

Appendix

Jadeshea: Female elf werefox (foxwoman) Sor4/Drd3; CR 9; Medium-size humanoid (elf, shapechanger) (5'3" tall); HD 4d4 plus 3d8 plus + 1d8 + 3; hp 34; Init +4; Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atk +8/+2 melee (1d4+1 +1 dagger); SQ Charming Aura, elf, druid, fox empathy; AL CN; SV Fort +6, Ref +8, Will +10; Str 11, Dex 18, Con 11, Int 11, Wis 16, Cha 18.

As fox or hybrid: Medium-Size hybrid or Small fox; HD 4d4 plus 3d8 plus 1d8 + 3; hp 34; Init +7; Spd 60 ft. as fox, 40 ft. as hybrid; AC 20 (touch 17, flat-footed 14) as fox, 19 (touch 16, flat-footed 13) as hybrid; Atk +9 melee (1d4+1 bite) as fox, +9/+9 melee (1d4+1 claw) and +8 (1d4 bite); SA Curse of Lycanthropy; SQ elf, scent, damage reduction 10/silver, fox empathy; AL CN; SV Fort +9, Ref +10, Will +10; AL CN; Str 13, Dex 22, Con 17, Int 11, Wis 16, Cha 18

Skills and feats: Jump +7, Search +2, Listen +11, Spot +10, Concentration +4, Craft +3, Knowledge (arcana) +4, Spellcraft +3, Knowledge(nature) +3, Survival +7; Brew Potion, Combat Casting, Craft Wondrous Item, Alertness, Track.

Charming Aura (Su): Any male human or half-elf within 10ft. must succeed a will save DC 14 or be affected as by *Charm Person*. The effect lasts for 1d4 hours. Once succeeded no further saving throw is required the following 1d4 days. For paladins the save is DC 10.

Sorcerer Spells Prepared (6/7/4): 0 -- *Dancing Lights, Detect Magic, Ghost Sound, Light, Mage Hand, Read Magic.* 1 -- *Magic Missile, Chill Touch, Hypnotism.* 2 -- *Invisibility.*

Druid Spells Prepared Day (4/3/1): 0 -- *Create Water, Purify Food and Drink, Resistance, Flare* 1-- *Obscuring Mist, Speak with Animals, Longstrider* 2 -- *Bull's Strength.*

Possessions: +1 dagger; 1 green pearl.

Jadeshea is an incredible beautiful and charming elven girl with silvery hair. She dresses in simple white garments.

In despite of her charming appearance however, sometimes she shows her true nature of pure selfishness. For instance if anybody gets in her way she will not hesitate to kill if she finds that is the easiest way. She dislikes the short folk and has an immense fear of silver - if any object of silver comes near she will become furious and panic.

Normally she lives in a lair in the woods, but a party of adventures once broke into it and stole some of her valuables, a silver statuette of a fox and four pearls. Even though she hates silver, she knows that if any mage or cleric used the statuette in the right way she would become his slave for life. She doesn't want this to happen so she followed the intruders to the city of Rardes where she took lodging at an inn. She prefers to go out only at evening as there are too many people around during the day.

Count Fitzhack de Etwaldes: Male human wereboar aristocrat 3; CR 5; Medium-size humanoid (human, shapechanger) (5' tall); HD 3d8+12 plus 3d8 + 12; hp 58; Init +0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Atk +8 melee (1d4+1 +1 dagger); SQ Alternate form, boar empathy, ferocity, low-light vision, scent; AL CN; SV Fort +6, Ref +4, Will +9; Str 16, Dex 11, Con 15, Int 9, Wis 17, Cha 8.

Skills and feats: Bluff +4, Diplomacy +3, Handle Animal +3, Intimidate+4, Listen +5, Spot +4; Alertness, Improved Bull Rush, Iron Will, Power Attack, Toughness, Iron Will.

As boar or hybrid: Medium-Size; HD 3d8+12 plus 3d8 + 12; hp 58; Init +0; Spd 40 ft. (boar) 30ft. (hybrid); AC 18 (touch 10, flat-footed 18); Atk (boar) +10 melee (1d8+5 gore), Atk (hybrid) +8/+3 melee (1d4+1 +1 dagger and 1d6+2 gore) or +8/+8/+3 (2 claws 1d4+5 and 1 gore 1d6+2); SQ Alternate form, boar empathy, ferocity, low-light vision, scent, damage reduction 10/silver; SA Curse of lycanthropy; AL CN; SV Fort +8, Ref +4, Will +9; Str 20, Dex 11, Con 19, Int 9, Wis 10, Cha 8.

Possessions: +1 dagger, golden belt (50gp worth).

See wereboar description in MM for further details.

The Count of Rardes. Etwaldes is an obese man. He has very short brown hair. He usually wears a blue robe, a black cloak, and a golden belt. In his belt he carries a dagger+1 with an ivory hilt. He is selfish and aggressive. His decisions often lack reasons and logic and his advisers have often found out that he doesn't care about what is sensible or not.

He is extremely fond of beautiful women, elven as well as human; the opposite is rarely the case however.

The Count was recently afflicted by lycanthropy from the Silverfox statuette.

He has asked the wizard Sycrumistios to help him remove it. But after Sycrumistios' recent demise he hired a wizard named Niton to pick up where Sycrumistios left. The mage tried to remove the curse but he failed. The mage then told him about an altar of stone in the woods, which allegedly should enable them to remove the curse, by the use of four special pearls, but nor Sycrumistios or Niton has revealed that the altar could actually be used by them to become The Master of Lycanthropy.

The Count has invited several adventures to find the pearls for him but all have failed so far. Some never returned; and those who returned came back with no answers to give.

Ali Acktor: Dao; CR 6; Large outsider; HD 8d8+24; hp 60; Init +6 ; Spd 20 ft., fly 60 ft. (perfect), burrow 20 ft.; AC 21 (touch 12, flat-footed 17); Atk +12/+7 melee (3d6+5 large greatsword); Reach 10 ft.; SA: Earth mastery, spell-like abilities SQ: Darkvision 60 ft., plane shift, telepathy; AL NE; SV Fort +9, Ref +8, Will +8; Str 20, Dex 14, Con 16, Int 12, Wis 15, Cha 15.

Skills and feats: Appraise +9, Concentration +11, Craft +9, Escape Artist +10, Listen +11, Move Silently +10, Sense Motive +7, Spellcraft +9, Spot +11; Combat Casting, Combat Reflexes, Dodge, Improved Initiative.

Languages Spoken:, Common, Auran, and Terran

Earth Mastery (Ex): A dao gain a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the dao suffers a -4 penalty to attack and damage (These modifiers are not included in the stat block).

Plane Shift (Sp): A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to six other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name.

Telepathy (Su): A genie can communicate telepathically with any creature within 100 ft. that has a language.

Spell-Like Abilities: 3/day – *transmute rock to mud*; 1/day – grant 1 *wish* (to nongenies only), *change self*, *detect good*, *detect magic*, *invisibility* (self only), *passwall*, and *wall of stone*. Once per day, a dao can assume gaseous form (as the spell) for up to 1 hour.

Possessions: Chainshirt, large masterwork greatsword.

Ali Acktor is the assistant of Count Etwaldes, the Count doesn't know he's a dao as he's disguised as a 7' tall human. He has a black beard and black hair. He dresses in a white robe and black garments. He's also working for Lord Enndes as a spy, so his position is quite beneficial. Ali is the one who made the adventurers that stole the pearls from Jadeshea disappear.

He fears that the search for the pearls might discover his spying activities. As he paid a source of information with one of the pearls the Count is looking for.

He does not know where the remaining 3 pearls are nor does he know that the Count is a wereboar.

Templemaster Hander: male human Clr14; CR 14; Medium humanoid (5'5" tall); HD 14d8; hp 68; Init +0, Spd. 30ft.; AC 10 (touch 10, flatfooted 10); Atk +11/+6 (1d6+1 staff of necromancy); SA ; AL N; SV Fort +9, Ref +4, Will +14; Str 13, Dex 10, Con 10, Int 15, Wis 21, Cha 14.

Skills and feats: Concentration +8, Craft +8, Diplomacy +8, Heal +11, Knowledge (arcana) +10, Knowledge (history) +8, Knowledge (religion) +12, Knowledge (the planes) +8, Profession +11, Spellcraft +8; Brew Potion, Craft Staff, Scribe Scroll, Quicken Spell, Leadership, Empower Spell.

Cleric Spells Prepared (6/7+1/6+1/5+1/5+1/4+1/3+1/2+1): 0 -- *Create Water, Detect Magic, Purify Food and Drink, Resistance, Read Magic, Light* 1-- *Cure Light Wounds, Command, Deathwatch, Detect Undead, Entropic Shield, Protection from Evil, Sanctuary, Shield of Faith* 2 -- *Cure Moderate Wounds, Bears Endurance, Death*

Knell, Gentle Repose, Owls Wisdom, Spiritual Weapon, Resist Energy 3 -- Dispel Magic, Cure Serious Wounds, Animate Dead, Bestow Curse, Daylight, Searing Light 4 – Cure Critical Wounds, Giant Vermin, Planar Ally Lesser, Spell Immunity, Death Ward, Repel Vermin 5 – Spell Resistance, Greater Command, Flame Strike, Raise Dead, Insect Plague 6 – Antimagic Field, Blade Barrier, Create Undead, Planar Ally 7 – Spell Turning, Destruction, Resurrection.

Domains: Healing, Magic.

Possessions: Staff of Necromancy.

Hander is the High Priest of the Temple of Sapphire in Rardes. He is nearly bald with a big white beard and he normally wears a white robe with red, green, and gold ornaments. He is rather greedy and selfish. Lately he has been conducting secret experiments with bodies of dead in secret chambers beneath the temple, only one of the other temple priests knows this (Priest Sachun Clr3). There are 7 priests (lvl 1-10) and 3 priestesses (lvl 3-7) in the temple. The priests in the Sapphire temple commands 20 temple guards.

Mathilia Mintemoon, female, human Priestess of Sapphire; Clr5; Alignment LG; Hp: 35; Str 10, Dex 11, Con 12, Int 12, Wis 17, Cha 14; Domains: Law, Healing.

Mathilia is a very graceful woman with long half blond hair which she wears in one pleat. She believes in goodness and kindness however she can be very arrogant. She dresses in a thin white silk gown with a blue silk string around her waist in which the symbol of the Sapphire, a small sapphire in a golden string is attached. Mathilia is usually unarmed, but she keeps a quarterstaff in her room.

20 Temple guards, male human Ftr3;

The temple guards carry chainmail, helmets, large shields, light maces, and ranseurs.

4 Thugs With Longswords in Rough Neighborhood Alley: Male human war3; CR 2; Medium humanoid; HD 3d8; hp 15, 14, 12, 13; Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13); Atk +5 melee (1d8+2 longsword); AL NE; SV Fort +3, Ref +3, Will +0; Str 14, Dex 10, Con 11, Int 9, Wis 9, Cha 10.

Skills and feats: Intimidate+3, Jump +5, Spot +1, Listen +1; Power Attack, Alertness, Lightning Reflexes.

Possessions: 4 Leather armor, 4 longswords, 80gp.

Thug with shortbow in Rough Neighborhood Alley: Male human rog2; CR 2; Medium humanoid; HD 2d6 + 2; hp 10; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d6+1 short sword) or +4 ranged (1d6 shortbow); SA: Sneak attack (+1d6); SQ: Trap finding, evasion; AL NE; SV Fort +1, Ref +6, Will -1; Str 12, Dex 16, Con 12, Int 11, Wis 9, Cha 10.

Skills and feats: Spot +4, listen +4, search +5, bluff +5, sleight of hand +8, open lock +8, hide +8, move silently +8; Point blank shot, precise shot.

Possessions: Leather armor, short sword, short bow, 20 arrows, 20gp.

The shortbow thug will not enter melee combat, but flee if the situation becomes dangerous.

The Dog: Male human rog3; CR 3; Medium humanoid; HD 3d6; hp 14; Init +4; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +3 melee (1d4+1 silver dagger) or +6 ranged (1d6 shortbow); SA: Sneak attack (+2d6); SQ: Trap finding, evasion, trap sense +1; AL N; SV Fort +1, Ref +7, Will 0; Str 12, Dex 18, Con 11, Int 9, Wis 9, Cha 13.

Skills and feats: Spot +3, listen +3, search +2, bluff +6, sleight of hand +8, open lock +8, hide +8, move silently +6, sense motive +3, diplomacy +4, forgery +4, disguise +5; Point blank shot, precise shot, deceitful.

Possessions: Dark brown cape, silver dagger, thieves tools, a tuft of parsley, 3 ft. of high quality thread, a pair of spectacles, a lump of old cheese, a lump of old bread, 1 needle, 1 ring (silver, worth 5sp), a piece of glass, white feather pen (used), 2 pp, 10 gp, 7 half gps, 20 sp, 100 tin pcs, a heel of a boot, a golden necklace (20 gp), and a Green Pearl.

4 Alley ambushers: Male hobgoblin mercenary, ftr2; CR 2; Medium humanoid; HD 2d10 + 4; hp 20, 19, 18, 21; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Atk +5 melee (1d8+2 battleaxe); SQ: Darkvision (60') AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and feats: Climb +6, intimidate +2, jump +5, move silently +5; Weapon focus (battleaxe), power attack, blind fight.

Possessions: 4 Banded mail armors, 4 light steel shields, 4 battle axes, 80 gp.

The Spy, Qerdron Karlsvognan, Captain in the 3rd Triforian Cavalry: Male

human ftr5; CR5; Medium humanoid; HD 5d10 + 10; hp 47; Init +0; Spd. 30ft.; AC 16 (touch 10, flat-footed 16); Atk +10 melee (1d8 +4 silver longsword); AL NE; SV Fort +6, Ref +1, Will +1; Str 18, Dex 10, Con 14, Int 13, Wis 11, Cha 11.

Skills and feats: Climb +8, intimidate +2, jump +8, handle animal +5, ride +8; Weapon focus (longsword), power attack, mounted combat, trample, ride-by attack, spirited charge.

Possessions: Chain mail, cold iron longsword, dagger, one of Jadeshea's pearls, 15 GP, diagrams of the King's allied forces defence positions, light horse lance, light steel shield, warhorse.

2 Lieutenants, Eurun og Weande: Male human ftr4; CR4; Medium humanoid; HD 4d10 + 4; hp 31, 31; Init +0; Spd. 30ft; AC 15 (touch 10, flat-footed 15); Atk +7 melee (1d8+2 longsword); AL N; SV Fort +5, Ref +1, Will +1; Str 15, Dex 10, Con 13, Int 10, Wis 10, Cha 11.

Skills and feats: Climb +3, intimidate +2, jump +4, handle animal +3, ride +6; Weapon focus (longsword), power attack, mounted combat, trample, ride-by attack, spirited charge.

Possessions: Chain mail, longsword, dagger, 10 GP.

6 human wererats: MM p. 173; hp 12, 19, 16, 15, 14, 14.

Possessions: 6 rapiers, 6 light crossbows, 6 leather armor, 6 buckler, 60gp.

Assassin: Male elf rog2/asn3; CR5; Medium humanoid; HD 5d6 + 10; hp 32; Init +5; Spd 30ft; AC 17 (touch 15, flat-footed 12); Atk +8 (rapier 1d6 + 1 + Medium spider poison 18-20/x2); SA sneak attack 3d6, death attack, spells; SQ trap finding, evasion, poison use, uncanny dodge, +1 save against poison; AL NE; SV Fort +3, Ref +11, Wis +0; Str 12, Dex 20, Con 14, Int 12, Wis 9, Cha 10.

Skills and feats: Disguise +4, move silently +13, hide + 13, escape artist +8, climb +6, tumble +10, open lock +8, balance +8, gather information +5, jump +6, use rope +8, spot +5, listen +5; weapon finesse (rapier), alertness.

Spells Prepared (0/3/2): 1 – true strike, mage armor, ray of enfeeblement 2 -- fog cloud, alter self.

Possessions: Leather armor, poisoned rapier, dagger, 20gp, 1 vial of medium spider poison.

Hans and Gerald: Male human rgr4; CR4; Medium humanoid; HD 4d8 + 8; hp 31, 35; Init +3; Spd 30ft; AC 16 (touch 13, flat-footed 12); Atk +6 melee (rapier 1d6 + 3) or +6 ranged (longbow 1d8); SQ favored enemy (human), archery combat style, endurance, animal companion; AL LE; SV Fort +6, Ref +7, Wis +1; Str 16, Dex 17, Con 14, Int 10, Wis 11, Cha 10.

Skills and feats: Climb +5, hide +10, jump +5, knowledge (nature) +3, Listen +3, move silently +10, ride +6, search +3, spot +3, survival +6, swim +5, use rope +4; Point blank shot, precise shot, rapid shot(ranger), shot on the run.

Possessions: Each have: cloak, leather armor, buckler, rapier, dagger, longbow, 40 arrows, 20gp.

Hans and Gerald are hired by the Count of Trifor to keep an eye on the party. They're not interested in fighting, but in keeping a low profile.

Niton: Male human wiz7; CR7; Medium humanoid; HD 7d4; hp 21; Init +3; Spd 30ft; AC 14 (touch 14, flat-footed 11); Atk +3 (silver dagger 1d4); AL N; SV Fort +2, Ref +5, Wis +7; Str 9, Dex 16, Con 10, Int 19, Wis 15, Cha 9.

Skills and feats: Concentration +10, decipher script +14, knowledge (architecture and engineering) +12, knowledge (arcana) + 14, knowledge (planes) +14, knowledge (religion) +14, spot +2, listen +2, spellcraft +16; Summon familiar, scribe scroll, empower spell, quicken spell, craft wand, craft wondrous item, combat casting.

Spells Prepared (4/5/4/3/2): 0 – resistance, detect magic, read magic, flare 1 – mage armor, shield, grease, obscuring mist, ray of enfeeblement 2 – glitterdust, protection from arrows, see invisibility, invisibility 3 – dispel magic, suggestion, protection from energy 4 – evards black tentacles, enervation.

Possessions: +1 silver dagger, wand of magic missiles (arcane, CL5), potion of blur, potion of cure serious wounds, ring of protection +1, scroll of fireball, scroll of lightning bolt, scroll of wall of fire.

Niton will usually try to escape if attacked, and he may use violent force in order to ensure his escape.

Hegelbart Hesro: Male human ftr7; Hegelbart will not be engaging the party directly – instead he will use his magic longsword, The Blackblade, with its conspicuous black blade, to create illusions that will cover his escape.