

- 150XP per hex explored
- For each successful quest, 600XP
- Oleg's initial funds the same, but the first time the PC's return to Oleg's, he can trade up to 750GP in goods. This value replenishes and increases by 150 each week, up to a max of 1,500GP after 6 weeks.

#### Part 1- Bandits at Oleg's

Changes made:

- An extra bandit is present with Happs when he goes to Oleg's- +135XP
- Happs is given another Ranger level, increasing his XP to 400XP

Calculation and Analysis:

Happs- 400XP

Bandits (four)- 540XP

Total XP Value- 940XP

Divided by 6- 156XP

Happs Bydon CR 1

XP 400

Male human ranger 2

LE Medium humanoid (human)

Init +2; Senses Perception +6

Defense

AC 15, touch 12, flat 13 (+3 armor, +2 Dex)

hp 29 (2d10+9)

Fort +5, Ref +5, Will +1

Offense

Speed 30 ft.

Melee

longsword +4 (1d8+2/19-20)

Ranged

mwrk composite longbow +5 (1d8+2/x3)

Special Attacks

avored enemy (human +2)

Tactics

During Combat Happs is overconfident and enjoys boasting during battle, calling out attacks and hollow threats that he's ill-equipped to carry out. As a battle progresses, if his insults and threats continue to fail, he

grows increasingly grim and quiet. He prefers to fight with his longbow, letting his men take the risks in melee. He uses his alchemist's fire against PCs in a tight group, or perhaps as a distraction against the stables to draw the PCs out of combat and into firefighting or controlling panicked horses.

Morale

Happs knows that his position as second-in-command is tenuous at best and won't back down from a fight in front of his men—as long as one other bandit can see him, he fights to the death. If all other bandits are slain, Happs flees or surrenders immediately if he's taken any damage (or immediately upon suffering any damage otherwise).

Statistics

Str 14, Dex 15, Con 15, Int 8, Wis 12, Cha 10

Base Atk +2; CMB +4; CMD 16

Feats Point-Blank Shot, Toughness, Precise Shot

Skills Intimidate +5, Knowledge (nature) +4, Perception +6, Ride +7, Stealth +7, Survival +6

Languages Common

SQ track +1, wild empathy +1

Combat Gear: alchemist's fire (2);

Other Gear: studded leather armor, dagger, Longsword, masterwork composite longbow (+2 Str) with 20 arrows, 2 days of trail rations, silver Stag Lord amulet worth 20 gp, 50 gp

## Part Two: Exploring the Greenbelt

### Extra Hex Items-

#### 1. Gunpowder 'Mine' (Hidden)

Location: Hex south-east of Sootscale Caverns Hex (Y)

Discovered in a similar fashion to the Gold Mine (L), this hilly terrain hides a 5 foot wide crack, leading into a small tunnel complex, with strange black metals and substances present within the walls of the complex. A DC20 Craft (Alchemy), Appraise, or Knowledge (Dungeoneering) check reveals that this is a rich source of a rare alchemical reagent used in producing Blackpowder.

However, the mine is the lair of a pair of Thawn's who stalk the party, having already littered their den with decoys and primitive pit traps (do not add XP for these traps, they are part of the Thawn's CR). CR4

#### 2. Ruined Shrine of Gyronna (Standard)

Location: Hex south-east of the Barbarian Cairn (B)

This small ruin was once home to Ulrike's mother, a perverse worshipper of Gyronna. Animals appear to shun the small ruin, a thatched-roof stone hut that nature is slowly reclaiming. Upon entering the ruin, the reason is apparent; one of the crumbling walls has a skeleton still impaled upon it, iron spikes driven through the very bone of the victim. The skeleton's limbs are badly disfigured; a DC18 Heal check is enough to ascertain that the broken bones and twisted limbs were inflicted upon the victim while he or she was still alive. Written in blood, a faded message remains on the wall-

"She failed me. She is Gyronna's now. I cannot afford delay, my love. I will travel south to our monastery upon the hillside. I hope you can join me for a ritual soon."

Converting existing encounters for 6 people

#### C- Trap-Filled Glade (Standard)

Increase the chance of stumbling into the traps to 25%, increase the attack roll of the Bear Traps by 2 to +12, and increase the Perception DC to find the traps to 17, with a failure by 5 or more indicating the searching PC steps into one of the traps as usual. These changes are a little ad-hoc'd, but should be enough to justify raising the encounter to a CR2, worth 600XP

#### F- Fairy Nest (Hidden)

Award a 6 person group 1,500XP instead of the standard 1,000XP; this reflects the greater difficulty and extra resources spent by the group to befriend the pair. Give both Perlivash and Tyg-Titter-Tut the advanced template. This adds 200XP to Perlivash, and 200XP to Tyg-Titter-Tut; increasing the XP for the combat to 1,400XP.

#### Perlivash CR3

XP 800

Male advanced faerie dragon

CG Tiny dragon

Init +5; Senses darkvision 60 ft., low-light vision;

Perception +10

Defense

AC 22, touch 18, flat-footed 16 (+5 Dex, +1 dodge, +4 natural, +2 size)

hp 28 (3d12+9)

Fort +6, Ref +8, Will +7

Immune paralysis, sleep; SR 13

Offense

Speed 30 ft., fly 60 ft. (perfect), swim 30 ft.

Melee bite +6 (1d3+1)

Space 2 1/2 ft.; Reach 0 ft.

Special Attacks breath weapon

Spell-Like Abilities (CL 3rd; concentration +8)

3/day—greater invisibility (self only)

Sorcerer Spells Known (CL 3rd; concentration +8)

1st (7)—grease (DC 16), silent image (DC 16), sleep (DC 16)

0 (at will)—dancing lights, flare (DC 14), ghost sound, mage hand, open/close

Tactics

### Before Combat

Perlivash casts greater invisibility before combat.

### During Combat

The faerie dragon prefers to defeat foes by using his spell-like abilities and breath weapon to confuse and disorient creatures, hopefully causing them to flee the area or giving Perlivash himself a chance to flee. He only resorts to his bite when he fears that letting a foe live would lead to a greater evil.

### Morale

Perlivash flees if brought below 10 hit points, unless a friend is in peril, in which case he only flees if he can bring his friend with him—otherwise, he fights to the death.

### Statistics

Str 13, Dex 21, Con 17, Int 20, Wis 18, Cha 20

Base Atk +3; CMB +6; CMD 18 (22 vs. trip)

Feats Acrobatic, Dodge

Skills Acrobatics +10, Bluff +11, Diplomacy +11, Fly +25, Perception +10,

Sense Motive +10, Stealth +19, Swim +15, Use Magic Device +11

Languages Common, Draconic, Elven, Sylvan; telepathy 100 ft.

### SPECIAL ABILITIES

Breath Weapon (Su) 5-foot cone, euphoria for 1d6 rounds, DC 14

Fortitude negates. Affected creatures are staggered, sickened, and immune to fear effects for the duration of the euphoria.

A faerie dragon can use this breath weapon once every 1d4 rounds. The save DC is Constitution-based.

### XP 600

Female advanced grig

NG Tiny fey

Init +6; Senses low-light vision; Perception +7

Defense

AC 21, touch 19, flat-footed 14 (+6 Dex, +1 dodge, +2 size, +2 natural)

hp 6 (1d6+3)

Fort +3, Ref +8, Will +5

DR 5/cold iron; SR 12

Offense

Speed 20 ft., fly 40 ft. (poor)

Melee

short sword +1 (1d3–1/19–20)

Ranged

longbow +8 (1d4–1/×3)

Space 2 1/2 ft.; Reach 0 ft.

Spell-Like Abilities (CL 3rd; concentration +7)

3/day—disguise self (DC 14), entangle, invisibility (self only), pyrotechnics

### Tactics

During Combat

Tyg-Titter-Tut prefers to use her longbow in battle, keeping foes from reaching her by flying or using entangle.

### Morale

Tyg-Titter-Tut flees if she takes any damage at all.

### Statistics

Str 9, Dex 22, Con 17, Int 14, Wis 17, Cha 18

Base Atk +0; CMB +4; CMD 14 (22 vs. trip)

Feats Dodge

Skills Acrobatics +10, Escape Artist +10, Fly +10, Perception +7, Perform (string) +8, Stealth +18

Languages Common, Sylvan

#### G- Radish Patch (Standard)

Have the radish patch contain six kobolds, instead of 4.  
This yields 600XP

#### H- Spider's Nest (Standard)

Give the modified giant spider the advanced template.  
This increases the XP gained to 600;

#### Advanced Giant Spider CR

XP 600

N Medium advanced vermin

Init +5; Senses darkvision 60 ft., tremorsense 60 ft.;  
Perception +6

#### DEFENSE

AC 18, touch 15, flat-footed 13 (+3 natural armor, +5  
Dex)

hp 22 (3d8+9)

Fort +6, Ref +6, Will +3

Immune mind-affecting effects

#### OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +4 (1d6+2 plus poison)

#### STATISTICS

Str 15, Dex 21, Con 16, Int —, Wis 14, Cha 6

Base Atk +2; CMB +4; CMD 19 (31 vs. trip)

Skills Climb +18, Perception +6 (+10 in webs), Stealth +9  
(+13 in webs);

Feats Spring Attack (bonus)

#### SPECIAL ABILITIES

Poison (Ex)

Bite—injury; save Fort DC 16; frequency 1/round for 4  
rounds; effect 1d2 Strength damage; cure 1 save.

#### I- Frog Pond (Standard)

The pond is home to three giant frogs (instead of 2),  
increasing the XP earned by 50% to 1,200XP

#### J- Temple of the Elk (Hidden)

If it's obvious that she can't escape the PCs, she fights to  
the death.

#### Statistics

Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 8

Base Atk +3; CMB +6; CMD 18

Feats Dodge, Two-Weapon Fighting, Weapon Focus  
(handaxe), Toughness, Endurance

Skills Climb +8, Intimidate +5, Knowledge (geography)  
+8, Knowledge (nature) +6, Perception +9, Stealth +8,  
Survival +9

Languages Common

SQ track +1, wild empathy +2, favoured terrain +2  
(forest)

Combat Gear: potion of cure moderate wounds;

Other Gear: masterwork chain shirt armor, 2

masterwork handaxes, 4 daggers, 115 gp

Part Four: The Old Sycamore (R)

#### R1- Prank Workshop

In addition to Dingetooth and Uurch, a third mite is  
present with a second caltrop tosser; but this mite  
rushes into melee with the PC's after firing the first shot  
from the caltrop tosser, while Uurch flees to R3. This  
extra mite increases the XP gained in this encounter to  
300XP

#### R2- Hatchery

Two more giant centipedes are present in the room, for  
a total XP value of 1,100;

#### R3- Chamber of Torment

There are a total of nine mites in the room, some  
torturing the kobold and others cheering their comrades  
on. Their morale breaks when five of them have been  
slain or rendered helpless. The extra three mites  
increase the XP value to 900XP.

#### R4- Centipede Chasm

The giant whiptail centipede is a particularly fearsome  
specimen, specially bred by the mites. The giant whiptail  
centipede has been given the advanced template,  
increasing its CR to 4 and its XP value to 1,200XP. Note-  
although the Giant Whiptail in the book has a Poison DC  
of 14, this is incorrect and the DC should be 17. As this  
centipede has the advanced template, the DC rises up to  
19.

## Giant Whiptail Centipede (Advanced) CR4

XP 1,200

N Huge advanced vermin

Init +2; Senses darkvision 60 ft.; Perception +2

### Defense

AC 15, touch 6, flat-footed 13 (+9 natural, +2 dexterity, -2 size, -4 squeezing)

hp 46 (4d8+28)

Fort +11, Ref +3, Will +3

Immune mind-affecting effects

### Offense

Speed 40 ft., climb 40 ft.

Melee bite +6 (2d6+9 plus poison), tail slap +1 (1d3 nonlethal plus

trip)

Space 15 ft.; Reach 15 ft. (20 ft. with tail slap)

### Tactics

During Combat

The whiptail attacks the closest target, pursuing it throughout the mite lair but not out of it.

### Morale

The centipede fights to the death.

### Statistics

Str 29, Dex 15, Con 25, Int —, Wis 14, Cha 6

Base Atk +3; CMB +14; CMD 26 (can't be tripped)

Skills Climb +17

SQ compact

### Special Abilities

**Compact (Ex)** Although a giant whiptail centipede is a Huge creature, its compact and slender frame allow it to squeeze through areas as if it were a Medium creature—it still suffers normal effects for squeezing into small areas.

**Poison (Ex)** Bite—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d4 Dex; cure 1 save.

**Tail Slap (Ex)** A whiptail centipede's tail slap attack inflicts nonlethal damage and gains no bonus from its strength score on damage inflicted. The monster's reach with its tail slap is 20 feet.

## R5- War Room

Chief Sootscale of the Kobold's has two class levels. The four mites with Grabbles are his personal honour guard; no better equipped than a standard mite, but slightly more capable than their fellows, and fanatically loyal- each has the advanced template.

Grabbles himself is an experienced warrior among his race; a survivor of countless skirmishes with the kobolds, and he and his tick mount have fought together many times. His quick reflexes and his trusty longspears keep foes at bay from his snarling tick, and punish those who choose to ignore the diminutive warrior. His skill at riding helps him divert the worst of blows away from his precious mount.

### Changes made:

- All of the four mites have the advanced template; an advanced mite stat block is available below. +140XP
- Grabbles retains his advanced template, and has two fighter levels in place of his racial HD. This makes him roughly worth a CR2. +465XP.
- Total XP gain= +605XP, totalling 2,005XP.

“Grabbles Honour Guard” (Advanced Mite) CR 1/3

XP 135

LE Small advanced fey

Init +3; Senses darkvision 120 ft., low-light vision, scent;

Perception +7

#### DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +1 size, +2 natural)

hp 5 (1d6+2)

Fort +2, Ref +5, Will +5

DR 2/cold iron

Weaknesses light sensitivity

#### OFFENSE

Speed 20 ft., climb 20 ft.

Melee dagger +2 (1d3+1/19–20)

Ranged dart +4 (1d3+1)

Special Attacks hatred

Spell-Like Abilities (CL 1st) At will—prestidigitation, 1/day—doom (DC 11)

#### STATISTICS

Str 12, Dex 17, Con 15, Int 12, Wis 17, Cha 12

Base Atk +0; CMB +0; CMD 13

Feats Point-Blank Shot

Skills Climb +9, Handle Animal +2, Perception +7, Ride +4, Sleight of Hand, Stealth +15;

Languages Sylvan, Draconic

SQ vermin empathy +6

#### SPECIAL ABILITIES

Hatred (Ex) Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.

#### Vermin Empathy (Ex)

This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus

use this ability to influence and direct the actions of swarms with relative ease.

“Grabbles, Lord Among Mites”

XP 600

LE Small advanced fey, Fighter 2

Init +3; Senses darkvision 120 ft., low-light vision, scent;

Perception +3

#### DEFENSE

AC 21, touch 14, flat-footed 18 (+3 Dex, +1 size, +2 natural, +4 armour, +1 buckler)

hp 17 (2d10+6)

Fort +5, Ref +3, Will +3

DR 2/cold iron

Weaknesses light sensitivity

#### OFFENSE

Speed 20 ft., climb 20 ft.

Melee longspear +6 (1d6+1/20x3)

Ranged N/A

Special Attacks hatred

Spell-Like Abilities (CL 1st) At will—prestidigitation, 1/day—doom (DC 11)

#### STATISTICS

Str 12, Dex 17, Con 15, Int 12, Wis 17, Cha 12

Base Atk +0; CMB +2; CMD 15

Feats Mounted Combat, Weapon Focus (Longspear), Combat Reflexes

Skills- Ride +8, Handle Animal +6, Climb +6, Stealth +11, Perception +3

Languages Sylvan, Draconic

SQ vermin empathy +6

Combat Gear: Masterwork Longspear, Masterwork

Chain Shirt, Masterwork Buckler, Cure Light

Wounds Potion

#### SPECIAL ABILITIES

Hatred (Ex), Vermin Empathy (Ex)

## R6- Common Room

Nine mites are currently occupying this room, the extra three gambling with a small pile of copper coins over a set of grimey dice (27 copper coins in all). Once two mites have been slain or rendered helpless, the remainder flee to R5 and the protection of Grabbles. This increases the encounter's XP to 900;

## Part Five: The Sootscales (Y)

### Y1- Main Entrance

The first two pit traps in the corridor leading into the Kobold's home have recently been improved; they differ from the pit traps detailed in the book only in that they are 20 feet deep, for 2d6 falling damage rather than 1d6. These deeper pit traps are worth 400XP increasing this area's total XP value to 1,200XP.

### Y2- Alcoves

The alcoves hide three kobolds instead of two, making this small section worth 300XP.

### Y3- Temple

No change necessary

### Y4- Common Room

Changes made:

- Ten Kobold's are present in the Common room (four extra)- +400XP
- Chief Sootscale has gained another Rogue level, making him a CR3 and a 4th Level Rogue- +200XP
- Total XP gain= +600XP, totalling 1,800XP

## Chief Sootscale CR3

XP 800

Male kobold rogue 4 (Pathfinder RPG Bestiary 183)

LE Small humanoid (reptilian)

Init +8; Senses darkvision 60 ft.; Perception +7

### Defense

AC 21, touch 16, flat-footed 16 (+3 Dex, +4 armour, +1 dodge, +1 natural, +1 size) hp 22 (4d8+4)

Fort +1, Ref +8, Will +1

Defensive Abilities evasion, trap sense +1, uncanny dodge

Weaknesses light sensitivity

### Offense

Speed 30 ft.

Melee mwk club +6 (1d4)

Special Attacks sneak attack +2d6

### Tactics

During Combat

Chief Sootscale moves in quickly to attack obvious healers on the first round of combat, hoping to get in a sneak attack. He then uses Acrobatics to stay mobile and attack foes who are flanked.

### Morale

Chief Sootscale surrenders if brought below 5 hit points, dropping his club and trying to blame Tartuk for "forcing" him to attack the PCs. Sootscale hopes to get the PCs to shift their wrath to the other kobold with this tactic.

### Statistics

Str 10, Dex 18, Con 10, Int 8, Wis 10, Cha 13

Base Atk +3; CMB +2; CMD 17

Feats Dodge, Improved Initiative

Skills Acrobatics +10, Climb +6, Disable Device +10, Intimidate +8, Linguistics +4, Perception +7, Stealth +14, Swim +6

Languages Common, Draconic, Undercommon

SQ crafty, rogue talent (surprise attack), Trapfinding, weapon training (club), uncanny dodge

Gear: masterwork club, amulet of natural armor +1, +1 studded leather

## Y5- Tartuk's Quarters

Tartuk has demanded two 'assistants' in his work as the tribe's shaman; who in reality are simply slaves to his every whim. They bear no loyalty to Tartuk, obeying him out of fear. If he is slain, they immediately surrender, or may even attack him at a pivotal moment if the Sorcerer appears to be struggling against the PC's.

### Changes made:

- Two Kobold's are present in Tartuk's chambers +200XP
- Tartuk has gained a Sorcerer level, raising him to a CR5- +400XP
- Total XP gain= +600XP, totalling 1,800XP.

### Tartuk CR 5

XP 1,600

Male kobold sorcerer 6

CE Small humanoid (reptilian)

Init +5; Senses darkvision 60 ft.; Perception +1

### Defense

AC 18, touch 12, flat-footed 17 (+1 armor, +1 Dex, +1 natural, +4 shield, +1 size)

hp 27 (6d6+6)

Fort +3, Ref +4, Will +5

### Offense

Speed 30 ft.

Melee mwk cold iron sickle +5 (1d4+1)

Spells Known (CL 5th; concentration +9)

3rd (4/day)-Deep Slumber (DC17)

2nd (6/day)—detect thoughts (DC 16), invisibility, minor image (DC 16)

1st (7/day)—cause fear (DC 15), identify, shield, silent image (DC 15), unseen servant

0 (at will)—acid splash, detect magic, light, mage hand, message, Prestidigitation, resistance

Bloodline: arcane

### Tactics

#### Before Combat

Tartuk casts shield as soon as he knows he'll be meeting with the PCs or hears the commotion of approaching kobolds. He casts unseen servant every day as well.

### During Combat

Tartuk's tactic is to cast Invisibility on himself, move into one of the corners of the room, and cast Deep Slumber on the group; uncaring of whether he affects his servants. Tartuk uses his wand and cause fear against enemies unless forced into melee, in which case he uses Arcane Strike to increase damage done with his sickle (this damage bonus is included in the stats above).

### Morale

Tartuk fights to the death, almost as if on some level he seeks it.

Base Statistics Without shield and Arcane Strike,  
AC 14, flat-footed 13;

Melee mwk cold iron sickle +3 (1d4-1)

### Statistics

Str 8, Dex 12, Con 11, Int 14, Wis 8, Cha 18

Base Atk +3; CMB +1; CMD 12

Feats Alertness, Arcane Strike, Eschew Materials, Improved Initiative, Silent Spell

Skills Appraise +5, Bluff +13, Fly +0, Knowledge (arcana) +7, Knowledge (geography) +3, Knowledge (religion) +5, Perception +1, Sense Motive +2, Spellcraft +11, Stealth +0, Survival +4

Languages Common, Draconic, Gnome, Undercommon  
SQ arcane bond (raven familiar named Tickbiter),  
bloodline arcane, crafty, metamagic adept 1/day

Combat Gear: wand of magic missile (CL 3rd, 28 charges);

Other Gear: masterwork cold iron sickle, bracers of armor +1, cloak of resistance +1, personal journal (see Treasure below)

### Tickbiter

Raven familiar

hp 13

Languages Draconic

## Part Six: Against the Stag Lord (Y)

### The Haunted Hillside

If the PC's approach via the hillside, there are 18 zombies hidden in the hillside, each worth 200XP; for a total of 3,600XP. The zombies emerge at a rate of six zombies every four rounds. While both this encounter and the book's version may seem like easy XP, the high HP of the zombies and the highly likely event that the bandits will also shoot at the PC's during it justifies the high XP they could potentially gain here.

### Z1- The Yard

While I am somewhat surprised that this encounter has a CR value, if it comes to combat or an RP encounter with Speak With Animals, there are three horses here instead of two; 1,200XP.

### Z2- Walkways

No change required.

### Z3- Watchtowers

No change required- the 50% extra XP for the standard bandits will be gained by placing 4 additional bandits within the fort to boost existing encounters.

### Z4- Central Tower

Auchs has been given another Fighter level, raising his XP to 800, and add the first of our extra bandits, Valkeri Sothale; who will increase the XP gained to a total of 935Xp.

There is another bandit present in this room, mockingly known to the rest of the Fort as 'Silent' Valkeri Sothale, who often spends time in the Central Tower, enjoying Auch's company as the giant never mocks him, and speaks little.

### 'Silent' Valkeri Sothale

The youngest of the inhabitants of the fort, Valkeri is an 18 year old orphan from Restov. Formerly a street tough, he had to flee the city after a mugging went awry and the authorities had a true reason to pursue him. He is frequently mocked and jeered at by the other bandits, who make a joke of his inability to speak by nicknaming him 'Silent'.

Valkeri had his tongue cut out by Dovan after Valkeri questioned his orders too many times regarding the taking of prisoners; now Valkeri maintains a facade of fear around Dovan, allowing the Lieutenant to believe that he has truly been cowed.

In reality, Valkeri is looking for the first opportunity he has to ram his blade into Dovan's throat and flee the Stag Lord's service; this group of bandits are too cruel for him- deep down he never truly wants to hurt anyone, except Dovan; and his soul is brighter than the other bandits in the fort.

### Auchs CR3

XP 800

Male human fighter 4

CE Medium humanoid (human)

Init +1; Senses Perception +8

### Defense

AC 17, touch 11, flat-footed 16 (+6 armor, +1 dexterity)

hp 38 (4d10+16)

Fort +8, Ref +2, Will +2; +1 vs. fear

Defensive Abilities bravery +1

### Offense

Speed 35 ft.

Melee club +11 (1d6+10)

### Tactics

During Combat Auchs is singularly unimaginative in battle, roaring wordlessly and wielding his club in both hands.

Morale Auchs fights to the death if Dovan is visible, but otherwise surrenders and begs for his life if brought below 5 hp. If granted mercy, Auchs becomes the loyal companion of whoever "saved him," but his natural tendency toward cruelty might make for later problems.

### Statistics

Str 20, Dex 12, Con 14, Int 3, Wis 13, Cha 4

Base Atk +4; CMB +9; CMD 20

Feats Fleet, Great Fortitude, Skill Focus (Perception),

Toughness, Weapon Focus (club), Weapon Specialisation (Club)

Skills Perception +8, Swim +8

Languages Common (illiterate)

SQ armor training 1

Combat Gear: potion of cure moderate wounds (2),  
potion of lesser restoration;

Other Gear: masterwork chainmail , +1 club, knight and  
dragon toys worth 45 gp in all, silver Stag Lord amulet  
worth 20 gp

Z5- Central Room

Changes made:

- Dovan has been give another Rogue Level, a masterwork chain shirt to replace his studded leather, and a potion of cure serious wounds he managed to ferret away for himself from the bandit's loot; +200XP
- Three more bandits are present in the common room- +405XP
- Total XP gain= +605XP, totalling 1,745XP, only 35XP over our target.

Dovan from Nisroch CR3

XP 800

Male human rogue 4

NE Medium humanoid (human)

Init +4; Senses Perception +6

Defense

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1  
dodge)

hp 27 (4d8+9)

Fort +2, Ref +8, Will +0

Defensive Abilities evasion, trap sense +1, uncanny  
dodge

Offense

Speed 30 ft.

Melee +1 rapier +9 (1d6+3/18–20)

Ranged dagger +7 (1d4+2/19–20)

Special Attacks sneak attack +2d6

Tactics

During Combat If the PCs attack the guards in the yard, Dovan watches for a round or two to judge how tough these intruders are. As soon as the PCs drop a bandit, Dovan releases the gate to the owlbear's cage and then flees into area Z1, luring the owlbear out into the open

before he dodges into area Z9 to climb up to area Z2a, leaving the owlbear distracted by the easier-to-reach PCs. If forced into a fight, Dovan attempts to flank opponents, using Mobility to dance out of reach of immediate reprisals.

Morale

Dovan attempts to flee into the wilds if reduced to fewer than 4 hit points, but if cornered, he fights to the death.

Statistics

Str 14, Dex 18, Con 12, Int 10, Wis 8, Cha 13

Base Atk +3; CMB +5; CMD 20

Feats Combat Reflexes, Dodge, Mobility, Weapon  
Finesse

Skills Acrobatics +9, Bluff +8, Diplomacy +8, Escape

Artist +9, Intimidate +8, Knowledge (local) +7,

Perception +6, Sleight of Hand +8, Stealth +9

Languages Common

SQ rogue talents (finesse rogue, weapon training  
(rapier)), Trapfinding

Gear: masterwork chain shirt, +1 rapier, daggers (3),  
cure serious wounds potion, silver Stag Lord amulet  
worth 20 gp, turquoise earrings worth 130 gp each, 28  
gp, 2 pp

Markard Ironmark 'the Stitcher'

Markard Ironmark is a slim, tall warrior; once a soldier of Lastwall before he deserted out on a patrol after tiring of fighting in long wars with the hordes of Belkzen. That was a few years ago, and he is in his mid 30's now, but the discipline of his soldier lifestyle has stuck to him, and he trains vigorously every day, usually up before the other bandits. The Stag Lord keeps Markard in his fort for the man's discipline and nerves of steel, but his place is assured in the fort due to his skills at stitching the men's wounds (He has a rank in heal instead of intimidate), and has earned the simple moniker of 'The Stitcher'.

Markard sees the bandits and the Stag Lord's growing power as a route to enough wealth to live out his days in luxury in some decadent city far from conflict; his motivation is purely greed, no more and no less. Despite tending to the wounds of the men when they do not want to see the strange old man in the lower level,

Markard has not established a rapport with any of the men; except a close friendship with Falgrim Sneeg, the two veterans' stories and disciplined lifestyles complimenting each other well.

Dovan from Nisroch worries Markard is after his leadership role, and would like him eliminated.

However, he worries Falgrim Sneeg will also get involved and drag other bandits into any conflict if he manipulates Auchs into attacking him; a situation that will be difficult to engineer as Markard keeps to himself so much. It is possible Dovan will try and use the PC's to 'prove their loyalty' by luring Markard away from the others and assassinating him, under the pretence of rooting out traitors.

Markard is in the common room with the other bandits, but is sat away from the group sketching his 'dream home'; a magnificent mansion with marble walls, dozens of servants and a small harem.

#### Celthric 'Handsome' Kilburn

Celthric Kilburn is a young fallen noble, once very handsome; but his nose has been broken and his face is covered in bruises and scars. Celthric was a minor noble in northern Brevoy, but lost his fortune in a series of foolish investments, ended up frittering and gambling the rest away until he was forced to take to Banditry to survive.

However, a few weeks ago Jex the Snitch caught Celthric stealing a few copper pieces from the bandit's loot; and reported Celthric's transgressions to the Stag Lord; who mercilessly beat Celthric senseless, knocking out his teeth and ruining his good looks. Since then, Celthric has made no secret of his enmity towards Jex; planning to shove the snitch off the walls onto the Haunted Hillside the first chance he gets. With a little encouragement, he could be persuaded to act even more rashly. His cruel nickname was given to him by Topper Red, who he hates with almost equal passion.

Celthric is involved in the gambling game in the common room, although he is a terrible gambler and the other bandits enjoy playing with him for his easy winnings. He is convinced they are cheating him; when in reality he is simply a terrible gambler.

#### 'Father' Avery Tessino

'Father' Avery Tessino is a much older bandit, into his early 40's. He was once a priest of Erastil in a small settlement to the east in the River Kingdoms; named Mandaville, but turned away from the faith and took up banditry when his settlement was butchered before his eyes by barbarians; and Erastil did nothing to stop the slaughter of his community. This turned the humble priest into a bitter shell of his former self, and while part of him loathes the bandit he has become, most of him enjoys the suffering he inflicts upon others- why shouldn't they suffer as his settlement did?

Father Avery has dozed off by a warm fire in the common room, half his meal left over. Fat Norry is eyeing up Avery's plate, and looks keen to help him with his meal as soon as he finishes his current meal.

#### Z6- Owlbear Pen

Giving Beaky the advanced template (see below) raises the encounter's XP to 1,600.

#### 'Beaky the Owlbear'

XP 1600

N Large advanced magical beast

Init +7; Senses darkvision 60 ft., low-light vision, scent;

Perception +14

#### DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 57 (5d10+30)

Fort +12, Ref +7, Will +4;

#### OFFENSE

Speed 30 ft.

Melee 2 claws +10 (1d6+6 plus grab), bite +10 (1d6+6)

Space 10 ft. Reach 5 ft.

#### STATISTICS

Str 23, Dex 16, Con 22, Int 6, Wis 16, Cha 14;

Base Atk +5; CMB +12; CMD 25

Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)

Skills Perception +14

## Z7-Storage Room

Akiros gained another barbarian level increasing his XP value to 1,200XP.

Akiros Ismort CR4

XP 1,200

Male human ex-paladin 1/barbarian 4

CN Medium humanoid (human)

Init +1; Senses Perception +6

### Defense

AC 19, touch 9, flat-footed 18 (+7 armor, +1 Dex, -2 rage, +3 shield)

hp 60 (5 HD; 4d12+1d10+29)

Fort +11, Ref +2, Will +6

Defensive Abilities trap sense +1, uncanny dodge

### Offense

Speed 30 ft.

Melee +1 longsword +11 (1d8+5/19-20)

Ranged composite longbow +6 (1d8+2/x3)

Special Attacks rage (15 rounds/day), rage powers (quick reflexes, renewed vigor (1d8+5))

### Tactics

During Combat

Akiros fights with the ferocity of one who doesn't care if he lives or dies; he rages on the first round of combat, and focuses his attacks first on healers, then other spellcasters, and finally on non-spellcasters.

### Morale

Akiros fights to the death.

### Base Statistics

AC 19, touch 11, flat-footed 18;

hp 50;

Fort +9, Will +4;

Melee +1 longsword +9 (1d8+3/19-20);

Str 14, Con 16

### Statistics

Str 18, Dex 12, Con 20, Int 10, Wis 8, Cha 15

Base Atk +5; CMB +9; CMD 20

Feats Iron Will, Quick Draw, Weapon Focus (longsword), Shield Focus

Skills Intimidate +10, Knowledge (religion) +6,

Perception +7, Survival +7, Swim +6

Languages Common

Combat Gear: potion of cure moderate wounds (2);

Other Gear: +1 chainmail, masterwork heavy steel shield, +1 longsword, composite longbow (+2 Str) with 20 arrows and 3 +1 magical beast bane arrows, silver holy symbol of Erastil, silver Stag Lord amulet worth 20 gp, 80 gp

## Z8- Stag Lord's Barracks

The Stag Lord CR 7.5ish

XP 3,600

Male human ranger 3/rogue 6

CE Medium humanoid (human)

Init +4; Senses Perception +11

### Defense

AC 20, touch 16, flat-footed 15 (+3 armor, +4 Dex, +1 dodge, +1 Natural, +1 deflection)

hp 76 (8 HD; 3d10+6d8+33)

Fort +8, Ref +11, Will +3

Defensive Abilities evasion, trap sense +2, uncanny dodge, resilience

### Offense

Speed 30 ft.

Melee +1 longsword +9/+4 (1d8+2/19-20)

Ranged +1 composite longbow +10/+5 (1d8+6/x3)

Special Attacks favored enemy (human +2), sneak attack +3d6

### Tactics

During Combat

When attacking with his bow, the Stag Lord usually employs his Deadly Aim feat (included in his stats). He prefers to fight with his bow if possible, favoring attacks on foes who are flat-footed, using the insightful shot ability of his stag's helm or taking time to move into hiding and use Stealth to set up new shots so that he can make sneak attacks. In melee, he shifts and moves to flank foes if possible. Humans are his favorite targets, for in many of them he sees the face of his father. He drinks potions to heal damage if reduced below 20 hit points.

## Morale

The Stag Lord fights to the death.

## Statistics

Str 14, Dex 18, Con 14, Int 10, Wis 8, Cha 12

Base Atk +7; CMB +10; CMD 24

Feats Deadly Aim, Diehard, Dodge, Endurance, Iron Will, Point Blank Shot, Precise Shot, Toughness, Weapon Focus (composite longbow), Quick Draw, Great Fortitude Skills Acrobatics +15, Appraise +11, Climb +13, Intimidate +12, Knowledge (geography) +5, Perception +12, Stealth +17, Survival +10, Swim +13

Languages Common

SQ favored terrain (hills +2), rogue talents (combat trick, weapon Training, resilience), track +1, trapfinding, wild empathy +4

Combat Gear: potion of cure serious wounds (2);

Other Gear: +1 leather armor, +1 longsword, +1 composite longbow (+2 Str) with 20 arrows, amulet of natural armor +1, stag's helm, ring of protection +1, +1 Human Bane arrow (1).

## Z9- Armoury

No change required

## Z10- Pig Roast Room

No change required

## Z11- Cellar

In addition to Nugrah, there are two dire rats in the cellar; Nugrah's only true companions in this dank cellar, who hide and attack the moment he does, hidden before that.

Dire Rat CR 1/3

XP 135

N Small animal

Init +3; Senses low-light vision, scent; Perception +4

## DEFENSE

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

hp 5 (1d8+1)

Fort +3, Ref +5, Will +1

## OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus disease)

Special Attacks disease

## STATISTICS

Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4

Base Atk +0; CMB -1; CMD 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11

Nugrah the Decrepit CR 4

XP 1,600

Male old human druid of Gozreh 7

NE Medium humanoid (human)

Init -1; Senses Perception +15

## Defense

AC 12, touch 9, flat-footed 12 (-1 Dex, +3 natural)

hp 45 (7d8+14)

Fort +5, Ref +1, Will +10

Defensive Abilities resist nature's lure; Resist acid 10

## Offense

Speed 40 ft.

Melee club +5 (1d6)

Special Attacks wild shape 2/day

Domain Spell-Like Abilities (CL 7th; concentration +7) 8/day—acid dart

Spells Prepared (CL 7th; concentration +12)

4th—cure serious wounds (2), spike stones D

3rd—cure moderate wounds, meld into stone, stone shape D

2nd—barkskin, soften earth and stone D, summon swarm, spider climb

1st—cure light wounds (4), longstrider, magic stone D

0 (at will)—create water, detect magic, light, mending

Domain: Earth

## Tactics

### Before Combat

As soon as Nugrah notices intruders entering the cellar, he casts meld into stone to step into the southern wall of area Z11c to listen and wait. While in the stone, he casts barkskin, spider climb, and longstrider (already included in his stat block). He then clambers out of the wall and up onto the ceiling to scuttle forward to see who's intruded in his den.

### During Combat

Nugrah's first act is to use wild shape to assume the form of a wolverine, while remaining affixed to the ceiling 15 feet above. He swaps out a cure serious wounds to cast summon nature's ally IV to summon 1d4+1 Small Earth Elementals to attack the PCs, followed by summon swarm. Only then does he scuttle down to attack in melee. He does not pursue foes out of the cellar.

### Morale

Nugrah fights to the death.

### Statistics

Str 11, Dex 9, Con 10, Int 12, Wis 20, Cha 10

Base Atk +5; CMB +5; CMD 14

Feats Combat Casting, Iron Will, Natural Spell, Toughness, Endurance

Skills Bluff +7, Intimidate +7, Knowledge (nature) +13,

Perception +15, Stealth +6, Survival +17

Languages Common, Hallit

SQ nature bond (Earth domain), nature sense, trackless step, wild empathy +6, woodland stride

Gear: club