masterwork dagger); Space/Reach 5 ft./5 ft.; SA spells; AL CN; SV Fort +3, Ref +1, Will +4; Str 10, Dex 11, Con 14, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +8, Craft (alchemy) +9, Knowledge (arcana) +9, Knowledge (nobility and royalty) +9, Knowledge (the planes) +9, Spellcraft +9; Combat Casting, Scribe Scroll, Toughness.

Spells Prepared (4+1/3+1/2+1; base DC = 13 + spell level): 0 – *acid splash*, *light* (2), *mage hand*, *ray of frost*; 1st – *expeditious retreat*, *magic missile* (2), *shield*; 2nd – *alter self*, *scorching ray*, *web*.

Possessions: masterwork dagger, spell component pouch, traveler's outfit, arcane scroll of *obscuring mist*.

➤ Kranler Dhenta (EL 4 version): Male human Tra4; CR 4; Medium humanoid (human); HD 4d4+11; hp 24; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +2; Grp +2; Atk +3 melee (1d4/19-20, masterwork dagger) or +3 ranged (1d4/19-20, dagger); Full Atk +3 melee (1d4/19-20, masterwork dagger) or +3 ranged (1d4/19-20, masterwork dagger); SA spells; AL CN; SV Fort +3, Ref +1, Will +5; Str 10, Dex 11, Con 14, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +9, Craft (alchemy) +10, Knowledge (arcana) +10, Knowledge (nobility and royalty) +10, Knowledge (the planes) +10, Spellcraft +10; Combat Casting, Scribe Scroll, Toughness.

Spells Prepared (4+1/4+1/3+1; base DC = 13 + spell level): 0 – *acid splash*, *light* (2), *mage hand*, *ray of frost*; 1st – *expeditious retreat*, *magic missile* (3), *shield*; 2nd – *alter self*, *scorching ray* (2), *web*.

Possessions: masterwork dagger, spell component pouch, traveler's outfit, arcane scroll of *obscuring mist*.

➤ Kranler Dhenta (EL 5 version): Male human Tra5; CR 5; Medium humanoid (human); HD 5d4+13; hp 29; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +2; Grp +2; Atk +3 melee (1d4/19-20, masterwork dagger) or +3 ranged (1d4/19-20, masterwork dagger); Full Atk +3 melee (1d4/19-20, masterwork dagger) or +3 ranged (1d4/19-20, masterwork dagger); Space/Reach 5 ft./5 ft.; SA spells; SQ –; AL CN; SV Fort +3, Ref +1, Will +5; Str 10, Dex 11, Con 14, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +10, Craft (alchemy) +11, Knowledge (arcana) +11, Knowledge (nobility and royalty) +11, Knowledge (the planes) +11, Spellcraft +11; Combat Casting, Scribe Scroll, Spell Focus (Evocation), Toughness.

Spells Prepared (4+1/4+1/3+1/2+1; base DC = 13 + spell level; 14 + spell level for Evocation spells): 0 – *acid splash*, *light* (2), *mage hand*, *ray of frost**; 1st – *expeditious retreat*, *magic missile* (3)*, *shield*; 2nd – *alter self*, *scorching ray* (2)*, *web*; 3rd – *dispel magic*, *lightning bolt**; *slow*.

*Evocation spells.

Possessions: masterwork dagger, spell component pouch, traveler's outfit, arcane scroll of *obscuring mist*.

➤ **Kranler Dhenta (EL 6 version):** Male human Tra6; CR 6; Medium humanoid (human); HD 6d4+15; hp 35; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +3; Grp +3; Atk +4 melee (1d4/19-20, masterwork dagger) or +4 ranged (1d4/19-20, masterwork dagger); Full Atk +4 melee (1d4/19-20, masterwork dagger) or +4 ranged (1d4/19-20, masterwork dagger); SA Spells; AL CN; SV Fort +4, Ref +2, Will +6; Str 10, Dex 11, Con 14, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +11, Craft (alchemy) +12, Knowledge (arcana) +12, Knowledge (nobility and royalty) +12, Knowledge (the planes) +12, Spellcraft +12; Combat Casting, Scribe Scroll, Spell Focus (Evocation), Greater Spell Focus (Evocation), Toughness.

Spells Prepared (4+1/4+1/4+1/4+1; base DC = 13 + spell level; 15 + spell level for Evocation spells): 0 - *acid splash*, *light* (2), *mage hand*, *ray of frost**; 1st - *expeditious retreat*, *magic missile* (3)*, *shield*; 2nd - *alter self*, *scorching ray* (3)*, *web*; 3rd - *dispel magic*, *lightning bolt* (2)*, *slow*.

*Evocation spells.

Possessions: masterwork dagger, spell component pouch, traveler's outfit, arcane scroll of *obscuring mist*.

➤ **Kranler Dhenta (EL 7 version):** Male human Tra7; CR 7; Medium humanoid (human); HD 7d4+17; hp 38; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +3; Grp +3; Atk +4 melee (1d4/19-20, masterwork dagger) or +4 ranged (1d4/19-20, masterwork dagger); Full Atk +4 melee (1d4/19-20, masterwork dagger) or +4 ranged (1d4/19-20, masterwork dagger); SA spells; AL CN; SV Fort +4, Ref +2, Will +6; Str 10, Dex 11, Con 14, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +12, Craft (alchemy) +13, Knowledge (arcana) +13, Knowledge (nobility and royalty) +13, Knowledge (the planes) +13, Spellcraft +13; Combat Casting, Scribe Scroll, Spell Focus (Evocation), Greater Spell Focus (Evocation), Toughness.

Spells Prepared (4+1/5+1/4+1/4+1/1+1; base DC = 13 + spell level; 15 + spell level for Evocation spells): 0 - *acid splash*, *light* (2), *mage hand*, *ray of frost**; 1st - *expeditious retreat*, *magic missile* (4)*, *shield*; 2nd - *alter self*, *scorching ray* (3)*, *web*; 3rd - *dispel magic*, *lightning bolt* (2)*, *slow*; 4th - *fire shield**, *Rary's mnemonic enhancer*.

*Evocation spells.

Possessions: masterwork dagger, spell component pouch, traveler's outfit, arcane scroll of *obscuring mist*.

Drahmin Stonesplinter

➤ **Drahmin Stonesplinter:** male dwarf Drd5; CR 5; Medium humanoid (dwarf); HD 5d8+15; hp 43; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Base Atk +3; Grp +4; Atk +5 melee (1d6+1/18-20, scimitar); Full Atk +5 melee (1d6+1/18-20, scimitar); Space/Reach 5 ft./5 ft.; SA Spells; SQ Dwarf traits, animal companion, nature sense, wild empathy +3, woodland stride, trackless step, resist nature's lure, wild shape (1/day); AL CN; SV Fort +9, Ref +1, Will +7; Str 12, Dex 10, Con 16, Int 12, Wis 16, Cha 7.

Skills and Feats: Concentration +11, Craft (alchemy) +5, Handle Animal +6, Heal +13, Knowledge (nature) +9, Survival +5; Great Fortitude, Self-Sufficient.

Spells Prepared (5/4/3/2; base DC = 13 + spell level): 0 - *create*

water, *cure minor wounds*, *detect poison*, *purify food and drink*, *resistance*; 1st - *cure light wounds*, *faerie fire*, *longstrider*, *obscuring mist*; 2nd - *bear's endurance*, *flaming sphere*, *heat metal*; 3rd - *poison*, *sleet storm*.

Dwarf Traits: Darkvision (60 feet); stonecunning (+2 racial bonus on Search checks to notice unusual stonework; intuit depth); stability (+4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground); +2 racial bonus on saving throws against poison, spells, and spell-like effects; +1 racial bonus on attack rolls against orcs and goblinoids; +4 dodge bonus to Armor Class against creatures of the giant type.

Possessions: leather armor, masterwork scimitar, large wooden shield, *lesser stone salve*, *keoghtom's ointment*.

➤ **Gnash (dire rat animal companion):** Small animal; HD 3d8+3; hp 17; Init +4; Spd 40 ft., climb 20 ft.; AC 18 (touch 15, flat-footed 14); Base Atk +2; Grp -2; Atk +8 melee (1d4 plus disease, bite); Full Atk +8 melee (1d4 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +4, Ref +7, Will +4; Str 11, Dex 18, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +9, Listen +5, Move Silently +5, Spot +5, Swim +11; Alertness, Weapon Finesse, Weapon Focus (bite).

Tricks: Attack, Down, Fetch, Guard, Heel.

Disease (Ex): Filth fever - bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

➤ **Drahmin Stonesplinter (EL 6 version):** male dwarf Drd6; CR 6; Medium humanoid (dwarf); HD 6d8+18; hp 51; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Base Atk +4; Grp +5; Atk +6 melee (1d6+1/18-20, scimitar); Full Atk +6 melee (1d6+1/18-20, scimitar); Space/Reach 5 ft./5 ft.; SA Spells; SQ Dwarf traits, animal companion, nature sense, wild empathy +4, woodland stride, trackless step, resist nature's lure, wild shape (2/day); AL CN; SV Fort +10, Ref +2, Will +8; Str 12, Dex 10, Con 16, Int 12, Wis 16, Cha 7.

Skills and Feats: Concentration +12, Craft (alchemy) +6, Handle Animal +7, Heal +14, Knowledge (nature) +9, Survival +6; Great Fortitude, Natural Spell, Self-Sufficient.

Spells Prepared (5/4/4/3; base DC = 13 + spell level): 0 - *create water*, *cure minor wounds*, *detect poison*, *purify food and drink*, *resistance*; 1st - *cure light wounds*, *faerie fire*, *longstrider*, *obscuring mist*; 2nd - *bear's endurance*, *bull's strength*, *flaming sphere*, *heat metal*; 3rd - *poison*, *protection from energy*, *sleet storm*.

Dwarf Traits: Darkvision (60 feet); stonecunning (+2 racial bonus on Search checks to notice unusual stonework; intuit depth); stability (+4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground); +2 racial bonus on saving throws against poison, spells, and spell-like effects; +1 racial bonus on attack rolls against orcs and goblinoids; +4 dodge bonus to Armor Class against creatures of the giant type.

Possessions: leather armor, masterwork scimitar, large wooden shield, *lesser stone salve*, *keoghtom's ointment*.

➤ **Gnash (dire rat animal companion):** Small animal; HD 5d8+5; hp 28; Init +4; Spd 40 ft., climb 20 ft.; AC 20 (touch 15, flat-footed 16); Base Atk +3; Grp +0; Atk +9 melee (1d4+1 plus disease, bite); Full Atk +9 melee (1d4+1 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +5, Ref +8, Will +4; Str 12, Dex 19, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +12, Hide +9, Listen +6, Move Silently +5, Spot +6, Swim +12; Alertness, Weapon Finesse, Weapon Focus (bite).

Tricks: Attack, Down, Fetch, Guard, Heel, Stay.

Disease (Ex): Filth fever – bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

➤ **Drahmin Stonesplinter (EL 7 version):** male dwarf Drd7; CR 7; Medium humanoid (dwarf); HD 7d8+21; hp 59; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Base Atk +5; Grp +6; Atk +7 melee (1d6+1/18-20, scimitar); Full Atk +7 melee (1d6+1/18-20, scimitar); Space/Reach 5 ft./5 ft.; SA Spells; SQ Dwarf traits, animal companion, nature sense, wild empathy +5, woodland stride, trackless step, resist nature's lure, wild shape (3/day); AL CN; SV Fort +10, Ref +2, Will +8; Str 12, Dex 10, Con 16, Int 12, Wis 16, Cha 7.

Skills and Feats: Concentration +13, Craft (alchemy) +7, Handle Animal +8, Heal +15, Knowledge (nature) +10, Survival +6; Great Fortitude, Natural Spell, Self-Sufficient.

Spells Prepared (6/5/4/3/1; base DC = 13 + spell level): 0 – *create water*, *cure minor wounds* (2), *detect poison*, *purify food and drink*, *resistance*; 1st – *cure light wounds* (2), *faerie fire*, *longstrider*, *obscuring mist*; 2nd – *bear's endurance*, *bull's strength*, *flaming sphere*, *heat metal*; 3rd – *poison*, *protection from energy*, *sleet storm*; 4th – *flame strike*.

Dwarf Traits: Darkvision (60 feet); stonemasonry (+2 racial bonus on Search checks to notice unusual stonework; intuition depth); stability (+4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground); +2 racial bonus on saving throws against poison, spells, and spell-like effects; +1 racial bonus on attack rolls against orcs and goblinoids; +4 dodge bonus to Armor Class against creatures of the giant type.

Possessions: leather armor, masterwork scimitar, large wooden shield, *lesser stone salve*, *keoghtom's ointment*.

➤ **Gnash (dire rat animal companion):** Small animal; HD 5d8+5; hp 28; Init +4; Spd 40 ft., climb 20 ft.; AC 20 (touch 15, flat-footed 16); Base Atk +3; Grp +0; Atk +9 melee (1d4+1 plus disease, bite); Full Atk +9 melee (1d4+1 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +5, Ref +8, Will +4; Str 12, Dex 19, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +12, Hide +9, Listen +6, Move Silently

+5, Spot +6, Swim +12; Alertness, Weapon Finesse, Weapon Focus (bite).

Tricks: Attack, Down, Fetch, Guard, Heel, Stay.

Disease (Ex): Filth fever – bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

➤ **Drahmin Stonesplinter (EL 8 version):** male dwarf Drd8; CR 8; Medium humanoid (dwarf); HD 8d8+24; hp 65; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15); Base Atk +5; Grp +6; Atk +8 melee (1d6+2/18-20, +1 scimitar); Full Atk +8/+3 melee (1d6+2/18-20, +1 scimitar); Space/Reach 5 ft./5 ft.; SA Spells; SQ dwarf traits, animal companion, nature sense, wild empathy +5, woodland stride, trackless step, resist nature's lure, wild shape (3/day; large creatures); AL CN; SV Fort +11, Ref +2, Will +9; Str 12, Dex 10, Con 16, Int 12, Wis 17, Cha 7.

Skills and Feats: Concentration +14, Craft (alchemy) +8, Handle Animal +9, Heal +16, Knowledge (nature) +11, Survival +7; Great Fortitude, Natural Spell, Self-Sufficient.

Spells Prepared (6/5/4/3/2; base DC = 13 + spell level): 0 – *create water*, *cure minor wounds* (2), *detect poison*, *purify food and drink*, *resistance*; 1st – *cure light wounds* (2), *faerie fire*, *longstrider*, *obscuring mist*; 2nd – *bear's endurance*, *bull's strength*, *flaming sphere*, *heat metal*; 3rd – *poison*, *protection from energy*, *sleet storm*; 4th – *flame strike* (2).

Possessions: leather armor, +1 scimitar, +1 large wooden shield, *lesser stone salve*, *keoghtom's ointment*.

➤ **Gnash (dire rat animal companion):** Small animal; HD 5d8+5; hp 28; Init +4; Spd 40 ft., climb 20 ft.; AC 20 (touch 15, flat-footed 16); Base Atk +3; Grp +0; Atk +9 melee (1d4+1 plus disease, bite); Full Atk +9 melee (1d4+1 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +5, Ref +8, Will +4; Str 12, Dex 19, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +12, Hide +9, Listen +6, Move Silently +5, Spot +6, Swim +12; Alertness, Weapon Finesse, Weapon Focus (bite).

Tricks: Attack, Down, Fetch, Guard, Heel, Stay.

Disease (Ex): Filth fever – bite, Fortitude DC 13, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

➤ **Drahmin Stonesplinter (EL 9 version):** male dwarf Drd9; CR 9; Medium humanoid (dwarf); HD 9d8+26; hp 74; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Base Atk +5; Grp +6; Atk +8 melee (1d6+2/18-20, +1 scimitar); Full Atk +8/+3 melee (1d6+2/18-20, +1 scimitar); Space/Reach 5 ft./5 ft.; SA Spells; SQ dwarf traits, animal companion, nature sense, wild empathy +5, woodland stride, trackless step, resist nature's lure, wild shape

APPENDIX 1 AND 2

(3/day; large creatures), venom immunity; AL CN; SV Fort +11, Ref +3, Will +9; Str 12, Dex 10, Con 16, Int 12, Wis 17, Cha 7.

Skills and Feats: Concentration +15, Craft (alchemy) +9, Handle Animal +10, Heal +17, Knowledge (nature) +12, Survival +8; Great Fortitude, Natural Spell, Self-Sufficient, Toughness.

Spells Prepared (6/5/5/3/2/1; base DC = 13 + spell level): 0 - *create water, cure minor wounds* (2), *detect poison, purify food and drink, resistance*; 1st - *cure light wounds* (2), *faerie fire, longstrider, obscuring mist*; 2nd - *bear's endurance, bull's strength, flaming sphere, heat metal* (2); 3rd - *poison, protection from energy, sleet storm*; 4th - *flame strike* (2); 5th - *cure critical wounds*.

Possessions: leather armor, +1 scimitar, +2 large wooden shield, stone salve, keoghtom's ointment.

➤ **Gnash (dire rat animal companion):** Small animal; HD 7d8+7; hp 40; Init +4; Spd 40 ft., climb 20 ft.; AC 23 (touch 16, flat-footed 18); Base Atk +5; Grp +0; Atk +11 melee (1d4+1 plus disease, bite); Full Atk +11 melee (1d4+1 plus disease, bite); Space/Reach 5 ft./5 ft.; SA Disease; SQ Low-light vision, scent, link, share spells, evasion; AL N; SV Fort +5, Ref +8, Will +4; Str 13, Dex 20, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +12, Hide +9, Listen +6, Move Silently +5, Spot +6, Swim +12; Alertness, Weapon Finesse, Weapon Focus (bite).

Tricks: Attack (2), Defend, Down, Fetch, Guard, Heel, Stay.

Disease (Ex): Filth fever - bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

APPENDIX 2: NEW MAGIC ITEM

Lesser Stone Salve: If an ounce of this ointment is applied to the flesh of a creature, it protects the creature as a *stoneskin* spell cast at 7th-level.

Moderate abjuration; CL 7th; Craft Wondrous Item, *stoneskin*; Price 1,400 gp.